

# Seiken Densetsu 3 (Import) FAQ/Walkthrough

by jjyooi

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LOOPY'S IN-DEPTH SEIKEN DENSETSU 3 (SNES) FAQ/WALKTHRU/STRATEGY GUIDE

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Version 1.3

(Released: October 2006)

(The latest version of this FAQ and other useful information can always be found on my web page: <http://www.kigurumi.co.uk>)

\*(For the latest changes, see the Version History at the end of this FAQ)\*

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## Disclaimer

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First things first, let's get the legal stuff out of the way:

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(Hey, I know you don't like reading this. Hell, I don't even like writing it, but I have to. Someone's gotta do the job, even though it's a lousy one.)

Anyway, enough of the lecture, let's get back to the FAQ (which is why you're reading this thing, right?)

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## Prologue

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SD3 is, IMHO, probably SquareSoft's best RPG ever, but when I looked for FAQs and walkthroughs, I could only find specialised docs (like "FAQ for Kevin" or "FAQ for Angela".) And most of them were a bit vague as to where to go. So, what I've decided to do is to write an in-depth FAQ/Walkthru that holds for ALL characters with CLEAR descriptions as to where to go and what to do. (At the time I started this FAQ, there were little or no FAQs that did this.) I won't say "go here" or "go there" because it's very easy to get lost en route. Believe me, I know. Because I'll be writing this FAQ for all characters, the FAQ will end up both being very large and long and some of the walkthrough will NOT be relevant to you, depending on who your main character is. For example, when you look for Zable Fahr (the Dark God-Beast), he will be in different places in the game depending on who your main character is. At this point, I'll split my walkthrough into three parts. This is because there are three different possible routes through the game, each determined by the main character (from hereon known as "the hero.") The routes are Duran/Angela, Carlie/Kevin and Lise/Hawk. The characters in each of the pairs have stories that overlap (i.e. interconnect.) For example, Angela lives in Althena which is going to try and invade Duran's home town of Forcena, so their stories will connect. Carlie and Kevin are the same age (15), and both have had bad experiences with the Death Jester (see the walkthrough for further information). Hawk lives in the Navarre Fortress and they are trying to invade Lise's home, the Wind Kingdom Rolante, so their stories will also connect.

Once I have split the walkthrough, I will independently explain how to get to Zable for your chosen team. This "splitting" will increase the size of the FAQ even more, sorry. There's no other way.

Also, I will ONLY put stuff in the walkthrough that will benefit your game. My motto is "You don't want it? You don't need it? You don't get it."

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Characters

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There are six different characters you can choose from in this game. They are (in no particular order) as follows:

Duran: a Swordsman from Forcena.

Kevin: a Grappler from the Beast Kingdom.

Lise (aka Rise, Riese and Riese): an Amazon from the Wind Kingdom Rolante.

Carlie (aka Charlotte): a Cleric from the Holy City Wendel. She is half Fairy (Faerie for the Americans among you), half human.

Hawk (aka Hawkeye): a Thief from Navarre.

Angela: a Magician from the Magic Kingdom Altena.

Each of the characters have strengths and weaknesses:

Duran: A hard hitter, but slow to recover.

Kevin: The hardest hitter in the game, but only at night (when he turns into a werewolf.)

Lise: A good all rounder, but the attack strength is not too high.

Carlie: The best healer in the game, but lousy attack strength.

Hawk: Very fast, but attack strength not massively high. Hits twice per go.

Angela: The BEST offensive magic user, but has low attack strength, although it's higher than Carlie's.

\* Kevin and Hawk can cancel their standard attacks into their B-button attacks (or BAs.) When I say "cancel", I mean that when the character attacks, they will attack and then IMMEDIATELY perform their BA. BAs are unblockable.

Cancelling is like cancelling moves in the Street Fighter series in which you can enter the motion of a special move as the animation of a standard punch or kick is still on screen. This causes an unbreakable combo from the standard punch or kick to the special move. The same is true in here. Cancelling only usually works if you've held down A (attack) for a bit and your on-screen character has been attacking for a bit beforehand. I'm not sure, but if you let the CPU control your character for a while, they will perform a slightly different attack. For example, Angela jumps in the air and smacks downwards, Kevin uppercuts and Hawk spins around (taking out everyone around him.) Lise, Duran and Carlie, I'm not entirely sure about. But the important thing about these special moves is that THESE are the ones you can cancel from. They usually have a slight delay in execution, so you should be able to spot one coming, and once you do, smack the B button. I may consider making a "Cancelling Attacks" movie when I next have some free time.

Cancelling works with all BAs, Level 1 through to Level 3, and with all characters, but is easiest to do with Kevin and Hawk since they hit more than once. Plus, cancelling causes a lot of damage, since the enemy can't heal in between. The damage can be increased if you use the correct Saber type against the enemy. Remember, that, since Level 1 BAs don't freeze the action, enemies CAN still move on-screen so they CAN heal. \*

## Class Changing

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This is the high point of the game. Twice through the game, you have the option of altering the looks and colours of each member of your team by "Class-Changing" them. Think of it as evolving them to a higher level where they are more powerful and learn better spells and moves. There are four ways you can change each of your team members, determined by Light and Dark. In

other words, you can send each of your team down four different paths:

```
Starting          (BAs: Level 1 only)
|
|--Light          (BAs: Level 1, Level 2)
|  |--Light+Light (BAs: Level 1, Level 2, Level 3)
|   \--Light+Dark (BAs: Level 1, Level 2, Level 3)
|
\--Dark           (BAs: Level 1, Level 2)
   |--Dark+Light  (BAs: Level 1, Level 2, Level 3)
   \--Dark+Dark   (BAs: Level 1, Level 2, Level 3)
```

\*NOTE: Dark+Light is NOT the same as Light+Dark\*

As you can see, each time you class change, you gain a new BA. So to begin with, you have 1 BA. After the first class change, you have 2 and after the second class change, you have 3. The only exception to this rule is Kevin, who gains two BAs after each class change, making a total of 3 BAs after the first class change and 5 after the second.

The Dark classes mostly learn destructive and stat down (i.e. lowering enemies' stats) spells, whilst the Light classes learn mostly healing and stat up spells (i.e. increasing your team mate's stats.) You can combine classes so a Light+Dark or a Dark+Light class will have both Light spells AND Dark spells. Classes as such are not dependent on other team members so you could put Duran as Light+Light, Kevin as Light+Dark and Hawk as Dark+Dark or you could put all your team as Light+Light - it's up to you. All classes have good and bad points. For example, Duran's Light classes can equip shields, thereby making them have a higher defence than his Dark classes. However, the Dark classes have a better attack strength, even if they have a slightly poorer defense. See further down this section for a more in-depth look at the classes.

The first class change is available at Level 18 and it done simply by talking to a Mana Stone. Choose your path carefully as once you've chosen the first class type, you can't go back.

The second class change is more tricky. You must obtain several "???" Seeds" (sic) and then plant them at an inn. There, they will grow into items that will break the seal of the second class change. By the time you reach the required Level (38), the Mana Stones have been destroyed (see walkthrough) so you need to talk to the Goddess Statue in the Mana Holy Land in order to class change your team. I'll explain this part in the walkthrough (which is later on in this document.) It's VERY unlikely that you'll manage to get to L38 before the Stones break (unless you've got loads of hours to kill and have no social life.)

Avery Lee (yes, that Avery Lee -- the author of the brilliant VirtualDub) e-mailed me about the above paragraph so I think I'd better clarify it further:

Another important thing to realise is that the game will not give you ??? Seeds until later on in the game when it expects you to be about L38 so you can spend as much time as you like levelling up to L38 if you want to, but without ??? Seeds, you'll never be able to do the second class change and you'll probably never get these until the Stones break and you release the God-Beasts.

I've noticed that the game expects this to happen after the scene where you surrender the Sword of Mana -- this is also when the final and sub-boss go

off and release the God-Beasts (see the walkthrough for more details.) So, in theory, according to Pierre-Hugues Goyet, killing some monsters after this scene should potentially net you some ??? Seeds.

(And you wondered why VirtualDub releases were always late.... :)

\* Before you e-mail me about class changing: YOU CAN PERFORM THE FIRST CLASS CHANGE AT LEVEL 18 AND THE SECOND AT LEVEL 38. YOU DO NOT HAVE TO CLASS CHANGE AT THOSE LEVELS. THEY ARE THE MINIMUM LEVELS YOU NEED TO BE AT TO CLASS CHANGE. YOU COULD PERFORM THE FIRST CLASS CHANGE AT 50 AND THE SECOND AT 75 IF YOU WANTED (though I don't know why you'd want to do that...) \*

On the topic of seeds, there are many types of seeds. These need to be taken to an Inn and planted. There, they will grow in various items. What you get varies depending on the seed type you plant:

1. Item Seeds (grows into items like Round Drops and Puipui Grasses.)
2. Magic Seeds (grows into items which cast Magic Spells. Namely Oils, Scales and Claws.)
3. Flying Item Seeds (grows into items you can throw in battle like Darts and Bombs.)
3. Weapon/Armor Seeds (grows into weapons and armor that you can equip on your team. The items you get from these seeds are MUCH better than the armour and weapons you can buy from the shops. You should always use these when you get one.)
4. Mysterious Seeds (grows into recovery items like Angel Grails, Magic Walnuts and Honey Drinks.)
5. ??? Seeds (which grow into class-breaking items. You can see what class they will break by selecting them in or out of battle. The description of the seed is the class they will break.) MAKE SURE YOU SAVE AT THE INN BEFORE USING THESE SEEDS! (See Part 0: Getting The Last Class Change later for details of why.) As for WHEN you can get these seeds, refer to the paragraph further up.

\*All\* seeds, regardless of type can be used in or out of battle. They will heal one member of your team by 50HPs, regardless of level. In general, don't do this. Growing the seed in an inn is far more constructive. I mean, which is better? 50HPs or a class change breaking item? You decide... Not much of a choice is it?

When you level up in preparation for your class changing (this requires exp points which you get from killing enemies), you're presented with a list of options. At level up, you are allowed to increase ONE of these options. To help you decide, here's what each does:

- |              |   |
|--------------|---|
| Strength     | - Lets you hit harder. You'll do more damage with standard attacks and with BAs.  |
| Agility      | - Your evade rate increases. Enemy attacks and some level 1 BAs will miss. By "level 1", I mean the BA that involves the enemy flashing white as they perform it. Level 1 BAs don't usually freeze the action while they are performed. Level 2 and 3 BAs usually do, plus they actually have the name of the BA pop up on the screen. Few enemies have a Level 1 BA. The Werewolves in the Moonlight Forest do, but they don't usually use them. |
| Vitality     | - Your defence increases and max HP goes up (increase depends on character, level and current Vitality level.)  |
| Intelligence | - Magic evade rate increases so opponent's magic spells may now miss. Magic defence and offense levels also increase.   |
| Spirit       | - The effect of any known non-offensive magic (such as Healing, Stat, Saber and Summon magic) increases.  |
| Luck         | - Critical hits are more common (you see a big yellow star when   |

you hit your opponent.) There are also less traps in the "Wheel of Misfortune" (as I like to call it) which appears in certain booby-trapped item boxes. BTW: If you get a critical with a Saberred weapon, the colour of the star will change to that of the Saber in question (Ice = dark blue, Thunder = light blue, Diamond = grey, etc.) I once scored a critical hit against Tzenker with a Diamond Saberred weapon. The usual damage was 22HPs with the Saber, but a Critical Hit scored 55HPs, over double the damage -- this was quite early in the game, so three-digit damage was out of the question. Critical hits whilst saberred are quite common, especially when you're Saberred with the enemy's weakness -- in this example, Thunder.)

I recommend that you try and keep all these the same level unless you need to raise a certain option to learn a move (e.g. Intelligence for Angela/Carlie, Agility for Hawk, Spirit for Duran and Strength/Intelligence/Spirit for Kevin -- depending on what class you choose.) Remember, sometimes, one stat will be maxed out until another stat is raised. For example, your Strength stat may max out at 17 (example) until you raise, say Intelligence by one, in which case Strength can then be raised another 3. I'm inventing numbers here, but you get the general idea.

## Classes

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Every character has six classes, seven if you count the starting class (from the first, there are two possible after the first class change and then two for each of the two possible classes after that.) Here, I'll take each class in turn and evaluate it's usefulness. I'll also describe all the BAs that I've seen. I'll describe what the spells \_do\_, but not what the spells \_look\_ like. I won't describe the starting class BAs as you can see those clearly yourself.

### Duran's Classes:

Fighter (Starting)

Boring, just fights. Knows Cross-Slash as a B-button attack.

### Knight (Light)

As a Knight, Duran isn't much better than the Fighter. He learns Heal Light (restores HPs -- the amount depends on level and if you're casting on one or all of your team. Casting Heal Light on more than one team member will lower the overall healing effect per person) and can equip a shield which increases his evade rate, but that's about it. However, the Paladin and the Lord are VERY powerful light classes. Knows the 3-Step Cut as his BA, but it only hits one enemy and does average damage (he slashes through, up and then turns around and slashes down.) He can't multi-target (i.e. cast one spell on more than one target) his Heal Light (yet.) Forcena will sell Shields for Duran once he starts off down this path.

### Paladin (Light+Light)

Probably Duran's best Light class, the Paladin learns Saint Saber (boosts weapon's damage with the power of Light.) Saint Saber causes big damage to evil or dark-type enemies (of which there are plenty.) He can't multi-target Saint Saber and still can't multi-target his Heal Light. If you choose Duran, I recommend the Sword Master as his best overall class -- unless you're \_really\_ desperate for Saint Saber -- which \_is\_ quite handy later on in the game. The Paladin or the Lord are both acceptable Light classes. He knows Flashing Sword as his BA and it hits all enemies -- Duran runs to the middle

of the screen, waves his sword and lifts it up into the air. The sword sparkles with light and explosions rock the screen. Big damage, especially against Dark or Evil enemies like Zombies, Ghosts, etc. Use the Paladin's Proof to unlock this class. I personally prefer this Light class to the Lord, even though I can't use multi-target Heal Light.

#### Lord (Light+Dark)

The Lord class can multi-target Heal Light and learns Tinkle Rain (heals all status ailments like Poison and Silence, but NOT any MAGIC effects like Sabers or stat-lowering effects.) Tinkle Rain can't be multi-targetted. The Lord learns Magic Circle as his BA which only hits one enemy, but can be extremely powerful at higher levels (a Magic Circle flashes behind the victim as Duran jumps and slashes downwards.) Use the Lord's Proof to unlock this class.

#### Gladiator (Dark)

Duran's first Dark class and one of the more offensive. He knows all the elemental Saber moves (Thunder, Diamond, Fire & Ice) which all boost the power of the castee's weapon with the relevant element, but be careful when using it, as you may heal an enemy by using the wrong Saber. For example, if you use a character whose weapon has been Ice Saberred on a Frost Dragon, you'll end up healing the dragon, not damaging it. This is the same with Saint and Holy enemies and Dark and Evil enemies. The Gladiator can't multi-target his Sabers, nor can he use a shield (and neither can any of Duran's other Dark classes), but he does have a powerful full-screen, multi-hitting BA (Whirlwind Sword -- sends Duran spinning around like a tornado) and a much higher attack strength than the Knight.

#### Sword Master (Dark+Light)

Duran's best Dark class and probably his best overall (IMHO.) The SM can multi-target all his Saber spells (VERY useful.) He learns Moon and Leaf Saber (which drains HPs and MPs from the enemy respectively.) And although he can't multi-target these new spells, having them in one class is pretty neat. In fact, the Sword Master is the ONLY class that learns both Moon and Leaf Saber at the same time (as far as I know -- correct me if I'm wrong) so it's very useful. The SM knows Vacuum Blade as his BA and it's even more powerful than the Eruption Sword! You're looking at close to 600+ HP damage at later levels! (Duran runs into the middle of the screen and spins his sword around, creating an animation similar to Valkyrie Lise's Vacuum Wave Spear. The only Sabers the SM doesn't learn are Saint and Dark Saber. The Dark one sucks anyway, so it's not a big loss. Use the Master's Proof for this class.

#### Duelist (Dark+Dark)

The Duelist is Duran's most powerful class, but it really sucks in the magic department. The Duelist knows Eruption Sword as his BA and it's bloody powerful too (Duran's sword glows with fire. He then jumps into the air and plunges his sword into the ground. A wall of fire (think of the Blaze Wall animation) erupts around all of the enemies on the screen.) The Duelist can't multitarget any of his Sabers and learns only one new spell: Dark Saber. This move sucks big time. It boosts the weapon with a Dark attribute and it only works on Holy enemies of which the Potos (the guys that have a nasty habit of licking you and then casting Saint Beam and the Saber spells) are the only one I can think of. It doesn't work on the bosses (with the exception of Lightgazer -- the Light God-Beast) because they are usually Dark type. If you want to use a Dark class, go for the Sword Master. To unlock this class, use the Duelist's Proof. I don't really recommend you go for this class.

#### Kevin's Classes:

Kevin is the ONLY person who can use two DIFFERENT BAs. In any one class.

One is the standard BA and the other is a grappling move (hey, he is a Grappler after all, right?) So after the second class change, Kevin will end up with 5 BAs: one from the starting class, two from the second and two from the last class change. You're spoilt for choice when deciding which one to use, eh? To perform the Grapple BA, hold B with a charged BA bar. To perform the other BA, TAP B with a charged BA bar. It's tricky to perform and even harder to do at will. I still sometimes pull off the wrong BA when I mean to pull off the other. There has also been discussion on the GameFAQs message boards about this. Some say that if Kevin has "locked on" (e.g. he keeps watching one particular enemy), then he will perform the grapple BA. If not, he will perform the standard one. I haven't been able to confirm this yet. Kevin transforms into a werewolf at night making him almost twice as powerful and depending on which class you choose, he will change into various wolves, each with different stats, but ALL with good attack strength.

Anyway, his classes:

Grappler (Starting):

Nothing new here, just fights. Boring. Knows the Ashura Dream Fist as his BA but that's it (the ADF can hit up to 5 times if you position Kevin correctly.) The Grappler only knows one BA. Turns into a werewolf at night.

Monk (Light):

Turns into a standard werewolf and learns Pressure Point which ups Kev's attack power to that of a werewolf so that he can do as much damage during the day as if he was a werewolf at night. This is very useful, as it only costs 1MP and cancels any Power Down effects. The downside is that it can only be used on Kevin himself. The Monk learns Whirlwind Kick (multi -- identical to Gladiator Duran's Whirlwind Sword, but uses his leg like Ryu & Ken's Hurricane Kick from Street Fighter 2) and Tornado Throw (single -- Kev throws his victim high into the air) as his BAs. I recommend this path if you want to turn Kev into a healer or if you don't have Carlie on your team. Learns Heal Light (single.)

God-Hand (Light+Light):

A strong hitter, but pales in comparison to Kev's Dark classes. He can't multi-target Heal Light, but gets the Aura Wave spell (when cast, maxes out the person's BA bar so they can immediately perform their BA.) Some say the Aura Wave is pointless and some disagree. You decide. The G-H turns into a Golden Werewolf at night. He learns Byakko Shockwave (multi -- sends a ball of lightning at all enemies. Think of Dangaard's (the Wind God-Beast) Thunderball and you'll know what I mean. This move has BIG damage properties, especially on Ground type enemies such as Mole Bears and bosses like Land UMBER and Jewel Eater, since Ground is weak against Wind) and Stardust Bomb (single -- Grabs an enemy, jumps up, spinning around and then turns around, sending his opponent into the ground head first like a giant drill bit. This isn't like Zangief's Spinning Pile Driver as Kev is always pushing his opponent ahead of him) as his BAs. A good Light class, but if you really want a Light class, I really recommend you go with the Warrior Monk. Use the Gold Wolf Soul for this class.

Warrior Monk (Light+Dark):

Kev's best Light class. He can multi-target Heal Light and learns Leaf Saber (drains MPs -- always useful, especially if you use Heal Light a lot.) The WM learns the Genbu 100-Kick (Think of two Chun Li's doing her trademark Hundred Foot Kick on each side of one enemy and you'll get a good idea of what this look like) and Blow Impact (uppercuts his victim into the air, follows them up, then smashes them down to the ground) as his BAs. A good attack strength, but both his BAs only hit one person. Turns into a Silver Wolf at night. Use the Silver Wolf Soul for this class. I tend to choose this class solely for the multi-target Heal Light (and if I don't have Carlie on my team.)



#### Bashkar (Dark):

Kev's first Dark class. He learns no new spells (pity), but does learn Water-Moon Slice (A punching Hyper Combo followed by a SF2 Guile-Style Flash Kick) and Bastard Slam (Grabs his opponent, jumps up into the air with them and then throws them down to the ground from mid-air) which both hurt and both only hit one enemy (like the Warrior Monk.) His attack strength is very high and the two subsequent classes have even higher attack strength. Turns into a Black Fang at night.

#### Dervish (Dark+Dark):

Kev's second strongest class. He learns Moon Saber and, uhm... that's it. Yup, Kev's gone and sacrificed abilities for attack power -- and damn high it is too. The Dervish can't multitarget Moon Saber, but learns the Suzaku Sky Dance (multi -- Kev runs to the bottom of the screen, jumps up, the screen fades to white as the screen splits into three horizontal strips) and Veritubach (single -- Kev grabs his opponent, jumps up and suplexes them into the ground. Think of SSF2 Zangief) as BAs -- and only the Sky Dance hits multiple enemies but both do a helluva chunk of damage. The Dervish turns into a Bloody Wolf at night. Use the Demon Wolf Soul for this class. This class is acceptable as a final class, but if you REALLY want to cause damage, go for the Death Hand.

#### Death Hand (Dark+Light):

Kev's ultimate class. He learns Energy Ball as his only spell (boosts the castee's chances of critical hits. Times out after a while, and it's hard to tell when.) He also learns both the Seiyu Death Fist (multi -- runs to the bottom of the screen, jumps up as the background splits into three strips and the background fades to black) and Dead Crush (single -- looks suspiciously like Zangief's Spinning Pile Driver) as his BAs. At a high level, the SDF can cause 800+ damage. Against the Masked Mage (Kev's end boss), I had Lise (as a Fenrir Knight) cast Protect Down and then I got Kev to do the SDF. The result? 989 HPs damage on a critical! Had I upped Kev's levels a few more, I may even have made 999 max damage mark. The DH becomes a Wolf Devil (the most powerful) at night. This is THE class if you are going to use Kev. If you don't have a healer in your group, go for the Warrior Monk. Use the Death Wolf Soul for this class.

#### Hawk's Classes:

Hawk's classes will rarely fill in all 12 of the available spell slots on the Spells section of the stats (Y) menu.

#### Thief (Starting):

Same as Duran's and Kev's starting classes - boring. Knows Back Slash as his BA and, um, that's it.

#### Ranger (Light):

Not a great class and neither are Hawk's other Light classes (although they do have a lot of variety.) He learns the Flying Swallow Toss (multi -- a little lame, all he does is throws three daggers at each of the enemies on the screen.) The Ranger learns Sleep Flower (causes sleep), Body Change (miniturises enemy by turning him/her/it into a Shell Hunter and makes them give you 0 exp when they die. Pointless IMHO, but useful as a desperation move. When transformed, the enemies will miss every hit and will not be able to use any special abilities like magic or BAs), Spike and Arrow (yes, they are the same as the traps you get in those annoying booby-trapped boxes.) All are single-cast. Hawk's Light classes use mostly traps for damage. His Dark classes use stat-lowering ninja-type skills which are more effective, but Hawk doesn't seem to learn as much as the Light classes. The Ranger's attack is pretty bad.

#### Wanderer (Light+Light):

Not an all too bad class. Learns the Dance of Roses as his BA which is a single enemy attack and is a bit of a laugh. Hawk jumps away from his enemy, goes through the spell-cast animation and then throws a single rose at his chosen enemy. Hawk chases after the rose, shadow trails following and slashes away like a psycho, whilst the rose petals fly everywhere. Can cause 300HPs+ damage after Class Changing. The Wanderer has one hell of an inventory: Body Change, Sleep Flower and Arrow/Spike -- all the same as the Ranger, and Body Change can now be multi-targetted. Learns Half Vanish (takes off 50% of the enemy's life if successful), TransShape (makes one team mate flicker like a ghost. Evade increases for a short time), Life Booster (increases maximum HPs of one team mate), Aura Wave (maxes out one team mate's BA meter so they can perform their BA immediately), Poison Bubble (damages and can cause Poison status), Counter Magic (reverses all offensive magic -- doesn't work against Stat, Saber, Summon magic and some very powerful spells like Ancient and Gigaflare. Counter magic is also ineffective against any Dark or Shade-taught spells like Evil Gate or Dark Force. Thanks to Don Clark for bringing that to my attention), Energy Ball (single -- increases chance of critical hits for a short time), Lunatic (single -- lowers maximum HPs of one enemy.) If you want variety, this is the class to use. Lunatic is very useful against some of the bosses, especially those who know how to heal. In case you don't know, Lunatic reduces the maximum HPs the enemy can heal to. Even if the enemy heals, they won't get any higher than the new maximum. If someone casts Lunatic on you, cancel it with Life Booster and Heal Light (Life Booster will boost the max HPs but the current HPs will stay the same. Heal Light will push the current HPs back up.) Use the Good Luck Die for this class. A low attack power, but speed makes up for it. It's VERY easy to cancel BAs with this class. Counter Magic, Lunatic and Life Booster can be cancelled using AntiMagic and/or Stardust Herbs, so be alert.

#### Rogue (Light+Dark):

Like the Wanderer, his BA (Thousand Slash) only hits one enemy. When he does his BA, he jumps on top his victim and slashes away. He has a great variety of moves: Body Change, Sleep Flower (multi), Arrow/Spike (same as Ranger) Rock Fall (single -- a pile of rocks tumble onto enemy), Land Mine (single -- the ground beneath the enemy explodes), Silver Dart (single -- throws a Dart. Does more damage than a standard Dart and does even more against Dark enemies), Cutter Missile (single -- throws an axe at a single enemy which cuts up the enemy in a similar way to Grand Devina Angela's Spiral Rod BA. However, unlike Spiral Rod, the axe doesn't return to Hawk), Crescent (single -- similar to Cutter Missile, but does Dark damage. Useful against Holy or Light-typed enemies), Rocket Launcher (single, fires several Rockets (which all look suspiciously like Darts) which cause Fire-type damage), Axe Bomber (Similar to Cutter Missile, but does more damage and uses up more MPs), Grenade Bomb (single -- more powerful than a Pumpkin Bomb and causes Grass damage) -- most of them are Level 2-type traps so they don't do much damage. For this reason, I'd rather you didn't use this class. If you must, use the Bad Luck Die to gain access.

#### Ninja (Dark):

The Ninja rocks, plain and simple! He knows Silhouette Slice (single -- jumps back and then towards, slashing twice as he goes, shadow trails following.) He learns Shuriken (ninja stars pierce the enemy), Earth Jutsu (the ground spins underneath the enemy), Thunder Jutsu (electric bolts x-strike the enemy), Water Jutsu (a waterfall cascades onto the enemy) and Fire Jutsu (fire flows from Hawk to the enemy who then goes through the Flame Saber animation, although his weapon doesn't get Flame Saberred.) All these moves reduce various stats after casting (e.g. Shuriken lowers hit rate, Water Jutsu lowers attack Strength, Earth Jutsu reduces Speed/Evade Fire Jutsu lowers Magic Effectiveness and Thunder Jutsu reduces Defence.) His attack strength is better than the Ranger. A better path to go down. All moves are

single enemy cast. Unlike spells, Jutsus are NOT taught by spirits.

#### Nightblade (Dark+Dark):

The best class for Hawk. Learns the Split-Image Slice as his BA (which REALLY hurts \_and\_ hits all enemies on-screen. Hawk splits into one, two or three (depending on the number of enemies on the screen) and each slashes a different enemy a total of three times before merging back into one) His inventory is: Shuriken, Earth Jutsu, Thunder Jutsu, Water Jutsu, Fire Jutsu, Poison Breath, Fire Breath, Blow Needles, Deadly Weapon and Black Rain. All are single-enemy cast except for Black Rain. Blow Needles pummels the enemy with needles. It can also silence the enemy (useful.) Deadly Weapon throws a spanner at the enemy :) and lowers their max HP, a la Lunatic. Black Rain causes an oil-like rainstorm to fall on the enemy. It's a Dark-type spell and damages all enemies. It doesn't lower any stats. Poison Breath blows a cloud of poison towards an enemy. It damages and can poison. Fire Breath damages only (but does hurt a lot.) Use the Nighteye Die for this class.

#### Ninja Master (Dark+Light):

A good class, but it's not as good as the Nightblade. The NM learns no new spells, but gains the ability to multi-target all the Ninja's spells. His BA is the Shadow Dive which only attacks one enemy (Hawk sinks into the ground, moves over to his enemy and floats up, slashing away at his enemy.) His inventory is: Shuriken, Earth Jutsu, Thunder Jutsu, Water Jutsu, Fire Jutsu (all multi-targettable.) He has the highest attack strength of all Hawk's classes, but has very little variety. Use the Bullseye Die for this class.

#### Angela's Classes:

Angela is the \_best\_ offensive magic user. If you want to use magic early, choose Angie. ANY of her final classes will fill all 12 of the available 12 spell slots (thanks go to ". ." for confirming that.) Her classes are:

##### Magician (Starting):

Like Duran & Co. This only fights. She knows Double Attack as her BA \_BUT\_ she also gets to learn some offensive magic early. \_PLUS\_ they're all multi-targettable. She learns Holy Ball (balls of Holy Light damage enemy/enemies), Evil Gate (a gate to the Dark Side opens, sucking enemy/enemies in), Gem Missile (hard diamonds are used as projectiles), Air Blast (gale-force winds used to damage enemy/enemies), Fireball (balls of fire hit enemy/enemies) and Ice Smash (balls of ice strike enemy/enemies.) All are taught by different spirits and all are multi-targettable. Angela will only learn magic after you pick up the spirit that teaches it. For example, Angela won't learn Gem Missile if you haven't picked up Gnome yet. Likewise she won't learn Fireball until you've picked up Salamando. Increase Angie's Intelligence to learn the new magic. If you've maxed out the Intelligence, increase something else and she'll still learn the new spell. Apart from this new magic, the Magician is not too brilliant.

##### Sorceress (Light):

Recommended Angela path. She learns Pink Typhoon (jiggles her chest !!@\_@!! and blows a pink-shaped heart at her opponent) as her BA plus Saint Beam (a beam of blue light fries a single enemy or multiple beams of white light shine from the sky if all enemies are to be affected), Earthquake (a single rock crashes onto a single enemy or the ground opens up if all enemies are to be affected), Thunderstorm (a bolt of lightning strikes a single enemy or four bolts strike various parts of the screen if all enemies are to be affected), Explode (the enemy is the victim of several explosions. If all enemies are to be affected, then the whole screen is rocked by several explosions) and Mega Splash (drops of water fall on enemy who gets poked by several icicles. If all enemies are to be affected, lots of water drops and

lots of icicles rise up from the ground.) Angela learns these spells on top of the spells she learnt as a Magician. She can't multi-target these new spells, though. A pretty poor class, but the Devina and the Mage can more than make up for this.

#### Grand Devina (Light+Light):

As a GD, Angie can multi-target the extra spells learnt as a Sorceress (Saint Beam, Earthquake, Thunderstorm, Explode and Mega Splash) and learns Double Spell which casts Thunderstorm, Ice Smash and Lava Wave in quick succession. (Angela doesn't actually learn Lava Wave. When cast, Lava Wave causes a small puddle of bubbling lava to form over the team. This causes powerful Fire damage.) Useful, but annoying to wait for. She doesn't have the best attack power out of all Angie's classes, but the ability to multi-target EVERY spell is pretty damn useful. She knows Spiral Rod as her BA (spins her rod like those parade leaders, tosses it up in the air and it lands on her victim, cutting into him/her/it. The rod bounces back to Angie after doing its job.) Use the Arcane Book for this class.

#### Arch Mage (Light+Dark):

This or the Grand Devina are Angie's recommended classes. Basically, the Arch Mage is IDENTICAL to the Grand Devina with two differences. Firstly, she learns Dancing Rod as her BA (waves her hand over the rod as it dances and sends it flying at an opponent, who catches fire) and instead of learning Double Spell, she learns Rainbow Dust which calls the four main elemental spirits (Gnome, Undine, Salamando & Jinn) in quick succession to deliver powerful magic damage (a lot of colours flash about the screen in a circle when you use this spell.) Use the Book of Secrets for this class.

#### Delvar (Dark):

Angie's first Dark class. Although the Delvar only learns one extra spell (Dark Force -- many rods of Dark fire jab the enemy), the subsequent classes (Magus & Rune Master) are extremely powerful. Dark Force cannot be multi-targetted -- yet. The Delvar learns Star Attack as her BA (probably one of her more flashier BAs. She sends three stars at a single opponent.)

#### Magus (Dark+Dark):

Ah yes, the Magus. This is the class you want if you want mass magic damage. The Magus learns Ancient -- the most powerful and MP costly spell in the entire game at 12MPs per go. It's basically the same as the Meteo spell from the Final Fantasy series (tonnes of rocks fall from the sky) and it does basically the same damage (i.e. a lot.) Like the final Light Classes, the Magus learns all the Level 2 spells (Earthquake, Thunderstorm, Explode and Mega Splash -- all single cast.) She doesn't learn Saint Beam because her path is so Dark. Instead of this, she learns Ancient. She learns Hot Shot as her BA. Angela takes her rod and fires cannon balls out of it, smacking her opponent for six. Her attack is above average so if you want a spell-caster who can cause headaches with both spells and physical attacks, this is the class you want. Use the Forbidden Book for this class. I think that the Intelligence level must be 20 before Angela will learn this spell. She learns it LAST so you must know Dark Force, Earthquake, Thunderstorm, Explode and Mega Splash BEFORE she will learn Ancient.

#### Rune Master (Dark+Light):

The RM is THE class to choose if you want an offensive magic user. Whilst the Magus has only the Ancient spell and the multi-target Level 2 magic, the RM gets tonnes of new spells which, like Hawk's Ninja abilities, lowers stats too. The RM's complete inventory is: Holy Ball (multi), Evil Gate (multi), Gem Missile (multi), Air Blast (multi), Fireball (multi), Ice Smash (multi), Dark Force (multi -- a black dome expands and explodes), Death Spell (single -- a purple cloud covers the enemy and causes 999HPs damage if successful.

Usually only works on enemies at a lower level than yourself), Stone Cloud (single -- a cloud of rocks covers the enemy. Can petrify a single enemy), Stun Wind (single -- damages by using a vortex of wind. Can silence a single enemy), Blaze Wall (single -- a wall of fire erupts around a single enemy), Cold Blaze (single -- snow falls and ice solidifies around enemy. Can freeze one enemy.) In general, it's the option of having Ancient, the single most powerful spell in the game (Magus), or having tonnes of new and more effect-altering spells (Rune Master.) You decide. If you can't, use a coin toss, I did! :) You need to use the Book of Rune for this class. The RM learns "10t" as her BA -- Angela throws her rod up and a massive 10 ton weight squashes the victim! :) Hmm... I wonder how she gets her rod back?

#### Carlie's Classes:

Carlie is probably the worst physical attacker in the game, but she is the BEST healer. Although Duran and Kevin can double up as healers, Carlie is, hands down, the best. She can heal from her starting class (Cleric) and the Cleric's Heal Light is cast very quickly. Her classes are:

##### Cleric (Starting):

Just like the others, does nothing more than fight. She learns (like Angela) some magic before the first class change (Heal Light & Tinkle Rain.) This can't be multi-targetted. Knows Bonkle as her BA. It's useful to have Carlie in your team simply because of the early healing magic! Problem is, after class changing, Carlie outlives her usefulness and becomes a burden on the team.

##### Priestess (Light):

Carlie's first Light class and, although she has lousy attack strength, she makes up for it with the magic. Learns all four elemental Sabers like Gladiator Duran does (Diamond Saber, Thunder Saber, Flame Saber and Ice Saber.) Like him, she can only single-cast them. The Priestess also learns Holy Ball and can now multi-target Heal Light, but her BA (Jump) is only a one-enemy BA. Not a brilliant class, but having both multi-cast Heal Light and the Sabers in one class is REALLY useful. This class is also necessary if you want to use the Bishop class later on.

##### Bishop (Light+Light):

Can multi-target Tinkle Rain as well as Heal Light and learns a few new spells: Saint Saber, Magic Shield (protects against magic -- this is like Mind Up, but without the increase in Magic Effectiveness) and Turn Undead. Only the Undead spell is multi-targettable. Basically, it destroys all undead enemies like Zombies and Ghosts. This is Carlie's best Light class because of this. Use the Holy Water Vial for this class. Most people, including myself, only choose the Bishop for the Turn Undead spell. Learns ChopChop as her BA.

##### Sage (Light+Dark):

Whatever you do, do NOT (I repeat NOT) choose this class. It sucks big time. The only thing the Sage learns is multi-targetting of the Priestess's spells. The BA is only one-enemy hitting so it sucks too. The BA? It's called "BoomBoom." Probably Carlie's worst class and the worst class in the entire game. Stay away from this class at all costs.

##### Enchantress (Dark):

The Enchantress is not brilliant either. She gets few Summon spells, can now multi-target Heal Light and that's about it. But the Necromancer and the Shaman more than make up for it. Her complete inventory is: Heal Light (multi), Tinkle Rain (single), Machine Golem (single -- calls three Golems to knock over the enemy), Unicorn Head (single -- calls two Unicorn Heads who send the enemy into the air.) She knows Dash as her BA. Basically, it's Bonkle, but with a run-up.

#### Evil Shaman (Dark+Dark):

The Shaman learns some pretty powerful Summon magic and learns Demon Breath which is pretty useful later on (think of Poison Breath but with a Dark property and slightly different animation and you'll see what I mean.) The Shaman has the highest attack strength of all Carlie's classes. Her new spells are: AntiMagic (resets super meter and/or removes all magic effects -- like using a Stardust Herb on the enemy), Gremlin/Great Demon (summons relevant monster to cause damage) and Demon Breath (see earlier.) All are single-enemy casts except Demon Breath which is multi-targettable. Use the Bottle of Blood for this class. Her BA is HugeHuge (her flail increases in size and with great effort, she smacks her opponent with it. This HugeHuge isn't the same move as the Rabites' version in the Jungle of Illusion near Pedan.)

#### Necromancer (Dark+Light):

Not Carlie's best class, but the most useful. She has Black Curse which is possibly the best stat-lowering spell in the game. Basically, it's Power Down, Speed Down, Mind Down and Protect Down in one spell. It costs 6MP which is less than if you had used Lise's stat-down spells. The only downside is that it's a single-enemy spell, not a multi-target. When cast, Black Curse surrounds the enemy with triangles while a black cloud gets to work lowering their stats. She also learns Dark Saber (which sucks) and can multi-target Heal Light and Tinkle Rain. She only learns two new Summons: Ghost and Ghoul (summons Ghosts or Ghouls to damage a single enemy.) Her BA is a one-enemy Craaaaazy attack. It's called "Craaaaazy", by the way - and yes, she does go crazy. Just think of a psychopath with a flail and you'll know what I mean.

#### Lise's Classes:

Lise is a good all-round fighter. She is really useful when you want to lower enemy stats and you don't have Carlie's Black Curse spell. Lise can also boost your stats as well. If you want to lower enemies' stats, go Dark, to boost your team's stats, go Light. Lise's classes are as follows:

##### Amazoness (Starting):

Nothing special. Knows Whirlwind Lance as her BA and that's it.

##### Valkyrie (Light):

Lise's first Light class. She learns the stat-up spells and they're not multi-targettable (the spells she learns are Protect Up (balls of light flash around team member which then pop), Speed Up (a yellow ring rolls around team member for a bit. It disappears after a while), Power Up (team member gets surrounded by a red column as blocks of energy go inside him/her), and Mind Up (a ball of light appears above team mate and drops powder into team mate.) Her BA attacks all enemies and does fairly decent damage (Vacuum Wave Spear -- identical to Sword Master Duran's Vacuum Sword, but less powerful, since this is only the first class change.) Not a brilliant class, but the subsequent Light classes gotten through this class can be quite powerful in stat-raising.

##### Vanadies (Light+Light):

Vanadies is pretty cool, but not as much as the Star Lancer. Vanadies can't multi-target the stat spells, but does have a flashy Summon (Freya.) Freya may look flashy (she rides around in a chariot for a bit), but (IMHO) is pretty pointless. When summoned, Freya will damage and then minimise the enemies on the screen, giving you 0 exp when you kill them. She learns the Light Ball Spear as her BA this does SERIOUS damage to all on-screen enemies. Apart from this, Vanadies isn't too great. Use the Briesingamen (uhm....) to unlock this class.

#### Star Lancer (Light+Dark):

Lise's recommended class. She can multi-target all her stat spells and has a decent summon (Marduke) which damages and SILENCES the enemy so they can't counter with a spell or their own BA. Marduke flies in (he's got wings) and throws some kind of ray at the camera. Marduke and all Lise's stat spells are multi-targettable (Marduke and Lise's other Summons are always multi-target.) If you choose Lise, this is where to go if you want to raise your team's stats. The SL's BA only attacks one enemy, but is capable of causing a lot of damage, especially if you've cast Attack Up on yourself before doing the BA. Lise splits into three, one shooting up, the other two criss-crossing across the victim who then criss-cross across again and then the final Lise plunges down from the sky. The Shooting Star Spear, this is called. To unlock this class, you need to use the Morning Star Chain.

#### Rune Maiden (Dark):

Lise's first Dark class. The RM learns all the stat-down spells like Lise's Light class, but it uses less MP so you may probably choose this over Lise's Light classes. She learns Protect Down (enemy glows green for a bit), Speed Down (a clock appears over the enemy that slows down), Power Down (a cloud of blue gas cloaks the enemy as blocks of energy are removed from them) and Mind Down (a green cloud cloaks the enemy whilst small white balls float away from them.) The RMs BA is the Falling Heaven Spear which attacks all enemies on the screen and does fairly decent damage as well, especially after casting Protect Down on the enemies. Lise bounces on the heads of her opponents as if she's on a pogo stick.

#### Fenrir Knight (Dark+Dark):

Like the Star Lancer, the Knight can multi-target all her stat spells. Her Summon isn't too brilliant. It's called Lamia Naga (looks like a medusa but without the face) and does Dark damage (I think.) It doesn't cause any status changes. Pity. Still, her multi-targetting does make up for it. Her BA is the Hundred Flower Dance (she dices up her victim with her spear and hits one enemy only. To unlock this class, use the Gleipnir.

#### Dragon Master (Dark+Light):

The DM is like Vanadies, not brilliant. She can't multi-target the stat spells and has a poor Summon (Iormundgand -- a snake which bounces around the screen for a bit whilst casting Poison Breath with the Demon Breath animation.) Iormundgand damages and poisons all enemies. The only possible good thing about this class is the BA (Dragon Tooth Spear) which both looks cool and does average damage (Lise jumps out of the screen and flies through her victim whilst a Fire Dragon Head follows her.) Single-hitting, flashy, but I recommend that you don't choose this class if you can possibly help it.

That's all the classes. Be warned that which classes you choose will drastically affect how you play the game. If you have a team with a low defense but a high attack, you may end up healing a lot but if you have a powerful healing team but a poor physical attack, the battles will a) last longer and b) end with you dying because you've run out of MPs. It's usually a good idea to have a mixed team. Make sure you've got at least one healer on your team and one person who knows fairly decent magic. A good team would be Kevin, Duran and either Angela or Lise. Kevin can become a healer, Duran likewise and Angela knows all the offensive magic. Lise can be handy in altering the stats of enemies or your team. In my opinion, the best offensive team would be Kevin, Angela and Duran. Kevin as a Death Hand can wipe out all resistance, Angela as any of her final classes can whip ass and Duran's Heal Light as a Paladin or a Lord would come in handy. Remember, these are only suggestions, guidelines. You don't have to take these as mandatory teams. You can "Pick 'n Mix" teams as you like. It's up to you, not me, to decide your

team and remember to choose carefully and to choose even more carefully when you do your class changing. FYI, when I first clocked the game, I chose Kev, Angela and Lise with Kev as a Warrior Monk, Angela as an Arch Mage (and the heroine) and Lise as a Star Lancer. You might want to try these classes first. Oh, and BTW, I didn't use any cheats! ;)

#### Class Changing -- Some Notes

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NOTE 1: The BA at the first level (before you've class changed) can be performed even when silenced (a speech bubble with "... " follows your character around.) However, after class changing, the new BA CAN'T be performed if you're silenced. You CAN perform the Level 1 BA (the first one), but not the subsequent ones (Level 2 or Level 3.) Example: Kevin's Death Hand class has five BAs: Ashura Dream Fist (Grappler), Water-Moon Slice & Bastard Slam (Bashkar), Dead Crush & Seiyu Death Fist (Death Hand). Only the Dream Fist (Grappler) can be performed when silenced. The other four cannot.

NOTE 2: When you use the item to break the seal of the second class change, you KEEP the item, it's never actually used up. Think of the item as a catalyst, which (for those of you know familiar with the term) is a material that speed up a reaction but is never physically changed in the process. You can use the item during battles and each item has a different effect. The result of using an item varies depending on the class it breaks. For example, using the Paladin's Proof casts Saint Saber on your team, whilst using Duelist's Proof will cast Dark Saber on your team. Try each of the items out once you've done the second class change and see what happens! You can always sell off the items, they fetch a helluva lot of luc! If you want a full list of what the items do when used, refer to the chapter "Class Breaking Items" near the end of the FAQ.

NOTE 3: When you class change, you can STILL perform the BAs from the previous class. So a Death-Hand can perform the Ashura Dream Fist, Water-Moon Slice, Bastard Slam, Dead Crush AND Seiyu Death Fist, and not just the last two. If you charge the meter till it flashes green, you can perform the Level 1 BA. If you charge the meter till it flashes yellow, you can perform the Level 2 BA. If you charge the meter till it flashes red, you can perform the Level 3 BA. Also bear in mind that the Level 1 is a standard physical attack and damage will vary depending on Saber status. BA Level 2 and BA Level 3 are not dependent on Sabertypes.

NOTE 4: If you miss a move in one class and you class change to the next. You will NOT be able to learn that move EVER. If the class you're changing to "upgrades" the spells you have (for example, upgrading Diamond Saber (single) to Diamond Saber (multi)), you'll learn both the multi and single-target version of the move. If you don't learn the lower level spells, you will not learn them ever. For example, Duran learns Heal Light at his Light class and upgrades it to multi-target at Light+Dark. At Light+Light, he doesn't upgrade it at all. So if Duran doesn't learn Heal Light at his Light class and you class change him Light+Light, you'll NEVER learn Heal Light -- single OR multi.

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W A L K T H R O U G H  
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This is the main heart of the FAQ, the walkthru. This walkthru has several chapters because each of the characters have slightly different stories.

Chapter 1: The Beginning

Chapter 2: The Guardian Spirits

Chapter 3: The Mana Holy Land

Chapter 4: Rescuing the Fairy

Part I: Angela/Duran's Quest

Part II: Carlie/Kevin's Quest

Part III: Lise/Hawk's Quest

Chapter 5: The God Beasts

Part I: The Wind God-Beast

Part II: The Fire God-Beast

Part III: The Water God-Beast

Part IV: The Wood God-Beast

Part V: The Moon God-Beast

Part VI: The Earth God-Beast

Part VII: The Light God-Beast

Chapter 6: The Final God Beast -- The Dark God-Beast (Zable-Fahr)

Part 0: Getting the last Class Change

Part I: Angela/Duran's Quest

Part II: Carlie/Kevin's Quest

Part III: Lise/Hawk's Quest

Chapter 7: The Final Battle -- Sub Bosses

Part I: Angela/Duran's Quest

Part II: Carlie/Kevin's Quest

Part III: Lise/Hawk's Quest

Chapter 8: The Final Battle -- Boss

Part I: Angela/Duran's Quest

Part II: Carlie/Kevin's Quest

Part III: Lise/Hawk's Quest

Part IV: The Ending

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Chapter 1: The Beginning  
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Everyone has slightly different beginning stories so I'll take each of the characters in turn and explain what you must do to complete their beginning. All main characters (the first character you chose) end up in Astoria and that will be where Chapter 2 will begin.

**\*\*Duran's Beginning\*\***

Duran's story begins with him facing off against a L1 Armor Knight called Bruiser in the finals of a sword-fighting competition. To beat Bruiser, wait till Duran's ready to hit (his sword sparkles), walk in, hit him then retreat until Duran's ready again. Keep doing this until the knight yields. Then, talk to the King. Remember, when you've hit Bruiser four times, you get a flashing green bar under your HP meter. Press B to perform your B-Button Attack Move (BA for short.) After talking to the King, you'll get some brief info on Duran's background. Duran then finds himself on the turrets of the castle, taking night watch. He's having difficulty staying awake. He dozes off and we see into Duran's past again. We see Loki (Duran's dad) leaving to fight the Dragon Emporor, King Richard breaking the news to Duran's mum (Simeone) that Loki died whilst trying to save him and finally Simeone dying. We learn, again, that Stella (Duran's Aunt) then took both Duran and Wendy

(his sister) in and raised them both on her own.

Duran wakes up to the sounds of an invasion. You're now in control. Talk to one of the passed-out guards and you'll see a Red Robed Wizard. This is Koren and you'll battle him much later on. When you finally talk to him, you'll fight him (well, kind of.) Try to hit him with your sword. He'll laugh, taunt you and teleport around. Repeat and after a while, Koren will cast Fireball and Ice Smash on you, leaving you with a tiny amount of energy left (8 HPs I think.) He would finish you off, but the soldiers start shouting and looking for him. Koren leaves and you pass out. The next day, King Richard discusses the incident with some Knights of Gold. The knights think an invasion would be a good idea, but Richard doesn't agree. He decides on increasing castle security and sending an operative (e.g. spy) into Altena (Angela's place and home of Koren.)

You resume the game in the pub. Wendy runs in and talks to Duran. He doesn't respond (unsurprisingly.) Wendy shouts at him and runs out. Now you're in control. Leave the pub (it's night time) and go to the Fortune Teller on the floor above the library (it's to the west of Forcena.) Talk to him and then leave. You'll decide to go to Wendel to speak with the Priest of Light about class changing. Go to Duran's house (it's the same building as the Weapon/Armour shop.) Once inside go to the first floor and open up the box there. Duran will start packing for his journey. Once done, leave the room. Duran will take one last look at Stella and Wendy and then put you in control. Leave the house. It's day time. Stella catches up with Duran as he leaves. She explains that Richard is waiting to speak with him, as he knew Duran would be planning on doing such a thing. She also gives him a sword that Loki used when he was younger. Now you're back in control. Make your way north into the castle and speak with the King. By the way, to get to the Throne Room just keep going north, you'll have to make your way around a sleeping guard along your way. When you finally get to the King, talk to him and Duran will explain his plans. When he finishes, leave the castle and the village (if you can talk to the guard at the exit, he'll give you some brief instructions on how to get to Wendel.) After leaving the village, you'll enter the Molebear Highlands. Now we can get down to business!

Duran's first task is to get to Wendel, but to get there, you must travel via Astoria. To get to Astoria go south, southeast, south and you'll enter the Cleft of The Earth. Make your way through the cave and you'll come across a canyon with a bridge. Make your way across the bridge and Duran will take over. After a lot of narration, Duran ends up catching a boat bound for Jad.

Duran arrives in Jad but something doesn't seem right. After a brief talk to the sailor, he'll confirm that he also thinks something's not right. It turns out that Lugar and his men from the Beast Kingdom have taken over the city. They've blocked the ports so the sailor can't go home. Looks like you're stuck. Go and buy some armour and weapons if you want (and have the money.) I don't recommend you do so yet (you'll see why.) Go and sleep in the inn (try talking with Angela - she's also sleeping in the inn. You'll get a funny scene!) It's free because the inn keeper can't make a profit with the beast men around. Ask him to wake you up at night. When you get up, exit via the southern gate of the castle (it's a little tricky to find to begin with.)

Once you've left the castle, go south into the Rabite Forest. Go southwest, west, south, south, south and you'll end up in Astoria. This is where the second chapter of the walkthru begins so go there now.

\*\*Hawk's Beginning\*\*

Hawk is a thief and makes his living by robbing from the rich and giving it to the poor -- a little like Robin Hood if you ask me. Anyway, his beginning starts during the night in the Sand City Sultan. He's with a feline friend called Nikita and two Navarre Guards. They come to a house and Hawk says he's going to go in. He creeps upstairs and puts you in control. Open up the box. The sleeping man wakes up. It turns out that the man had "stepped on many toes" to get the money that was in the box (as Hawk says.) Hawk leaves the building, waves at his colleagues and makes a quick getaway.

The team head to the Sand Fortress and Hawk speaks with King Flamekhan and Isabella (her real name is Bigieu by the way, but you'll find this out later on in the game.) We learn that the Thieves Guild that Hawk is a part of has been disbanded and is now part of the Navarre Kingdom which will be under the rule of Flamekhan. Isabella reveals their plans of an invasion -- of the Wind Kingdom Rolante (home of Lise.) After the discussion, you meet Jessica, a close friend of Hawk's, sister of Eagle, Hawk's best friend and daughter of the King. Hawk and Jessica discuss the recent chain of events and eventually, Jessica leaves. Now you're in control. Follow these directions carefully, it's easy to get lost in this place. From the window where you met Jessica, go north into your room. Leave your room by going north again. Now, follow the blue carpet until you reach the Throne Room. Now, take either the left door or go up the stairs on the right -- either way, you'll end up in the same place -- a corridor with two guards blocking a door. You can't get in, but there's an opening opposite them. Walk through the opening. You're in the dining room -- pity the dinner party's over... :) Anyway, go south out of the room and you'll reach a bar. Leave by going south and go to Eagle's room by going down the stairs to the right of the screen (you need to walk south a bit to see them.) Talk to him. When he asks if you think his dad (the King) is acting weird, answer "Yes." Eagle reveals that he thinks Isabella did something to his dad whilst they were in the desert. Eagle decides to go off and try to figure out what's going on. Eagle leaves. Follow him and go back to the door that was blocked by the two guards. They're not blocking the door now so you can go through. Once inside the room, Hawk takes control. Isabella is talking to a dracula-type guy. This is Jagan and you'll meet him later on. After some discussion, Isabella pits Eagle against you. You must fight him. The way to defeat Eagle is much the same way as Duran. Run in, hit, retreat, repeat. Remember the B-button attack when you get four hits in a row. Even though you win, and you didn't kill Eagle, he is killed by Isabella's Fireball spell. And if that wasn't bad enough, a guard called Bill comes in and thinks HAWK killed Eagle.

Hawk gets put in jail awaiting execution. Isabella reveals that if he tells Jessica about what happened, she will die because of a cursed necklace. Isabella leaves. Talk to the bars several times. Weird things will happen and then you'll see Jessica. Jessica asks who killed Eagle and Hawk is about to tell her when he remembers about the necklace. He doesn't tell her so she is led to believe that Hawk did kill Eagle -- sheesh, what a bad day! Jessica leaves. Now, go to the back of the cell and talk to the dark patch of stone in the wall. Nikita breaks you out of jail. Follow the tunnel through several screens. You'll end up in Nikita's store. Nikita explains that the Priest of Light in the Holy City Wendel may be able to break the curse. Hawk agrees to go but Nikita refuses to go so no suspicions would be raised. After the conversation, talk to Nikita again and you'll be able to save your game. After this, leave via the back door. Damn! It appears that you've been found out. The soldiers have worked out that you've escaped and are on your tail. Better beat it quick! From where you exited Nikita's store, go round to the front and up the path on the right of the building to get to the top of the store. Go across the bridge and into the cave to the south. Inside, head right and down the stairs. Finally, go through the opening in the southern wall to leave the fortress. After this, Hawk will leave Navarre and catch a

boat to Jad.

Hawk arrives in Jad but something doesn't seem right. After a brief talk to the sailor, he'll confirm that he also thinks something's not right. It turns out that Lugar and his men from the Beast Kingdom have taken over the city. They've blocked the ports so the sailor can't go home. Looks like you're stuck. Go and buy some armour and weapons if you want (and have the money.) I don't recommend you do so yet (you'll see why.) Go and sleep in the inn (try talking with Angela - she's also sleeping in the inn. You'll get a funny scene!) It's free because the inn keeper can't make a profit with the beast men around. Ask him to wake you up at night. When you get up, exit via the southern gate of the castle (it's a little tricky to find to begin with.)

Once you've left the castle, go south into the Rabite Forest. Go southwest, west, south, south, south and you'll end up in Astoria. This is where the second chapter of the walkthru begins so go there now.

### \*\*Angela's Beginning\*\*

To begin with, you'll get some background info on Altena. It turns out that the Kingdom lies in a cold wasteland and Altena is kept warm by the Queen's magic. Koren speaks with the wizards (yep, it's the same Koren as in Duran's story) and decides on invading the other cities of the world in order to get their Mana Stones. With all the Mana Stones they can open the gate to the Mana Holy Land and get the Sword of Mana. With the sword, they can alter the Altenian climate and rule the world (hmmm, where have I heard that before?)

You find Angela talking to her magic teacher Jose but no matter how hard she tries, she just can't get the hang of magic. She storms out and puts you in control. Walk across the platform and Angela will wave hi to Victor, a friend of hers. After a short discussion (and more background info, this time on Angela), walk into the opening on the far right of the platform. Inside the building, take the exit on the bottom-left of the screen and you'll reach the courtyard. Go south twice and you'll enter another part of the building. Go south to save the game at the Grey Statue and then come back and go down the steps. Go south again. You'll be in the lobby of the castle. Go east, north and then enter the door directly in front of you. From here, go up and left, following the path. You'll enter the dormatory. Talk to the woman standing by the desk -- the one to the left of the sleeping woman. She'll comment on how tough Koren's training is getting and tells Angela that she thinks Koren is almost as powerful as the Queen herself. At this moment, Victor appears and explains that the Queen and Koren wish to speak to Angela. So retrace your steps back to the courtyard (that's east, south, south, west, north through the arch, up the stairs, out the door and then north twice. You'll be in the courtyard and you should be able to find Victor. Talk to him and he'll follow you. Now, talk to either the left or right wizards guarding the doors and enter the Throne Room. The ensuing scene is quite dramatic. Koren explains that to open the gate to the Mana Holy Land, a cursed spell must be used to release the energy of the Mana Stones. However, the spell was cursed so that it would kill the person casting it. They want ANGELA to cast it. Angela's mum says that she's "the shame of the Royal Family" for not being able to use magic. Angela can't believe it and then, somehow, suddenly finds herself outside the castle gates in the Sub-Zero Snowfield. Angela can't go back because she could get killed so she's got no choice but to run. You're in control now. Go south, south, east and then southeast. Angela, bitten so much by the cold, collapses. When she comes round, she's in Elrand. Talk to the woman and she'll explain that she and her daughter (ChiChi) found Angela in the snow-field, passed out. Go down the stairs and make your way out of the house. Go to the inn and talk to the Fortune Teller. She advises Angela to go

and see the Priest of Light in Wendel. Now, go and sleep at the inn (if you want to) and then leave when you're ready. Angela decides to follow the Fortune Teller's advice and leaves for Wendel. She catches a boat bound for Jad.

Duran arrives in Jad but something doesn't seem right. After a brief talk to the sailor, he'll confirm that he also thinks something's not right. It turns out that Lugar and his men from the Beast Kingdom have taken over the city. They've blocked the ports so the sailor can't go home. Looks like you're stuck. Go and buy some armour and weapons if you want (and have the money.) I don't recommend you do so yet (you'll see why.) Go and sleep in the inn (no Angela this time! :-). It's free because the inn keeper can't make a profit with the beast men around. Ask him to wake you up at night. When you get up, exit via the southern gate of the castle (it's a little tricky to find to begin with.)

Once you've left the castle, go south into the Rabite Forest. Go southwest, west, south, south, south and you'll end up in Astoria. This is where the second chapter of the walkthru begins so go there now.

### **\*\*Lise's Beginning\*\***

The beginning starts with Lise on a routine patrol with the rest of the Amazon warriors. After taking control, you must fight the L1 Needle-Bird. If you die, don't worry, you'll be resurrected by another Amazon. After you win, Lise will comment on how the monsters are getting more numerous and more powerful. She's also worried about the wind -- it seems to be... crying. After this, we get background info about Rolante. After this, Lise explains that she needs to find Elliott. So go north into the Throne Room and take the top-right door. This will take you to two doors. The one on the left is Lise's room and the one on the right is Elliott's room. There's no-one in Elliott's room. Go down the stairs and go all the way south and then all the way east. Now, go north and you'll see an Amazon guard. Talk to her and she'll say that she hasn't seen Elliott but Alma might know and Alma's in Elliott's room. So, retrace your steps back to Elliott's room (that's south, west, north, up and the door on the right, by the way.) Talk to Alma and you'll get some info on Lise and Elliott. Lise then starts to look for Elliott again. Elliott is approached by two ninjas (Bill & Ben) and takes them to the basement. Take the opening to the right of where you came out and make your way down the stairs. Go through the opening in the southern wall and take the stairs to the right. Notice something familiar? This is where Elliott was approached by the two ninjas. Now we're getting warm! Go down the steps and follow the path into the the opening. There's a Gold Statue here (which restores your MPs and HPs. It also saves your game.) Go down the steps (there's a lot of them.) And when you get to the bottom, Lise takes over. A scene ensues with Bill and Ben tricking Elliott into stopping the wind protecting Rolante. Lise is about to fight when she learns that the King, her father is in danger. She rushes to help but Elliott doesn't make it and is taken by Bill & Ben. Lise reaches the top of the steps before she realises that Elliott isn't following. You're in control. Don't bother going back for Elliott, he isn't there. Make your way to the Throne Room by going out of the room with the Gold Statue, up the stairs, into the opening and up the steps to the north-east (take the steps facing east, not the steps facing north.) From here, take the opening in the southern wall and enter the Throne Room. Approach the King and Lise takes over. The King has been fatally wounded and dies in front of Lise. We see the whole castle burn and who's responsible? Bigieu! Lise flees the castle, vowing to find Elliott and avenge her father's death. Lise explains that her father spoke of the Priest of Light in Wendel and that's where she's heading. She takes a boat bound for Jad.

Lise arrives in Jad but something doesn't seem right. After a brief talk to the sailor, he'll confirm that he also thinks something's not right. It turns out that Lugar and his men from the Beast Kingdom have taken over the city. They've blocked the ports so the sailor can't go home. Looks like you're stuck. Go and buy some armour and weapons if you want (and have the money.) I don't recommend you do so yet (you'll see why.) Go and sleep in the inn (try talking with Angela - she's also sleeping in the inn. You'll get a funny scene!) It's free because the inn keeper can't make a profit with the beast men around. Ask him to wake you up at night. When you get up, exit via the southern gate of the castle (it's a little tricky to find to begin with.)

Once you've left the castle, go south into the Rabite Forest. Go southwest, west, south, south, south and you'll end up in Astoria. This is where the second chapter of the walkthru begins so go there now.

### **\*\*Kevin's Beginning\*\***

Before Kev's intro starts, you see the meeting of the Beast King and the Deathjester (this is the guy who kidnaps Heath in Carlie's intro.) Now we meet Kev in the Moonlight Forest where it's always night time. Kev is playing with a friend, Karl the wolf cub. He's trying to teach him how to howl but Karl just keeps yapping instead. Never mind! When you get control, save at the Gold Statue and go east. Karl follows. Go east again and then north. Follow the path for a bit and Karl growls. The next thing you know, he turns into a Bound Wolf! Kev's gotta fight for his life! You're in control. Fight Karl, but don't worry about your hit points (HPs), they will hit zero. When they do, Kev will find out he can turn into a werewolf. Attack Karl again and this time you'll win. (Don't forget about the BA after four hits -- press B to perform the Ashura Dream Fist.) Karl is dead, killed at the hands of the person who wanted to protect him. Kev buries him in the screen with the Gold Statue and puts you in control. BTW: When you come back to the Moonlight Forest later on, you can detour back to here a pay your respects. If you want to, that is...

After some narration, Kev returns back to the kingdom. What you need to do now is to get Kev to speak with the Beast King so follow these directions: From where you first get control, go south out of the opening (the unblocked one) and then south twice. Go into the other door (the one on the other side of the arch) and then head north. You'll hear Lugar talking about invading Wendel. Once he's finished, go south twice so that you're back outside and then go up through the arch between the doors. There's a guard blocking the way into the Throne Room. He explains the King isn't in -- he went to talk to some foreign-looking guy (the Deathjester, I'm guessing.) Go down the steps and Kev will notice a conversation on the platform next to the one he's on. It's the Beast King and the Deathjester! The King tells the Jester that now Kev can turn into a werewolf, his job is done. Kev is furious! The Beast King, his father, used Deathjester's magic to make Karl attack him! He turned Kev into what he is now! He smashes through a wall and puts you in control. Go up to the King and after a short conversation, try to hit him. The King boots you clear out of the castle and asks the Deathjester to take care of Kevin.

Kevin comes to in the same place where we first met him -- namely the place with the Gold Statue. Use the Statue (Kev's only got 1HP) and then make your way out of the forest. To do this, go west and then north. You'll see the Deathjester here. Approach him and he will explain that he's only here to help. The Deathjester explains that the Priest of Light in Wendel may be able to help bring Karl back to life and since Lugar is on his way to invade

Wendel, Kev better hurry and get to Wendel first. The Deathjester opens a path for Kev. Head east through the path and then take the north-western path. Kev will take over and make his way to Jad. I'm not sure how he gets to Jad -- he doesn't take a boat, that's for sure. Can he really swim all that way? Maybe...

Kevin arrives in Jad but something doesn't seem right. After a brief talk to the sailor, he'll confirm that he also thinks something's not right. It turns out that Lugar and his men from the Beast Kingdom have taken over the city. They've blocked the ports so the sailor can't go home. Looks like you're stuck. Go and buy some armour and weapons if you want (and have the money.) I don't recommend you do so yet (you'll see why.) Go and sleep in the inn (try talking with Angela - she's also sleeping in the inn. You'll get a funny scene!) It's free because the inn keeper can't make a profit with the beast men around. Ask him to wake you up at night. When you get up, exit via the southern gate of the castle (it's a little tricky to find to begin with.)

Once you've left the castle, go south into the Rabite Forest. Go southwest, west, south, south, south and you'll end up in Astoria. This is where the second chapter of the walkthru begins so go there now.

#### **\*\*Carlie's Beginning\*\***

Carlie's beginning is slightly different to the other five in that she doesn't go to Jad, she ends up straight in Astoria. Here's her beginning:

Carlie is out playing the flowers, her parents watching. They walk away after a while and Carlie runs after them, they now FLY away and leave Carlie alone, she starts crying and... wakes up. Yep, it was a dream. Carlie leaves her room and bumps into Heath (literally.) After a short conversation, Carlie waves goodbye to him and runs away. Heath speaks with the Priest about Carlie, the change in the Mana energy and the mysterious light in Astoria. The Priest asks Heath to go and investigate the light and he goes off. Carlie overhears this and thinks to herself that she must go and protect Heath in case he gets into any trouble -- obviously she thinks highly of him! The only problem is, each time she tries to leave the Temple, she gets pulled back inside so she's going to need to find some help. The first thing to do is to find another friend, Mick. If you want to, go and talk to the Priest and get your game saved first. Anyway, to find Mick, follow these directions from the moment you get control. Go south, up the stairs to the left, through the door on your left and then the left door. Talk to the little boy, this is Mick. He'll explain that he'll show Carlie how to get out of the Temple if she meets him on the second floor terrace at night. So now we need to kill time until it's night. No problem, back to bed. Leave Mick's room by taking the back door (you have to walk a little to the left to see it.) Now, walk all the way across the corridor until you find the last opening (it's very close to the end wall.) Enter here. This is Carlie's room. Go into bed and say "Yes" to sleep until night. Once Carlie's up, leave by nearest exit (right in front of you) and go south out of that room. From here, you can see two openings in the wall, a left one and a right one. Enter either one and you'll see Mick. Go talk to him and he'll launch Carlie to Astoria. He immediately knows he's fallen short of his target and runs away before anyone can find out.

Carlie flies through the air and lands on top of your second team mate (who doesn't join you yet.) He or she will take you to Astoria and put you up for the night. You sleep for the night in the Astorian inn.

The next part of this walkthru is in the next chapter, so go there now.

Carlie's walkthru for Astoria is slightly different to the others so make sure you read Chapter 2 carefully.

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## Chapter 2: The Guardian Spirits

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Your character should, by now, be in Astoria. If you aren't, make sure you've followed the Chapter 1 walkthru properly.

Anyway, back to the story. There are nine (9) spirits you must collect. They are (in the order you'll be picking them up):

Fairy (Guardian of the Mana Tree)  
Wisp (Guardian of the Light Mana Stone)  
Gnome (Guardian of the Earth Mana Stone)  
Jinn (Guardian of the Wind Mana Stone)  
Shade (Guardian of the Dark Mana Stone)  
Undine (Guardian of the Ice Mana Stone)  
Salamando (Guardian of the Fire Mana Stone)  
Luna (Guardian of the Moon Mana Stone)  
Dryad (Guardian of the Grass Mana Stone)

A short note about the order: the spirits can be obtained in ANY order, but you need to get Luna before you can get Dryad. The others can be obtained in any order you like.

Another note: the levels I recommend are for newcomers to the game. If you're experienced and have clocked the game several times, then feel free to lower the levels I recommend -- halve them if you really want to. The levels I give are simply "comfortable" recommendations. If you are at the recommended levels, you should be able to complete the next section without too many complications. But remember, you don't have to take my advice.

Anyway, back to the story:

If you are NOT playing with Carlie as your lead character (e.g. you chose Duran, Kevin, Angela, Lise or Hawk as your main character), then there are two different things you need to do in Astoria. If you ARE playing with Carlie as your main character, you've also got two things to do, but they're slightly different.

If your lead character **\*IS NOT\*** Carlie do this:

Talk to the boy and his dog (inside a house), the guy looking out to sea and finally, the woman with a hood (looks like a shower cap.) Now, if you've done this right, when you go back to sleep at the inn, you should be woken up by a blue-green light. You need to follow it and I'll detail this in a moment.

If your lead character **\*IS\*** Carlie, do this:

After sleeping at the inn, head north three times to find Heath. Heath is being attacked by some Beast Men. Carlie confronts them and Heath takes the chance and casts Holy Ball, knocking the Beast Men out. However, Heath senses another person coming. Try to return the Astoria (make your way east.) Heath knocks Carlie away and gets caught by someone's Black Curse spell. The person emerges as the Deathjester (from Kevin's intro), although you don't know his name yet. Carlie tries to fight, but gets knocked away. The Deathjester casts Evil Gate on Heath and the two of them disappear. Carlie cries again. Carlie will automatically return to Astoria once this is over.



Talk to the boy and his dog inside a building, the guy looking out to sea and the woman with the shower cap hood (as with the other version of the walkthru.) Now, sleep at the inn. You'll see the blue-green light as well. Again you need to follow it.

**\*All Characters\***

To follow the light (it can be quite tricky to follow), go north, north, west, south, southwest (up the steps), save at the Gold Statue and then go south, southwest, east and you'll find the light. It turns out to be a Fairy. The Fairy falls to the ground. Approach it and you'll get a scene. The "chooses" you and asks for you to take her to Wendel -- which is where you are going anyway so you agree to take her with you. The Fairy and you then notice an explosion coming from Astoria. You decide to go back and investigate. The Fairy takes a rest (inside YOUR HEAD!) And together, you must return to Astoria. To return to Astoria, retrace your steps you took to get here (in other words, west, north, northeast (save here), east, northeast (down the steps first), east, south, south and you'll find Astoria in ruins. It seems Lugar got here as well. Better hurry to Wendel. To get to Wendel, you must go via the Cave of Waterfalls. If you've been doing a bit of exploring by yourself, you know that the cave has a barrier around it and you can't get in. So go to the cave by going north then east and you'll find your first team mate (if you're playing as Carlie, you'll have already seen him/her.) After some discussion in which he/she explains his/her story, he/she will join you. Now, try to go into the cave and the Fairy will remove the barrier. You're free to enter now so go in. Remember, you've now got two characters. You can switch the lead character by pressing SELECT and temporarily change the lead character by holding down either the L or R button (L will switch with the person on the left of the screen and R will switch with the person on the right of the screen. As long as you hold the button, that person will stay leading. When you let go, whoever is supposed to be leading will resume leading the team.)

**\*\*IMPORTANT NOTE:** You can use the SELECT key in several other places in the game. This includes the equipment screen and the Battle Behaviour page. Each time, it will switch to the next character in the team and if you SELECT on the last character, it will return to the first character. Using the SELECT key on the equipment page is very important, since you will need to setup your team to hold better weapons and armour at later stages in the game and if you don't use the SELECT button, you'll have a VERY hard time beating the game.\*\*

Anyway, to get through the Cave of Waterfalls, this is what you must do: follow the cave to the right until you get to some steps. Go down these steps and save at the Gold Statue. When you're done, continue south and then go southeast. There's an opening in the southern wall there. Go through the opening. You'll see another opening in the southern wall here, don't go here, it's a trap. Go west and you'll reach a bridge. You'll see Carlie dangling over the edge (you only get this if you're not playing with Carlie as the main character.) Go up to her and talk to her. You'll help her out. She explains that she's on her way to Wendel and on her way to find Heath. She explains her story and asks if she can come along. If you chose Carlie to be in your team, she'll join, otherwise, she'll storm off. NOTE: If you chose Carlie as a partner (not as the main character), you'll end up with three characters taking on the first boss, and not just two. We'll come back to this later on. Anyway, cross the bridge and go west, finally, head through the opening in the southern wall (you need to go left a bit to find it) and you'll end up outside the cave. Follow the path west and you'll soon reach Wendel. Once you get there, go to the inn (if you need to) and think about forking out on new weapons and armour. Stock up on Round Drops and Puipui

Grasses (you'll need them against the first boss.)

Once you've stocked up and equipped all your new stuff, go north through the city and into the Temple of Light. If you've chosen Carlie as a partner, she will temporarily leave your team and wait for you at the exit. Go inside and talk to the Priest (keep heading straight up to get to the Throne Room.) Your team mates will also speak with the Priest for a short while. The Fairy emerges, much to the Priest's surprise (and horror, if you chose Carlie as the main character.) She speaks with the Priest about the problem in the Mana Holy Land -- the Mana is disappearing and the Mana Tree is dying. The Priest explains that to save the world from losing Mana entirely, the Sword of Mana must be pulled out from the Mana Tree and only the person who was chosen by the Fairy can do this -- namely your main character. If you chose Carlie as the main character, the Priest expresses his disbelief at Carlie being chosen. Anyway, Legend has it that once the Sword is removed, the Goddess will awaken and she can then save the world and grant the team their wishes. The Fairy reveals that she is too weak and therefore cannot open the gate to the Holy Land on her own, but, if they could find the eight Guardian Spirits who protect the Mana Stones, their combined energy along with hers could, perhaps, open the gate. The Priest agrees that this might work and suggests that you try to find the Spirit of Light, Wisp first, as he is the nearest. He lives in the Cave of Waterfalls (the place you just came from) and that you should go there ASAP. Leave the Temple and pick up Carlie (if she split before you went in) by talking to her on your way out. She'll rejoin you.)

Okay, so now we have to find Wisp. Firstly, make sure you're stocked up and ready for action and make sure your team is at least level 4, the higher, the better. If not, don't worry, you can make at least two more levels inside the cave.

Leave the city of Wendel and make your way back into the Cave of Waterfalls. Just outside the cave is Carlie (you'll see her only if you didn't choose for her to be on your team.) Talk to her (use Kevin if you have him -- it's funny) and watch the scene. When it's over, go inside. Once inside the cave, go east, east (down the steps first) and watch. The Fairy notices some energy from the opening further up. It could be Wisp, we don't know. We need to get up there. So once the Fairy returns, go east, northeast, west (northwest is the Gold Statue where you first saved when you came in and you can save here again if you want to.) You can now see the opening, but there's no bridge. How are you going to get across? When the pop-up screen appears. Opt to use the Fairy. She'll focus some energy from the waterfall and help you across. Go west now, up the steps, west, north up the steps. Here, you'll find two exits from the room. To the west is a Gold Statue. Save here then go east when you're ready. After going east, follow the path to the east and then go north. Now, go through the opening to face the first boss of the game:

**\*\*Boss: Full Metal Hugger\*\***

This guy is annoying. He heals himself constantly. Go for his eyes and make sure you've got plenty of Round Drops and Puipui Grasses to cure Poison status. Only use the Drops when your HPs flash yellow (warning.) When he shuts his eyes, you can't damage him with physical attacks. His attacks are all Light-based. An easy boss, hit, hit, heal, hit, hit, heal, etc. If any of your team has learnt any magic (unlikely), then use it. Since (virtually) all of FMHs attacks are Light-Based, a lot of them are all taught by Wisp.

After you win, Wisp will appear and join your team. You now have two spirits: Fairy and Wisp. Your main character will notice that there's another opening. Go through here and you'll end up in the room with the steps. Go down the

steps, east and cross the gap using the Fairy, like last time. Hey! It's Lugar. What the-? HEY!! He pushes you and your team off the edge and you go plunging to the bottom of the waterfall. The Fairy can't do anything about it.

During the intermission, we look into how the Fairy got to this world. There were four fairies guarding the tree and all decided to go and see the Priest. However, along the way, only one made it through.

You and your team wake up in Castle City Jad (you came here en route to Astoria, remember? Unless you're playing as Carlie, that is.) Hey! You've all only got 1 HP! Go to the bars and talk to them. You ask to be let out and the person in the next cell talks to you. Go up and walk into the wall. The two of you will talk. If you haven't got your second team mate, this will be him/her. If you have already got all three members, it will be someone you didn't choose to be on your team. A Beast Man appears and orders you all to be quiet. The person in the other cell will get the Beast Man's attention (with various ways: Hawk shows him how to pick the lock, Angela asks for help changing her clothes (@\_\_@), Duran insults the Beast Man, Kevin threatens to tell the Beast King, and Lise says she thinks she can hear digging. You'll never get Carlie here.) Once the person's got the Beast Man's attention, they'll lock him in the cell and let you out. If you didn't choose Carlie as a partner, this person will join you, otherwise, he/she will bid you farewell and leave. Now, top up your HPs and MPs and save your game using the Gold Statue between the cells. Now, to get outta here: climb up the steps to the left. Keep going south until you get out of the building. It's night-time and the place is deserted. Go to the pier and get on the boat (it's free.) If the other person joined you, nothing extra will happen. If you had a team of three when you were captured (e.g. you had Carlie on your team as a partner), then the person in the other cell will be left behind (unfortunately.)

As the three of you sail away from Jad, the new team mate (if someone did join) will explain his/her story. It turns out he/she has already spoken to the Priest and was told about you. Ironic you should bump into him/her, eh? Our next task is to find Gnome, the Guardian Spirit of the Earth Mana Stone.

By now, Angela and Carlie (if they're on your team) should have started to learn their magic spells. To use the magic (you can use spells in and out of battle, but Sabering your team when there's no-one around is near enough pointless...), press X to bring up the Item/Magic Ring. If you have the Item Ring, press either Up or Down (doesn't matter which) to switch to the Magic Ring. You can use Up/Down to switch back and forth between the two Rings. Once you have the Magic Ring in front of you, use Left and Right to select the Spell you want to use. Now, press A and select a target or targets (keep pressing Left or Right) and press A again. Your character will start chanting and then let rip. The time between chanting and casting varies on the power of the spell (e.g. Heal Light is cast much faster than Ancient) and Intelligence (you cast faster if you have 12 Intelligence rather than 1 Intelligence. )You can use the same technique with the Item Ring. Using spells is very useful just before you go up against a boss or before entering an unexplored part of a dungeon for example, since you can cast Heal Light on yourself or the team before facing a boss.

Anyway, enough of the lecture, let's get back to the story. The boat you jumped on arrives at its destination: Free City Maia. The sailor explains that he can't go back home to Jad for some time because of the Beast Men so he decides to remain here for a while. Anyway, head into town and rest at the inn if you need to. Fork out on some weapons, armour and items. Talk to the sailor blocking the northeastern exit and he'll explain that he escaped from Jad on the same boat as you. He also tells you that the Priest of Light in

Wendel has but up a very powerful Magic Barrier around the city and the spell has made him ill. Only Heath, it seems, can save him and he's missing. If Carlie is on your team, she immediately wants to go back, but one of your team mates explains that it would be too dangerous. The sailor now moves out of the way so you can leave if you want to. Anyway, back to the task in hand. Talk to the old man near the exit, he's a little south of the inn. He explains that you should speak with King Richard -- he knows a lot about the Mana Stones. Make sure you're ready and go west onto the Golden Road. Follow the Golden Road until you see a cave. Leave the road and enter the cave. This is the Cleft of The Earth (from Duran's intro.) Follow the cave and save at the Grey Statue (this one doesn't restore your HPs and MPs.) Go east and south and, before you cross the bridge, check your level. I recommend a bare minimum of L5 and preferably L8 or L10. If you are not anywhere near these levels, spend some time levelling up your team, it's well worth it. When you are ready, come back here and cross the bridge. After a lot of conversation (in which Angela starts crying if she's on your team), you'll go up against:

**\*\*Bosses: Machine Golem x2\*\***

These suckers can be difficult to beat. They don't attack often, but when they do, their moves can do a lot of damage, especially the Rocket Launcher and Drill Missile. The old hit, retreat, hit method works here. Use the Round Drops, Pakkun Chocolates (if you've picked up any) and Carlie's Heal Light to help you out (she HAS learnt it, right?) It's probably a good idea just to keep Carlie away from the action and making her heal the team members when they're low. When you win, one of the Golems self-destructs, taking out the bridge. Looks like you can't get to Forcena now.

Make your way back to Maia (north, east, follow the cave, east, follow the Golden Road) and go into the house with the boy standing outside (it's on the east side of the city.) Speak with the guy there. This is Bon Voyage and he's invented a cannon that will send you to Forcena. Go out back and talk to BV when he appears. He explains that he needs gunpowder for the cannon to work. You need to get it for him. Leave the house and the three of you will discuss where to get gunpowder. None of you know. Talk to the old man in front of the inn. He'll suggest you try the dwarves village which is near the Cleft of The Earth. Stock up on supplies and sleep at the inn if you need to. When you're ready, follow the Golden Road back to the Grey Statue just before you fought the Machine Golems. Talk to it and use Wisp (Spirit of Light) -- much like when you used the Fairy in the Cave of Waterfalls earlier on. He'll explain that the dwarves are using light to create illusions. Wisp will open up a hidden path. Go down the steps, through the opening to the right of the steps and straight up through the opening to enter the Dwarves' Village.

The dwarves have a lot of very good armour and weapons. It's worth forking out on everything you can afford. I recommend levelling up to L10 or higher here. You can do this next section at L7, but I wouldn't recommend it. Go to the Item Shop (it can be tricky to find, BTW) and talk to the guy there. He'll explain that Watts is in the tunnels checking out something weird. Ask around and you'll learn that Watts is also the guy who has the gunpowder so you'll need to find him. Since you're in the item shop, make sure you've got full slots (x9) of Round Drops, Angel Grails and Pakkun Chocolates. Full slots of Puipui Grasses and Honey Drinks wouldn't hurt. You can't buy any Honey Drinks yet, but chances are you may have picked some up along the way. Leave the Item Shop and the village. Once you leave the village, go east and talk to the dwarf. He'll open up a tunnel for you. Go inside. The enemies are hard, which is why I recommend such a high level. By the way, I was at L15 when I defeated the boss and it took be ABSOLUTELY AGES to level up this

much. Once inside the Dwarf Tunnels, prepare to get lost. This place is like a maze. Make sure you follow these directions or you will end up lost. Go northeast, up the steps and west. See that guy above you? That's Watts. We need to speak with him. Go west, northeast, east and you'll see Watts. Talk to him. He'll offer to sell you the gunpowder for 5000 luc. Say "No" and he'll lower the price to 3000 luc. Say no again and he'll walk off. Don't worry, you'll get it for free later on. After Watts leaves, go east, east, southwest (down the steps), west, west, southwest (again down the steps), northwest up the steps (this is a large room), east, east, north (up the steps), east, east, up the steps, west and west. Go south to save your game at the Grey Statue and come back to this room and go west, west, down the steps, south and then northwest. You'll find Watts again. He's trying to work out why this hole is here, he's never seen it before. Suddenly, the place shakes and Watts runs out. Now you've got to face the second boss:

**\*\*Boss: Jewel Eater\*\***

This guy is tough. He knows a lot of magic which you can't avoid and all his moves do a lot of damage. This is why I reminded you to get full slots of everything. Chances are you're going to need it. Use any offensive magic if you've got any (Angela's Holy Ball works OK -- remember to use the walnuts if you've got them.) If you've got Kevin, make sure it's night time so he turns into a werewolf. The only strategy for this SOAB is hit, retreat, HEAL, repeat. The JE is like the Full Metal Hugger boss from earlier on, he can block, thereby taking no damage. If you die, resume from the save game and build up another 5 or so levels. I was at L15 before I could comfortably beat this guy. A lot of JE's spells are taught by Gnome. Good luck!

Some advice from Sean Windley:

> Im not sure if you still care about this game and the walkthru you made.  
> I just wanted to say that it's a kick ass walkthru. If you leveled your  
> people up to level 15 before the jewel eater tho, that must have took a  
> hell of a lot of time. I'd also like to point out that when fighting the  
> jewel eater. I had each of my three people at level 8. And I beat him with  
> no problem.  
>  
> Here is how i did it.  
>  
> I have Angela, Hawkeye and Claire on my team Claire knows light heal and  
> angela knows the holy ball spell. I had Angela repeatedly cast her spell  
> while claire and hawkeye fight. When the team was low on hps I had claire  
> heal them. When Angela ran out of Mp's, I switched to controlling claire  
> and let hawkeye and angela fight the JE. If they got low on hps I healed  
> them. When Claire was low on hp, but not out, I waited for all three folks  
> to be low on hps and only healed Hawkeye. Claire and Angela both died  
> during the next set of JE attacks but I had hawkeye bring them back to  
> life with that one item. And they came back with full hps and mps. So I  
> started the cycle over. Hawkeye always fighting and claire and angela  
> using magic.  
>  
> It went smooth. You should have been able to beat the JE with level 10  
> people...

After beating Jewel Eater, Gnome and Watts will appear and chat briefly. Talk Gnome agrees to help you and joins the team. After this, talk to Watts and he'll give you some gunpowder for free. He also offers to warp you out of the tunnels using the Magic Rope. You decide if you want to take him up on his offer. If you want to level up some more, say "No" and fight your way out. If you decide to take up Watts' offer, you'll be teleported to the place in

the Cleft of The Earth with the Grey Statue, the place where Wisp opened up the entrance for you. FYI Magic Ropes will take you to the entrance of the dungeon or cavern you are currently at. In this case, the entrance to the Dwarves' Village.

We've now got three spirits: Fairy, Wisp and Gnome. Who's next? We're not sure. We need to ask King Richard of Forcena, he's the most knowledgable. But the only problem is the bridge was messed up when we tried to get there last time (remember with the Machine Golems?) We're going to have to use a different form of transport, Bon Voyage's cannon. Leave the CoTE and return to Maia like you did after fighting the Machine Golems. Talk to Bon Voyage again and go to the cannon out back. Talk to BV again and he'll send you to Forcena. Well, kind of. He misses and you land in the Molebear Highlands (from Duran's intro.) Anyway, we've gotta get to Forcena. From where you land, go north twice, save your game at the Grey Statue, jump into the hole, then into the hole on the left of where you come out. You'll find Duran here (unless he's on your team already.) He'll explain that Altena have begun to invade Forcena and he's on his way back. He hurries away. If you have Angela on your team, she'll feel really bad about this. Apparently, if you bought the Gunpowder from Watts and you use the Gunpowder here, you'll get sent to the hole where the Jewel Eater lies. In other words, this is a shortcut to face him if you didn't get Gnome. On the other hand, if you have already beaten Jewel Eater (which I'll assume you have), you'll want to continue with the story, so let's push on. From here, go southeast, east, south, east, into the hole, northeast (ignore the other holes), north, into the hole, north, east and finally north to reach Forcena. You've just walked right into the middle of an invasion! And look who it is: Koren! Better check the King to make sure he's alright. To do this, go up and take either the left or the right door. Save and refresh your HP/MP at the Gold Statue here (there's two, one in the room on the left and one in the room on the right. So it doesn't really matter which path you choose to go down.) Go through the door in the back wall, and then keep going north until you reach the courtyard. Here, enter via the arch at the top of the screen, keep going north till you get to the throne room and then watch the scene. (You'll stumble across Duran again if he's not on your team.) When you face off against Koren, just go up and hit him once with your main chracter. He'll taunt Duran or Angela (depending on who's on your team. If Angela only, he'll taunt Angela. If Duran only, he'll taunt Duran and Duran will call him a coward. If both are on your team, he'll taunt Angela and Duran will call him a coward.)

After Koren leaves, talk to Richard and watch the scene. Richard will tell you where the other Mana Stones lie and suggests you find Jinn (The Wind Spirit) first. It lies in Rolante, in the Corridor of Wind. So that's we need to go.

Leave Forcena (this time, you can go south all the way, the monsters have now gone. Hey! Isn't that Bon Voyage? Nope, it's Bon Jour, Bon Voyage's brother. He'll send you to Maia, but he hasn't set up the cannon yet. We'll have to come back later. Leave the castle and enter the main city. Buy new weapons and armour if you can afford it. Sleep at the inn if you need to. Forcena also has a library which is very useful for later on. The Library lies underneath the fortune teller's house. Go inside and read all the books -- there's an "X-Rated Book" there as well! :) I won't tell you what they all detail, but they're worth reading.

When you're ready, go to the house in the south/southwest of the city and talk to the woman at the table. She'll explain a cannon has been set up in the castle and she's wondering what it's for. This is Bon Jour's cannon and this means he's ready to send us back to Maia. Go back, talk to him and get him to send you back. Bon Jour gets his aiming right, unlike his brother! ;)

If the woman isn't there, then it must be night so sleep at the inn until day and then try again.

Once you're back at Maia, we need to get to Byzel. Remember that cave you went into twice (once to fight the Machine Golems, the other to get to the Dwarves Village)? Go back there, but this time, go straight past it and follow the Golden Road all the way. You'll end up in the Merchant City Byzel. Byzel is a wicked place. It has a Black Market that sells loads of stuff. The Black Market is like a giant item shop. If you ever want to buy items, this is the place to go. The only problem is, this place is only open AT NIGHT. Pay a visit to the Weapon and Armour Shops here as well. When ready, go to the port (southeast.) The boat takes you to Palo which is where you want to go, anyway. I STRONGLY recommend you spend some time beating up enemies so you can buy as much of the items here as you can't buy a lot of the items elsewhere. The major ones are the Claws & Scales (left salesman) and the Oils (right salesman.)

When you get to Palo, you'll notice something's wrong (listen to the music), it turns out that Navarre has taken over Palo. Damn. They're already ahead of you. Sleep at the inn if you need to (you shouldn't need to, but you should save your game here.) If you haven't got all your armour and weapons yet, buy them here. Stock up on all the items you've got money for. Now, we need to get to the Corridor of Wind. We can't get in there yet (it's blocked), so we need to talk to the Amazon soldiers first. Leave Palo by going west and then go northwest, east, northeast twice, east (make sure you don't climb the stairs), east across the bridge, east, save at the Grey Statue, south and you'll be outside. Follow the path until it exits north and then follow the path again. You'll stumble on a patch of flowers that make you fall asleep.

You wake up in the Amazon Hideout. Lise will wake first if she's on your team otherwise it will be your main character. If Lise isn't on your team, then the first person to greet you when you wake will be Lise herself. If Lise is on your team, an Amazon soldier will greet Lise when she wakes up. Once you've woken up, leave the room. There is a meeting taking place in the rear room to discuss how the soldiers will retake Rolante Castle. If Lise is on your team, the meeting will not be in progress yet. If she isn't on your team, she will be here. The back room is to the top-right of the hideout. Go in and you should automatically see the scene. The Elder explains that he's not a strategist so he can't really help, but they could look for Don Perignon who lives in the Corobokkle Village (everyone here is tiny.) If you have been doing some exploring, you'll find out that the Corridor of Wind is blocked and you can't get to the Mana Stone because of the blockage. Until you've spoken to Don Perignon (I'll explain later on), the blockage will remain. To get to the forest, we need to find the Chibikko Hammer (aka the Midget Hammer by some.) There's someone in Byzel who is selling it. So what we need to do is go back there. But it's a very long way, isn't it? Never fear, we've got a friend nearby. After leaving the meeting room, go up the nearby steps, leave the hideout (you'll end up near the Sleeping Flowers. Once you've been affected by the flowers, they won't affect you again.) Talk to the Amazon blocking your way, she'll ask you to follow her. Do so. You'll find... another cannon? Talk to the Amazon again -- it's Bon Voyage's cousin, Merci (what the heck is the deal with all these French words???) and she'll offer to send you to Byzel. Take up the offer. And she gets her aiming right too!

Once you get to Byzel you need to wait until night. Of course, you can just sleep at the inn until nightfall, or you can go and fight some Rabites and Myconids and maybe get a few levels until nightfall, it's up to you. Whichever way you choose, go into the market when it's night time. If you want, talk to all the merchants and buy stuff. There's another merchant, who

looks different to the others. He's standing in front of the barrels. Talk to this guy (?) and he'll give you the Chibikko Hammer for free. With this baby, you can miniturise your team. Now, to find the Corobokkle Forest. Go to the port and instruct the sailor to sail to Jad. Once in Jad, it's time to find the Corobokkle Forest & Village! To get to the village from Jad, this is what you must do: go south out of Jad then go south, southwest, west, south, east, south, southwest (use the steps), save at the Gold Statue, south, go east a bit and you'll see a Gargoyle Statue and a midget guy running away. This is the entrance to the Corobokkle Forest, but we're too big. Use the Chibikko Hammer on all your team (if the hammer comes up as one person, press left and right until it says "All Allies" and then press A.) Once all of your team are miniturised, talk to the Statue. A path will open to the top-left of the Statue (it's hard to see, but it's there.) Go through the path (a little tricky since you're now so small) and you'll end up in the Corobokkle Village. An old man will talk to you automatically. You ask for Don Perignon, but the old man doesn't know where he is. You have to look around. Enter all the tree houses and talk to the midgets in there. After a while, one will say "Hang on, wasn't there someone outside?" At which point you need to go back and talk to the old man again. This time, he'll reveal himself. HE is Don Perignon. You explain the problem (in slightly different terms) and he tells you how to get rid of the Navarre Raiders -- he knew all along! Anyway, he instructs you to find Jinn in the Corridor of Wind (which has been opened now) and use his powers to spread the pollen from the Sleeping Flowers (the ones your team fell asleep on) into the castle where you can then take the castle back.

So now you know what to do. We now need to find Jinn. Back to Palo! After the conversation is finished, leave the village (south) and then retrace your steps back to Jad (northeast, east, northwest, north, west, north, east, northeast, north, north) and grab a boat back to Byzel. From Byzel, grab a boat to Palo again (just like before.) From Palo, go to the Corridor of Wind (in other words, go west out of Palo and then go northeast, east, northeast twice, up the stairs (you went east here last time), northeast, northeast and northwest. You'll end up inside the mountain. Go north and then west and you'll end up in the Corridor of Wind. The directions here can be confusing, so don't be surprised if you get lost or end up trapped. If you do, find your own way out of the mountain, turn around and go back in.

To get through the Corridor of Wind, do this: after entering the Corridor, go up and press the button there. Go left, down, press the button on the right and then go west. You'll emerge outside. Go left and you'll find two openings in the wall. Enter the first opening you come across (the second is a short cut back once you've got Jinn.) Inside, go left and press the button. Now go up and push the button at the junction. Now, take the left fork and exit west. From the next room, exit south. You'll find yourself outside. Work your way down the steps until you find an opening (there's only one way to go.) Head inside the opening.

This next part is tricky. Head down-right and go down the wind column. Next, loop up-right up the stairs and push the button there. Now, go up-left so you have just done a complete 360 circle. Now, go down (into the wall) and then go left. If you do this right, you'll end up in another room. Go right then down and push the button there. Head up then left to go back to where you came from and you can now go down. Before you leave the room, press the button. You're now outside. This place curves like a crescent moon shape. Half way around, there's an opening. DO NOT GO HERE YET! Follow the path all the way around and you'll find another opening. Head inside here and you'll find a Gold Statue. Refresh and save here. You can spend some time levelling up here. I strongly recommend a minimum of L10 for the next boss. Ideally L15, but L12 is OK. Go back and into the opening I said not to go into yet.



Inside is the Mana Stone of Wind. The Fairy talks to you about it and your second partner (the last one you found) notices footprints and suggests you follow them. Do so and you'll stumble across Jinn. He's being held hostage by the Darkshine Knight (you'll see more of him later on, especially if you're playing Duran or Angela's quest.) He casts AntiMagic on him and disappears. Go talk to him. Something's not right. The next thing you know, Jinn vanishes and you face the third boss:

**\*\*Boss: Tzenker\*\***

Tzenker is not as irritating as the Jewel Eater, but can cause a headache. She flies around a helluva lot and it's difficult to hit her. Use magic a lot. Carlie and Angela are very useful against her. If you've bought the Sahagin's Scale from the Black Market in Byzel (which casts Mind Up on one team mate) use it and then use Angela in abundance. The best you can do is hit, hit, retreat, heal, repeat since you haven't class changed yet. Tzenker isn't too hard, just heal when anyone's HPs go yellow. Try not to let anyone's HPs go below 80, her Supersonic spell can kill them. I hope you've stocked up on the items. I used up four walnuts on Angela in my fight against Tzenker. Use any magic you have in this battle. I find rotating Angela's magic (e.g. Holy Ball, Gem Missile, Holy Ball, Gem Missile, etc.) does good damage. Tzenker can cast Speed Up, Protect Down and Protect Up on herself or on you. She has a nasty habit of picking up your team mates and throwing them around, sending them off to la-la land. Her most powerful spell is Supersonic and it does around 80 to 90 HPs damage. She has a habit of firing her feathers at you too. You'll need a lot of healing items against Tzenker. Tzenker CAN block -- kind of. She will wrap herself with her wings and then open them up. If she doesn't do anything (e.g. doesn't cast a spell or fire a feather), she is in "block" mode and won't take any damage for a while. If you look carefully, she will not move whilst in this mode. Once she does, you can hit her again. All Tzenker's attacks are Wind-Based and a lot of them are taught by Jinn.

Once Tzenker dies, Jinn will appear, drained of energy. The Fairy casts Heal Light and Jinn revives. He agrees to help you, after all, you saved his life! Now we have four spirits: Fairy, Wisp, Gnome and Jinn. What's next? Back to Forcena to ask Richard methinks! But first, we need to sort out the Navarre Raiders and retake Rolante Castle.

Getting out of the Corridor of Wind is a hell of a lot easier than getting into it. Here's what to do: from where you beat Tzenker, go west, south and follow the path to the Gold Statue (remember, it's at the southwestern end) refresh and save here. Now, go east and follow the path all the way round to the top and go into the opening there. Remember this place? Now we've got to deal with all the buttons again. Press the button right in front of you. Head up, into the wind path of one of the Statues (you'll slide right into a cage) and head north. Now, head up slightly and then right, slide down the wind path and curve up-right, like you did on the way in. Enter the opening on the right (don't worry about the button this time.) Once inside, head right, sliding across the wind path. Exit through the opening on the right wall. You'll end up on the bridge with the two openings. Remember? I told you to go into the one on the right and I mentioned that the one on the left was a shortcut coming back? Anyway, once outside, head right and into the opening there. Inside, head up into the wind path of the Statue (if you can't go up, press the button on the right, this will change the direction of the path), you'll slide right. Now head down and right, out of the opening and make your way downwards out of the mountain (you should recognise this place, it was the first room you entered when you came into the Corridor of Wind.) You are

now back on the Path To The Heavens. You must now make your way back to Palo. In case you've forgotten, it's southwest, southwest, southwest, down the steps, southwest, southwest, west, southwest and east back into Palo. Save at the inn and rest. Now we need to go back to the field with the Sleeping Flowers (remember from before?) You CAN go straight there without passing through Palo, but I prefer to go back to stock on supplies and heal up first.

Once you're ready, make your way to the Sleeping Flowers. It's the same as before and in case you've forgotten, it's: west, northeast, east, northeast twice, east (make sure you don't climb the stairs), east across the bridge, east, save at the Grey Statue, south and you'll be outside. Follow the path until it exits north and then follow the path again. When you get to the flowers, you'll find some of the Amazon soldiers and the Elder waiting for you. After a short talk, you'll be asked what to do. Use Jinn and he'll send the pollen from the Sleeping Flowers (uses the animation to Sleep Flower (multi) by the way) into Rolante Castle, knocking out the Navarre Raiders -- just like Don Perignon said!

You resume control just outside the castle. The Amazon by the barrels will tell you that the barrels contains supplies and you can take them. Do so (you may need to press START and shift some of your items into storage) and go inside the castle.

Now, before I continue any further, you should make note of the following. By now, you should have picked up quite a few items like Round Drops, Pakkun Chocolates, Honey Drinks, etc. and your inventory is probably filling up so some of your items may be put into storage automatically. The question is, how do you access the storage? This is how:

Press START to access the storage screen. Now press A and move the arrow to the item you want to move (it can be from your backpack on the left or the storage on the right.) Press A again and the arrow will stick. Move the duplicate arrow to an empty slot in your backpack or storage and press A again. The item will move to that slot.

You cannot use the storage option in battle, so make sure you move your items BEFORE entering a boss fight.

Now, back to the story:

Once inside Rolante Castle, head north (when you reach a room with two north doors, pick one, it doesn't matter which one) until you reach the Throne Room. Take the right door and then go down the steps. Head south all the way then east all the way and go north through the last door. If you're playing as Lise, you'll remember this from her intro -- this is the place where you spoke to the Amazon soldier when you were looking for Elliott. Go through the door and take the steps just below you. At the top you'll find Hawk who'll explain his story (you won't get Hawk here if he's on your team.) Talk to him and if you have Lise on your team, watch the scene, it's very funny!

Make your way through the castle (it's not too hard), when you come outside, head west and you'll find a door. Don't go inside, it's a dead end. Take the path to the RIGHT of the door and follow the path into the side of the tower. You'll go into a hidden door.

When you reach a balcony with two doors, enter the left door and look for a door a little on the right of the centre of the screen. Inside here is a Gold Statue. Refresh and save here. Follow the path around and down and you'll end up outside the building. Follow the path and you'll stumble across Lise (she won't be here if she's already on your team.) Talk to her and continue on the

path. If you're playing Hawk's quest, you'll also see Bill & Ben here. When ready, go through the door and face the next boss:

**\*\*Boss: Genova\*\***

Genova is tough, make no mistake about it. He spits out Shape Shifters which morph into various monsters. They won't do any magic, but they DO have the attack strength of the monster they are imitating so if they morph into a powerful monster (Death Machine, Wolf Devil, etc.), kill them quick. I tend to go for Genova whilst the team mates go for the Shape Shifters. If you've got Kevin, use the Dreamsee Herb to make sure it's night time first. You can get away with only healing when your energy flashes yellow. Make sure you've got full slots of healing items and Walnuts (if you have Angela and/or Carlie on your team.) Use magic and physical attacks as much as possible. Genova's magic can be powerful and annoying (he can cast Power Up on the shifters and on himself.) A large majority of Genova's attacks are Fire-Based and are taught by Salamando.

This fight isn't over yet. Once you win, you'll be healed, but can't escape. Head north and meet:

**\*\*Bosses: Bill & Ben\*\***

Hawk will attempt to reason with them (he knows them) but they still fight. Bill & Ben (BB for short) will fuse into one body. Strangely, this is when they are the weakest. Use any multi-targettable magic like Holy Ball or Gem Missile. There's no real strategy here: hit, hit, heal, hit. Heal when anyone's HPs go below 70, 80 for safety. BB are not as hard as Genova as they have less HPs. When you win, they'll disappear. Head up and talk to Bigieu. She'll give back the castle and leave. If you're playing as Hawk, she also reveals that her name is really Bigieu and not Isabella and that she serves the Dark Prince, Jagan. Hawk, really mad, gets ready to kill her when she reminds him of the curse -- if Hawk kills Bigieu then Jessica dies too. Hawk doesn't kill Bigieu because of this. After some chatting with the Amazons, you'll end up outside the castle again. If you're playing as Hawk, you'll say farewell to Lise here. Your first team mate will decide to go back to Forcena because we need to decide which spirit to find next. Head east, south, east and you should recognise where you are. The opening above your head is the Corridor of Wind. Make your way back to Palo like last time. Its southwest, southwest, southwest, down the steps, southwest, southwest, west, southwest and east in case you've forgotten.

When you reach Palo, you'll get a scene involving Nikita and Hawk (he'll split from your team temporarily.) The two will chat about what has happened since Hawk left Navarre. Nikita was given the task of looking after Jessica (see Hawk's intro) but he couldn't fulfill it. He apologises to Hawk. Hawk forgives him and asks that he doesn't go back for her -- it's too dangerous. You'll end up in the inn and after a bit more talking, Nikita will leave. Hawk will leave with him if he's not part of your team. Rest and stock up. The Navarre raiders have gone and they've left some great weapons and armour behind. Stock up and buy all the weapons and armour you can afford. Level up to L12 or L14 if you have the time (and the will.) Now, we need to take a ship to Byzel. The ship in port is a free ride, but something's not right -- who'd be giving free rides? You're right. This isn't a normal ship, it's a Ghost Ship. Before you go on, I STRONGLY recommend a team of AT LEAST L10. L9 WILL NOT DO. The enemies on the ship are very strong and the boss even stronger. The next spirit you will pick up is Shade (Spirit of Darkness) and you'll pick him up here. If you can level up higher than L14, then that's a



**\*\*Boss: Gorva\*\***

All Gorva's moves are Dark-Based and are taught by Shade. Gorva fades in and out of the screen like a nutcase. Since his skill is Dark, and Dark is weak against Light, use Holy Ball against him. If you have Carlie/Angela on your team (and didn't let them get cursed) then use them. Make sure to use the walnuts if you run out of MPs. You can only hit Gorva with physical attacks when he's at ground level. Watch out for the silencing moves. Cure silence status with the Puipui Grasses or Stardust Herbs. You can use Tinkle Rain if Carlie is on your team. You obviously can't use Tinkle Rain if Carlie is silenced. This battle won't last long if you have Angela and Kevin as a team and they are L12 or L14. Cast Holy Ball, Holy Ball, Holy Ball and he's as good as dead.

When Gorva dies, Shade appears and joins. Fairy, Wisp, Gnome, Jinn and Shade, that's our spirit collection now. Shade thanks you for beating Gorva and removes the curse from your team mate. He/She appears and rejoins the team. The only problem that you'll get now is that this team mate will ALWAYS be behind in the experience points list as all the exp points the monsters you beat between losing this team mate and beating the boss will not count on this team mate's meter. Anyway, Shade and the Fairy talk. The Dark Mana Stone was destroyed ages ago and the God-Beast has since gone missing. Before he went missing, he rampaged across the world, nearly destroying civilisation in the process. Before Shade can finish, the ship starts to crumble and you find yourself on Bucca, the Volcano Island and it looks like the Volcano's going to erupt, we'd better find our way off the island and FAST!

Head up the north path to the right of the screen and exit east. You'll find a Gold Statue here. Refresh and save. Now, come back to the starting point (west, south, west) and head north twice. You'll see a green turtle. This is Booskaboo and he'll help you out later on. Go south, south, east, south. If you've been here before you spotted Booskaboo, it will have been sealed off. Now, go right a bit and take the path north. Now go east, northeast, south, northeast, north, northeast, east and you'll reach the Village of The Dark Priests. Don't worry, you won't fight these guys. The first thing you should do is talk to the Totem Pole, this is like a Gold Statue, it will heal your team and save your game. Now, talk to ALL the priests. One of them will mention a sealed cave (Seashore Cave) to the west that has been blocked off due to the eruption. It's very important that you get this message, since you'll be unable to continue if you don't do this. Some of the Priests will sell you weapons and armour (you need these. If you don't have enough, fight some more) and others sell you items (stock up on these.) Once you're done, it's time to leave the village. Exit the way you came and go west, southwest, northwest, northwest, west twice (it may be three times, depending on how you look at it. Thanx go to Darksaber for this correction.) You'll reach a dead end with a boulder just to the left-hand side of the cave entrance. Talk to the boulder (no, you haven't gone mad...) and use Gnome (Earth Spirit), he'll create an opening for you to go in. Go in (I suggest L14-L16 here, the enemies here are VERY strong.) Welcome to Seashore Cave.

Seashore Cave leads into the heart of the volcano and the Sea Dweller lives there. This is the person we're trying to find as he may be able to help us escape the island before it blows. The only problem is, the enemies here are extremely powerful and unless you find a Gold Statue, you're in deep BS. So, the first step is to find the Gold Statue. By the way, leave the Potos till last. They can cast multi-target Heal Light plus when they get near death, they can call the Mama-Poto monsters. The Potos are Holy enemies, so you need to use any Dark magic like Evil Gate. To get to the nearest Gold Statue, go east, down the steps, southwest, follow the path, go south twice you'll end

up outside. Head northeast and go through the opening. Go north, northeast, west (you need to defeat the monsters first), down the steps, west, south, east, southeast, go down all the steps and head west. You'll find the Gold Statue. Save and refresh your team here. I strongly advise L15 or above by this time.

From the Gold Statue, go east. In this room, go east, beat up the monsters and a path will open. Go east through the newly opened path and then go south, west, south, northwest, west, south, southwest, save at the Gold Statue and head north. You can level up to L15 or L16 quite easily in this area and I STRONGLY advise you do so.

After heading north, go northwest and you'll end up trapped with the Sea Dweller nowhere in sight. You meet a dark, dracula-type guy (this is Jagan. If you're playing as Hawk or Lise, you'll meet him again later on.) Hawk will get a flashback to the start of the game if you're playing his quest. (The flashback shows scene involving Hawk, Eagle, Bigieu and Jagan.) After some discussion, he'll teleport away and leave you to die in the erupting volcano. Just then, you see the green turtle from earlier on, he picks you up and takes you to the beach just south of the Golden Road leading from Byzel to Maia. You wave goodbye to him and decide to head to Forcena which is where you were going until you were sidetracked (first the Ghost Ship, then Bucca.) Head east then north to get onto the Golden Road and then, follow the path east until you get to Maia. Once here, rest and stock up on items. By the way, since you're L15, the enemies on the Golden Road should be p\*\*s easy -- they're only about L4 or L5. You should be able to dispatch them with one hit. When you're ready, talk to Bon Voyage, he's set up the cannon routes, but no-one wants to use them. He'll offer to send you to Forcena again. Take him up on his offer. This time, he gets his aiming right and you land next to Bon Jour in the courtyard of Forcena Castle. Make your way north to get to the Throne Room and talk to Richard again. He welcomes you back and informs you where the other Stones are (I won't tell you where they are, we're heading there anyway.) The closest Stone to Forcena is the Water Mana Stone, guarded by Undine. This Stone resides in the Labyrinth of Ice Walls, just south of Altena. However, the problem lies in getting there as no ships sail to Altena. Richard explains that the turtle that carried you to Maia, Booskaboo can help. He gives you the Pihyara Flute which, when played on certain beaches will cause Booskaboo to appear and carry you where you want to go. This means you won't need to use ships anymore! Yay! Now, to find Undine!! Forcena has no beach nearby so we need to head back to Maia and use the beach there. Go talk to Bon Jour in the courtyard south of the Throne Room and get him to send you to Maia. Once in Maia, make your way to the beach where Booskaboo dropped you off (west, south, east.) Play the Pihyara Flute to get control of Booskaboo. Now, look at the screen. You're in control of Booskaboo and he's at the bottom of the screen. In the top-left is the world map with important places in red. In the top-right is a close-up of the local area. The Labyrinth is at the position shown by the top-most red dot so make your way there. "Park" Booskaboo at the beach to the north of the island and head east (the beach is at the v-shaped dip in the northern part of the island.) Welcome to Snow City Elrand. Fork out on the new weapons and armour if you haven't already done so and save your game at the inn. You should be at least L16 or L17 by now and be nearly ready to class change (you can CC at L18 or above.) When you're ready, go southeast into the Sub-Zero Snowfield.

The enemies in the snowfield are very tough so be prepared with Puipui Grasses, Stardust Herbs and Tinkle Rain. The nearest Gold Statue is still a fair way away so it's going to be hard (although you will find a Grey Statue along the way.) To get to the Gold Statue, go southwest, south, west three times, southwest, west twice (you'll get trapped so beat up all the monsters), south, northwest, save at the Grey Statue, north, northwest, north

twice and then go west. Recognise this place? This is where Angela fainted in her intro. From this place, go west, south (you'll get trapped here so beat up the monsters again), south, southeast and you'll find the Gold Statue. Save and refresh here. Level up to A MINIMUM of L18 (for class changing) and when you're ready, go west twice to meet the Darkshine Knight. After a brief conversation (which varies slightly depending on whether or not you have Duran in your team), he will disappear, trapping you with:

**\*\*Bosses: Machine Golems x3\*\***

These guys are like before with two main differences. First, there's three and not two, secondly, they don't attack as often as before, but they do do a helluva lot of damage. Hit, retreat, heal, repeat is the order of the day. If you've forked out on walnuts and have Angela on your team, use her here. No real strategy here, just go all out. Gem Missile doesn't seem to work. Use Holy Ball or Air Blast. If you can't beat the Golems, then there are two things you can do. Firstly, try levelling up a bit more (maybe an extra 5 or so levels) and trying again or secondly, going to Rolante, class changing at the Wind Mana Stone (just before you picked up Jinn) and then coming back here and trying again. Either way, it's going to be tough.

If you're still having problems defeating these tin cans, here's some tips from Steven Edwards:

> [disclaimer: this assumes you have someone who can do a fullscreen tech  
> in your party]

>  
> Before attempting to fight the three Machine Golems, perform the first  
> class change and head to the Thieve's Market in Byzel and stock up on  
> the following items:

>  
> Poto Oils // multi HP recovery  
> Bujette's Scale // Defense up  
> Drake's Scale // Strength up  
> Sahagin's Scale // Intelligence/Spirit up  
> Ice Coin // Ice Smash  
> Poseidon's Claw // Water attr. to weapon

>  
> Before fighting the Machine Golems, fight the enemies in the area until  
> you get a few Gurel Oils -- they fill up your tech bar. Once you get  
> those, heal at the gold statue and go west twice to begin the fight.  
> Designate one member [whoever has the highest Intelligence, usually] to  
> be the item user and set the other two members up to use their level 2  
> tech. The item person [Angela, in my case] is who you should control  
> and will just use items, not attack the Golems physically.

>  
> When the battle starts, immediately use a Bujette's Scale on every  
> member of your party. Then do the same with the Drake's Scale and use  
> the Poseidon's Claw on the members who will be attacking. Use the  
> Sahagin's Scale on your item user and the preparation stage is over --  
> now it's time to win.

>  
> Use the Gurel Oils on the member with the full screen tech [or highest  
> strength, if there's more than one] and they will inflict quite a bit  
> of damage; I used Lise at level 22 and she took away 215+ from each  
> golem per attack. When your Gurel Oils run out, begin using the Ice  
> Coins until the golems die; use Poto Oils when necessary throughout  
> the battle.

>

> If you follow those instructions, the Machine Golems should not be a  
> problem.

Once the Golems are defeated (which WILL take a long time), you can continue through (Duran will be really ticked off since the Darkshine Knight mentioned that they'll sacrifice the Sword to the Dragon Emperor and Duran thought that his father had died while defeating him.) Go west until you get to a cave. Go inside and talk to the Water Mana Stone. After some discussion, Undine will appear and join you. Now if your team are at or above L18, talk to the Stone again to class change. You need to get each member (use SELECT to switch leading characters) to talk so you can class change that person. If you have enough experience ( $\geq$ L18), you will be given two options, the one on the top is the Light Class and the other is the Dark Class. Refer to the Class Changing section near the top of this FAQ to see what the classes can do.

Once you've CCed, come out and head east to the Gold Statue and save there. The monsters here should now be much easier (I was dealing 1HP and taking 40 before CCing and now I'm taking 1-3HPs and dealing nearly 100!)

Now we have six spirits: Fairy, Wisp, Gnome, Jinn, Shade and Undine. The next one is Salamando and he resides in the Valley of Flames, south of Navarre. First, we need to get out of the snowfields. Make your way back to Elrand (from the Gold Statue, west, north, fight then north, east, south twice, southeast, south, save at the Grey Statue, southeast, north, fight then east, east two times, northeast, east three times then north to end up back in Elrand.) The enemies here should now be MUCH easier to beat. Once back in Elrand, sleep at the inn, stock up on supplies and head for the beach (use the southwestern exit.) Call Booskaboo like last time and now, to head to Navarre!

The Valley of Flames is the southeastern most dot. Head there and then make your way along the coast (in a clockwise fashion.) You'll find a beach just northwest of the dot. Park here and exit east (walk into the Gargoyle statue and it will disappear.) You'll find yourself in the Sand City Sultan.

\*If the statue refuses to disappear, then that means you haven't got the required spirits yet. You need to have Fairy, Wisp, Gnome, Jinn, Shade and Undine before you can pass here, so go back and get them. Most likely you need to have Undine, but I haven't checked.\*

Here, stock up on items. The merchants here sell the same weapons and armour as in Elrand so buy anything you didn't buy in Elrand. Sleep at the inn and save. When you're ready, exit east. Time to head for the Valley of Flames, but first, we need to stop off in another town, Oasis Village Deen.

After leaving Sultan, go east, east, southeast, fight all the enemies to open another path, south, southeast, east and finally, southeast. You'll end up in the Oasis Village Deen. The merchants here are annoying. Like in Byzel, when the mart is only open at night, you can only buy weapons from the merchant at night. During the day, another merchant sells armour. The weapons are exactly the same as the ones in Elrand so you won't need to buy any. But the armour is very good. Fork out on the armour (don't forget to equip it) and sleep at the inn to save. When you're ready, we can now go the Valley of Flames.

After leaving Deen, go northwest, west, west, southwest, south and then east to find Jessica, Bigieu and:

\*\*Bosses: Bill & Ben\*\*



Again Hawk tries to reason with them and again he fails. BB are the same as last time, but with more Ninja-like moves (specifically, the "... Jutsu" moves.) Your best bet is to have Carlie as an Enchantress for the multi-target Heal Light and to go all out. Don't even try this without class-changing. Keep hitting until you can use your Level 2 BA and then whack 'em. The good thing is that once you beat them this time, they're gone forever and you'll never see them again <G>.

A small note, ???? aka "KriGH claims that you can beat BB without class changing. Feel free to try as he suggests, but if you still have problems, then class change.

> In your FAQ there is a place where you wrute about fighting with Bill &  
> Ben. It's the second time when you meet them in game. And you write "Don't  
> even try this without class-changing.". But, i killed them with Duran, Hawk  
> and Carlie (all of them had 17 level). I made this in such way:  
>  
> "Select Carlie and use scales to improve Strength of Duran and Hawk,  
> improve Agility of Hawk, and raise defence up. Then use Ghost Eye (you  
> should have at least one).In description of this item there said that it  
> lower maximum HP of the enemy. BUT, I don't know bug this or weakness of  
> this boss, it deal 999 HP of damage for Bill & Ben. After that just finish  
> them :)"

Once BB are dead, you will be auto-healed. When you're ready (you may want to head back to Deen for supplies before you start the next section), head inside the cave to the southeast and you'll find yourself in the Valley of Flames. The enemies here are strong, but if you've been following my instructions, they shouldn't be taking too much damage off you (although the Ninjas can.) I advise a minimum of L20 by now, although L18 is acceptable. If you are at L18, prepare for a hard time. You can do this section at L18, but it WILL be hard. I nearly used up all of my Angel's Grails by the time I reached the Gold Statue.

Go get to the Fire Mana Stone, this is what you must do: once inside the valley, follow the path until you exit south. Now, go south, down the steps, east, south (down the steps), east, northeast, follow the path as it curls around and exit west. You'll find a Gold Statue below you. Head down the steps to refresh and save. Once you're done, go east and you'll see Bigieu and Jessica. Walk up to them. Bigieu threatens to throw Jessica into the fire. If Hawk is on your team then Nikita will appear and save Jessica. If Hawk isn't on your team then Hawk will appear and save Jessica. Once Bigieu goes off, walk up to Jessica. After a short talk, she gets taken to Deen by Hawk/Nikita to recover. Once everyone has left, go over the bridge and through the opening. You'll find the Fire Mana Stone and Bigieu standing in front of it. Go up towards her and she'll reveal that she has released the Stone's energy and vanishes. After she leaves, talk to the Stone and after some discussion, you'll see Salamando, the Fire Spirit (with a lousy sense of humour.) He'll join you.

\*NOTE: If you take a wrong turning mid-way, you may be knocked back by an explosion. This path is blocked until you obtain all of the Spirits and come back to face Xan Bie, the Fire God-Beast.\*

We now have Fairy, Wisp, Gnome, Jinn, Shade, Undine and Salamando as spirits. That's seven spirits. We have only two more to get Luna (Moon) and Dryad (Grass.) To find Luna, we must travel to the Beast Kingdom. Luna is the HARDEST spirit to get because the boss is so damn hard.

You should, by now, be at level 20 minimum. Make your way back to the

entrance of the cave by going west twice, save at the Gold Statue then go up the steps and through the opening in the north. Now follow the path south. Go northeast via the steps. Go northeast again, up the steps, north, northeast and you'll be outside. Now make your way back to Sultan by going west, northeast, northeast, northeast. From here, you have two options. Either go to Sultan or stop off at Deen for supplies. To get to Deen from here, go southeast, east, southeast. Stock up, rest and then go west, northwest, west to get back to here. If you want to go to Sultan direct, from this screen, go north, north, west, northwest, northwest, west. In Sultan, stock up on supplies (if you decided not to go to Deen) then sleep and save at the inn. Once done, head for beach west of Sultan and call Booskaboo again. Next stop, the Beast Kingdom!

You can't get to the Beast Kingdom directly. You must stop at the Moonlight City Mintos. From Sultan, follow the coastline southeast and eventually, you will find the beach near Mintos (the red dot is nearby.) Mintos lies deep inside the continent so you'll have to go down a river to get at it. After you've gotten off Booskaboo, you notice the beach is sealed off. Walk up to the statue blocking the exit and it'll disappear (you must have obtained Salamando for the statue to disappear.) Go east then southeast and you'll find yourself in Mintos. If you're playing as Kevin, you'll no doubt recognise this place -- it's the place in Kev's intro. Mintos is a strange place. West of Mintos lies the Moonlight Forest where the Beast Men live. Mintos, the forest and the Beast Kingdom all lie under the influence of the Moon Mana Stone which causes it to always be night and therefore the Beast Men are always werewolves. This is also the reason why the Inn Keeper will never ask if you want to be waken up in the morning or night -- because it's always night here. I STRONGLY advise a team of L20 or above in this area. You will be able to level up to L25 here, and I advise that you do because the boss is extremely tough. Once inside Mintos, stock up on armour, weapons and healing items such as walnuts, honey, chocolates and round drops. Make sure you save at the inn.

When you're ready, head west into the Moonlight Forest. I must warn you, this whole thing is like an endurance test -- a very TOUGH endurance test. You must be able to beat all the enemies here without taking too much damage. The less damage the better because there is no Gold Statue before the boss, only a Grey one. Once inside the forest, Kev will turn into a werewolf, seeing as the whole place is night time (the werewolf type depends on your class change choice.) The Moonlight Forest is a nightmare to navigate. It's worse than the Corridor of Wind in Rolante! There are TWO routes through the forest, one direct and the other indirect. The direct route does NOT pass through a Gold Statue so you'll be in trouble against the last boss. The indirect route does pass through a gold statue so you can level up further. The downside to the indirect route is that it's longer. The routes are as follows:

Indirect (with Gold Statue): southwest, southeast, southwest, southwest, west, southwest, southeast, southwest, southwest, east. You'll end up in the place with a Gold Statue and Karl's grave (from Kev's intro.) Once you've saved and refreshed, the next step is to get to the boss area. To get there, go (from the Statue) west, north, east, northwest, west, northwest, north. Save here (Grey Statue) and head northeast to face the boss.

Direct (with NO Gold Statue): southwest, southeast, west twice, southwest, south, southwest, north. Save here (Grey Statue) and head northeast to face the boss.

When you head into the opening, you'll find Deathjester with some fatally injured Altenian wizards. He casts Death Spell on one and Energy Ball on the other, absorbing the souls. Kevin appears and accuses him or lying about

Karl. Deathjester says that Kev is an fool for believing him. Kev and Deathjester starts to fight. Deathjester casts Stun Wind (which damages and silences a single enemy) and Kev is paralyzed (you get Kev in this scene even if he's not on your team.) Then you appear with the rest of the team and challenge Deathjester to fight. Lugar appears and accepts the challenge. If Kev is a member of your team, he'll get up and fight with you, otherwise, he'll lie out cold to the side of the opening for the duration of the battle. If Carlie is on your team, she'll blabber on at Deathjester (after all, he DID kidnap Heath, didn't he?) before Lugar appears. Deathjester will reveal that Heath has accepted a new role under his master the Masked Mage and is now the number two man. Deathjester is the number one man. Now you must fight:

**\*\*Boss: Beast Man Lugar\*\***

You remember Lugar don't you? You BUMPED into him when you were in the Cave of Waterfalls on your way to Wendel near the start of the game. Now you get to fight him. Lugar is VERY tough. He can switch werewolf types when he wants. EVERY class that Kev can learn, Lugar knows already and can switch between them at will. Because of this, he has no weak spots. Lugar also has another unfair advantage and that is this: Like the Darkshine Knight, Lugar can pull off three, sometimes four BAs IN QUICK SUCCESSION. In other words, he can pull off the Suzaku Sky Dance (Dervish) and then immediately do the Seiyu Death Fist (Death Hand) and finish off with the Water-Moon Slice (Bashkar.) Lugar tends to only this if you use magic or a Level 2+ BA on him. You will need full slots of Round Drops, Angel Grails, Pakkun Chocolates and Honey Drinks. Make sure you have at least one person who knows Heal Light. If they can multi-target it, all the better. The battle starts in earnest with you doing a lot of damage, and then Lugar does Moon Saber (Death Hand) and he lets rip with all the BAs you can think off. Get ready with the healing items. If you can't beat him, resume from the save game and build up about another 5 or so levels before trying again. If you have Lise on your team, try using her stat spells, or the items you can buy from the Black Market. Also, try using only your Level 1 BAs. Take a look at Hints and Tips point 14 for information about how to adjust your team mates' battle behaviour. And remember, this only affects THEM, not you.

After you beat Lugar, Deathjester will run away and you'll get a scene involving Lugar, Kevin, Luna and the Fairy. After the fight, it appears that Lugar is dying. Luna appears and, at Kevin's request, revives Lugar as a baby. If Kev is on your team, he'll rejoin your team, if not, he'll wave bye and take off.

Head inside the Moonreading Tower (don't go up any floors yet, we'll come back later to do that) and talk to the Mana Stone. After the short conversation, leave the tower and head south to get to the Grey Statue. Save here (unless you want to fight Lugar all over again. Personally, I don't.) Now we need to make our way back to Mintos so retrace your steps. Go southeast, east, north, east, northeast, east, north, northwest, east to end up back in Mintos. Sleep in the inn, stock up on supplies and then head north, northwest to get to the beach. Call Booskaboo and get ready to head to Diorre and Dryad, the final spirit.

Diorre is a tricky place to find and access. To get into it, we must have Luna. This is why I'm getting you to find Luna first. Anyway, to summarise, We now have Fairy, Wisp, Gnome, Jinn, Shade, Undine, Salamando and Luna as spirits. We only have one more to get and that's Dryad.

Once you board Booskaboo, you should see that there is only one red dot left. This is Diorre. The beach you want to dock at is to the east of the red dot. Follow the coast and you'll find it. Dock here and head west. You'll stumble across a tree blocking your way. When asked, use Luna (the spirit you just obtained.) She'll recognise the tree as being from the Moonlight Forest and will open a path for you. Now the tricky part. If Carlie is on your team, she'll recognise the place and explain that the forest must hold a secret. If she's not on your team, you'll meet her just a little further down. She'll storm off after a chat. Head southwest and beat up the monsters here. Talk to Carlie again and she'll reveal the secret of the plants. The secret is that the flowers glow in the dark. If you follow the red plants, they will take you to Diorre. The forest is called the Lampflower Forest for this reason. Wait until dark and then follow the red flowers -- it's not too hard. I'm not going to tell you where to go, the path is right in front of you. Oh, all right, in case it's day time, go (from where you meet Carlie the second time) south, southwest, south, south, east, south, west, west and north to enter Diorre (notice the two graves outside. They belong to Leroy and Shayla, Carlie's parents. When you look around, no-one will talk to you and actually try to avoid you. If you do manage to catch one of the inhabitants, they'll respond with ".....". >\_<. The King's house is on the southeastern part of town. Go inside and make your way to the top room. You'll find the King. Talk to him and Carlie will take over (if she's on your team) or run into the room (if she's not.) Watch the scene and then leave. Carlie will rejoin your team if she's a member otherwise, you'll never see her again.

**\*NOW\*** the people will talk to you. The elves here make really powerful weapons, better than the dwarves. Fork out on everything you can afford and stock up on supplies. The inn here is very cheap, only 10 luc per night. When you're done, the next thing we need to do is to find the Gold Statue the King spoke about.

When you're ready, head south then east out of the town and back into the Lampflower Forest. Now go north (notice the flowers again?) and west to get to the Gold Statue the Fairy King mentioned. The enemies should now be easier because you've got new weapons and armour. Once at the statue, talk to it and opt to use Luna when asked. Luna will open up a path and keep one of the plants because of their scent. When she has finished, save at the Gold Statue and then head west down the path Luna opened. Now go northeast, north and north again to face:

**\*\*Boss: Gildervine\*\***

Gildervine isn't too hard. In fact, he one possibly one of the easier bosses in the game. He is weak against any electrical-based attack so use Thunder Saber, Thunderstorm, Thunder Jutsu or anything similar. If you don't have any of Jinn's more powerful moves, the basic Fireball spell does wonders, especially after Lise has cast Protect Down and Mind Down on Gildervine (you can get Lise to cast Mind\_UP\_ on Angela instead if you want to.) This fight is one of the easier ones. A few of the spells are taught by Dryad.

Once Gildervine is defeated, Dryad will appear and join your team (after some persuasion.) Right! That's all nine spirits. Where to now? The Island of Obilivion. It lies in the middle of the world. It is the centre of all Mana energy -- and that's where we're heading next.

From the place where you beat Gildervine, go south, south, east and you'll be back at the Gold Statue. Refresh and save here and then head for the beach. There's a shortcut you can take to get to the beach quickly. Go northeast from the Gold Statue. Now go east, north and east again and you'll end up

back at the beach. Call Booskaboo and head for the final red dot -- The Island of Oblivion. Park Booskaboo at the beach (it should be obvious where the beach is, the Island is small enough) and then head east. Watch the scene. The Fairy manages to open up the gateway and then Altena, the Beast Kingdom and the Navarre Kingdom all get inside. The Fairy works out that the energy of the Mana Stones have been released and that the energy, when combined with hers, opened the Gate. Before you have a chance to take this all in, Koren sails by in an airship and decides to drop a few bombs on your heads, knocking you all out. You're gonna have one major headache when you wake up!

When all three kingdoms have gotten inside the gate, the Fairy will wake the rest of the team up. We need to get inside the gate, but we can't get high enough. After some discussion (which varies slightly depending on if you have Lise on your team or not), you decide to go and find the Father of The Winged Ones in Rolante to see if he can help you out.

Head for the beach and call Booskaboo. We now need to head for Rolante, but there's a problem. There's no red dot on the map so we need to find it ourselves. Bummer...

There are many ways of getting to Rolante. The Path to The Heavens has a beach, but it is quite tricky to find. The easiest thing to do is hitch a ride on a boat, but I prefer to save money and use the beach. After all, that's what it's there for! If you really can't be bothered to find Rolante yourself, head back to Jad (which is somewhat easier to find than Rolante on the map) and catch a boat from Jad to Palo. From there, climb up to the top (the VERY top, where the Rolante Castle lies. See a little later on for the directions.)

Like I said, Rolante is a tricky place to find on the map. If you can't be bothered to catch a boat, you CAN go straight to Rolante without the boat trip.

The beach for The Path to The Heavens lies towards the southeast of the world. If you look at the map, there is a v-shaped mouth pointing to the east. Inside this mouth lies a beach. This is the beach we're looking for. Dock here and head east. The screen will pop-up saying "Path to The Heavens" so you know you're on the right track. Head north up the steps and then east into Palo. The enemies here are much easier than before so you should not be having much trouble. Once inside Palo, stock up on supplies and save at the inn. Now make your way up to the top of the Path. In case you've forgotten, it's: go west out of Palo and then go northeast, east, northeast twice, up the stairs, northeast, northeast and then northeast (northwest takes you inside to mountain and to the Corridor of Wind.) Now go east again and you'll end up outside Rolante Castle. Go east and you'll see an Amazon soldier. Talk to her and she'll open up a path for you. Go east through this path. The enemies in THIS area are much harder -- even though they are the same kind of monster as before, so make sure you're prepared.

To get through this area, go into the eastern opening (you have to go northeast and follow the curving path) and then go north, north up the stairs, west, north, north, up the steps and then take the southwestern exit. You'll get a scene which involves your team making the last part of the trek by themselves (automatic.) They reach the top and find the Father of The Winged Ones. Hmmm... Seems a bit small for a father. After a bit of discussion, you find out that this is not the Father, but a daughter. The Fairy (or Lise, if she's on your team) decides to give her a cuter name -- Flammie. Flammie takes you to the Mana Holyland and drops you off in an opening. And so begins the next chapter of the walkthru...

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### Chapter 3: The Mana Holy Land

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What we need to do, now we're here is to hurry to the Mana Tree and grab the Sword of Mana before any of the other people get it. Doesn't look like this'll happen any time soon. I mean, just take a look at the number of bodies around! But still, we need to get the Sword. So, from the opening where Flammie dropped you off, go north, northwest, north, west (use the steps), north (use the lillies), southeast, northeast, north and save at the Gold Statue (any one.) Go up the steps and talk to the Goddess Statue. The Fairy will explain that you can use this Statue to perform class changes and asks you if you want to try. Unless you've picked up some "???" Seeds" and planted them already, say no and come back later (note that this bit about talking to the statue is COMPLETELY optional. You can ignore the statue for now, but you WILL need to come back later on to do the second class change.) When you're ready, go east, east, northwest (don't go the lillies way), cross the north bridge and then go north. Finally, go east and walk across the fallen tree log. You'll spot the Sword. Go and try to pull it out -- NOTE: You must use the hero (e.g. the first character you chose.) After some problems, you manage to pull it out, but the Fairy has gone missing, presumed kidnapped. The Goddess appears and explains she cannot help much more because the Mana is now so weak. She departs with a gift -- the Wind Drum. You can use this to call Flammie, but only where there's enough space for Flammie to swoop down and collect you. The Drum will be greyed out if you can't call Flammie. Now we need to get Fairy back. And so, we begin the next part of the walkthru...

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### Chapter 4: Rescuing The Fairy

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With the Fairy kidnapped, the next part is to find out who kidnapped her and to rescue her. Make your way back to the opening were Flammie dropped you off. If you've forgotten, it's: cross the log, southeast, cross the bridge, south, west, west, save (Gold Statue), south, south, northwest, southwest (use the lillies), east (use the steps), south, southeast and finally south. En route, you will meet several people. Who you will meet depends on your hero. You will see the other two bad guys' teams depending on the hero of the team. So, if Kevin is the hero, you'll see Koren/Darkshine Knight and Bigieu/Jagan. The Deathjester and Heath will have kidnapped the Fairy. Not \_too\_ hard to understand, eh?

Depending on the hero, the Fairy will be kidnapped by these people:

Angela/Duran: Darkshine Knight/Koren

Hawk/Lise: Bigieu/Jagan

Kevin/Carlie: Deathjester/Heath

And you'll see the other two pairs en route to the opening. The kidnapers will be waiting for you in there. They have kidnapped the Fairy and are forcing you to trade the Sword of Mana for the Fairy (well, what would you rather have, the Sword or the Fairy?) Depending on who the kidnapper is, you will have to go to different places to recover the Fairy:

Angela/Duran: Altena

Hawk/Lise: Navarre Fortress  
Kevin/Carlie: Beast Kingdom

So now I'm going to have to split the walkthrough again.

**\*\*Part I: Angela/Duran -- Altena\*\***

Now you've got to go back to Altena to pick up the Fairy.

Use the Wind Drum to call Flammie and head Altena -- it's the red dot on the map.

Flying Flammie is really easy. Use B to descend and A to ascend. Use L/R to switch to ground view. Once you've descended enough, Flammie will drop your team off. Easy!

Altena has a lot of magic users so make sure you've got plenty of MPs and Magic Walnuts. Lise's Mind Up/Down comes in VERY useful here. If she hasn't learnt it, consider levelling up until she does.

Once you land, you'll find yourself outside the gates of Altena. They're shut. Go up to them and press A. The gates will open for you. Head north and stock up on items, weapons and armour. Rest and save at the inn.

Our task now is to get to the Throne Room, talk to Koren and get the Fairy back, even if it costs the Sword. I also recommend to level up to around L25 to L30. You need to do this BEFORE you get Koren's scene as once the scene is over, all the monsters will disappear. So, once you've healed up and equipped all the new weapons and armour, head north through the arch and into the castle. Now, go north through either one of the doors. Go north again and now south through the central opening in the southern wall. It's the second opening from the left wall and the third from the right wall. Once inside, go up the steps and north to find yourself outside the castle, on the turrets. Now go north, north and take either the northeast or northwest doors (it doesn't matter.) Watch the scene. Koren takes the Sword, which becomes heavy so the Knight casts AntiMagic and the Sword accepts Koren's ownership. Then, the Knight orders Koren to release the God-Beasts and teleports away. Koren casts Death Spell on Valda, Angela's Mum, killing her and teleports away as well. The Fairy revives and apologises to the team for costing them the Sword, but we've got no time for blame, we've got to stop the God-Beasts and that's the next part of the walkthrough (Chapter 5.) Your team has been teleported outside the castle so call Flammie and start reading the next Chapter of the walkthrough.

**\*\*Part II: Kevin/Carlie -- The Beast Kingdom\*\***

Deathjester/Heath have kidnapped the Fairy and you must travel to the Beast Kingdom to recover her. I hope you realise, you chose the HARDEST of the three quests. This part is EXTREMELY difficult, even with Kevin in werewolf form.

Use the Wind Drum to call Flammie and head for the Beast Kingdom.

Flying Flammie is really easy. Use B to descend and A to ascend. Use L/R to switch to ground view. Once you've descended enough, Flammie will drop your team off. Easy!

Once Flammie drops you off, you'll end up outside the gates to the Beast

Kingdom castle. I STRONGLY recommend a level of 25 or higher. The enemies here (all werewolves) are VERY strong. If you can level to L30, it'll be (a little) easier. If you're not a L30 yet, don't worry, you can get at least 3 or so levels en route.

Our job here is to retrieve the Fairy from Deathjester and Heath and to get out of here ASAP.

To find Deathjester and Heath, head north into the Kingdom. Now go north, take the right-hand door, head north a bit and take the first door you see. Now go up the steps, south and save at the Gold Statue. If you're playing Kev's story, you should recognise this area from his intro. From the Gold Statue, go west, south, south, up the steps and step through the arch. Watch the scene. You will be forced to give up the Sword of Mana to Deathjester. It becomes too heavy for him. Heath casts AntiMagic and the Sword accepts its new owner. After some discussion, Deathjester and Heath will disappear, and the God-Beasts will be released. The Fairy shows you all the Stones being broken and the God-Beasts being released. Now our next task is to go and beat up the God-Beasts. If you want to, you can head up to the roof and talk to the Beast King.

To get out of the castle, go south from the Throne Room, take the right-hand door, go north, east save here then go north, down the steps, south (take the long route, not the opening directly in front of you), south, south, south and you'll end up outside. Call Flammie and prepare to fight the God-Beasts!

This is the next chapter of the walkthrough, Chapter 5: The God-Beasts.

(By the way, if you're playing as Kevin, you can follow the Beast King onto the roof and talk to him. He'll reveal the reason why he asked Deathjester to make Kevin angry and shows Kevin that Karl is still alive. If you're playing as Charlie, the Beast King will not talk to you... EVER.)

**\*\*Part III: Lise/Hawk -- Navarre Fortress\*\***

Cast your mind back to when we were on our way to pick up Salamando. As we made our way to the Valley of Flames, we opened up a path to Navarre Fortress, but we never used it, remember? Well, now we're going to use it. What we need to do now is to head to Sand City Sultan using Flammie.

Use the Wind Drum to call Flammie.

Flying Flammie is really easy. Use B to descend and A to ascend. Use L/R to switch to ground view. Once you've descended enough, Flammie will drop your team off. Easy!

Once you've landed in Sultan, rest and stock up on supplies. When you're ready, make your way to Navarre Fortress by going east, east, southeast, east (this is the path that was opened last time), now go north, east and then north to get to the Navarre Fortress. Now go up into the door, and this time, it'll open up (it usually doesn't.) Now, if you're playing as Hawk, you'll recognise this place from his intro. What you need to do is to fight your way to the Throne Room. The Fortress is full of Ninjas, Night Blades and Ninja Masters who all know the relevant Ninja moves so make sure you've got some healing items and maybe a few Angel Grails. It also wouldn't hurt to have a few Stardust Herbs to cancel stat-down magic (a la the "... Jutsu" moves), if you're desperate.

To get to the Throne Room, you need to follow these instructions: First, make sure your team is at a level of between L25 and L30 before you start the



trip. You can make around 2 or 3 levels before you reach the end, so if your team is around L22, don't worry. Enter the fortress, take the left steps and go northwest (the path curls back on itself.) Now go north until you find an opening. Go in here. Go north again. Now go northeast up the steps, south, north (through the other opening, but NOT up the steps), north again and finally, east (you can choose west, but it doesn't matter, you'll still end up in the same place.)

Watch the scene. Jagan removes the Sword and collapses under the weight. Bigieu casts AntiMagic and the Sword adapts to Jagan. Jagan and Bigieu vanish and the Fairy revives. She shows you all the Mana Stones breaking and explains that we now need to beat the God-Beasts. You are automatically teleported outside the Fortress. Call Flammie and go to the next chapter of the walkthru to find out about the God-Beasts.

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Chapter 5: The God-Beasts  
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The eight God-Beasts are the monsters which destroyed the world. The Goddess of Mana used the Sword and defeated all eight. She imprisoned them in the Mana Stones and the Stones were protected by the Spirits we have already obtained. The God-Beasts are unimaginably tough and you'll have your work cut out for sure.

You can defeat the God-Beasts in any order, but I find that beating them in the order of this walkthru is the easiest, as the enemies and bosses along the way get higher and harder.

An important note is that you do NOT have to fight the God-Beasts in this order (Wind, Fire, Water, Wood, Moon, Earth, Light, Dark.) You can fight them in any order. The Dark one will only be accessible after you've defeated the other seven, so the Dark one always be last, no matter what you do. Choose your ordering with care! Bear in mind that the God-Beasts and the enemies in that area will raise along with your teams' levels.

The God-Beasts only know attacks that are taught by the relevant spirit so Xan Bie knows Flame Saber, Fireball, Explode, etc. But doesn't know Holy Ball or Dark Force as these aren't taught by Salamando.

**\*\*Part I: The Wind God-Beast\*\***

Dangaard, you'll be pleased to know is one of the easier GBs (God-Beasts) to beat. He resides in the air so he's hard to find. What you need to do is fly Flammie to the southeastern-most dot (Rolante) and land there. Now, we need to make our way through the Corridor of Wind again. Go east, east, cross the bridge and through the opening. You're back inside the mountain. Head north then east, like last time and make your way through the Corridor. In case you can't be bothered to scroll all the way back up the walkthru, here's the part for the Corridor of Wind. By the way, the enemies in the CoW are now all L25 MINIMUM so make sure you can handle them:

To get through the Corridor of Wind, do this: after entering the Corridor, go up and press the button there. Go left, down, press the button on the right and then go west. You'll emerge outside. Go left and you'll find two openings in the wall. Enter the first opening you come across (the second is a short cut back once you've got Jinn.) Inside, go left and press the button. Now go

up and push the button at the junction. Now, take the left fork and exit west. From the next room, exit south. You'll find yourself outside. Work your way down the steps until you find an opening (there's only one way to go.) Head inside the opening:

This next part is tricky. Head down-right and go down the wind column. Next, loop up-right up the stairs and push the button there. Now, go up-left so you have just done a complete 360 circle. Now, go down (into the wall) and then go left. If you do this right, you'll end up in another room. Go right then down and push the button there. Head up then left to go back to where you came from and you can now go down. Before you leave the room, press the button. You're now outside. This place curves like a crescent moon shape. Half way around, there's an opening. DO NOT GO HERE YET! Follow the path all the way around and you'll find another opening. Head inside here and you'll find a Gold Statue. Refresh and save here. Go back and into the opening I said not to go into yet.

Once you're in the room where the Mana Stone used to lie, make sure you're at L25 minimum (I recommend L30, but it's not mandatory.) Head east and watch the scene. Remember this place? It's where you fought Tzenker earlier on, just before you picked up Jinn. Anyway, once here, you'll spot Dangaard up in the sky (Flammie will be called automatically) and you'll fight him in mid-air (whilst still on Flammie's back!)

\*\*\*Boss: God-Beast Dangaard\*\*\*

There are four "rounds" in which you must beat Dangaard. Each round finishes with a cloud obscuring the view of Flammie, Dangaard and your team. The battle here is easy, but very, very long. If you have Duran or Carlie, get him/her to Diamond Saber your team, or you will do little (1-5HP) damage. If you have Lise, use her stat spells on either Dangaard or your team. If you have Angela, use her constantly and cast any magic except Jinn-taught spells like Air Blast or Thunderstorm. Gem Missile, Dark Force, Fireball, everything works OK. Experiment with different spells to see which one works best. I think Shade's and Gnome's spells are best. Dark Force and Gem Missile seem to do the best damage, especially after casting Mind Up/Mind Down. After Dangaard casts Air Slasher or Thunderball, HEAL IMMEDIATELY, these spells do a helluva lot of damage. The others you can get away with. Make sure you pile on the Gnome spells, since Wind is weak against Ground.

\*\*Part II: The Fire God-Beast\*\*

The next GB is the Fire GB and we need to make our way back to the Valley of Flames where we picked up Salamando. Conveniently, the Valley of Flames is just south of where we are right now. I don't recommend you go there just yet. Just north of the Valley you'll find Deen. Land here, save and refresh at the inn and restock up on supplies as you need. \_NOW\_ head for the Valley of Flames as you did last time (northwest, west, west, southwest, south [if you go southWEST instead, you'll see two merchant cats who both have a connection with Nikita, Hawk's feline friend. They will sell you really good weapons and armour -- I recommend you consider buying some of their stuff, but it's all very expensive], east, southeast.) Once inside, run for the Gold Statue as you did before (south, south, down the steps, east, south (down the steps), east, northeast, follow the path as it curls around and exit west. Bear in mind that the enemies here are all around L30. You'll find the Gold Statue below you. Save. Now, head up the steps and through the opening in the north. Now follow the path south. Go northeast via the steps. Go northeast again, up the steps, east, east, south (beat up the enemies first), southeast (don't take the steps route), down the steps, east,

northeast (beat up the enemies first), southeast, southeast, east, northeast and then prepare to face:

\*\*\*Boss: God-Beast Xan Bie\*\*\*

Xan Bie isn't too bad. He has several forms: flying fire (only hittable by magic), normal fire, dragon fire and furnace healing. If you've got Duran or Carlie on your team, make sure you cast Ice Saber on your team before you attack. Since water puts out fire, use ice and water moves where possible. If XB casts Flame Saber on any of your team, use the Stardust Herb or cancel it with another Saber (preferably Ice.) Remember, if any of your team has been Flame Saberred, you'll be HEALING Xan and not damaging him (it?) XB does have several powerful spells up his sleeves (if he HAD sleeves, that is...) Make sure you heal after he casts Gigaburn, Lava Wave or Heat Beam. After you've taken him low enough, he'll retreat into the furnace, start casting spells on himself and get about 1000HPs back. When he emerges, he'll be much stronger. Cast all stat-down spells again. You can take out the furnace so that XB can't heal (I recommend you do this as soon as possible.) This battle is shorter than Dangaard's but in some cases it is more intense as spells end up flying all over the place. I tend to use Angela's Ice Smash (multi) the most here. You can do around 400HPs damage per go after casting Mind Up/Down + Ice Saber. I recommend that you use any Water or Ice-based move like Ice Saber or Ice Smash. If you do this, the fight won't last very long.

Once you've beaten Xan Bie, you'll end up outside the Valley of Flames, fully healed. Make your way to Sultan or Deen to heal (the enemies here shouldn't be too much of a handful by now.) In case you've forgotten, here's the bit from earlier on.

Now make your way back to Sultan by going west, northeast, northeast, northeast. From here, you have two options. Either go to Sultan or stop off at Deen for supplies. To get to Deen from here, go southeast, east, southeast. Stock up, rest and then go west, northwest, west to get back to here. If you want to go to Sultan direct, from this screen, go north, north, west, northwest, northwest, west. In Sultan, stock up on supplies (if you decided not to go to Deen) then sleep and save at the inn.

Whether you're at Deen or Sultan, stock up on supplies and save at the inn. Then, when you're ready, call Flammie. Next stop, the Sub-Zero Ice Fields!

\*\*Part III: The Water God-Beast\*\*

Fly Flammie to the northwestern-most red dot which is the Labyrinth of Ice Walls (where you picked up Undine earlier.) Land Flammie here and you'll end up outside the cave where the Mana Stone used to be. You'll find the merchant cats outside here so buy the weapons and armour if you didn't do so in the desert earlier on. Head east twice to save at the Gold Statue and make sure your team is L25 or above (L30 or above is STRONGLY recommended) and then head inside the cave. This place is called a labyrinth for good reason, it's a real pain getting through this place. There is only one Gold Statue and it's a pain getting too it. Once you get there, you can level up quite easily. Watch out for the Posiedons, their bubble attack lowers your attack level so you only do 1HP damage.

Note from Crazy Ed: There are Mama Potos in Laberynth of Ice Walls, and therefore the elusive ??? seed.

Note from Loopy: About Ed's note. To get the seeds from the Mama Potos, kill

the other monsters. The Mama Potos will then summon the Papa Potos. Kill everyone, making sure the Papa Potos are the last to die and you've got a high chance of getting a ??? Seed.

Follow these instructions CAREFULLY, it's VERY easy to get completely lost in here. To get to the Gold Statue, go north into the labyrinth so that you're now in the cave where the Mana Stone used to be. Now go northeast into the main labyrinth (last time you came here, the labyrinth entrance was sealed so you couldn't get in.) Now, go southwest and then north (2nd door.) You'll be trapped. Beat up all the monsters here and continue north. Go west, north (1st door), north, northwest, northeast, southeast, northeast and save here (Gold Statue.) Level up to L30 minimum using the local area and when you're ready, come back and save again. When you're ready to face the GB, go south from the Gold Statue, southeast, northeast and prepare to face off against:

\*\*\*Boss: God-Beast Fiegmund\*\*\*

Fiegmund is easy, just like Dangaard. Ice melts when exposed to Fire, right? So use ANY fire move. Fireball, Explode, Flame Saber. It all works. Keep a few Puipui Grasses and Stardust Herbs handy to cure Freeze status. Just keep hammering away and he'll die before long. When he starts climbing behind the platform, use Hawk (Fire Jutsu) or Angela (Fireball/Explode) -- physical attacks can't hit him from here. Oh, and make sure you've got some Magic Walnuts handy too!

Once you beat Fiegmund (which shouldn't take too long), you'll wind up outside, fully healed. If you haven't already done so, fork out on the new weapons and armour from the cats outside. Next stop, Forest of Wonder.

\*\*Part IV: The Wood God-Beast\*\*

To the east of the Labyrinth of Ice Walls is Elrand. Fly there, stock up on supplies and rest/save at the inn (you can trek there from the labyrinth if you want to add a few levels.) Once you've stocked up, call Flammie again and head to the northeastern-most red dot. This is the Forest of Wonder and home of the Wood God-Beast. Now, the first thing we need to do is to find the Gold Statue so we can save the game. The Gold Statue can be found by going northwest, southwest (you can buy stuff from the cats here if you want to), southwest, northeast, northwest, northeast, east (large area), northwest, northwest, west, save at the Gold Statue here. Now, level up to L30 or so, it will make the battle easier. Besides, the enemies here are all L35 so you'll get tonnes of experience points. When you're ready, save again and then go northeast, northeast, east, east to face:

\*\*\*Boss: God-Beast Mispolm\*\*\*

You'd think that Wood would be weak against Fire seeing as wood can catch fire but nope, this guy is weak against Lightning. Use any electric spell such as Thunder Jutsu or Thunderstorm. Make sure you Thunder Saber all of your team if you have Duran or Carlie. This is one of the easier fights. The only thing you should be aware of is the two creatures to each side. They may sometimes grab a team mate and do about 200HPs damage. To avoid this, the moment the character gets grabbed and pulled up into the air, use an item (any item) on him/her. The item must cause the character to react (such as the healing items.) They will drop down and take no or little damage (cheating? Nah, I don't think so.) This does take a bit of timing, though. Also watch out for Mispolm's Counter Magic. From then on, any offensive magic cast on him will be reversed automatically so use physical attacks instead. Summon spells (such as Unicorn Head and Machine Golem) and Shade-taught

spells do NOT count as offensive spells so they can be used, as do the stat-down spells. Try using AntiMagic if you have it. I'm not sure, but I think this cancels the Counter Magic effect. This fight will not last very long. Make sure you heal after the Killstinger, Poison Bubble and Grenade Bomb. You can use any Fire-based spell and it'll be just as (if not, more) effective.

Once you win, you'll end up back at the opening where Flammie dropped you off. So call her again. Next stop, the Beast Kingdom!!

#### **\*\*Part V: The Moon God-Beast\*\***

We're half way there, but now we've got our work REALLY cut out. The last four GBs are super hard (and I'm not kidding.) Make sure your team are at L35 AT LEAST. I STRONGLY recommend L40. You can beat the fifth GB at L35 (I did), but it's VERY hard.

We need to make our way to Mintos again. See the third red dot from the top of the world map? This is the Moonreading Tower where the Moon Mana Stone used to be (we picked up Luna here, remember?) We can't land near the Tower. Mintos is east of the Tower so we need to land there and make our way to the Tower on foot like last time (remember, there's two ways to get there, the direct and indirect way. Since you're such a high level, you'll probably get only 1 or 2 extra levels by taking the indirect route.) I strongly recommend you fork out on 9 Stardust Herbs and 9 Puipui Grasses:

Indirect (with Gold Statue): southwest, southeast, southwest, southwest, west, southwest, southeast, southwest, southwest, east. You'll end up in the place with a Gold Statue and Karl's grave (from Kev's intro.) Go (from the Statue) west, north, east, northwest, west, northwest, north. Save here (Grey Statue), buy all the stuff you can afford from the cats (they've got some new stuff as well) and head northeast then north to get into the Tower.

Direct (with NO Gold Statue): southwest, southeast, west twice, southwest, south, southwest, north. Save here (Grey Statue), but all the stuff you can afford from the cats and head northeast then north to get into the Tower.

Once inside the tower, prepare for a hard time. The enemies here are SUPER hard. They're all L35+ and know how to heal and use magic. A good idea would be to ignore them completely until you find the Gold Statue and use it to level up to L35-L40. To get to the Gold Statue, do this: From inside the tower, take the northeastern door, go up the steps and south through the opening, now follow the path down, right and up and head through the northeastern door there. Go up the steps and south through the opening. Now follow the path right and up and enter the door there. Save here (Gold Statue.) Right! Down to business. From here on, I'll tell you how to get to the GB. Feel free to explore and level up along the way, in fact, I RECOMMEND you do this. Try to level up to L38 so you can class change later on. I advise L40, but it's not necessary.

Once you've refreshed and saved, you can now start fighting. From the room with the Gold Statue, exit south out of the room, now go left and take the northwestern door. Go up, and south. Now take the northeastern door and go up and south as before. Now walk to the left of the screen and take the northwestern door. Again, go up and south. Take the northeastern door and go up, south again. Head down and left of the screen and take the southwestern door. Go up, south again. Now take the northeastern door, go up and south again and walk to the left to take the northwestern door. Go up and south to get to the room which leads to the Moon God Beast. The path is curved to a

rough 'U' shape. You enter via the left-hand door. In the right-hand door is a Gold Statue where you can save and refresh. Make sure your team is a L35+, preferably L40 (minimum L38 for CCing.) If not, use this statue for levelling up. When you're ready, climb the steps and head north to face:

\*\*\*Boss: God-Beast Dolan\*\*\*

Unlike the previous four, this GB is a nightmare. His attacks are all Moon-Based (I think Luna teaches a lot of them.) His main ones are Spiral Moon, Graviton Press, Body Change and Lunatic. Heal after the Spiral Moon (is it just me, or does the attack remind you of a famous Street Fighter?) and Half Vanish. Dolan casts Moon Saber on himself so you don't need to worry about healing him. His most annoying attack is Body Change which miniturises the victim. If he does this, use either the herbs or grasses or Carlie's Tinkle Rain. If you don't have any of these, use the Mama Poto Oil which you can buy from Byzel's Black Market (the salesman on the right of the room sells it.) It casts Tinkle Rain (single/multi) on your team. I recommend casting any or all of the stat spells on yourself or on Dolan. If you have Duran or Carlie, cast any of the Saber spells. Moon types have only one weakness, and that's Grass. If you don't have Leaf Saber, try all the Sabers you have in turn to see which one is best and stick with it. I tend to use Angela's level 2 spells (Saint Beam, Dark Force, etc.) against Dolan. Make sure you use Heal Light as much as possible and make sure you restore MPs with the walnuts. Against Dolan there's not much of a strategy, just hit, hit, hit and make sure you heal often. Spiral Moon can do a helluva lot of damage (and it can lower your max HP just like with Lunatic) so make sure you've got either some Honey Drinks or someone who knows Heal Light like Kevin, Duran or Carlie. Spiral Moon will take off up to 400HPs (unless you've got Lise/Carlie's stat magic) so make sure everyone has more than that or they will die very quickly. A lot of Dolan's moves (not just Spiral Moon) can cause Lunatic-like effects (e.g. your maximum HP goes down) so you'll definitely need to use Angel Grails at least once.

If you're having problem defeating Dolan, here's some advice from Susan Wakeling:

> All the FAQ I have read have named Dolan as a really hard boss. However I  
> seem to have found a simple way to beat him. What you need is one character  
> who can lower stats and one other that can do some other spell...any spell.  
> Have the controlling character as the other one from these two. Then cast  
> spells constantly alternating between the two. Focus on lowering his power  
> (obviously only works on non magic attacks so other stats need to be  
> lowered as well). By this method I got it so that he only dealt 1 damage  
> in any non-magic attack and hence was easy to kill. The trick is that  
> during that initial casting he rarely gets a chance to do anything (maximum  
> of about 1 thing to 4 spells....). I don't think I even had to use an  
> Angel's Grail though I'm not sure...

Once you defeat Dolan, you'll automatically be healed and end up outside the Moonreading Tower. Head south and save at the Grey Statue. Now, make your way back to Mintos by heading southeast, east, north, east, northeast, east, north, northwest and finally east (the enemies here should be dealing 0 or 1HPs damage and taking between 100 to 200HPs by now.) Once back at Mintos, sleep at the inn, stock up on supplies and call Flammie when you're ready. Next stop, The Cleft of The Earth, Version 2!

\*\*Part VI: The Earth God-Beast\*\*

Head the eastern-most red dot (shows up as "Cleft of The Earth"), face North

and then hold down B+Forward. Flammie will move forward and land when she has the chance. You'll end up on another part of the Molebear Highlands. The enemies here are as easy as they're all about L7 and you should by now be close to L40 and ready to class change any time soon. You should be able to kill the enemies here with one hit.

Anyway, the first step is to find the entrance to the Gemstone Valley Dorian where the Earth God-Beast resides. To do that, go as follows: northwest, northwest, southeast, west, take the hole (go under the bridge), west, west and you'll find a flight of steps with the two merchant cats. You should, by now, have bought virtually all of the stuff the cats sell. If you don't make sure you do, as the enemies here are hard and most of them at least L35. Now go down the steps to head into the Gemstone Valley Dorian. Prepare for a hard time. This may be a hard place, but it's excellent for gaining some levels. Be sure to watch out for the Slime Princes -- they can halve your HPs with one move. And they can also lower your attack level so you don't do as much damage as usual. Their attack has much the same effect as the Poseidons in the Labyrinth of Ice Walls in that they make you do only around 1HP damage per attack. Another enemy to watch out for is the Cockatrice. After taking a few hits, they will evolve into the Cockabird. In Cockatrice form, they have a move called "Petribreak" and in Cockabird form, they have a move called "Petriflutter." If either connects, the team member will take around half of their maximum HPs and get petrified -- can be cured using either the Herbs or Grasses.

First step, the Gold Statue. To get there, you need to go as follows: south, southeast, southeast (you'll need to walk down the screen to see the exit), east, southeast (walk down screen to see exit), southwest (walk down), west, west, southeast (walk down), southeast (walk down), south, southwest (walk down), save here (Gold Statue.)

Now level up to between L35 and L40. If you've picked up any "???" Seeds", planted them, and got the items you want, refer to Part 0 of the next chapter to see how to class change.

Now, to find the second Gold Statue (it's nearer the GB than this one.) This statue can be reached by going east, east, south, west, south, west. Save here and level up further if you're not already high enough. When you're ready, head west, walk to the left of the screen to find the opening and head northwest into it. Now you'll face off against:

\*\*\*Boss: God-Beast Land UMBER\*\*\*

LU is slow, but his attacks can do a lot of damage. Before he's finished forming, make sure you've Thunder Saber'd your team. LU's weakness is Jinn so use any Jinn-taught or electric magic spell like Thunderstorm, Air Blast or Thunder Jutsu. If you have Carlie, Duran or Kevin, make sure you heal fairly often. LU will grab the person dealing the most damage and throw them around the room, halving their HPs (CrashBall.) If you have Kevin on your team and have him Thunder Saber'd, he'll do anything up to 4 or 500HPs damage with his Level 1 BA. This fight is tough, but not as tough as Dolan and nowhere as long as Dangaard. Not too hard to beat, but make sure you watch out for his Hyper Cannon.

\*\*Part VII: The Light God-Beast\*\*

Once you've beaten LU, you'll be healed and dumped outside the Gemstone Valley. Buy the rest of the items from the cats (which you should have done by now) and call Flammie. Next stop, The Ancient Ruins of Light. But first,

we need to rest. After getting on Flammie's back, fly to the easternmost red dot. This is the Mountain Zone where you fought Dangaard (the Wind GB.) The Ancient Ruins of Light is the red dot to the west of it but don't land here yet. Southwest of this dot is the Holy City Wendel. Land here and stock up on supplies. Get full (x9) slots of Grasses and Herbs. Consider heading to Byzel to buy other items such as Walnuts and Claws. You'll need it for the next GB. Rest and save at the inn. There's no new weapons or armour here so don't bother. When you're ready, call Flammie again and head for the red dot to the northeast of Wendel (where you just came from.) Land near the Ruins and now, to find the Gold Statue. Firstly, a word of warning. The enemies can be very annoying. The Grells (the monsters that look like floating jellyfish) can perform the "Tricky Dance" which is like Lunatic and lowers your max HPs. They can also perform "Flash" which Moogles your entire team so everything misses and you can't use magic. If this happens to you, run outside and then come in again. The Sirens can perform "Melody" which is similar to the "Tricky Dance" in that it lowers your max HP and when they attack, they can silence you which means you can't perform your Level 2 or 3 BAs. Secondly, it is possible to get some "???" Seeds" here by beating up the Papa Potos (the grey ones) so spend some time getting these. Anyway, to get to the Gold Statue go: northeast, northwest (you need to walk up the screen to find the exit), west, (we'll go north later) up the steps (top of screen), north, north, southeast, east, south and down the steps. Go up the opposite steps (note the two tablets on the wall, we'll come back to them later.) Once up the other flight of steps, beat the monsters here and read the poster on the wall (if you want to, head south, follow the path and you'll find a box with several Honey Drinks inside. If you don't have enough space, press START and shift some items into storage.) The poster says "To the left, light. To the right..." -- the last word is missing. Head back to the two slabs by going northwest and use Wisp on the left slab. A path will open just below you. Use Shade (the opposite force -- the word which was missing from the poster was "Dark" -- "To the left, Light. To the right, Dark") on the right slab. You'll hear running water. Head through the opening and southwest through another opening. Recognise this place? You should do. Head west and then north (we went west here last time.) Now go east and then down the steps and through the opening in the north wall. If you came here before releasing the two switches hidden in the two stone slabs, the water will be too high to go through. The switch released by Shade has lowered the water so you can now go through the opening. Once through, you'll find two openings in the north wall. The right opens to a short path the the Light God-Beast and the left gives you a Gold Statue. Take the left opening, save and level up to around L40. L35 is the minimum (I was at L35 and I had to resurrect my team \_so\_ often, it got pretty frustrating.) Once you're ready, save here, exit south and take the right opening. Head north and prepare to face:

\*\*\*Boss: God-Beast Lightgazer\*\*\*

Light Gazer is the Light God-Beast. He is one of the harder bosses. He can use all the Light-Based, Wisp taught moves like Saint Beam, Saint Saber, Holy Ball and Heal Light. That's right, LG can self-heal. That's what makes this battle so damn long. Plus, LG has a VERY annoying move. It's called Prisoner and Moogles everyone. Once Moogled, every physical attack misses and you can't use any magic. You can only heal Moogle status using Stardust Herbs, Puipui Grasses or Tinkle Rain. If you have the time (and the will), head for Byzel and buy the "Mama Poto Oil" (it's the red jug and you buy it from the merchant on the right of the Black Market) -- this casts Tinkle Rain (single/multi) on your party and can cure Moogle status. There's also the cheap way of curing this, see Hints & Tips #15 to find out what it is. Just remember, it's on YOUR conscience if you use it, not mine... If you're lucky, you may pick up some of the Oils on your way to fight Lightgazer (beat up the Mama Potos -- the brown ones and you may or may not get a box with the oil



inside. You need to make sure that a Mama Poto is the LAST enemy to die to stand a chance of getting a box with the Oil in it.) What I suggest you do during the battle is this: have your team mates attack constantly whilst you (as Carlie, Kevin or Duran) keep using Heal Light. While you're chanting a spell or waiting to do your level 2 BA (NOT a level 1), all status-changing spells such as Prisoner WILL NOT AFFECT YOU. You will get Moogled, but the effect will just fail to stick. If this person is Carlie or someone else who knows Heal Light/Tinkle Rain, this will be beneficial as you will never need to use the Herbs. LG is light-based, right? So use Dark Saber (if you have it.) Yeah, I know, I said Dark Saber sucks and it does. LG is the ONLY boss on which this spell works. Any Shade-taught spell like Evil Gate or Dark Force works really well. Dark Saber everyone and use any Dark spell (LG can cast Saint Saber on one of your team -- which can only be cancelled by casting another Saber or using the Stardust Herbs. Tinkle Rain doesn't help, as it only sorts out STATUS changes like Moogled or Poison, but using the Stardust Herbs cancels the Saber's effect plus any stat-down spells, so if you cancel the Saber using the Herbs, you'll need to re-cast Dark Saber.) This won't last long if you have Carlie/Duran, Kevin and Angela as your team. If you've done the second class change and have the Book of Rune (breaks Angela's Rune Master class), use it. It casts Death Spell and since LG is weak against Dark, it'll do 999 damage every time. Use it several times. Also use the Forbidden Book (breaks Angela's Magus class) if you have it. If you have the Duelist's Proof (breaks Duran's Duelist class), use it at the start as it casts Dark Saber (multi) and use it again if LG casts Saint Saber on more than one team member -- but don't use it if Carlie or Duran knows Dark Saber already. Stay on your toes for the duration of this battle since Lightgazer likes to bounce around a lot.

Next, the last GB, the Dark God-Beast.

BTW: once you've defeated all the God-Beasts (except Zable Fahr), you'll find out that a large majority of the monsters in the God-Beast's relevant area (Labyrinth of Ice Walls, Gemstone Valley Dorian, Moonreading Tower, etc.) have now disappeared, so it's MUCH harder to level up now, since the only monsters you can beat up are low-level ones.

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Chapter 6: The Final God Beast -- The Dark God-Beast (Zable-Fahr)  
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Okay, that's seven God-Beasts. But there's still one left. The Dark God-Beast. But Shade told us the Dark Mana Stone was destroyed and the GB went missing. So what do we do? Well, remember the merchant cats? Josephine, (the female one) mentioned that the city of Pedan has really good weapons and armour. Why not head there and stock up on stuff until we figure out what to do next? So, when you get control of your team, call Flammie and head for the red dot (there's only one on the map this time. This is Pedan, but you can't land here. There's an opening to the west of Pedan. This is the Jungle of Illusions (it still shows up as "Pedan" on the screen.) Land here. This place is called the Jungle of Illusions for a good reason -- as you'll find out soon enough. From where you land, head down the steps and exit south. Now walk to the east and head north when you get the chance. You'll see the ruins of Pedan. There's a small derelict building here. You need to wade into the water to go inside. Do so. Hmmm. Looks like an inn. Go up to the place where the inn keeper would be and talk to the poster. Opt to rest the night and save when asked. When done, walk outsi-? Hey! Check it out! Pedan's bustling with activity! It wasn't like this last night! Never mind. Down to business. There are two people you must talk to in this city. One is a Mana Stone Guru and he lives in a building to the west of the city. He tells you that there

are eight Mana Stones, but the world only knows about seven. He says he knows where the eighth one is and tells you where it is. Depending on who your hero is, he will say different things:

Angela/Duran: Dragon's Hole (via the Glass Desert)

Carlie/Kevin: Mirage Palace (west of Pedan)

Hawk/Lise: Dark Castle (via the Cave of Darkness)

Once you know where the final Stone lies, head to the north of the city till you see a temple. Just outside is a guy who will sell you weapons -- buy all the stuff you can afford. To the east side of town is the armoury -- we'll come back here in a moment. Enter the temple and you'll see a tablet. You can't read it because it's written in an ancient script. Talk to the old guy and he'll translate for you. The tablet describes the final boss of the game (which varies depending on the hero: Dragon Emperor - Angela/Duran, Masked Mage: Carlie/Kevin, Dark Prince: Hawk/Lise.) Once done, head to the armoury and buy all the armour you can afford (there is NO item shop in Pedan.) If you're playing as Angela or Duran, Loki (Duran's dad) and Prince Richard will be here. No, that's not a typo, it's Prince Richard, not King Richard. You see, this whole place is really an illusion, the jungle included. What we see here is what took place 12 years ago, when Duran was only five (he's 17 now.) Talk to both of them and they'll chat for a bit and then leave for Dragon's Hole (Duran and Loki will talk a bit longer if you're playing Duran's quest or have him on your team.)

#### **\*\*Part 0: Getting the last Class Change\*\***

The next step is to get the class change. Zable is almost impossible to beat without the second class change so this is what you need to do. Spend some time in the Jungle of Illusions, beating up all the monsters. Try fighting at night when Kevin turns into a werewolf. Also, you'll meet the Boulders (one-eyed ball-shaped floating monsters.) Try to make sure they die last, since they can leave behind "???" Seeds" if they are the last to die. You can also try returning to the Ancient Ruins of Light and doing a similar thing with the Papa Potos. Once you get between 3 and 6 ??? Seeds, head back to the inn, SAVE (very important) and then plant them and see what you get. If you keep getting the same item, turn off any cheat codes, reset the game, resume from the internal save game, NOT the emulator save state (if you're using an emulator, that is) and try again, as the cheat codes may be screwing up the game a bit. You will need to reactivate the cheat (if you were using one) after you've used up all the seeds or picked up the items you need to break the class you want. The description of the item will tell you what class you'll get if you use that to break the seal.

\*NOTE: If you are not using a cheat, but are still having the "Repeated Item" problem, try the solution anyhow, there may be a bug in your version of the game.\*

If you're not sure which class is better for your team, take a look at the class changing section earlier on in the FAQ. If you can't seem to get any seeds here, don't worry, go to the next section of your quest (e.g. the Mirage Palace for Carlie/Kevin, the Glass Desert for Angela/Duran or the Cave of Darkness for Hawk/Lise) and fight there. You'll be guaranteed some seeds here. You can also try beating up the Papa Potos in various areas like the Ancient Ruins of Light (they are the white coloured Potos who like to cast Holy-type spells.) Make sure you're at L38 before attempting the next part of the walkthru.

Okay, back to the story. You now know where you need to go. Make sure you've levelled up to at least L38 by now or you can't class change. Also make sure

you've got all the items that will break the seals of their final class changes (a maximum of 6 -- a maximum of two for each character on your team.) Now, call Flammie and head to the Mana Holy Land, just like last time. Now make your way to the place with the four Gold Statues and the Goddess Statue (last time you came here, the Fairy said that you can use the Goddess Statue to class change and that's what we're here for.) The Mana Holy Land is dying (you can tell by the colour of the plants, but the path to the Gold Statues is still the same. From the opening where Flammie dropped you off, go north, northwest, north, west (use the steps), north (use the lillies), southeast, northeast, north and save at the Gold Statue (any one.) Once saved, head up the steps, talk to the Statue and use the correct item for the Class Change. If you do it right, you'll class change again. Once all the characters have been class changed, trek back to the opening at the start, call Flammie and head to Byzel's Black Market for supplies if you want. Make sure you buy virtually everything from all of the salemen. The claws and oils are very important if you don't have any (or very few) Saber spells on your team. The coins you can leave if you've got Angela on your team. If you've forgotten how to get back to the opening from the Class Change point, go: south, south, northwest, southwest (use the lillies), east (use the steps), south, southeast and finally south. Call Flammie here. When you're ready, follow whichever part of the walkthru is relevant for you. Before you do, it may be wise to level up a bit in the Jungle of Illusion. The enemies here are now much easier to beat, they give you decent exp points plus you can learn new moves as you level up. But it's your call. If you want to, level up to L45 or until all your team learns all their new moves. Remember that you may need to increase certain characteristics for them to learn their new moves. Hawk for example, requires an increase in Agility to learn all his new Ninja Jutsu moves and Angela/Carlie require an increase in Intelligence to learn all their new spells.

Once all your team know all their new moves, it's time to head off to find the final God-Beast, Zable Fahr. Follow whichever of the following parts is for your hero. But before you go, listen carefully. Over the course of the game, you may have picked up some Weapon/Armor seeds. Plant those at an inn after you've Class Changed and equip the stuff you get. The weapons and armour these seeds give you are the best you can get. Even the shops don't sell these! But if you sell the stuff you get, it will fetch a LOT of luc!

#### **\*\*Part I: Angela/Duran -- The Glass Desert\*\***

The Glass Desert lies just west of Altena and is only accessable by air so you need to use Flammie. The desert has a lot of ninjas and their attacks do hurt a lot so make sure you've got decent weapons and armour from Pedan or it will be a tough trek.

Once you've called Flammie, head for the red dots to the northeast of the world. Conveniently, it's directly North from Pedan!

When you reach the island, land anywhere (as long as it says "Glass Desert.") You'll find yourself in an enclosed area of the desert. If you come here before you find out that you're supposed to be here, this area will be sealed off and you won't be able to go any further.

The first step is to find the Gold Statue. There's only one statue here and you can only get to it after beating Zable Fahr. I recommend a team of around L40 or above.

From the start, go north, northeast, northeast, north, north, west, east (go left, down and then right to exit), east, northwest, northeast (the exit is

above you, make sure you don't exit the same way you entered), north and finally north. Beat up the monsters and make sure your team are all stocked up on healing items and Grails. Go through the northeastern opening and face:

\*\*\*Boss: God-Beast Zable-Fahr\*\*\*

Forget about the other God-Beasts, THIS is a GB. ZF knows all the high damage spells like Death Spell, Dark Blazon and Dark Force. You'll definitely need Angel Grails, Honey Drinks, Pakkun Chocs, the lot. There's no strategy against ZF, but if anyone on your team knows Saint Saber, Holy Ball, or Saint Beam, make sure you use it in abundance. If you've class changed, spend some time levelling up so you learn all the new moves of your class before facing Zable. As you fight, you'll do a fair amount of damage. After you've destroyed both of the two heads (the one on the right tends to use all the Shade-taught magic like Evil Gate and Dark Force. The one on the left tends to use physical attacks) a female head appears in the middle and casts REGENERATION on both the other two heads, reviving them completely (just like you would if you used an Angel's Grail.) NOW the real battle begins. Ignore the other two heads and concentrate on the one in the middle. This one uses all the high-damage dark moves like Hell Cross (requires all three heads to be alive), Dark Force (multi) and Death Spell (999HPs damage.) Once you destroy the female head, the others will go too. In short, the basic strategy is to use all your healing items and Holy magic in this fight. Don't use the Angel's Grails if you can possibly help it. Zable (female) will almost certainly cast Death Spell at least once, so make sure you're ready. This fight is both long and MP costly, so make sure you've also got your Walnuts handy.

Another handy tip that unknow unknow brought up is to use Hawk's Thunder Jutsu on all three heads, then Saint Saber your team and attack as normal. Thunder Jutsu lowers the defense of the enemy so the Saint Saber weapons will do FAR more damage than usual and since Zable is already weak against Holy type magic, they will do even more damage. You can also replace Thunder Jutsu with any other defense lowering spell like Protect Down.

Once Zable dies, the Fairy will realise that the whole God-Beast beating was a trap. Now that all eight of the God-Beasts have been defeated, the power of all eight beasts now rests within the Sword of Mana! We'd better stop the Dragon Emperor from getting the Sword!

Now we must fight the final battle sub-bosses. This is the next section of the walkthru.

\*\*Part II: Carlie/Kevin -- The Mirage Palace\*\*

The Mirage Palace lies to the west of Pedan and it's a nightmare to get to. This is the only time you won't be using Flammie as it's very close to Pedan. Be warned, that on the way to the Mirage Palace you will meet some VERY powerful enemies. To name one would be the Wolf Devil -- the most powerful werewolf in the game (and he also has the most powerful BA, the Seiyu Death Fist.) I hope you're ready. A level of L40 or L45 would be STRONGLY advised. If you're not anywhere near this, consider spending some time in the Jungle of Illusions levelling up. You should by now, have done the final class change. When ready, follow these directions: from Pedan, head south, east (down the steps into the water.) Follow the river northwest then head northwest again. Now go north, up the steps on the left of the screen and head west. You'll see a headless Grey Statue. Talk to it and use Dryad (the Grass Spirit.) She'll open up a path for you. Talk to the Statue again and you can now save your game. When done, head south via the opening Dryad

opened for you and now prepare to get lost. This is a very confusing place that loops back on itself like you would not believe. As you go down the right path, you'll hear clicks. If you don't you're not going down the right way. If you follow my directions, you should be OK. The exact directions to get through here are (from the Grey Statue): south, east, north, west, south, west, west, and finally north. Go up the steps, but DON'T HEAD NORTH yet. Go left and down the other steps. Head west, north twice and save at the (headless) Gold Statue. Head south, south, east and north (through the place I told you not to go) and you'll face:

\*\*\*Boss: God-Beast Zable-Fahr\*\*\*

Forget about the other God-Beasts, THIS is a GB. ZF knows all the high damage spells like Death Spell, Dark Blazon and Dark Force. You'll definitely need Angel Grails, Honey Drinks, Pakkun Chocs, the lot. There's no strategy against ZF, but if anyone on your team knows Saint Saber, Holy Ball, or Saint Beam, make sure you use it in abundance. If you've class changed, spend some time levelling up so you learn all the new moves of your class before facing Zable. As you fight, you'll do a fair amount of damage. After you've destroyed both of the two heads (the one on the right tends to use all the Shade-taught magic like Evil Gate and Dark Force. The one on the left tends to use physical attacks) a female head appears in the middle and casts REGENERATION on both the other two heads, reviving them completely (just like you would if you used an Angel's Grail.) NOW the real battle begins. Ignore the other two heads and concentrate on the one in the middle. This one uses all the high-damage dark moves like Hell Cross (requires all three heads to be alive), Dark Force (multi) and Death Spell (999HPs damage.) Once you destroy the female head, the others will go too. In short, the basic strategy is to use all your healing items and Holy magic in this fight. Don't use the Angel's Grails if you can possibly help it. Zable will almost certainly cast Death Spell at least once, so make sure you're ready. This fight is both long and MP costly, so make sure you've also got your Walnuts handy.

Another handy tip that unknow unknow brought up is to use Hawk's Thunder Jutsu on all three heads, then Saint Saber your team and attack as normal. Thunder Jutsu lowers the defense of the enemy so the Saint Sabered weapons will do FAR more damage than usual and since Zable is already weak against Holy type magic, they will do even more damage. You can also replace Thunder Jutsu with any other defense lowering spell like Protect Down.

Once Zable dies, the Fairy will realise that the whole God-Beast beating was a trap. Now that all eight of the God-Beasts have been defeated, the power of all eight beasts now rests within the Sword of Mana! We'd better stop the Masked Mage from getting the Sword! After Zable is defeated, a Treasure Box will appear. Look inside to find the Illusion Mirror. You'll also see the Mirage Palace appear. Keep the Illusion Mirror handy, you'll need it later on. Next, we fight the final battle sub-bosses. This is the next section of the walkthru.

\*\*Part III: Hawk/Lise -- Dark Castle\*\*

Dark Castle lies to the northeast of the world, but you need to go there via the Cave of Darkness. After you've got the final class change (see part 0), consider levelling up to L40 or L45 so you learn all the new moves. When you're ready, call Flammie. There are two red dots on the map now. The top one is Dark Castle. You CANNOT land here. You need to land at the lower red dot. This is the Cave of Darkness.

Once you land, head north into the cave. Inside, you'll find lots of Dark-

type monsters so if you have Saint Saber on your team, this'll be really easy. You will also meet the Wolf Devil -- prepare to get your candy ass whipped! If you can, silence him with Blow Needles or Stun Wind because once he pulls off his BA (Seiyu Death Fist), you're in deep BS.

Once inside the cave, our next task is to find Zable Fahr. There is NO Gold Statue here so you've got your work cut out. Go west, go north, north, east, north. Beat up the monsters here and stock up on items from your storage. Heal up all your team using magic and items. When you're ready, head northwest to face:

\*\*\*Boss: God-Beast Zable-Fahr\*\*\*

Forget about the other God-Beasts, THIS is a GB. ZF knows all the high damage spells like Death Spell, Dark Blazon and Dark Force. You'll definitely need Angel Grails, Honey Drinks, Pakkun Chocs, the lot. There's no strategy against ZF, but if anyone on your team knows Saint Saber, Holy Ball, or Saint Beam, make sure you use it in abundance. If you've class changed, spend some time levelling up so you learn all the new moves of your class before facing Zable. As you fight, you'll do a fair amount of damage. After you've destroyed both of the two heads (the one on the right tends to use all the Shade-taught magic like Evil Gate and Dark Force. The one on the left tends to use physical attacks) a female head appears in the middle and casts REGENERATION on both the other two heads, reviving them completely (just like you would if you used an Angel's Grail.) NOW the real battle begins. Ignore the other two heads and concentrate on the one in the middle. This one uses all the high-damage dark moves like Hell Cross (requires all three heads to be alive), Dark Force (multi) and Death Spell (999HPs damage.) Once you destroy the female head, the others will go too. In short, the basic strategy is to use all your healing items and Holy magic in this fight. Don't use the Angel's Grails if you can possibly help it. Zable will almost certainly cast Death Spell at least once, so make sure you're ready. This fight is both long and MP costly, so make sure you've also got your Walnuts handy.

Another handy tip that unknow unknow brought up is to use Hawk's Thunder Jutsu on all three heads, then Saint Saber your team and attack as normal. Thunder Jutsu lowers the defense of the enemy so the Saint Saber weapons will do FAR more damage than usual and since Zable is already weak against Holy type magic, they will do even more damage. You can also replace Thunder Jutsu with any other defense lowering spell like Protect Down.

Once Zable dies, the Fairy will realise that the whole God-Beast beating was a trap. Now that all eight of the God-Beasts have been defeated, the power of all eight beasts now rests within the Sword of Mana! We'd better stop the Dark Prince from using the Sword!

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Chapter 7: The Final Battle -- Sub Bosses  
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Now that we've defeated the eight God-Beasts, we need to get to the Mana Holy Land before the bad guys do. But first, we need to try and stop them from even leaving this realm. This is where the work you've done with your team is put to the ultimate test.

\*\*Part I: Angela/Duran's Quest\*\*

From where you beat Zable, head east and follow the path. You'll find a headless Gold Statue. Save here - you've earned it. Now, make sure your team is a minimum of L45. I really advise L50 as the next boss is super-hard.

Once you've levelled up enough, follow these instructions: go up the steps to the left of the headless Gold Statue and trek to the right until you find a dragon's mouth. Enter it, watch the scene between Duran and the boss (this scene happens even if you have Angela as the hero and Duran as a partner) and prepare to face:

\*\*\*Boss: Darkshine Knight\*\*\*

This boss is hard, make no mistake about. Similar to Lugar, he knows all the classes that Duran can learn and he can pull off any of the spells and/or BAs, Vacuum Sword, Whirlwind Sword and Eruption Sword seem to be his favourites. If you've got any super strong spells like Ancient or Rainbow, make sure you use them. If you have Lise's stat magic or Carlie's Black Curse, make sure you use them too. If you have Flame Saber, cast that and you'll do around 130HPs per hit, 250HPs with Power Up cast. This may help ease things a little. Don't get me wrong, this battle will be long and hard and you may die so make sure you save before attempting to fight him. Make sure one member of your team knows Heal Light (multi) as this will really help. I advise you to keep your distance and pummel him with magic. If any of your team knows Leaf or Moon Saber, use them as well in case you run out of magic or get low on HPs. No real strategy on this boss, just keep your HPs up above the 200HPs, level or 400HPs if you haven't cast any "... Down" magic or used Black Curse. Make sure you heal when necessary. Hit, hit, heal, repeat is probably the best bet. When the Knight starts chanting, cast Heal Light. Don't go all out, he can cause a lot of damage when his sword hits you. An alternative strategy you can use is the same strategy from fighting Lugar -- don't use Level 2+ BAs. If you use any Level 2 or Level 3 BAs, he'll usually counter with a Vacuum Sword, Whirlwind Sword, Eruption Sword combination (he may switch around a bit.) So, try to avoid using Level 2 or 3 BAs. See earlier in the FAQ for setting up your team mates' Battle Behaviour.

Once the Knight dies, Duran's father appears (he won't if you don't have Duran on your team) and explains that his soul was cursed by the Dragon Emperor and he became the Darkshine Knight. His soul has now been released and he can rest in peace. Duran vows to destroy the Emperor and Koren personally. Loki's ghost vanishes and the front and rear entrances are released. We can now enter Dragon's Hole. Be warned, the enemies here are much harder than the others you've faced. Be careful of the Death Machines as they have a spell called Thunderbolt (multi) which damages and silences ALL members of your team so you can't use your Level 2 or 3 BAs.

To get through Dragon's Hole, we must fight several bosses that have been brought back to life, presumably by Koren.

First up, Tzenker. Follow these directions carefully, as it is very easy to get lost here. The directions are: from the place where you defeat the Knight, go north, north, east, east, north, east, up the spiralling pathway and west to face Tzenker. The old strategy still holds, only this time you're more powerful. Tzenker has more HPs so the battle will still be long. If you've got any Gnome-taught spells like Earthquake or Diamond Missile, use it. If you have it, cast Diamond Saber.

\*\*\*Boss: Tzenker\*\*\*

Tzenker is not as irritating as the Jewel Eater, but can cause a headache. She flies around a helluva lot and it's difficult to hit her. Use magic a

lot. Carlie and Angela are very useful against her. If you've bought the Sahagin's Scale from the Black Market in Byzel (which casts Mind Up on one team mate) use it and then use Angela in abundance. The best you can do is hit, hit, retreat, heal, repeat since you haven't class changed yet. Tzenker isn't too hard, just heal when anyone's HPs go yellow. Try not to let anyone's HPs go below 80, her Supersonic spell can kill them. I hope you've stocked up on the items. I used up four walnuts on Angela in my fight against Tzenker. Use any magic you have in this battle. I find rotating Angela's magic (e.g. Holy Ball, Gem Missile, Holy Ball, Gem Missile, etc.) does good damage. Tzenker can cast Speed Up, Protect Down and Protect Up on herself or on you. She has a nasty habit of picking up your team mates and throwing them around, sending them off to la-la land. Her most powerful spell is Supersonic and it does around 80 to 90 HPs damage. She has a habit of firing her feathers at you too. You'll need a lot of healing items against Tzenker. Tzenker CAN block -- kind of. She will wrap herself with her wings and then open them up. If she doesn't do anything (e.g. doesn't cast a spell or fire a feather), she is in "block" mode and won't take any damage for a while. If you look carefully, she will not move whilst in this mode. Once she does, you can hit her again. All Tzenker's attacks are Wind-Based and a lot of them are taught by Jinn.

Once you've defeated Tzenker, go east, down the spiral, south, west and save (Grey Statue.)

Now, for the next boss, Jewel Eater. Go east, southwest, west, south, east, east, southeast, southwest (use the flights of steps), southwest and west to face Jewel Eater again. Like Tzenker, he has boosted HPs and attack strength so this battle will be as long, if not longer than the last time you met him. Here's the bit from earlier on -- although the levels bit is obviously a bit wrong now! :)

\*\*\*Boss: Jewel Eater\*\*\*

This guy is tough. He knows a lot of magic which you can't avoid and all his moves do a lot of damage. This is why I reminded you to get full slots of everything. Chances are you're going to need it. Use any offensive magic if you've got any (Angela's Holy Ball works OK -- remember to use the walnuts if you've got them.) If you've got Kevin, make sure it's night time. The only strategy for this SOAB is hit, retreat, HEAL, repeat. The JE is like the Full Metal Hugger boss from earlier on, he can block, thereby taking no damage. If you die, resume from the save game and build up another 5 or so levels. I was at L15 before I could comfortably beat this guy. Good luck!

Some advice from Sean Windley:

> Im not sure if you still care about this game and the walkthru you made.  
> I just wanted to say that it's a kick ass walkthru. If you leveled your  
> people up to level 15 before the jewel eater tho, that must have took a  
> hell of a lot of time. I'd also like to point out that when fighting the  
> jewel eater. I had each of my three people at level 8. And I beat him with  
> no problem.

>  
> Here is how i did it.  
>  
> I have Angela, Hawkeye and Claire on my team Claire knows light heal and  
> angela knows the holy ball spell. I had Angela repeatedly cast her spell  
> while claire and hawkeye fight. When the team was low on hps I had claire  
> heal them. When Angela ran out of Mp's, I switched to controlling claire  
> and let hawkeye and angela fight the JE. If they got low on hps I healed  
> them. When Claire was low on hp, but not out, I waited for all three folks  
> to be low on hps and only healed Hawkeye. Claire and Angela both died



> during the next set of JE attacks but I had hawkeye bring them back to  
> life with that one item. And they came back with full hps and mps. So I  
> started the cycle over. Hawkeye always fighting and claire and angela  
> using magic.  
>  
> It went smooth. You should have been able to beat the JE with level 10  
> people...

Okay, next boss up is the Full Metal Hugger. Go south, east, north, southeast, save here (Grey Statue), east, south (use the steps again), finally north (tricky) to face Full Metal Hugger. He hasn't changed much since the last time we met him. Apart from the usual boost in strength and HPs, he's just like last time.

\*\*\*Boss: Full Metal Hugger\*\*\*

This guy is annoying. He heals himself constantly. Go for his eyes and make sure you've got plenty of Round Drops and Puipui Grasses to cure Poison status. Only use the Drops when your HPs flash yellow (warning.) When he shuts his eyes, you can't damage him. His attacks are all Light-based. An easy boss, hit, hit, heal, hit, hit, heal, etc. If Carlie's learnt Heal Light, then use it. Since (virtually) all of FMHs attacks are Light-Based, they are all taught by Wisp.

That's all three Dragon's Hole bosses. We can now go find Koren. To do that, go southwest, southeast, northwest (use the steps), save here (Grey Statue), west, north, northwest, west, south, south, south, southeast, northeast and north. You'll climb a flight of steps which will vanish, leaving you trapped on a floating island. You hear Koren's voice and some dragons will start to appear, beat them all up until you can get off.

Once the stairs reappear, go south, down the spiral path, south, save (Grey Statue), west, west, northeast, northeast (use the steps -- it can be tricky), north and north. You'll be in a room with the top entrance blocked off, you must fight around 20 monsters without dying before it will be opened. Think of this as an endurance. You are allowed to leave the room and come back inside to continue, but you must beat all 20 monsters in one go before continuing. If you leave and then come back, you'll have to start beating up the monsters again. Once you have, go north and watch the scene. The Dragon Emperor absorbs the Sword and then goes off to kill the Goddess. Koren stays behind to destroy you. So now, you must face:

\*\*\*Boss: Koren\*\*\*

Koren only ever uses magic, but boy does he know how to use it! He can cast virtually any spell, from the simple Holy Ball to the devastating Ancient. Be ready with Heal Light, Angel Grails and Honey Drinks. Every so often, Koren will cast Barrier Change which alters his strong/weak spots. The best way to beat him is to watch what spell he uses and counter by casting an opposing spell or casting the opposite Saber type on your team. Koren isn't too hard to beat, you've just got to be careful about your HPs. Be wary of casting Sabers, as if he switches to a type that matches your Saber, you'll end up healing him. For example, if you cast Leaf Saber on your team and then Koren changes to a Grass type, you'll LOSE your MPs, not gain them. Likewise with Moon types and Moon Saber, so be careful.

Once Koren is defeated, he'll explain his story. He wanted to use magic and the Dragon Emperor told him that, in trade for part of his soul, he would make Koren the best sorcerer in the world, but this is what happened. Koren casts Dark Force (multi) -- on himself and dies. Duran feels a little bad at

what happened and Angela calls Koren a fool for taking his own life. When the talking is finished, head south off the balcony where you fought Koren and you'll find Valda, Angela's mum. After some discussion, Angela will break down and cry as the screen fades to black. When it fades back in, you'll find yourself in Altena Castle. Wait for the talking to finish and go southwest (or southeast, it doesn't matter), south, south, south, down, south, south, south. You're now back in the village. Sleep at the inn, stock up on supplies and get ready to fight the final boss, we've got to stop the Dragon Emperor from getting to the Mana Tree! We'll deal with that in the next Chapter.

### \*\*Part II: Carlie/Kevin's Quest\*\*

Okay, onto the Mirage Palace. From where you beat Zable, go south, southwest (down the steps), north, north and save at the headless Gold Statue. From here, go south, west, northwest. You'll hit a dead end. Weird. The Mirage Palace should be this way. Now what do we do? Use the Illusion Mirror. Guess who we find?

### \*\*\*Boss: Deathjester\*\*\*

This guy is a real nutcase. The first thing he does is split into three. Only one is the real one. But which one? That's the hard part. DJ knows a lot of spells. Some are: Blaze Wall, Holy Ball, Death Roulette, Stun Wind, Cold Blaze. He doesn't know Hell Cross (luckily.) However, he can (and will) cast Death Roulette several times. Be ready with the Angel Grails. The best thing to do is to use Undine's spells. I think that Undine is DJ's weakness. A simple Ice Smash (single) on the right DJ did 500HPs damage after casting Mind Down on him. If you attack with a BA and it's not the right one, don't worry, you don't lose your BA bar so you can try again. If you watch carefully, only the REAL DJ casts the spells so once you find him, whack him to the ground. Every so often, DJ will flash white. Once he does this, he's switched places with one of the clones so you'll need to find which one he is again. This is one of the harder bosses. You may need to resume from the save game several times. I advise a team of L45 or higher. Be sure you have full slots of Herbs, Grasses and Grails.

Once the Deathjester dies, a flight of steps will appear. Head up and north and you'll be in front of the Mirage Palace. Our next step is to get through the Mirage Palace, but this is easier said than done (as you'll find out.)

From the entrance, head north and then north again. As you pass through the arch, you'll experience a mirage and find yourself back in Wendel. Go and talk to the Priest and beat up all of the monsters here. When they're all dead, go through the northwest door (it's open) and you'll return to the Mirage Palace. Now, head north and save at the Skull Statue (it's like a Grey Goddess Statue.) See all the orbs? We need to make them all light up before we can continue so we need to go down each of the paths. First: southwest. Head southwest, down the steps and into the arch. You'll be taken back to the Dwarves' Tunnels where you faced Jewel Eater. Head west, southwest (down the steps), down the steps (ignore the monsters), down the steps to the southeast of this room (there are two sets of steps and you must ignore the monsters here.) From here, go down again and again, ignore the monsters. You'll see a box. Open the box and read the message. Now retrace your steps back to the beginning by going, north four times (climb any steps and beat up any monsters to open up the paths), north, east, south to exit the mirage. Once outside, head east and then northeast. Two orbs should now be alight. Next, the west. Head west, northwest through the arch. This mirage takes you back to the Moonreading Tower. From where you start, take the right door and then the middle door and face:

\*\*\*Boss: Genova\*\*\*

Yep. It's Genova again, the only difference is that this isn't a mirage, but the strategy is the same as before:

Genova is tough, make no mistake about it. He spits out Shape Shifters which morph into various monsters. They won't do any magic, but they DO have the attack strength of the monster they are imitating so if they morph into a powerful monster, kill them quick. I tend to go for Genova whilst the team mates go for the Shape Shifters. If you've got Kevin, use the Dreamsee Herb to make sure it's night time first. You can get away with only healing when your energy flashes yellow. Make sure you've got full slots of healing items and walnuts (if you have Angela and/or Carlie on your team.) Use magic and physical attacks as much as possible. Genova's magic can be powerful and annoying (he can cast Power Up on the shifters.) Genova's attacks are all Fire-Based and a large majority of them are taught by Salamando.

By now, you should have done the second class change. If you can, use Cold Blaze or Mega Splash as Genova's weakness is Undine. I had Lise cast Mind Down and Angela Cold Blaze and he took 850HPs damage.

Once Genova dies, the exit opens up. Head through it and you'll be teleported back to the Mirage Palace. Head east back to the orbs and you'll see that three orbs are now lit. This is very worrying. We beat up Genova earlier on and we just had to beat him \_again\_?! What else does the Mirage Palace hold for us? We'll have to find out. The next exit we'll use is southeast. Head southeast. Kill the monster there, follow the path around and enter the arch. This mirage takes you back to the Sub-Zero Snowfields between Altena and Elrand. Beat all the monsters here and you'll then be teleported to The Path To The Heavens near Palo and Rolante. Again, beat all the monsters here. Next, you'll be taken to Forest of Wonder, the Ancient Ruins of Light and finally, the Valley of Flames. In each of the sections, beat up all the enemies. When done, make your way back to the orbs. Next, the east exit. Head east, northeast and prepare to face:

\*\*\*Boss: Gildervine\*\*\*

Another resurrected boss. Damn. I'm getting a severe case of deja vu. The old strategy still holds:

Gildervine isn't too hard. In fact, he one possibly one of the easier bosses in the game. He is weak against any electrical-based attack so use Thunder Saber, Thunderstorm, Thunder Jutsu or anything similar. If you don't have any of Jinn's more powerful moves, the basic Fireball spell does wonders, especially after Lise has cast Protect Down and Mind Down on Gildervine (you can get Lise to cast Mind\_UP\_ on Angela instead if you want to.) This fight is one of the easier ones. A few of the spells are taught by Dryad. If you have any level 2 spells (Explode, Blaze Wall, Fire Jutsu, etc.) Use them. Gildervine has more HPs than last time so the fight will probably last a little longer.

Once he's dead, go south then west to return the orbs. There are now only three orbs left, northeast, northwest and north. Right. Northwest one next. Go northwest, there's a set of steps to the far right of the platform. Head up the steps, beat up all the monsters and step on the square tile switch there. The blockage will be removed from the arch below you. Don't head inside there yet. Head east, east and down the steps (not the one that leads into the lava, the other one.) From here, head north. This mirage takes you back to Astoria. All the people here are dead (they're all ghosts and

flicker.) Head south out of the room you start in and talk to all the ghosts (and I mean all.) When you're done, come back and you'll see a merchant who isn't a ghost. Talk to him and he'll turn into:

\*\*\*Boss: L52 Ghost\*\*\*

No strategy. Just attack like you would a normal Ghost or Specter. If you're having problems, use some Holy magic like Holy Ball, Saint Beam or Saint Saber.

When you beat the ghost, you'll return to the hallway. From here, go west up the steps, east, east, down the steps (they're at the far right of the platform), north through the arch (the arch was blocked until you hit the switch earlier on. This is the final mirage.) This mirage takes you back to Rolante Castle. It's long winded, but obvious where to go. Work your way through, climbing up the steps as you need (there's only one route and no forks so you won't get lost.) On your way, you'll meet Heath (Carlie) or Karl (Kevin.) Talk to them and they'll run away. DO NOT FOLLOW THEM! Just continue on and eventually, you'll hit the end. Once you've finished the mirage, go south then southwest to return to the orbs. There are now 7 orbs lit (if you are wondering, the northeast mirage was the Astoria one.) Only one remains: north. Stand in front of the Skull Statue and press A (as if you were going to save your game.) A path will open up. Save your game and then head north and north again. You'll be teleported to a dark room with around 10 to 15 monsters. You must beat all the monsters (in groups of between 1 and 3) with no refresh. Each time you beat a group, more will appear in another part of the room. Once you beat all the monsters ("Victory!" appears), a doorway will appear. Head through the doorway and head north into the castle to enter a long corridor. Go all the way up and you'll see a switch. Don't hit the switch yet (leave it in the "Up" position.) Head around and up and through the door to find a headless Grey Statue. Save your game here.

When done, level up to around L45 or L50. Now from the Statue go south, west (go around the switch, but don't press it), north, north, south into the next exit along, press the left switch so it points down and the right switch points up. Now go north, and down the steps to the right of the platform. Follow the wall and walk into the dark wall. You'll enter the basement. Pull the switch here and make your way back to the two switches room by going east, north, south (first opening), south, west and then stop. If you pulled the switch in the basement, there will be a bridge here. There are five panels on the other side of the room. The second from the left is a secret entrance (if you look carefully, it has no shadow.) Go into this panel (using the bridge, obviously) and use the teleporter. From the other side, walk west and prepare to face:

\*\*\*Boss: Gorva\*\*\*

The only difference between this match and the one before is that you have a team of three and not two plus you've done your second class change. This battle will be much shorter if you have Duran/Carlie's Saint Saber, Carlie's Black Curse, Lise's stat magic and Angela's Holy Ball/Saint Beam. In general, use all the new Holy magic your team has learnt. Whatever you do, don't use any Shade offensive magic on Gorva (such as Dark Force or Evil Gate) as it will heal him. The previous strategy still holds (although the levels bit is obviously a bit different by now):

All Gorva's moves are Dark-Based and are taught by Shade. Gorva fades in and out of the screen like a nutcase. Since his skill is Dark, and Dark is weak against Light, use Holy Ball against him. If you have Carlie/Angela on your team (and didn't let them get cursed) then use them. Make sure to use the

walnuts if you run out of MPs. You can only hit Gorva with physical attacks when he's at ground level. Watch out for the silencing moves. Cure silence status with the Puipui Grasses or Stardust Herbs. You can use Tinkle Rain if Carlie is on your team. You obviously can't use Tinkle Rain if Carlie is silenced. This battle won't last long if you have Angela and Kevin as a team and they are L12 or L14. Cast Holy Ball, Holy Ball, Holy Ball and he's as good as dead.

When Gorva dies, a path will open up. Head west and use the teleporter. From here, go south, northeast (another room) and use the left-hand transporter. You'll see a scene involving the Masked Mage, Heath and Carlie/Kevin. The Mage absorbs the Sword and goes off to kill the Goddess. Heath teleports you to another area and you must now battle him.

\*\*\*Boss: Heath\*\*\*

Heath is tough, make no mistake. Heath only ever uses magic so make sure you cast Mind Up/Down and hit him with everything you've got. Heath has no weak spots so this fight is going to be tough. Use all your high damage moves and spells. This is one fight that ends up with a 75% chance of you losing. Heath loves to use his summons (Freya, Marduke, etc.) a lot and each causes a status change (Freya = Minimise, Marduke = Silence) so make sure you've got someone who knows multi-cast Tinkle Rain and make sure you've got a couple of Stardust Herbs handy. Good Luck, you'll need it!

It has been reported that Heath may be weak against Dark Saber (another possible place where this spell could come in useful), but I haven't been able to check it out.

When (if) you win, Heath's brainwashing is removed and he tells his story. The Masked Mage is Belgar, his father. He and the Priest of Light had a falling out over a girl's incurable disease. Belgar wanted to cure her, but Light magic couldn't help. So, he went and studied Dark magic and The Priest of Light exiled him. The magic corrupted his mind and body and he has since worn the mask to hide his identity. Heath asks for you and your team to head to the Holy Land to stop the Mage. After placing his trust in you, he casts Holy Ball on himself (he's become a Dark magic user) and dies. Carlie wails (unsurprisingly.)

After this, you'll end up outside the Mirage Palace. Call Flammie. Time to head for the Mana Holy Land and the Final Showdown! That will be the final section of the walkthrough so go there now.

\*\*Part III: Lise/Hawk's Quest\*\*

From where you beat Zable, go west, south, south and then up the steps at the south of the screen. You'll end up outside the Cave of Darkness. Head north up the steps and into the door you find. You'll see a headless Gold Statue. Save here and refresh -- you've earned it! When you're done, head east, east, east and you'll see a gargoyle statue, just like earlier on when you were looking for the entrance to the Corobokkle Village. Talk to the statue and you'll get a flash of light. Now go west, south, down the steps, west, and you'll see the Jagan. Approach him and he'll float away. You and your team will drop down the hole...

Once you recover, you'll chat with Jagan and then face:

\*\*Bosses: L44 Bloody Wolf, L44 Carmilla Queen, Jagan\*\*

Yep, you get to face Jagan himself. As for the Carmilla Queen and Bloody Wolf, beat them up as you would do normally. Use Saint Saber if you have to. Jagan flickers like a ghost and a lot of your attacks will miss him. What I suggest you do is hold a finger on the A button until you have enough for your level 2 BA and then whack B and pummel him. Jagan knows a lot of Dark-type magic like Psycho Wave, Ghost Road, Dark Force, Death Spell and Black Rain -- make sure you've got plenty of Angel Grails handy. Make sure you have Saint Saber on your team or you'll probably end up doing little damage. If you've got Kevin on your team, make sure it's night time before talking to Jagan and battling him. Use the Dreamsee Herb if you have to. Make sure your team are around the same level as the monsters (e.g. about L40 to L45.)

Once Jagan dies, a flight of stairs will appear, head up them. You'll end up in a room near to where you fought Zable Fahr. Head north, northwest. This is where you defeated Zable (don't worry, you won't face him/her again.) From here, go west, south, south, up the steps at the south of the screen, north and through the door. Save here (just like last time.) Now, go east. You'll be standing on a bridge with a rock floating a little bit to the north of you. There is an invisible path leading up to it. Try walking on air and you'll find it. Follow the path all the way up and you'll find an opening in the eastern wall. Head through it. From this room, there are four exits -- northeast, northwest, southeast and southwest. You come in through the southwestern exit. Northwest and southeast are dead ends. Beat up all the monsters here and you'll open up the northeastern exit. Go through here. Now go up the steps and north. Now go north again then head up the screen to find another headless Gold Statue. Save here. When done, head east, east and north and you'll find yourself on the path to Dark Castle. Follow it and enter the castle.

Inside Dark Castle are a lot of Magic users -- specifically Dark, so any Holy magic will really help here. Once inside, go, east, beat up all the monsters here, east, beat up the monsters here as well, east again, north, beat up the Demon and go south, west, and up the stairs (you couldn't before. Beating up the Demon removed the fire wall.) Once upstairs, follow the path until you find a skeleton hanging on the wall. Talk to it and a door will open below you. Now continue following the path until it exits west. Go down the steps, east (ignore the open stairs for now), north (through the door you just opened) and north again. If you are blocked by any of the firewalls, you need to beat up some more monsters, since you must have missed one or two, thanks to Malkest for pointing that out.

This part of Dark Castle isn't as symmetrical as the other part, but still is a little tricky to navigate. From the start, keep going east, beating up the monsters to remove the fire walls. When you can't go east anymore, beat up the monsters in the room and the fire wall blocking the southern exit will be removed. Head south and save at the headless Grey Statue.

In the final part of Dark Castle, you'll end up facing off against enemies who can heal so make sure you can handle them. After saving at the statue, go up the stairs and then head west until you find a door to the north of you. Go through the door and walk up to the throne. You'll fall through a hole in the floor and have to face:

\*\*\*Boss: Full Metal Hugger\*\*\*

Yep, this guy is back and he's just as annoying. He's got more HPs than last time and he's at a higher level so this battle could last just as, if not longer than last time. The previous strategy still holds:

This guy is annoying. He heals himself constantly. Go for his eyes and make

sure you've got plenty of Round Drops and Puipui Grasses to cure Poison status. Only use the Drops when your HPs flash yellow (warning.) When he shuts his eyes, you can't damage him. His attacks are all Light-based. An easy boss, hit, hit, heal, hit, hit, heal, etc. If Carlie's learnt Heal Light, then use it.

Now, this is worrying. We beat FMH ages ago and he's back? Chances are we're going to have to face other former bosses again so we'd better make sure we're ready.

From where you beat FMH, go south (the path that just opened up), east, south, southwest, hit the switch on the north wall to open up the door. Go in then go southwest, hit the switch and go north again. Open up the box to get some Magic Walnuts. Go south, southwest, south and do the switch thing again. Now prepare to rematch:

\*\*\*Boss: Genova\*\*\*

Genova is tough, make no mistake about it. He spits out Shape Shifters which morph into various monsters. They won't do any magic, but they DO have the attack strength of the monster they are imitating so if they morph into a powerful monster, kill them quick. I tend to go for Genova whilst the team mates go for the Shape Shifters. If you've got Kevin, use the Dreamsee Herb to make sure it's night time first. You can get away with only healing when your energy flashes yellow. Make sure you've got full slots of healing items and walnuts (if you have Angela and/or Carlie on your team.) Use magic and physical attacks as much as possible. Genova's magic can be powerful and annoying (he can cast Power Up on the shifters.) Genova's attacks are all Fire-Based and are taught by Salamando (Fire Spirit) -- with the exception of the trap spells.

Man, I dunno about you, but I am getting a SEVERE case of deja vu. FMH and Genova have been resurrected? Who next?

After beating Genova, go north, north, north, beat up the monsters here and then go east. Do this again and then go up, west, south, save here (headless Grey Statue), north, up, south and prepare to rematch:

\*\*\*Boss: Tzenker\*\*\*

Tzenker is not as irritating as the Jewel Eater, but can cause a headache. She flies around a helluva lot and it's difficult to hit her. Use magic a lot. Carlie and Angela are very useful against her. If you've bought the Sahagin's Scale from the Black Market in Byzel (which casts Mind Up on one team mate) use it and then use Angela in abundance. The best you can do is hit, hit, retreat, heal, repeat since you haven't class changed yet. Tzenker isn't too hard, just heal when anyone's HPs go yellow. Try not to let anyone's HPs go below 80, her Supersonic spell can kill them. I hope you've stocked up on the items. I used up four walnuts on Angela in my fight against Tzenker. Use any magic you have in this battle. I find rotating Angela's magic (e.g. Holy Ball, Gem Missile, Holy Ball, Gem Missile, etc.) does good damage. Tzenker can cast Speed Up, Protect Down and Protect Up on herself or on you. She has a nasty habit of picking up your team mates and throwing them around, sending them off to la-la land. Her most powerful spell is Supersonic and it does around 80 to 90 HPs damage. She has a habit of firing her feathers at you too. You'll need a lot of healing items against Tzenker. Tzenker CAN block -- kind of. She will wrap herself with her wings and then open them up. If she doesn't do anything (e.g. doesn't cast a spell or fire a feather), she is in "block" mode and won't take any damage for a while. If you look carefully, she will not move whilst in this mode. Once she does, you can hit

her again. All Tzenker's attacks are Wind-Based and a lot of them are taught by Jinn.

Once you beat Tzenker (who happens to be the last of the resurrected bosses -- thankfully), go east, northeast, down the steps and follow the path to the south. You'll find a headless Grey Statue. Save here. Now go east and northeast through the door. Watch the scene and you'll end up having to face:

\*\*\*Boss: Bigieu\*\*\*

YES! This is it. Now you can whip ol' Big-ass to bits. Don't hold back -- ol' big-head has been a pain since the start of the game, bringing about the death of Lise's dad and killing Hawk's best friend, Eagle, so this is a definite grudge match!

There's only one problem. Bigieu decides to go all feline on you and turns into a creature resembling Felicia from Vampire Saviour!

Bigieu is not like Koren or Heath, she can use both Magic and physical attacks. In fact, her physical attacks really hurt. The main attacks Bigieu uses are: Moon Saber (give her some HPs back with every attack), Body Change (miniturises all of your team), Rose Highclaw (a slashing combo that causes up to 250HPs of damage), Lamia Naga (Dark monster summon), Energy Ball (increases chance of critical hits), Lunatic (lowers max HPs.) Bigieu uses Energy Ball A LOT and will therefore hit a lot of critical hits. Make sure you've got a lot of healing items and some herbs and grasses to heal miniture status. The best strategy I can give you is to pin her at a distance with magic spells. If you have Aura Wave, use it and then pummel her with the BAs. This fight isn't as long as the other sub-bosses as Bigieu doesn't know how to heal -- she relies on the Moon Saber spell so if you don't let her hit you, you'll be okay.

\*NOTE: Bigieu seems to be weak against Water and Ice so Water Jutsu and Cold Blaze will do a lot of damage, especially after Protect Down and Mind Down. Thanks go to Joseph for bringing this up.\*

Once Bigieu dies, she turns back to normal. Talk to her and she'll explain her story. The Dark Prince was once the heir to the Kingdom of Light's throne. He was feared and hated by all the people until one day. The demons of the underworld offered him respect and power if he destroys his kingdom and gives up his soul. He does so. Bigieu only wanted to bring the old Prince back, to bring back his soul... After this, she dies and the castle begins to collapse. The Fairy advises you to run. Best bit of advice I've heard for a long time!! Go south out of the room and you'll see the castle break apart. After the discussion, go west and save at the Grey Statue again. When done, go up (you'll need to move up the screen to see the steps), south and northeast (this exit was sealed last time you came here. If you go west, you'll be at the place where you rematched Tzenker earlier on.) Go up the steps (there are several flights), south and get a scene involving Hawk/Lise, The Fairy and The Dark Prince. The Prince offers you a post in his kingdom. You refuse and he absorbs the Sword of Mana. He senses the Goddess is still alive and goes off to seal her away. By the way, the kid next to the Prince is Prince Elliott -- Lise's little brother. Lise will throw a major wobbly if you're playing her quest.

The Dark Prince takes off along with Elliott. Man, are we in deep BS or what?

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This is it. The final battle. This is where all your work is put to the ultimate and final test. I advise a team of at minimum L50. L55 or L60 is better and is probably more advisable, just to be on the safe side.

Just to recap, we've failed in stopping the big boss from leaving this realm so our last chance in beating them lies in defeating them at the Mana Holy Land before they can cut down the Mana Tree and thereby killing the Goddess, but first, we need to stock up on supplies and rest after that last battle. Call Flammie from where you defeated the final sub-boss and head for Byzel. Once there, stock up on stuff from the Black Market and save at the inn. Consider grabbing a few more levels from whichever place you get to. I advise a team of L55 minimum -- you can beat the boss at L55 (I did), but I used up all my healing items and Angel Grails and I almost didn't make it. Almost....

Once your team is up and ready, we can now head for the Holy Land. An important note to remember is that each of the three stories through the game has a different final boss, but the routes through the Holy Land are all the same.

Once you land in the Holy Land, we need to trek to the Gold Statues again, but there are two different things here. Firstly, the Holy Land is getting worse and the route there is different to the route before. Secondly, there are new, more dangerous enemies here. The one to watch for is the Shadow Zero enemy. This monster is a variation on the old Shape-Shifter monster. He can morph into one of your team and then pull off his/her BAs at will AND THEY WILL DO THE SAME DAMAGE AS IF YOU HAD PULLED THEM OFF. So make sure you kill the Shadows ASAP. If you can't kill them straight away, make sure you at least cast one of the "... Down" spells or use Carlie's Black Curse. Silence them as well if you can.

The route to get to the Gold Statues is as follows: north, northwest, north, east, east, northeast, northwest, north, northwest, north. Once you get here, save and level up to around L55 if you haven't already. Now, onto the final battle!

From the Gold Statues, head east, north, west, beat all the monsters here, west (through the opened path), northwest, northeast, east. From this screen, you'll see two logs. Cross the lower one, head up and cross the second. The final scene appears. The boss has chopped down the tree and killed the Goddess. We're too late!! But still, we can at least kill him!

\*\*Part I: Angela/Duran's Quest\*\*

\*\*\*Boss: Dragon Emperor\*\*\*

The Emperor, like the other bosses, switches modes throughout the battle. By looking at his colour, you can work out what mode he is in and therefore what to fight with. Counter his skill with the opposite. So Water <=> Fire, Holy <=> Dark, Ground <=> Wind, etc. Watch out for the super-strong spells like Ancient and Gigafire. Make sure your HPs are well above the 200HPs level. Be alert, as the Emperor can move to different places around the fighting arena.

## **\*\*Part II: Carlie/Kevin's Quest\*\***

### **\*\*\*Boss: Masked Mage\*\*\***

This guy isn't too hard. Just make sure you keep your HPs up at a safe level. Above 100 is good. The Mage's strong and weak spots change constantly. To begin with, he's a Dark type (weak against Holy) so Saint Saber everyone and use Holy Magic like Saint Beam and Holy Ball. When the background changes (it changes at random), his type changes so watch what spell he uses and counter with a level 2 spell of the opposite type (so Dark <=> Holy, Fire <=> Water/Ice, etc.) If you can, immediately Saber your team with the opposite Saber. Counter Magic really helps. Make sure you have FULL slots of all healing items, Angel Grails and maybe one or two extra items from Byzel's Black Market. Watch out when he becomes a Holy type. If you don't have a full complement of Saber spells (Ice, Fire, Thunder, Diamond, Dark/Saint), then cancel your team's Sabers with another when he becomes the same type. For example, if you've Saint Saber'd your team and he becomes a Holy Type, use Dark Saber if you have it (which is unlikely if you have Saint Saber) or another Saber, just to cancel your team's Sabers.

FYI: Here's some info from SirKevinMc:

I just beat SD3 for the first time. I never would have expected Dark Lich to be such a pushover. My L53 party consisting of Kevin (God Hand), Duran (Swordmaster) and Carlie (Bishop) made short work of the guy. Anyways, the first spell he cast was DeathSpell on Carlie. To my surprise, it did 0 damage. I then had Carlie turn around and cast Turn Undead, because I knew that a) Dark Lich was Undead and b) he was at a lower level, because his DeathSpell failed. After about 30-ish Turn Undeads and a beating by Gold Wolf Kevin and Duran, Dark Lich died. He was only able to cast Ancient and Death Ecstasy once each. I estimate that Dark Lich has about 45,000-50,000 HP. Anyways, just wanted to pass that along.

## **\*\*Part III: Lise/Hawk's Quest\*\***

### **\*\*\*Boss: Archdemon (Vers. 1)\*\*\***

You must defeat the Archdemon twice to win the game. V1 (as I like to call him) switches modes and uses magic depending on which mode he is currently in. He knows all the Level 2 spells for each mode he switches to. You can tell what mode he's in by the colour of the armour: Red=Fire, Black=Dark, Brown=Ground, etc. If you have all the Saber spells (including Dark and Saint), this'll be easy. Simply cast the relevant opposite Saber depending on his type and you'll do lots of damage. V1 likes to use a lot of status-altering magic, especially Black Curse. What I recommend you do is this: pick your strongest fighter (usually Kevin or Duran) and only use the Stardust Herbs to remove all the status effects when V1 casts Black Curse on them. Remember, doing so also cancels the Saber effect. A complete inventory of V1's magic is: Blaze Wall, Black Curse, Stun Wind, Air Slasher, Explode, Gigaburn, Hypercannon, Dark Force, Death Spell, Hell Cross, Earthquake, Thunderstorm, Body Change (get the Puipui Grasses, Tinkle Rain and Mama Poto Oil ready!), Half Vanish and Spiral Moon -- I think that's everything. Make sure that everyone's HPs stay above 125HPs. If you've got Counter Magic, use it. Make sure you've got full slots of Puipui Grasses, Stardust Herbs, Angel Grails, Magic Walnuts and Mama Poto Oil (buy this in Byzel from the salesman on the right side of the market.)

Once you've battered Archdemon V1, his armour will explode and you'll now have to face:



you next time you play the game. I've added them AFTER the walkthru because they'll ruin the fun of the playing the game with no cheat or hints if you know about them first. So, in your own interests, only read the following sections AFTER YOU'VE PLAYED THE GAME \_AT LEAST ONCE\_ -- it's not too hard to clock the game without the cheats, I've done it and if I can, so can you.

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*****
*   NOTE: I hold no responsibility for the spelling and/or grammar of the   *
*   content provided by other gamers in this section.                       *
*****
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## Hints & Tips

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This section details a few things I think you may want to know because they may help you complete the game a little easier

1. Level up to the same level (or a little higher) as the enemies around you. So, if you're facing L21 Werewolves, (try to) level up to L21 or L25 before continuing. This way, your game will be a little easier to complete.
2. Try cancelling your BAs. It's easier to cancel BAs with Hawk and Kev since they hit more than once but what you have to do is hold A to get the CPU to control your character, then, when they do a slightly different physical attack, press B quickly (you may need to adjust the timing to suit yourself.) If you do this right, your character will attack and then immediately do his/her BA. If you time it right again, you can even attack right after the BA! And the neat thing is, if you do this bit right, your standard attack will hit as a critical hit and will do the about the same damage as the BA would! This trick works for all characters, and for all BAs from Level 1 to Level 3, but it's hard to pull off at will (I can't do it sometimes, but I've done it enough to see that it works.)
3. Play the game from start to finish many times, each time with a different class for the characters. Chances are you may disagree with my recommended classes so try the rest out.
4. You can get up to two friends (a total of three people) to play along with you. Once you've plugged in the controllers, press START on the relevant controller (P2 or P3) and they'll control the relevant character. Player 2 will be the first partner you met and player 3 will be the second partner you met. Player 1 (you) will be the hero. If your friend(s) don't want to play for a while, all they need to do is to press START on their controller again and then the computer will take over. Obviously, you can't get the CPU to control the hero (although if you hold down A whilst in battle, the CPU will control your fighting -- but only for the duration of the battle or until that character dies, falls asleep, etc.)
5. \*HOT TIP\* Instant/Chain-Casting Spells: Remember how you could chain-cast spells in Secret of Mana 1? Well, there's a similar thing in SD3. You can either use it to chain-cast 2 or 3 spells together or instant-cast one spell. You can't (unfortunately) chain-cast one spell into itself. How do I do it? Like this: switch to a character who \_doesn't\_ have the spell you want. Press X to bring up the magic box (if you get the item box, press U or D to switch to the magic box.) Press L or R ("shoulder" button, not direction button) to switch to the person who has the spell you want. Select the spell and press A. Rapidly press X to bring up the magic box again and press L or R to select the \_other\_ team mate and get them to cast a spell as well (you don't need to, but it causes extra damage.) Now, the first team member will cast their spell IMMEDIATELY and this will be quickly followed by the second team mate (if you decided to make your other team mate cast a spell, that is.) If you're quick, try this: after you've chosen the second spell, press X quickly again and choose a spell from your own inventory and you'll end up with a

three spell chain-combination attack. Let's see if the bad guys can get up after that! An important note is that you DO NOT need to choose a spell when you switch to the second character and it is quite tricky to get the three-spell combo off.

Confused? I thought as much. Maybe things will be a bit clearer if I give an example (my team is Lise, Kevin and Angela and the letters are the button presses):

```
Start with Kevin
X (Kev's Magic Box)
L (Lise's Magic Box)
Protect Down (multi) chosen
X (Kev's Magic Box)
R (Angela's Magic Box)
Ancient (multi) chosen
X (Kev's Magic Box) <== Tricky to get to
Heal Light (multi) chosen
```

The result is Protect Down followed by Ancient followed by Heal Light in quick succession. So fast, that the enemy can't usually heal between attacks. If you can do this (Lise, Angela, Lise, Angela, etc.) quickly enough against the bosses, you can pummel them so much they'll die before they even have a chance to hit you! The problem is, you'll probably run out of MPs before they die on you so you'll probably lose your rhythm.

Another example is:

```
Start with Kevin
X (Kev's Magic Box)
L (Lise's Magic Box)
Protect Down (multi) chosen
X (Kev's Magic Box)
Heal Light (multi) chosen
```

The result here is Protect Down followed quickly by Heal Light.

If you don't want to risk using up your MPs too quickly, try this:

```
Start with Kevin
X (Kev's Magic Box)
R (Angela's Magic Box)
Ancient (multi) chosen
X (Kev's Magic Box)
L (Lise's Magic Box)
B (Cancelled)
```

The result of this is an immediate Ancient spell. Ancient takes ages to cast if you do so normally so if you use this, you'll get Meteo cast within one second. This trick works with other long-delay spells.

Still confused? E-mail me and I'll try to explain it in terms of your team. If you REALLY want to see the power of the chain-casting, take a look at the Black Rabite clip -- it shows Angela and Carlie chain-casting Evil Gate into Holy Ball.

6. Hawk (Wanderer) learns Poison Bubble and Aura Wave. Poison Bubble damages, poisons and DRAINS MPS, so what you can do is Aura Wave, Poison Bubble, Aura Wave, Poison Bubble, etc. forever and pummel any boss with infinite BAs. My tip is to cast Aura Wave on Kevin and let him pummel the bosses. Whilst Hawk does the Aura Wave/Poison Bubble casting. NOTE: The Assassin Bug Eye also casts Poison Bubble and this does the same thing so if you run out of Walnuts and have some of these eyes, use them instead.

7. Counter Magic's effect NEVER wears off so once you've cast it and any

offensive magic is cast on you, it'll bounce and damage the caster. I think AntiMagic and Stardust Herbs remove this effect. There are some exceptions to the "offensive magic" category. Ancient, Gigaburn, Gigaflare and Dark (Shade) magic spells will still break through the barrier and damage you, but you'll take less damage. Reflected spells will not heal the enemy. So if you bounce a Saint Beam back at a Holy-type enemy, it won't heal them, but damage them. How much damage? The same damage as if they weren't weak or strong against it. Confused? Okay, if Saint Beam would do 89HPs damage to you, 150HPs against a Dark-type enemy and heals 89HPs against a Holy-type enemy, bouncing the spell back at a Holy enemy would cause 89HPs (no weakness and no healing.)

8. Whenever you find a statue (Grey or Gold, it doesn't matter), make sure you do a save. It sounds dumb, but nothing is more annoying than not saving, facing a boss and dying only to find that you didn't save closer to the boss area and having to do that area all over again -- especially if that area was a real pain to get through.

9. Try putting a "special" pair in your team (by "special", I mean two people from the same story group such as Kevin & Carlie, Hawk & Lise or Duran & Angela.) The two will talk to each other more often than usual. Also try talking to a "stray" character (one who is not on your team and will not join) like Lise in Rolante Castle or Carlie in the Lampflower Forest by using their "special" partner (e.g. Hawk & Lise in the previous example) and see what happens.

10. Status effects such as Poison, Silence and Moogled will disappear after a battle or if you run out of the screen and then run back in again.

11. Angel Grails revive a team mate with FULL HPs, MPs and no magic effects. For example: you can use your Magic Walnuts on Angela until you have no more, wait for her to use up her MPs, let her die, revive her using a Grail and she'll have another full slot of MPs!

12. After you beat certain bosses, you're teleported outside the area where they are located. If you go back inside, you'll find that the monsters have increased by between 2 and 5 levels so you can gain some extra levels before going onto the next section. Example: the monsters inside the Labyrinth of Ice Walls where you fight Fiegmund the Water God-Beast are all around L32 when you first go in. After beating up Fiegmund, they're around L34/L35 so you can get another few levels before going to beat up Mispolm the Wood God-Beast.

13. For BIG BA damage, try this: charge up your BA meter and wait for your team mates to do the same. Now, all of you press B together and you'll do a three-person BA combo attack with no chance of the enemy healing in between (unless they were intending to heal before you started the triple team.)

14. Saber effects do NOT affect the Level 2 and 3 BAs, only Level 1 so you should consider not using the Level 2/3 BAs on bosses and only using the Level 1 BA as it can cause more damage than the Level 2/3 BAs because you've been Saberred. Example: Kev as a Dervish knows: Ashura Dream Fist, Water-Moon Slice, Bastard Slam, Suzaku Sky Dance and Veritubach. On Land UMBER, saberding him with Thunder Saber and then doing the Dream Fist can cause up to 2000HPs damage -- two whilst he's spinning (2x 500) and the other two (2x 500) whilst he's running forward whilst attacking. The Level 2/3 BAs will never EVER come anywhere near this kind of damage. To stop your team mates using their level 2 and 3 BAs, press Y, left, A, A and change the option to the top one. After this, press SELECT to switch to the other characters and repeat. From now on, they will only use their level 1 BAs. Useful against typed bosses. Just remember to switch this back to the bottom option afterwards.... :)

15. When Moogled, you can't cast magic spells, including Tinkle Rain, but there's a trick you can use. When you go into a battle in which you risk being moogled (such as against Lightgazer the Light God-Beast), bring along the Chibikko Hammer (remember, the one you got from Byzel's Black Market?) If your team gets Moogled, use the Hammer to miniturise the team, cancelling the Moogled effect. The game only allows one status effect (e.g. Poison, Mute)

so causing another effect cancels the first. For example, if you are muted whilst miniturised, mini status will be cancelled. You will therefore return to normal and be muted. So if you're miniturised whilst Moogled, you'll be miniturised, but since mini allows you to cast spells, all you need to do now is to cast Tinkle Rain (preferably multi-cast) or hit yourselves with the Hammer again to return your team to normal. Easy!

16. When you hit an enemy, they usually stumble back from the impact. If you hit one and they don't stumble back, immediately cast Heal Light -- this usually means that they're chanting for a Spell or a BA. Against later bosses like the Darkshine Knight, Heath and Koren, knowing when they're getting ready to cast a spell is critical to your winning, since it means you have the chance of healing before you get hit.

17. From Crazy Ed: You can use the rewind key in Zsnes (set it in Misc > Game Keys) and move to a different location after battle to get a treasure box if you didn't get one, or you can rewind after getting an item you didn't want and wait a while and maybe get a better item. Careful, this is addictive.

## Cheats

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Simple cheats to make your life easier (you need to enter both for the cheat to activate):

7FEDEF2E7 } Player 1 (Hero)  
7FEDEF303 } Infinite Energy

7FF0F2E7 } Player 2 (Partner 1)  
7FF0F303 } Infinite Energy

7FF3F2E7 } Player 3 (Partner 2)  
7FF3F303 } Infinite Energy

7E2C26FF } Infinite Money

(NOTE: If, after entering the infinite energy cheat, only two of the team has 999HPs, that means another cheat is still in effect and it also means that the effects of this cheat will only work after an event in the storyline. Such events are: getting a Spirit, defeating a God-Beast getting a class change, levelling up, hopping on board a ship, Flammie or Booskaboo, or any other event that make the HPs meter vanish. The cheat doesn't kick in straight away. It only kicks in during a battle or if you move screens.)

IMPORTANT NOTE: If someone casts Death Spell on a team member with the Infinite HP cheat on, you MUST remove the cheat before the spell is completed (i.e. their HP meters are not on the screen.) If you don't they will have 999HPs and be dead -- disabling the option of using any Angel Grails. Once you recover them, feel free to put the cheat back on.

## Class Breaking Items

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When you use an item to break a class, you never actually use it up so you can use it during a battle. Depending on the class the item breaks, various things will happen. Usually, the effect of the item is a spell taught by the class it breaks. Here's an alphabetical list of all the items and what they cast. Some are single, some multi and some both. To prevent ruining the fun, I'm not going to tell you. Try them out and see. I think all of the class-breaking items are here. If I've missed one, let me know and I'll add it to

the list:

Arcane Book: Saint Beam  
Bad Luck Die: Denrai (Land Mine)  
Book of Rune: Death Spell  
Book of Secrets: Explode  
Briesingamen: Power Up  
Bullseye Die: Fire Jutsu  
Death Wolf Soul: Energy Ball  
Demon Wolf Soul: Moon Saber  
Duelist's Proof: Dark Saber  
Forbidden Book: Dark Force  
Gleipnir: Mind Down  
Gold Wolf Soul: Aura Wave  
Good Luck Die: Life Booster  
Holy Water Vial: Heal Light  
Bottle of Ashes: Black Curse  
Bottle of Blood: AntiMagic  
Bottle of Salt: Tinkle Rain  
KnightDragon Chain: Protect Down  
Lord's Proof: Heal Light  
Master's Proof: Diamond Saber  
MorningStar Chain: Speed Up  
Nighteye Die: Thunder Jutsu  
Paladin's Proof: Saint Saber  
Silver Wolf Soul: Leaf Saber

#### The Black Rabite

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The Black Rabite is a super-hard secret hidden boss. You don't need to beat him to complete the game but he's there nonetheless. Gamers tend to go up against him just so they can say "I went up against the Black Rabite."

To get to him, you need to do several things. First, you must be playing with either Angela or Duran as your hero. Second, you must have already beaten Koren. Once this is done, you'll be returned to Altena. Now, call Flammie and go back to Dragon's Hole. Follow these directions:

Call Flammie and head for the Glass Desert (northwestern part of the world.) Land here and from the start, go north, northeast, northeast, north, north, west, east (go left, down and then right to exit), east, northwest, northeast (the exit is above you, make sure you don't exit the same way you entered), north and finally north. Go through the northeastern opening (this is where you faced Zable Fahr originally.) Head east and follow the path. You'll find a headless Gold Statue. Save here. Go up the steps to the left of the headless Gold Statue and trek to the right until you find a dragon's mouth. Enter it (this is where you fought the Darkshine Knight last time.) From here, go north, northwest, north, east, save (Grey Statue), east, northwest, northwest, west, southwest. You'll be in the room which branches off to the room with the Black Rabite. There are no enemies here and if you try to access the secret room before beating Koren, you won't be able to get through the wall. The room is like a corridor leading north-south. Once you reach here, walk down to about halfway and walk into the left wall, if you've done this right, you'll be teleported to another room where the Black Rabite will appear. The Rabite is L99 and can Summon monsters of the same level (e.g. L99) and he can cast virtually every spell in the game, from the simple Holy Ball, to Ancient and Lava Wave. He can do a spell flurry in which he chain-casts Dark Force, Evil Gate and Hell Cross on himself to heal -- yes,



the Rabite is a Dark type so Saint Saber your team or use the Paladin's Proof (casts Saint Saber on all members of your team.) The Rabite can cast Dark Saber (multi), making you heal him so cancel with either the Stardust Herbs, Saint Saber, or the Paladin's Proof. Killing the L99 Summoned monsters (usually Great Demons) results in 0 exp. Upon killing the Rabite, you may (or may not) get the Moogle Badge which Moogles and De-Moogles your team at will.

Note from Crazy Ed: In order to get the Moogle Badge from the Black Rabite, it must die last.

<Note from Loopy: In other words, if you've got two Great Demons on the screen, kill them first and then kill the Black Rabite>

How do you kill the Black Rabite? Well, there's the easy way and the hard way. The hard way is to go all out and treat the Rabite as a normal Dark-type boss. The easy way? Well, it's pretty easy if you know how: Go into the room and watch the intro. After the intro, the Rabite will immediately cast Dark Force on the entire team. Get hit and run out. Heal up with your healing items and go back in. Spot the bug? Firstly, your lead character can't seem to see the Rabite, even though he's still there (your lead team member will see the Rabite after the intro. Once this happens, your entire team will get ready to fight.) Secondly, after the Rabite hits you with Dark Force again, the music stops. Now the tricky bit. If you have it, throw a Specter's Eye or cast AntiMagic on him. It'll stop him from healing when he is on the receiving end of Dark-type magic. If you don't have any Specter's Eyes or AntiMagic, don't worry, you can still win. Chain-Cast (see Tip 5 from earlier) an offensive Dark-type spell like Dark Force or Evil Gate into an offensive Holy/Light-type spell like Saint Beam or Holy Ball. Don't worry about healing the Rabite with the chain, it's supposed to happen. After the chain is finished, the Rabite should be either dead or very weak. It's important that you hit the Rabite with the Holy spell whilst he is still glowing from being healed by the Dark spell. If you don't have Saint Beam, Holy Ball, Dark Force or Evil Gate, use the coins or Class-Breaking items. After you're done, lay into him with your team (don't use magic) and he'll die before long. Remember, you need to throw the two items or cast the two spells in pretty quick succession (that's why I recommend you use the chain tip.)

Confused? Well, take a look at my FAQs page at <http://www.jjyooi.co.uk/FAQs> -- there's an ASF movie which will shows how to kill the Black Rabite using only two spells -- Evil Gate and Holy Ball.

## Types

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Almost all enemies in the game can be classified into one of eight types, each represented by a Spirit and each type has a weakness. Exploit their weakness and the fight involving them will be over very quickly.

Fire/Flame (Salamando)  
Water/Ice (Undine)  
Ground/Earth (Gnome)  
Grass/Leaf (Dyrad)  
Moon (Luna)  
Dark/Evil (Shade)  
Light/Holy (Wisp)  
Wind/Air (Jinn)

The weaknesses are as follows. Bear in mind that opposites work, so Fire is WEAK against Water and conversely Water is WEAK against Fire:

Fire <=> Water  
Ground <=> Wind  
Grass <=> Moon  
Dark <=> Light

#### Teams

-----

There are six characters in the game, right? The dilemma is to decide what members should be on your team. Well, here's some themed teams for you. You can pick your own. Let me know what your team is and what its name is and I'll put it in here, giving you credit, of course

#### The Insanelly Offensive Warriors:

Kevin (Death Hand), Hawk (Wanderer), Duran (Sword Master)

Kevin's Seiyuu Death Fist can cause heaps of damage, Duran's Whirlwind Sword can cause a lot of damage as well. As for Hawk? Well, he learns Aura Wave and Poison Bubble. If you use Aura Wave on Kevin (controlled by the CPU), and then cast Poison Bubble on any of the enemies, you'll be able to do heaps of damage constantly, without losing any MPs -- just don't do this on any Grass-type enemies.

#### The Healers:

Kevin (Warrior Monk), Duran (Lord), Carlie (Bishop/Sage)

What can I say? All three can multi-target Heal Light and all can do a decent amount of damage (except Carlie.)

#### The Dark Warriors:

Kevin (Death Hand), Angela (Magus), Hawk (Nightblade)

All Dark+Dark. Can cause real damage against Holy types and they can kick some serious butt as well. Hawk's Nightblade class is really useful with his Jutsus. Replace him with the Ninja Master (Dark+Light) if you want multi-target Jutsus.

#### The Pure Warriors:

Duran (Paladin), Kevin (God Hand), Hawk (Wanderer)

All Light+Light. Good healers and very fast (except maybe Duran.) A good defensive team.

#### The Beginner's Team:

Kevin (Warrior Monk), Angela (Arch Mage), Lise (Star Lancer)

A good class for beginners to the game. Kev can multi-target Heal Light and his BAs do good damage. Angela as an Arch Mage (or Grand Devina) has great magic properties and Lisa as a Star Lancer has three good points: 1. Has a decent Summon (Marduke - silences enemy), 2. Can multi-target ALL her stat-up spells and 3. Has a flashy BA (Shooting Star Spear.)

#### The Expert's Team:

Any combination of: Duran (Duelist), Kevin (God-Hand), Hawk (Ninja Master), Angela (Magus), Carlie (Sage), Lise (Vanadies)

These are the character classes that are hard to play as. All have more down sides than up sides. Pick a team of three and see if you can clock the game.

#### The Killing Machines (From seymore butt):

Kevin (Death Hand), Hawk (Wanderer), Lise (Star Lancer)

here's the strategy: at first, this team seems ordinary but its VERY strong when fighting the god-beasts. when in an ordinary battle i cast aura wave on kevin, do the seiryyu thingy BA and then i cast marduke. if theyre not dead,

i cast power up (multi) and fight normally. against a boss: start by being sure its nighttime then \_chaincast every stat spell (with lise) while doing life booster (hawk) and casting energy ball (kevin) after doing this, cast aura wave on kev while lise cast a couple of marduke. after 10 seyryu death fist, start fighting physically using only lvl 1 BA and he's dead (for easier fight, you can buy some claws to saber the team at byzels black market). the two downsides of this are: first, starting with this team is tough until you classchange and second you always need 99 round drops, 99 pakkun chocs and 99 honey drinks in your storage, vut dont worry, fighting a boss cost about 5 chocs and 5 honey drinks.

The Boss Killing Team (From Alex Millbank):

Lise (Star Lancer), Angela (Arch Mage), Carlie (Necromancer)

Lise's stat up spells, especially when multied, are damn usefull. Add this to Carlie's black curse spell and Angela's rainbow dust and them bosses don't stand a chance! I fought the Archdemon at lvl 50 for all charachters and only used 4 items (mama poto oil x2 and magic walnuts x2)!! His best attack (Hell's Cross in my opinion) only did 100 damage! I found him quite easy to kill, as you can plainly see = )

Duran (sword master or paladin), Carlie (necromancer), Kevin (deathhand)  
(From Fizban):

Duran and Kevin can do a helluva lot of damage especially with saber magic. Carlie can heal, deal pretty good magic damage, and lower stats. no god-beasts could survive for more that about five minutes against this party when i played.

Lise as Star Lancer, Carlie as Necromancer, and any good fighter (and, of course, I'm speaking of either the great Hawk or the noble Kevin :-)) (From Matt Turk):

This team has worked wonders for me -- Lise can stat up your party, Carlie can black curse one enemy. You're already several levels higher than that enemy. The best part is that it WORKS ON BOSSES! You can do this too, with Hawk as a dark path, since the jitsu's lower stats, too.

Hawk as Wanderer or his dark/dark class. Kevin as either god hand or death hand. Carlie as her light/light class (From Matt Turk):

The two can really whoop some serious butt, and carlie, of course, can heal, cast saint saber (!!!) AND turn undead. heh heh heh.

Lise as a Star Lancer, Hawk as a Nightblade and Angela as an Archmage (From QBasic):

Lise can beef up my team, Hawk can debuff the enemies, and Angela can just zap em to death :) This leaves a healer to be needed, but I find I don't have to use up too many healing items when I buff my team up.

The All or Nothing Squad (still working on a good name) (From Angel\_Wrath):

Hawk (Nightblade) Angela (Rune Master) and Duran (Sword Master). Duran still hits fairly hard and Angela's magic just plain murders. I just wish that Hawk or Duran could heal.

(No Name Given) (From Shadow Zero):

Duran, duelist or whatever, since he's good for his techs and strength only. Kevin, godhand or hawk, wanderer. Angela, grand divona or archmage or whatever you like. This is my strategy, first, use chain magic tactic to bring up Angela's Magic box and use whatever ultimate spell, then to kev's, aura wave duran. Now this is how I killed Darkshine Knight. Mwahahaha! Double spell actually knocks him off, so by that time, kev woulda have aura waved duran, so eruption sword! and then another double spell, knock him off, aura wave, eruption sword! etc. Double spell did 700 without mind up/down. With

mind up, 800+ Mwahahahah  
<God, you're evil -- Loopy>

(No Name Given) (From Chrono):

Its Hawk(Hero) (his always my hero)Nightblade or Ninja Master Angela...Magus Lise Star Lancer or Duran Sword Master. Cuzz Hawk NB or NM has the jutsu's and it doeds alot of damage if u know how to use them and for Angela(hehehe fine @\$\$ gurl) Knows Ancient it's very very useful and the last part i couldn't defeat the sub-bosses without and Lise SL or Duran SM Lise could do UP stuff (u know what i mean rite???) and Up my character and it does whole lot of damage even for BA's or Duran could use his sabers which is useful to i think the flame saber isthe best cuz i have beaten the last God-Beast about 5 minutes with the flame saber!! And Duran has great great strength and it does whole lot of damage. And i think this team is good. and i dont need a healler cuz i have my Poto Oil. (99)

(Strongest Team) Duran (Deulist), Lise (Vandis), Kevin (Death Hand). (From OceanGigis):

On this page, "<http://s7.rpgclassics.com/sd3/class.shtml>" , it lists the highest a statistic can go for each class. Strength wise, they have the highest. Other combinations could be done with that too, of course. ((I'm going to make a team with the highest Luck so I can get those damned seeds, grr.))

(No Name Given) (From IBSpider13):

Duran - SwordMaster, Kevin - Death Hand, Hawk - Nightblade:

All of their BA's kick serious ass, and when it comes to bosses, they rock. The sabers with Duran's Gladiator/Swordmaster combined with Hawk's Thunder Jitsu that lowers enemy defense is a frickin' awesome combo. There's no healer, but then again, you don't need one with this kick-ass team. I beat the Dragon Emporer at just lvl 47.

(No Name Given) (From Ace W):

Kevin(hero, death hand), Angela(rune master), Carlie(bishop):

Ok, so Carlie has crap for attack power, but makes up for it with the super fast heal light. As for the others, there is the best fighter, and the best offensive magician in the game. I beat the game at level 41, and no god beast or boss ever stood a chance. Angela and Carlie almost never ran out of MPs, and Kevin was near maxed out on vitality.

The Exploiters (From ForteMP3):

Hawkeye (Nightblade) Riesz/Lise (Star Lancer) Duran (Lord)

This party may seem a bit wimpy, but in truth, they're deadly. As a Lord, Duran can easily heal anything that hurts the party, he averages about 330 HP per cast on the entire party. Lise can use stat boosting spells on the entire party to increase their ability in combat, and Hawkeye can reduce the enemies to a defeneless state using his Ninjitsu and other Nightblade skills. I barely lost anything from my inventory when fighting the Archdemon, all I needed were the spells my party had. As for how weak the Archdemon was? Dark Force did 55 damage to my party, the only real dangerous attack was Catastrophe, which did about 200-300, nothing Duran's magic couldn't heal. Definatly an underrated group that has a lot of potential.

The Intermediate Team (From Michael Clark):

Kevin (Warrior Monk), Angela (Arch Mage) and Carlie (Bishop):

Noticably and conveniatly (and regretably) leaning more toward the light side, this team is perfect for each other. Though the entire game, nobody was really easy, or really hard except for Heath (.. the bastard) and Dolan. Carlie was well suited to heal the team members, and her sabering

abilities made Zable Fahr (or whatever), the elemental and final bosses a sinch to deal with, and even more so, Angela with each of her spells. And Kevin's Leaf Saver helped so Angela was never depleted of MP, and Heal Light was there just incase Carlie gets KOed and you were caught without any Angel Grails. And besides that, they would win the gold in a tacky-clothes contest.

(No Name Given) (From mamerite):

Kevin: Death Hand, Lise: Star Lancer, Carlie: Bishop:

This team smoked through all of the God-Beasts and the Dark Lich without any trouble at all. With Power Up and the right Saber on him, Kevin was doing 4-500 damage per hit by the end of the game. Marduk and Turn Undead proved to be very useful in the last areas; and Carlie's multi Heal Light kept anyone from getting too injured. I beat Dark Lich at level 48 using 2 Angel Grails (Death Spells only) and 1 Magic Walnut.

(No Name Given) (From The Lone Hawk):

I'm still experimenting, but I find the best combo is Angela (RM)Hawk (eithe nm or rouge, depending on how much magic u want) and Kevin (WM). Angela (and maybe Hawk) uses magic while kevin uses presure piont and kicks serios ass (plus he heals thoughts in need) and If Hawk is a Ninja Master, he can be a hard hitter and also can use his jetsus with Angela to make kick ass chain combos!

(The Classic Combo) (From old man):

Duran (the boy), Angela (the girl), and Carlie (the sprite...well, she's SHORT enough to be the sprite ^\_^)

Classes: Duran (paladin), Angela (star lancer), and Carlie (Evil Shaman)

Reason for the classes is pretty simple, carlie has healing power, and with 9 magic walnuts, and a full backpack of curative items, she can be the party's designated healer and heal the party for a good few hours during a boss battle (literally). Duran is there for muscle, and the reason why he's a paladin is because he has a full screen tech, (even though duran doesn't go nucking futs [don't you mean f\*\*\*king nuts? -- Loopy] with the sword like in SOM1 when you do the last sword tech) can do lots of damage to undead/demons with lightsaber, and lastly, can do some of carlie's healing work when she's busy casting offensive summoning spells. Angela is there to buff up the party(buff = stat up spells), and after the buffs are cast, to do like duran and run in and rock the enemy. stat ups work VERY well, causing the party to do double damage, hit twice as fast, and take half damage. She's only slightly less skilled in combat than duran (assuming you level her stats right) and can help him chip away at a boss' life meter. Lastly, Carlie is there to do two things. Heal and offensive magic. Her healing is self-explanatory, combat happens, people get hurt and die. Her job is to keep you from having to dig through your backpack looking for angel grails. (if you do have to though, keep in mind an angel grail gives you back full MP, usually fights don't go so long as to burn through all your magic walnuts. But in a pinch, it'll work.) Her offensive magic is mainly to give her something to hit the creatures with whenever everyone is at full HP. Necromancer is a good class to do this with, but the summons that class has aren't nearly as strong as the evil shaman class, which is why i pick carlie's dark+dark class. The only problems i found with her is that she's rather frail and can't stand up to some boss attacks, so raise her constitution somewhat as well, and that she can't go hand to hand very well, meaning keep her away from the center of the fight :).

(No Name Given) (From NeueZiel):

Duran (Sword Master), Kevin (DeathHand), Carlie (Bishop)

Duran and Carlie for the sabers, since Duran can multi-cast them but he is

slower. Carlie also has good healing. Kevin does a helluva lot of damage (800+) to bosses with Seiryuu Deathfist, assuming it's night.

(The All Stars) (From Kerry):

Kevin (Death Hand), Angela (Magus), Carlie (Bishop)

I have played around with other classes and characters, but this one is the BEST. Kevin is THE strongest character, especially as the Death Hand; the bishop is the best healer, and has almost all of the sabres. Although Death Spell is nice, I prefer Ancient as you don't have to be a higher level than the enemy and is multi-targettable. Usually I play as Kevin and cast Carlie's sabres, magic shield, and heal light; Angela's offensive magic; and kick butt as Kevin, especially after sabre-ing up! \*80)

(My First Team) (From Chibi Raye):

Lise (Star Lancer), Angela (Arch Mage), Duran (Sword Master)

all level 48 against the ArchDemon. Lise's stat ups bailed me out of tons of tough situations, and they're nice to have when the ArchDemon uses Black Curse all the time. Not to mention that using a mind down (from one of Lise's class changing items, another good thing to have) Marduk did some serious damage. I suppose I could've used Angie as a Grand Divina, but I ain't complaining. Rainbow Dust did about 650 per hit, and that's only in level 48! Plus, she could use the element coins, nice to have when she's out of MPs and you're still in the stage where you can elementally hurt the ArchDemon. Duran during the final fight was there for brute strength only, though his sabers proved more than useful during the game. his Vacuum Sword did about 750+ per hit, after a Black Curse! so, in conclusion, I like this team. My first team, and one of the best ^^ party on!

(No Weaknesses) (From Jens Lüchtemeier):

Kevin (Death Hand), Lise (Starlancer), Charlie (Bishop)

First Charlie is able to you use heal light and tinkle rain before the first class change (very helpfull for beginners). Also Charlie cancast the important saber spells (who the hell needs dark saber?). The main problem about Charlie are her offensiv abbilitys, but for this reason Kevin is in your party, he can defeat most of the regular enemies alone and if Charlie heals him once in a while he can bring down anything. Last but not least Lise is part of the team because of her good offensive abbiltys and of course her stat spells (Lises Power Up + Charlies Saint Saber + Kevins pure strenght = Bye, Bye Zable Fahr). Beating the game with this team is indeed very easy, maybe to easy.

(Stat Master Team) (From Abram Rose):

Hawk (Ninja Master) / Lise (Star Lancer)/ Carlie (Necromancer)

Yes, I'm aware this team doesn't have Kevin or Angela. But before you go off on how this team is weak, consider this. Hark can multi-target his Jutsus, Lise can multi- target her stat raising abilities, and Carlie has the godly Black Curse. In any fight, once all three start casted theeir stat manipulating moves, the show is as good as over. Hawk and Lise are decent in the physical repartment, while Lise and Carlie have pretty good summon which can take advantage of the severely weaken enemy. This team has only one healer, Carlie, but only needs one, because the enemy's attack is going down while that paty's defense is going up. Try this interesting team and enjoy making a strong enemy into a pitiful weakling.

(THE TRIANGLE OF SEX) (From Idoru)

Duran(Paladin) - Angela(Grand Divina) - Lise(Star Lancer)

This team is so strong offensively that i barely used durans healing ,i used the healing items and before their supply ended i usually had beaten the boss

(note that i never lost a battle with them) .If you use lise's stat up's/Marduk , Duran's Hitting power and Angela's Double Spell you can cause MAJOR DAMAGE.The fact that i barely used any of Duran's healing make's me thinkthat the results would be even better if i turned Duran into a Sword Master....we'll see..

#### Good Places To Level Up

-----

The following are some of my favourite places for levelling up:

- \* Labyrinth of Ice Walls: If you do a bit of exploring, you'll find a room in which you get trapped. If you go east, south, west, north and repeat, you'll find an endless supply of enemies to beat.
- \* Gemstone Valley Dorian: Work your way to just before the room which contains Land UMBER. Turn around and work your way back out. When you reach the exit, turn around and work your way back to just before the room which contains Land UMBER. Repeat to get an endless supply of enemies.
- \* Moon Reading Tower: Work your way up the Tower, save at the room just before meeting Dolan and then work your way down. Turn around and repeat. Note from Crazy Ed: The best place to level up is the Moon Tower. After you get to the first gold statue, save and go back downstairs. The upper left and lower right doors have monsters behind them, either two Bloody Wolves and a Carmilla, or two Carmillas and a Beast Master (if you are lucky the beast master may call a Kerberos who leaves a Weapon/Armor Seed. No Silver Wolves with Heal Light and monsterless access to a gold statue.)
- \* Dragon's Hole/Mirage Palace/Dark Castle: In each of these, work your way through to the last Statue before reaching Zable Fahr. Work your way up to Zable but then work your way back. Alternatively, work your way to the Statue and then work your way out of the Hole/Palace/Castle, find an Inn, save and start again.
- \* Ancient Ruins of Light: Half way through, on your way to meet Lightgazer, there's a square path (you only ever see one corner), go west, north, east, south and repeat -- there's a set of enemies in each screen.

#### Credits

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- \* Squaresoft for making such a brilliant game
- \* GameFAQs for putting this FAQ up
- \* You for giving me feedback

#### Things I need to check on/do

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{Nothing}

#### Version History

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- V0.1 -- Preliminary Release. Released only on [www.idrive.com](http://www.idrive.com) and [www.jjyooi.co.uk](http://www.jjyooi.co.uk). Kind of like a "Work In Progress" FAQ. Not released to the public.
- V1.0a -- Alpha Release. First public release. Still a "Work In Progress", but more complete. Comments and corrections welcomed.
- V1.0b -- Beta Release. Second public release. Still a "Work In Progress", but

more complete. A few grammar mistakes and errors corrected. Added the solution to the Black Rabite sub-quest and the list of locations where this FAQ can be found.

- V1.0 -- Finally released the public version of the FAQ. Corrected a few spelling and grammar mistakes. Tweaked the FAQ here and there.
- V1.1 -- After getting several e-mails from people about the FAQ, I've decided to add the "Responses" section to the FAQ.
- V1.2 -- Checked through my Black Rabite directions after several people e-mailed saying they couldn't follow them.
- V1.3 -- Corrected quite a few errors in the text and clarified other parts as well.
- V1.4 -- Added some more e-mail comments about the FAQ.
- V1.5 -- First near-final release. Added the news that I wouldn't be updating this FAQ as often as I used to (new job is taking a lot out of me.)
- V1.6 -- Minor corrections.
- V1.7 -- Minor corrections.
- V1.8 -- Minor corrections and additions, including removing the news section present since V1.5.
- V1.9 -- I've been getting a lot of e-mails from people about the ??? Seeds, so I've rewritten part of the FAQ to make it clearer about how you get these elusive seeds. Removed FAQ from IDrive since they're going to switch to commercial use only.
- V1.10 - Added a paragraph further clarifying the class-changing system and the ??? Seeds. Thanks to Avery Lee for bringing up this important point.
- V1.11 - Added small paragraph about the "upgrading" of spells and abilities.
- V1.12 - Major tweak of text.
- V1.13 - Removed the responses section since no-one seems to be checking it before e-mailing me. So the good news is that the whole file is now smaller than before. And I've also moved the Disclaimer from the end of the document to the start, since I'm seeing more and more sites with this FAQ that I'm pretty damn sure I didn't permission to.... That's right, I know who you guys are and remember, I'M WATCHING YOU....
- V1.14 - Minor tweaks to the text.
- V1.15 - Corrections regarding Bucca and also the Molebear Highlands before the Forcena Invasion.
- V1.16 - Disclaimer updated.
- V1.17 - Layout and minor text changes.
- V1.18 - Minor editions, plus Klez worm warning.
- V1.19 - Minor editions.
- V1.20 - Minor editions. Removed Klez worm warning.
- V1.21 - Added a short note on Heath's battle.
- V1.22 - Added a small note on the Class Changing.
- V1.23 - Minor corrections, plus added the bit about Seiken 4.
- V1.24 - Nothing major, just letting the readers know about the change in web domain.
- V1.3 - Minor correction on the SD3 sequels.

#### FAQ Locations

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These are the major sites that have my permission to house this FAQ. Other, smaller sites have my permission, but if you want to post my FAQ, then please tell me, I'd like to see where my FAQ is heading.

<a href="http://www.jjyooi.co.uk">http://www.jjyooi.co.uk</a>	} Primary Distribution
<a href="http://www.gamefaqs.com">http://www.gamefaqs.com</a>	} Sites
<a href="http://www.gameadvice.com">http://www.gameadvice.com</a>	



<https://www.neoseeker.com>

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