

Grandia II FAQ/Walkthrough

by ADK

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GRANDIA 2 WALKTHROUGH BY ADK,
Final Version:

Homepage : <http://www.dimensions-sega.fr.st>
E mail : http://advanced_knight@yahoo.fr
Join my Forum for quick answer and to discuss about Sega Games.

UPDATE (02/23/2003) : I'm back on the scene of video games, less active than before but back.

If you wish to talk of video games with me or other fans in the future join my forum.

Welcome to this newguide for the first RPG on Dreamcast. Basically, i wrote a walkthrough for the american version of the game. Except for things like the name of the magics or other stuffs, the translation was well done. So people who plays the japanese version can also use my walkthrough.

Version 1.0 : the complete guide.

Version 1.1 : I added the location of the book of war. See the section of the Nanan village.

I hope that someone will send me the list of skill of this book and the skills of the dragon egg and the book of sage.

Version 1.2 : At least someone send me two of the three things i have missed, look at the credits section and look at sections 5 and 6.

Final version : It's a special version for my own site and gamefaqs.

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1 REVIEW OF GRANDIA 2 :

So this is the first time Game Arts, my favourite editor for RPG, makes something for the Dreamcast. When i saw Final 9, i though Square made a Game Arts style and it was pathetic, the big heads and the rest. I never imagined that Game Arts will answer to them by

making some Square game like. This time Game Arts choose "a more adult story" like they are proud to say. When i look at the hero, Ryudo i didn't enjoy playing with him. He was always complaining about himself and people and exactly like in all Square Soft games all the girl loves him. Bouh, after the first hour of play i was disappointed by Grandia 2. Where is the Game Arts style here ? In fact it comes later. After some hours of play, i found what i like in a Game Arts game like Lunar or Grandia but there was less than usual. (And in fact with Final 9, i found exactly a Square Soft game). The design fortunately is not all in a game. My disappointment passed and then i began to appreciate the game.

The presentation is very special. The editor choose a quality of videos that reminds the

one on the Saturn in Grandia. However i prefer the one in Grandia cause it was real FMV and not a mix of CG movie and original animation. The videos are not so numerous on the contrary of the other Game Arts.

The graphics are incredibly beautiful. It's very difficult to imagine that all is in 3D. When i look at the town i imagine a 2D town, but it's not. The character are cool to see and the design of some characters is very good. Of course i think to Millenia which is the most original character of the game, but also to Roan, who, when he spoke have dialogues full of feelings. Grandia 2 has an advantage on Grandia, it's the progression of the character. I didn't mean to obtain some skills but really change the character, like when Roan becomes a Prince. Each time you see Millenia she has a new skill to discover and it's original.

In the way of the animation, Grandia never slows. Rotations are smooth but not as fast as in Evolution. It's the good speed. I talk of speed and that's where i find a Game Arts ingredient. The animation of the hero and his party, especially when they run can't be compared to another game. It's the definition of the fun. I find this only in a Game Arts. Lunar 1 and 2 and also Grandia and Magical school Lunar have all the same fun. The editor didn't need 60 fps or a rumble pack, when we play with Grandia 2 will feel the fun.

The sound is of good quality. On the contrary of other RPG (on any machines) they created not an atmosphere but they can be heard again and again without annoying the player. Also the music CD of the collector version in japanese was a good idea for the US version. Thanks to Ubi Soft for this and the great package. The voice acting is excellent for an US game. Like in Eternal Arkadia, there was a casting !. All voices are in english and it's better like that (when i think to the poor Evolution 2 of Ubi Soft...).

Let's finish with the controls which are perfect with the analogic thumb. No need to add cause it's related with the animation and the fun. The menu confused the player during the first 30 minutes of play but it becomes cool and clear after.

So we have another great RPG for the Dreamcast. Is it better than Eternal Arkadia? Not so fast. Grandia 2 is ultra linear. in addition of that it is really less good in the way of the technique and in every points except for the fun. The magics in full motion, it's a good idea but it's not so impressive after all. I was waiting more of this. It's very difficult to obtain new skills at the beginning of the game and the battle are outrageously the same (Tenseiken slash 3 times, then heal then Tenseiken, then heal...) and that's why i think that Eternal Arkadia is the best. You could think it's few, but i don't want to add more than that, it will explain fully my position :

I buy the Dreamcast for Eternal Arkadia,
I buy Grandia 2 to have a good game on the Dreamcast.

Grandia 2 is only a good game after i played with Eternal Arkadia. Nothing in the story of Grandia 2 was original, i just like the concept: "the darkness is not so evil and the light is not so good as you could think fool". Millenia and Roan can't fight against Eternal Arkadia and i'll finish with this the contest : In other Game Arts all the characters were as interessant as Millenia and Roan. There was a less good quality in this game.

So be sure to buy and finish Grandia 2 before Eternal Arkadia to really enjoy it and don't make the same mistake as me.

PRESENTATION : 15/20
GRAPHICS : 18/20
ANIMATION : 19/20
SOUND : 16/20
CONTROLS : 18/20
INTEREST : 16/20
FINAL NOTE : 90%

2 CAST OF CHARACTERS :

RYUDO : is the hero of this story. In this game he evolves in a good man touch by the compassion of Elena and his love for her. However he is nervous and sometimes he has some problems to explain what he feels.

ELENA : is a songstress of Granas. She believes in humanity and kindness. She will realize in this game that the life is not black or white.

MILLENIA : is the most sympathetic character of the game. Mysterious, she appears only during the night. Even if she has a devil appearance, she doesn't make fear to Roan, who ever trusted her. Millenia is evil, but can her feelings change this fact ?

ROAN : seems to be a lost boy when he met Ryudo. A turbulent kid that want his medal. Why or when did he lose it ? we don't know but after Ryudo knows him better, he really count on this little guy. Roan is a typical character of Game Arts and all that he says is full of feelings and kindness.

MAREG : Is a beast man tormented by the destruction of his home. Melfice is responsible of that and he leaves only to kill him since that day. However, the arrival of a "doll" considerably changes his mind and we discover another side of him. Once Melfice died, Mareg become an epic hero and a model for Tio.

TIO : is an android created in ancients times to fight against Granas and serves to the death Valmar. Tio will learn the definition of conciousness. What it means and the responsibilities you can have. Even if we can think she could be lost without Mareg, Tio is a cool character. Not so powerful unfortunately.

POP ZERA : His holiness Zera is a really good man. All what he says is true, kind, cool and we when we hear him, we want to serve Granas, but i don't trust a pipo man like him. (pipo = lie in french, so a pipo man is a guy who... OK.)

SELENE : is the lieutenant of Zera. She is completely crazy and i'm asking to myself who is the designer who created a so poor character.

MELFICE : if Melfice looks like Galeon of Lunar, he has absolutely nothing of him. His skills are impressive and it's a good boss, but not the ultimate evil that the instruction manual wants to say. For those of you who are interested, it's Ryudo's big brother.

PRINCE ROAN : In fact it's a more powerful version of Roan, he appears at the end of the game and is strong and slightly different from Roan.

3 WALKTHROUGH :

After a long video and a cut scene, we discover Ryudo. He accepts a job and go to Carbo Village. Once you can leave here, search for 2 items on the ground then use the ladder. Follow the way and kill 2 monsters during the travel.

CARBO VILLAGE :

Nothing to do here, heal, buy a weapon if you can, then go to the church. You hear for the first time the song of Elena. His father, Carius comes and asks you to protect her at all costs. Before that he asks you to wait for him at the inn. Do this and choose the first choice (wait Carius...) once in the inn (talk to the master). Then he comes and pays you to bring Elena in Garmia tower. After a scene you can play and leave.

BLACK FOREST :

1 : you can fight two times here and then you go to the second part of the forest.
2 : You can fight and find 2 items. Then you arrive at Garmia Tower.

GARMIA TOWER :

You meet the other sisters. Then you wait outside when you hear a scream. You must enter the tower now.

1F : save the game and kill everyone, you can collect some items here.

2F : No monster, go to 3F.

3F : the way is strange but easy, beware of the gargoyle and take all items.

Top floor : you must kill 2 gargoyles here. Then Tessa asks you to save Elena. Skye find a way by the window, push A near it to open it. After the scene, Elena is possessed by the wings of Valmar. Bring her to Carbo. Carius involved yourself in the story and then Millenia appears. Fight her and lose. Once you have lost the battle she goes away. Now eat at the inn if you wish, equip your party and leave the village forever.

INOR MOUNTAINS :

1 : In the first part, down and around the mountain way are a lot of mushrooms to destroy. You got items or have to kill monsters. Once you destroyed them all use the mountain way. to avoid being surprised by a bird, just stop to walk when he charges on you.

2 : A scene stops you, then in the second part, you will find rocks that fall. Go down and take the gold, use the ladder to go up, you'll see a chest surrounded by rocks, north of here is another rock you can move to open the way to the chest. Follow the way to the exit after that.

AGEAR TOWN :

Equip and heal. Pass the night to advance in the storyline. Millenia joins you. It's time to find Roan.

DURHAM CAVE :

1 : go down and save, right you meet Carro. It's a stupid fox that can help you in the dark. If you find three nuts, he comes with you and lighten up the way. Unfortunately you find the third and a fourth very later, so don't waste time with this thing. Push the rock and a monster attack. Use a lever to pass the bridge and push another rock. Beat the monster in the next room. Now use a lever and come back to use the other bridge. Explore the next room and beat the toads here. Exit to the second part, by using the other way in the same room you will find a poff nuts, give it to Carro.

2 : you arrive and you see Roan.

BOSS : 3 TROGLODYTES : easy fight.

Then Roan joins the team. Push the block to open the jail. Take all items and use a lever to drain the water. Then you find a second poff nut on the way. Last push a rock so you can go back to the exit by using a shortcut. Save and heal.

3 : DURHAM DEPTHS :

BOSS : DURHAM MINOTAUR + 2 TROGLODYTES.
kill the 2 troglodytes and then the boss.

Return to the town, heal and save then exit by the new rear gate. Talk to a guy on the way to it to obtain a third poff nut (ridiculous at this point of the game...) and then you can exit.

BAKED PLAINS :

- 1 : follow the way to the exit...
- 2 : There are a lot of worms here but except for this, the way to the exit is clear.
- 3 : After a scene you decide to sleep.

BOSS : BEAST MAN :

Mareg is not so hard to beat.

Now follow the path to the Silesian Continent.

LILIGUE CITY :

Day 1 : Once you arrive, equip the party and pass the night at the inn.

Day 2 : Enter the town and you learn about the curse. Find the house of Gadan and talk to him. Then you must exit and find more informations, so search for the church on the top of a hill and talk to the father. Go upstairs and after the scene near the eit is Mareg and he joins you. Open the door on the ground near Gadan's house to enter the next dungeon.

LILIGUE CAVE :

- 1 : Here you can light up all the torch if you want to find all item. Once you have visited all the ways and collect all the gold, exit to the second part.
- 2 : It's just a small part of the whole second part, so exit.
- 3 : Back in the first part, and with a mini labyrinth, go left then right to the exit.
- 4 : Once again in the second part, go down, take the item here then go up and follow the way. Press the switch. Go back and a door has opened.
- 5 : Follow the way to a room with a block that you must push. Then switch on the red light. Jump in the hole then go straight to the blue light. Last use again the way of the red light and go down near the chest to switch on the green light. Then go to the yellow switch and open the door to the light room.
- 6 : In the third part save.
- 7 : LILIGUE CAVERNS :

Millenia is back and you must chase the boss. Enter in the temple.

BOSS : VALMAR'S TONGUE + LEFT HAND + RIGHT HAND.

Destroy his member first then the tongue itself.

Return to the town and use the sky way. A scene occurs where Millenia "meets" with Elena. Ryudo arrives and then you can follow the way to the next forest

LUMIR FOREST :

It's hard to travel here cause of the tree that creates multi ways. Enter the lumir cavern and find the exit. In the new part you enter, search for the lumir cavern 2. here try all the way before you exit, cut all flowers to open new doors. In the last part, you arrive in a strange place.

GARDEN OF DREAM :

After the strange scene, you can exit of here to a village.

MIRUMU VILLAGE :

After the scene you decide to pass the night here. Buy a weapon for Millenia and enter in the inn. In the town go to the bridge to find Aira. Enter Sandra'shouse. After the scene

exit, pass the bridge and go to the entrance to meet SELENE, the crazy. Spend the night at the inn and after a long cut scene, go to Sandra's house and then to the dungeon.

THE MYSTERIOUS FISSURE UNDERGROUND :

After an average way and a spiral you arrive at a save point.

THE MYSTERIOUS FISSURE DEPTHS :

BOSS : 4 EYEBALLS BATS.

Once in the town, go to the town hall. Selene arrives, talk. Go to the fissure entrance and meet on the way Aira. Follow her. Return to Mirumu. After the scene you can save the game. Now go to the garden of dream. Enter Aira's space by using a vortex.

AIRA'S SPACE :

1 : Follow the way until you see a bridge appears and disappears. Go right on the bridge to

collect an item and then straight. Ring the bell. Enter the glowing ball.

2 : Go to the eye on the bridge. You have now 3 exits. 2 leads to an item and gold and one is the good. Use the ladder and follow the way.

AIRA'S SPACE ROOM EYE :

BOSS : VALMAR'S EYE + RIGHT TENDIL + LEFT TENDIL + 4 EYEBALL BATS.

Use skill of group and the eye died. Then destroy the tendil and last the eye.

Once it's down, you return to the town, heal, save and ready for new adventures.

ST HEIM MOUNTAIN BASE/ST HEIM CAVERN :

1 : Follow the way to the cavern.

2 : To the right the exit leads to an item. Then go north to exit to the mountain.

3 : Use the first exit and explore all the way. Then use the second exit. you camp there. You can re enter the cavern.

4 : Here save and go to the waterfall. Then follow the way to the mountain base.

5 : Go to the cavern, push a rock and discover the mach boots. Now use the good way to exit of here.

MOUNT HALFWAY UP :

You decide to pass the night here. Follow the way up. If you go above the waterfall; push the rock and then go down to obtain the dragon slayer. You can continue and avoid the gas here. follow the way to the exit.

ST HEIM PAPAL STATE :

Ouf, the city of good. There's not much to do here, spend the night at the inn. After a scene, go in the cathedral and you left your team. Enter in the audience room. After the scene, exit by the left and go upstairs to the pop's room. You can go after the talk sequence to the library. A new scene occurs in which Millenia appears. Go to the balcony to meet her. Talk to her and then go to the audience chamber. You talk and receive the book of priests there. Exit of the town.

ST HEIM MOUNTAIN PILGRIM ROAD :

Don't go straight but try the ladder if you want to fight and collect items. Then exit.

RAUL HILLS :

- 1 : Follow the way to the broken bridge. You must find another way. On the right is a path to some walls of a castle. Exit of there to another path.
- 2 : Cut all the flowers here. Follow the path to the fork. Go left to save and pass the bridge. Then go straight for more items. After that come back and use the boat. Once you arrive, go left for items and right for the exit.

CYRUM KINGDOM :

- 1 : pass the night here.
 - 2 : Find Hemble, talk to him. Then play a mini game where you will ear the battle music sequence of Grandia 1. R trigger gives you power and A button is your endurance.
- Elena helps you. Use R to win after that. Then she seats down. Go to the stand near Hemble's tent and choose the fourth option which is invisible (it's not a bug). When you come back, you find Millenia. Then go to the Mau tent. Mareg and Roan come. Last take the boat to the next dungeon.

CYRUM CASTLE SECRET PASSAGE :

Go right and use a ladder to find an item. Then go straight and push all boxes to open the way to the exit. Use the switch to make a bridge appears. Then use the ladder to reach the third switch. The door opens. Last the fourth switch creates a shortcut to the exit. Pass the door you have opened and search for the secret wall to enter the castle.

CYRUM CASTLE DOWNSTAIRS HALL :

Find MENORI in the room here and talk to him. After that go to 1F and enter the audience room. Then you can access the king's room and talk to him. Then Roan explains the whole story of his country. Go to the downstairs hall to the gate then.

UNDERGROUND PLANT :

- 1 : follow the way to some stairs then use the lever near. Then come back to the stairs and climb it to use the new way. Then go to the exit.
- 2 : Go left to collect an item then straight. Follow the way offers by the pipe and be sure to take all items here. You'll have a long way to the save point and then to a lever. Use the pipe to continue and last take the long way to the pod.
- 3 : Find your way here to the save point. Once you are ready enter the next room.

UNDERGROUND PLANT CONTROL ROOM :

Go straight.

BOSS : VALMAR'S CLAW + LEFT ARM + RIGHT ARM.

Once you win you meet Tio and decide to go to the king to ask him what's the matter here. Unfortunately, the king is killed by Melfice. Mareg goes crazy and wants to fight him.

BOSS MELFICE + SWORD + REGENERATOR.

He is invincible so don't waste time...

After you wake up, Roan leaves the team and Tio joins you. Then you decide to go to the

harbor and use the boat, like Roan said.

IN THE BOAT :

Talk twice to Tio. Talk to Elena and go to the deck. Talk to captain Bakala.

CECILE REEF :

Explore the island. You pass the night here. You awake in a big trap. This island is full of insects. Fight with some Crimson claw.

1 : After the battle follow the way to the exit. Save here and just follow the path up then down. You reach a new exit.

2 : Follow the way to exit.

BOSS : 2 CRIMSON TAIL.

After this misadventure you jump in the boat and reach the new island. It's Ryudo's home. It's time to fight the past...

GARLAN VILLAGE :

Explore the village and find Ryudo's house with a closed door. After the scene with Gatta sleep at the inn. Then look at the story of Ryudo. Once morning exit of the town by the north.

GRAIL MOUNTAIN ROAD :

1 : After Gatta comes save and follow the road. Later you'll have to push some graves to unlock the way to the exit.

2 : Here walk on the purple swamp when you are stucked, but it sucks your HP. Use the purple rope to pass on the other side of a hole.

GRAIL MOUNTAIN SHRINE SQUARE :

Enter the shrine. Once you have found the seal, exit and meet Melfice. Follow him to Grail mountain part 3 and and go north. Save before the fight.

GRAIL MOUNTAIN PLATEAU OF MEMORIES :

BOSS : MELFICE + SWORD + REGENERATOR :

Destroy the regenerator first then to break the sword use only air and ice magic. Then kill this poor boss.

If you want to eat some cakes now is the good time because a very very long cut scene occurs. So eat and drink and when the game allows you to play, heal, save and exit of here. With the boat you reach Mareg's home.

GHOSS FOREST WEST :

1 : Go straight and use the big flower to advance. You arrive easily to the exit.

2 : After a short way and some flowers you discover where the claws of Valmar were sealed. Then you exit near this place to the next village.

NANAN VILLAGE :

Go straight to the Elder's house and talk. Then you enter a hut of trials. You must collect some nuts for Carro. If you collect 16 nuts you win. You must replay this mini game and then talk to a man outside of the hut, until he gives the book of war.

Then advance and find a green field. Last exit with the jump pod.

Everyone loves the smell you have now instead of you... The night comes and so

comes the fest. Talk to the elder and Elena sings and then you exit together to the spring of love. Look at the Santa Barbara scene then heal, save and exit of the village.

GHOSS FOREST EAST :

- 1 : Follow the way to a big tree then in the swamp area, collect all items and exit.
- 2 : Cut the mushrooms here so the enemies appear. Follow the very simple way a long time to exit.

THE GREAT RIFT :

- 1 : There are good items here so don't miss a path. Push a rock to create a path. Then use a ladder. Later it's two rocks you must push. Then you will reach the exit.
- 2 : When you arrive, two ways leads to an item. One to the east is the good. Then you go north to collect items and west between 2 rocks for the good way. Follow the way down and you arrive in some sort of mountain ground. You can save here.
- 2 : This is a sand area and the same sand as in Grandia 1. After 2 or 3 battles you arrive near a giant storm. Then you must enter the next dungeon to cut it.

THE DEMON LAW :

There is a small way to the boss.

BOSS : LECK GUARDER + 2 SNOW LEOPARD

To open the next door you must use 3 pillars. One in front of the door and the two others right and left of the door.

BOSS : 2 NAGA QUEEN

After this go left then right (beware of the lazer) and last pass the door in front of you.

DEMON LAW CONTROL ROOM :

BOSS : TIO CLONE

Destroys the center control then exit of here to great rift 3. Then you go in the fourth part of the great rift and Selene awakes the body of Valmar.

VALMAR'S BODY :

1 : tentacle passage : an original dungeon at least.
Enter and search for an eye to use. Then go straight to collect an item and right for the good way. Push the slime block.

2 : vein passage : right is a PRETTY BRACELET and left is the good way. Don't touch the switch and collect the revival gem. Now use the switch and follow the way. Don't touch the new switch and collect items then use it to obtain a way to the third switch. Don't use it, if you go left you reach the exit. If you use the switch you find a sage hat but don't forget when you come back to put it in its original position, or you'll regret it. Just before the exit use the switch to collect an armor but don't forget to use it again. Exit.

3 : Spherical room : use the sphere to turn the body.

4 : Vein : follow the way and collect an item then you use a switch. continue to explore the vein and again collect items then use a switch to advance. There are a lot to find

here so be sure you have used all the ways.

5 : tentacle : follow the way. before you see the eye, follow the way to collect an item and then come back to use the eye. Push a slime block and follow the way to new blocks. and the exit.

6 : VALMAR'S CORE :

BOSS : VALMAR'S BODY + RIGHT TENTACLE + LEFT TENTACLE

Millenia is complete (Except for the horns in Ryudo's body). The Granasaber is in fact a gigantic spaceship. Tio set it for you and you take off to the silesian continent. You land on ST HEIM PAPAL PASTURE. There is a long cut scene then.

Hurry to the cathedral and kill 4 GRANAS KNIGHT to see what they are. Evil soldier in fact. Then....

BOSS : VALMAR'S HEART + LEFT EYE + RIGHT EYE.

You can now enter the cathedral and chase Zera the traitor (pffff PIPOMAN...). Enter the audience chamber and talk to Oro. Then he shows you a new room. use the stairs to the throne and on the other side is the room. After the stairs pass the holy door, use stairs to reach a teleport device and arrive near Zera.

He talks then you follow him in the next room.

At the beginning of the world, Granas appears from nowhere and gives his power to the imagination of people. At that time the light was good. People use the power to create and live in a peaceful world. Then come the ambition, the will to conquer and many granas ship was created to explore space and conquer the univers. Some people believed that Granas must be stopped and that's why Valmar was created. After a demonic fight Granas was destroyed and Valmar cut in pieces by his opponent. The religion are nothing but

PIPO. The light is not so good and the darkness is not so evil as you could think. Hear them before you choose...

Zera escapes on the moon of Valmar and Ryudo decides to chase him there. Use the Granasber in the pastures.

VALMAR'S MOON :

1 : Go straight then right. Cut the barrier. Continue to the left (right there is a chest) and use the second path left (the first has gold). Then go right (left is an item) and use the first path right for gold and the second for the good way. Right is an item and go left after. The path goes right, then the first right leads you to a device, use it and use the second left. Last use the bridge to exit.

2 : Try the way of your right then south and last go straight. Right is a chest, go left and follow the way. Left is an item and right is the good way. Then go straight and south. Follow the way and collect a potion then cut the barrier. Use the new way to exit.

3 : Press the 6 buttons on the ground to obtain an armor and to open the way of the bridge. You can press a seventh then. Pass the bridge and with the 8th button you can collect a helm. I activated button 9 and 10 then button 11. On the right the path leads you to a potion. Now go left and use buttons 12, 13, and 14. Pass the bridge and use buttons 15, 16 and 17 and a boulder move. Then Buttons 18, 19. Jump then use button 20 and the last button. Now save.

VALMAR'S WOMB :

scene. BOSS : EGG GUARDIAN + 3 BIT.

Long scene. YOU MUST ESCAPE NOW.

BOSS : 4 VALMAR FLY.

BOSS : VALMAR YOUNG + 2 VALMAR FLY

BOSS : 2 VALMAR YOUNG.

During the FMV, Maref gives his life to save you. You take off and land near Cyrum kingdom. Once you can play collect the Missanga. You can obtain all SP used for Mareg and upgrade the other characters with it. Then leave this place and find Roan.

CYRUM KNIGDOM :

Tio has a new skill, so buy it if you can. Then you find Roan fighting with foes.

BOSS : 2 VALMAR YOUNG

After a long scene Go to Roan's office. Then try to exit of the town.

BOSS : 2 VALMAR YOUNG

after that exit.

RAUL HILLS : It's the bonus stage of Grandia 2 :

Here are a list of very good items you can find there :

LORE OF MAGIC : add 1000 MC to your current total,

SOUL OF A HERO : Double exp earned,

ASTRAL MIRACLE : double SC earned.

FAIRY EGG : the seventh mana egg.

Exit of here once you have all the skills and magics to the max to avoid problem against the last boss. But if you don't want to waste time, it's your problem.

Now go to Cyrum Kingdom south and look at the scene. You can enter the Cyrum Royal MAUSOLEUM. After the scene, exit to the door.

BIRTHPLACE OF THE GOD :

1 : At the beginning go left and follow the way. you collect gold and after 4 fights you arrive in a place with purple ground. You see a corridor and stairs. Use the switch, use the door of the left to activate a switch and discover an armor. Now go straight. You are at the entrance. Go right and follow the way to a fork. right is an item and left is the good way. Pass the exit door.

2 : Go right and collect a quake stone, use the stairs and follow the way, save and exit.

3 : Follow the way to the BOSS : 2 DUAL FIST. You see a switch so use it. The two ways straight leads you to items and gold. Go south and collect an item. Go to 2F.

4 : Try to return to 1F and BOSS : 2 GUARDIAN. Use the last switch. Left is a way to an item and a switch for a room. Then go to 3F to collect an item in a room previously locked. Last go straight in 2F to the elevator.

5 : Activate the switch in this order : blue, red, yellow and use the elevator.

6 : It's a new part of 3F. Advance and save. Pass the door and you meet Elmo. Scene.

The light, Granas, and the dark, Valmar, are not gods. They are just entity created by humans. Humans use them to live in peace or to fight. Valmar was here just to destroy Granas but exactly as for Granas the power corrupted their creators. Valmar can't be destroyed, you can cut it in pieces but each piece has the mission to eat the other and the soul of an host in order to rebuild Valmar.

Go to the center and look at another Santa Barbara scene.

Once in Ryudo's soul , answer 2, 2, 2 to the quiz. After the scene, Ryudo comes back and if you are ready, answer 2 to go to the final dungeon.

I want to add that i was the victim of a bug, when i found the dragon egg it became a magic stone in my inventory, but normally the 8th mana egg and the last book of skills are in the previous dungeon.

NEW VALMAR :

1 : Use the switch to go to B1 then come back to 1F. Use the next switch after 3 battles in the center place in B1. Use the switch to go up. You meet 3 ways : right has a chest, left an item and go straight to a room with switches. Use them all. Some leads to items or monsters and one to the boss.

BOSS : VALMAR MAGNA + 2 VALMAR MOTH

2 : Left way for an armor. Right to a room with a switch. Here is a helm and the good way (a nest of valmar moth then use 2 switches).

3 : Here, go in the red tunnels. One leads to an item and the other is to the purple tunnel. One purple tunnel leads to an item and the other to a last red tunnel. Then save and use the last purple tunnel.

BOSS : 2 VALMAR MAGNA

NEW VALMAR CORE : Go to the center,scene.

BOSS : VALMAR CORE + 3 HEADS

BOSS : MILLENIA

Then use a teleport, heal and save.

BOSS : VALMAR'S TONGUE

BOSS : VALMAR'S EYE

BOSS : VALMAR'S HEART

FINAL BOSS : ZERA VALMAR.

Then enjoyed the long ending, Hero.

You will play the epilogue with Roan. It's just to see what everyone becomes. Simply follow the direction of the compass.

4 LIST OF SKILLS :

RYUDO :

TENSEIKEN SLASH : 24 SP
FLYING TENSEIKEN : 40 SP
PURPLE LIGHTNING : 32 SP
SKY DRAGON SLASH : 99 SP

ELENA :

IMPACT BOMB : 25 SP
NIGHTMARE BALL : 18 SP
DROPLETS OF LIFE : 90 SP
WHITE APOCALYPSE : 80 SP

ROAN :

GOLDEN HAMMER : 22 SP
DRAGON RISE : 38 SP
SNOWBALL FIGHT : 40 SP
VITALITY MARCH : 20 SP

MAREG :

BEAST FANG CUT : 26 SP
BEAST KING SMASH : 44 SP
BEAST KING BLAST : 52 SP
LION'S ROAR : 18 SP

TIO :

LOTUS FLOWER : 28 SP
FAST DANCE WHIRL : 38 SP
TORNADO : 48 SP
WHISPER TO STARS : 36 SP

PRINCE ROAN :

GOLDEN HAMMER : 22 SP
TRUE DRAGON RISE : 42 SP
ICE PRISON : 30 SP
VITALITY MARCH : 20 SP

MILLENIA :

ARROW SHOT : 25 SP
HEEL CRUSH : 20 SP
FALLEN WINGS : 75 SP
STARVING TONGUE : 55 SP
SPELL BINDING EYE : 60 SP
GRUDGING CLAWS : 42 SP.

Each skills can be upgraded to five stars. The skill gain in power but mostly in speed.
It's perfect with five stars.

5 LIST OF MAGIC :

I have them all, yahoo !

HOLY EGG :

Lv 1 :

Heal : 6 MP
Healer : 12 MP
Healer+ : 24 MP
Alhealer : 18 MP
Tremor : 15 MP
Quake : 40 MP

Lv2 :

Crackle: 18 MP
Crackiling : 52 MP
Snooze : 5 MP
Shhh! : 10 MP
Fiora : 12 MP
Gravity : 8 MP

Lv3 :

Cure : 4 MP
Refresh : 12 MP
Wow! : 5 MP
Diggin' : 4 MP
Speedy : 7 MP
Runner : 3 MP

CHAOS EGG

Lv1 :

Heal : 6 MP
Healer : 12 MP
Burn! : 6 MP
Burnflame : 16 MP
Hurnstrike : 20 MP
Hellburner : 42 MP

Lv2 :

Howl : 9 MP
Howlsplash : 14 MP
Howlnado : 45 MP
Zap : 24 MP
Zap all : 36 MP
Dragon zap : 58 MP

Lv3 :

Snooze : 5 MP
Fiora : 12 MP
Runner : 3 MP
Stram : 6 MP
Cold : 7 MP
Freeze : 5 MP

MIST EGG

Lv1 :

Heal : 6 MP

Healer : 12 MP
Healer+ : 24 MP
Howl : 9 MP
Howlsplash : 14 MP
Howlnado : 45 MP

Lv2 :

Crackle : 16 MP
Crackling : 52 MP
Poizn : 15 MP
Shhh! : 10 MP
Gravity : 8 MP
Cure : 4 MP

Lv3 :

Refresh : 12 MP
Resurrect : 40 MP
Diggin' : 4 MP
Speedy : 7 MP
Runner : 3 MP
Def loss : 5 MP

GRAVITY EGG

Lv1 :

Heal : 6 MP
Healer : 12 MP
Burn! : 6 MP
Burnflame : 16 MP
Hellburner : 42 MP
Tremor : 15 MP

Lv2 :

Quake : 40 MP
Boom : 22 MP
Ba-boom : 75 MP
Snooze : 5 MP
Poizn : 15 MP
Craze : 10 MP

Lv3 :

Fiora : 12 MP
Halvah : 24 MP
Wow! : 5 MP
Def loss : 5 MP
Cold : 7 MP
Freeze : 5 MP

SOUL EGG

Lv1 :

Heal : 6 MP
Healer : 12 MP
Alhealer : 18 MP

Howl : 9 MP
Howlslash : 14 MP
Howlnado : 45 MP

Lv2 :

Zap : 24 MP
Zap all : 36 MP
Gad zap : 55 MP
Poizn : 15 MP
Craze : 10 MP
Shhh! : 10 MP

Lv3 :

Halvah : 24 MP
Resurrect : 40 MP
Stram : 6 MP
Def loss : 5 MP
Cold : 7 MP
Freeze : 5 MP

STAR EGG

Lv1 :

Burn! : 6 MP
Burnflame : 16 MP
Burnstrike : 20 MP
Hellburner : 42 MP
Tremor : 15 MP
Quake : 40 MP

Lv2 :

Boom! : 22 MP
Meteor strike : 50 MP
Zap! : 24 MP
Zap all : 36 MP
Snooze : 5 MP
Craze : 10 MP

Lv3 :

Cure : 4 MP
Resurrect : 40 MP
Wow! : 5 MP
Diggin' : 4 MP
Speedy : 7 MP
Stram : 6 MP

DRAGON EGG

Lv 1 :

Burn
Burnflame
Burnstrike
Hellburner
Tremor

Quake

Lv 2:

Howl

Howls slash

Howl nado

Boom

Ba-Boom

Meteor Strike

Lv 3:

Zap

Zap All

GadZap

DragonZap

Crackle

Crackling

please note that the names of the magic are completely different in japanese but in the same order.

6 BOOK OF SKILLS :

ADVENTURE BOOK :

Life up

Strength

Toughness

Dash

Skilled item use

Pirate's ring

BOOK OF WIZARD :

Magic power

Intelligence

Zapfire chant

Boomflame chant

Quakeblast chant

Magic recovers

BOOK OF WARRIORS

Life up

Toughness

Speed

Abandonment

Defensive

Item recover

BOOK OF PRIESTS

Life up

Mentality

Leafwater chant

Glacier chant
Woodland chant
Absorb magic

BOOK OF GALES

Dash
Stormcloud chant
Northwind chant
Aim for counter
Skilled item use
Decoy

BOOK OF SWORDS

Special power
Strength
Abandonment
Defensive
Fighting spirit
Move recover

BOOK OF SAGE

Magic Power
Intelligence
Mentality
Wizardry Chant
Mystic Chant
Magica Esoterica

BOOK OF WAR

Life Up
Special Power
Speed
Aim For Counter
Fighting Spirit
Full Body Blow

Some book skills, can be increased by using SC (when you see a sword) and some book skill can be increased with MC (when you see a staff).

7 CREDITS :

I thank Game Arts for this game.
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I thank William Wallace for the Book of Sage and the Dragon Egg.
Thanks to Steel Phoenix for the Book of War.

well that's all folk so enjoy the game and don't forget to play the epilogue one year after to see what the three heroes become.

ADK.

