

Phantasy Star Online HUcast Guide

by Balken

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Phantasy Star Online HUcast Guide
written by Balken (balken119@yahoo.com)
Version 1.1 dated 3/25/01
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|AUTHOR'S NOTE |
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Sorry about the long update. Too much school, so little time. :P I hope that in this version that you will be pleased. I've taken the time to add a few more sections and change some of the sections into better stuff. I wasn't very happy about the previous version, so I basically rewrote the guide. I've been getting way too many E-Mails about the same info I was asking for a long time ago (MAG info: IQ, Synchro) but it's been answered over a hundred times. If I haven't replied to your E-Mail, I apologize. From now on, don't send in any info that I can easily find in another FAQ, but rather send me unique info that would be very interesting and helpful. It's also my fault since I asked for MAG info that I could easily find myself; I knew there were going to be alot of people going to answer since it's obvious. If I haven't credited you, chances are that someone might have sent in the same info before you. E-Mail me with your original E-Mail and I'll be sure to add you in the next version.

In the next version, there will be a much bigger update than this one. (Hopefully) it will have a complete bestiary, a better MAG guide (other than just tips on MAG evolution), and some more stuffs.

Also (thanks to nozedive13 for letting me use his idea), you can subscribe to the HUcast Guide. If you subscribe, you can get the newest version of the HUcast Guide before it even hits GameFAQs or wherever I have it up. Oh yeah, if you've already sent me stuff about wanting to subscribe, please, send me another request cause I've been too busy to start my subscription list. :(That is all.

Sites authorized to use this guide:

GameFAQs
Neoseeker

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Table of Contents
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- 1.) Revision History
- 2.) Introduction
- 3.) Frequently Asked Questions
- 4.) Character Analysis
- 5.) Customize
- 6.) Weapons and Items
- 7.) Enemy/Boss Strategies
- 8.) Beginners Guide
- 9.) MAG Evolution
- 10.) Tricks and Tips
- 11.) Troubleshooting
- 12.) Needs
- 13.) Credits
- 14.) Contact Info

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1.) Revision History
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| Version 1.1 dated 3/25/01 |

- Added/changed questions on FAQ.
- Added max stats to Character Analysis section.
- Worked on explanations for Customize settings.
- Worked on Weapons and Items section.
- Changed Strategy section into Enemy/Boss Strategies.
- Changed Starting Out section into Beginners Guide.
- Changed Hints and Tips section into Tricks and Tips. Added few tricks.
- Worked on MAG Evolution section.
- Changed About the Author section into Contact Info.

| Version 1.0 dated 3/7/01 |

- First version of the guide.

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2.) Introduction
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Hello, and welcome to my Phantasy Star Online HUcast Guide! Here I will give you a better understanding about the HUcast class of PSO, how to become a better HUcast player on PSO, and a give many useful tips for those who are and aren't a HUcast. This is the first FAQ that I've written, so please don't blame me if there are a few errors. Please do not rip off anything from my guide. I have never ripped off anyone's work and have only taken a little bit of information on the GameFAQs Phantasy Star Online Message Boards. Please do not E-Mail me with anything that is already clearly explained in the guide. Only E-Mail me if you would like a better understanding of something that was in this FAQ that I didn't state well. Also, only E-Mail me if I there are spelling errors, grammatical, false statments, or if you would like me to add something to this FAQ. If there is something wrong with my guide and you want to criticize, please use CONSTRUCTIVE CRITISISM. Don't say "oh ur guide sucks," give me a reason why and what can I do to make it better. Also, if you're going to E-Mail me, use the title "HUcast FAQ" or something of the like that so that it doesn't end up in my trash bin. If you're going to subscribe, then use the title "Guide Subscribtion" so I can quickly add you and your name doesn't get lost. I don't check my E-Mail often, so don't expect a fast response. If you contribute to this guide (that isn't obvious), I'll give you credit. I'll give you credit even if it's something as little as a spelling or grammar error. PLEASE, I repeat, PLEASE do NOT link to this guide. If you see someone not listed on the sites list above linking to my guide, please report it to me ASAP. If you would like to use something from my guide, be sure to E-Mail me and get permission. If you would like to use it on your website, please E-Mail me first telling me where and when it will be up. Now that that's out of the way, let's begin!

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3.) Frequently Asked Questions
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Q: What exactly is a HUcast?

A: A HUcast is a combination of a Hunter and an Android. Their growth rate is higher than the other classes (in ATP and HP), can excel in both close and ranged combat (their ATA is the highest of the Hunters) and they just look so darn cool. :P The only bad thing about HUcasts is that they don't get magic.

Q: WHAT!? No magic??

A: Well.. you since you don't get any magic, don't let that cloud your judgement! There are a few pros and cons to this. When I used to play as my HUmar, I only used magic for healing and opening up boxes quicker. You can still be a powerful team-player by replacing magic stuffs with items and weapons. Instead of using Gizonde to open up boxes, you can

use Swords or Partisans instead. The only problem would be that you have to be up close, and you might not hit all the boxes. If you want to fully heal people, later on in the game, Trimates won't do much so you'll switch to Star Atomizers. Star Atomizers heal others around you too.

Q: Can I do ANYTHING with magic?

A: Nope. You can't even equip or use magic items. There is a good part to this, because if you can't use magic items, you can just sell them. More magic items = more selling = more dough! This can be useful to you if you're the kind that wants alot of money. If you don't want to sell the items, then you can just give them to friends online. Especially if the item is something like a Mind Material or a TP Material, or a very powerful Force weapon.

Q: What kind of players should choose a HUcast?

A: HUcasts are fun to play and are good for both beginners and expert players. Beginners can learn the basics about PSO and learn to kick butt with a powerhouser. Experts that rely alot on magic can get a little kick out of playing a HUcast, since they will no longer have no magic and have to rely solely on items.

Q: Which Section ID would be best for a HUcast?

A: I would say either Purplenum or Yellowboze. Purplenums tend to find Mechguns, Daggers, Swords and Partisans more often than other classes. These weapons are essential to a HUcast's arsenal. If you want to find those kinds of weapons more than others, then try to pick a name that will get you a Purplenum Section ID. If you're in it for the money, then choose Yellowboze. Yellowbozes find more money than others in more amounts.

Q: What advantages to HUcasts get over other classes?

A: Well, Hunters in general can use the most weapons types. Androids have some neat features like Poison and Paralysis immunity (two of the most ANNOYING status ailments in the game), 24-hour Trap Vision, and can get more money off of magic items. HUcasts ATP and HP grow the fastest, have the most HP, and don't have to worry too much about MAGs. The only sad thing is that once they max out their stats, they become very boring very fast. People who can use magic also have an advantage over HUcasts. Once they get boring at the high levels, you can always start over. I would recommend transferring your old items to your new char. If you need any help, I'm always available.

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4.) Character Analysis
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HUcast
Hunter + Android

Character Attributes Graph:

```
      0  1  2  3  4  5
HP:  |=====|5
Hit:  |=====|3
TD:   |0
TP:   |0
AC:   |=====|3
AD:   |=====|4
```

| HP: 5/5 | Hit: 3/5 | TD: 0/5 | TP: 0/5 | AC: 3/5 | AD: 4/5 |

Max Stats:

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ATP  :710      Max HP  :???
DFP  :310      Max TP  : 0
MST  : 0
ATA  :150
EVP  :450
```


The next one is another good one for team play except you don't have a Telepipe. This one is good since you can revive, heal others, and keep yourself out of those annoying status ailments like confusion and shock-alysis.

Star Atomizer

Sol Atomizer

Moon Atomizer

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6.) Weapons and Items
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| Items |

MESETA

Meseta is the currency in the world of PSO. It's not a good idea to keep alot of it around because if you die online, a thief can take it as well as your weapon. Also, if you die in a difficult area, it'll be tough getting it back. When you start out, you should save up your money for healing items. Never buy weapons at the store because there are either way better weapons you can find, and most of the weapons they sell have negative enemy percentages.

MONOMATE/DIMATE/TRIMATE

The three most important items to a HUcasts. Since Androids can't use magic, we have to rely on items to heal. They're sort of common when fighting in areas, so you'll probably be reimbursed if you use one. Don't fight in an area with too powerful monsters, or else you'll be eating these up like popcorn. It would be very wise to keep at least one of these in your customize menu.

MONOFLUID/DIFLUID/TRIFLUID

These are similar to the -mate family, but these restore TP instead of HP. These have no use to us, so if you find one, you should just either sell it, or lend it to someone if you're playing online. If you need to clear up space so you can pick up an item or weapon that you need, you should just drop all of them.

ANTIDOTE/ANTIPARALYSIS/SOL ATOMIZER

Other than the Sol Atomizer and Antiparalysis, the Antidote is a very useless item. If you ever experience shock-alysis, use either the Sol Atomizer or the Antiparalysis. Antidotes can either be fed to your MAG, or just sold. If you have alot of Sol Atomizers, you can just sell all of your Antiparalysis, and let the Sol Atomizers cure all of your different status ailments like slow and confusion.

MOON ATOMIZER/STAR ATOMIZER

If you're a team player like me, these two items would be used alot. Moon Atomizers revive dead players while the Star Atomizers completely heal your HP and the HP of anyone near you. You'll know how to heal someone if the color of courser matches the color of the button you have the Star Atomizer equipped. Once Trimates stop doing you good, then you should use Star Atomizers instead. They're only a bit more expensive than the Trimates, and they do more.

TELEPIPE

These are very useful for many reasons. If your inventory is completely full, and you need to drop off or sell some items, then you should go use these to go back to the town and do whatever you need. These are also useful for quick escapes. For example, if you are surrounded by a bunch of tough enemies, then use this and hit the A button to quickly go to town and heal. It would only work if you have it set in your customize menu, or else it will take way too long to use these.

TRAP VISION

These has got to be the most absolutely USELESS item for a HUcast, or any android. If

you ever pick these up, you might as well drop them, since they don't give much Meseta when you sell them. The reason why these are completely useless is because that androids can automatically detect traps.

SCAPE DOLL

If you've ever played Wild ARMs for PSX, you'd see a similarity between these and the Goat Doll items. These are uncommon, and randomly appear in the shops. The way these work, is that when you die, the Scape Doll will automatically resurrect you. Each Scape Doll is only single-use, so if you don't want to waste one, then leave them in the bank. These are useful against thieves, but be warned; you will still drop your items when you die. Scape Dolls just give you a faster chance to pick up your items if the thief isn't nearby.

MONOGRINDER/DIGRINDER/TRIGRINDER

These items increase the level and attack power of your weapon. The level of the weapon would be shown like this: Saber +1. The +1 is the level. Monogrinders increase the ATP +2 and +1 level. Digrinders increase the ATP +4 and +2 levels. Trigrinders increase the ATP +6 and +4 levels. They only come in 1-packs, and show up in the shops randomly.

POWER MATERIAL/MIND MATERIAL/EVADE MATERIAL/HP MATERIAL/TP MATERIAL/DEF MATERIAL/HIT MATERIAL/LUCK MATERIAL

I wish I had a million of these. ;) What these do is increase one of your stats by whatever. There are only two useless materials: Mind Material and TP Material. Don't sell them or toss them though, because they can be very useful to people online. If you don't really care about them, find a friend online and let them have it, because it would be a complete waste to someone who could have used it.

TECHNIQUE DISK

Another useless item to a HUcast. These teach you techniques and if you already have them, if the disk is a higher level, it will increase it to whatever level it says, just as long as you have the required MST. Still, these are useless to a HUcast and only consider keeping one if it's a high level one and if you know someone who could use it.

| Weapons |

SABER/BRAND/BUSTER/PALLASCH/GLADIUS

A very basic weapon. I would only recommend these to people starting out. These only hit single targets, so if you are into weapons that can take out multiple enemies, then go for it. I would only use these if they were they had the highest ATP of my arsenal of weapons.

DAGGER/KNIFE/BLADE/EDGE/RIPPER

These are my FAVORITE weapons! Not only do these weapons make HUcasts look cool, they're really powerful and combo-happy! They can do up to 6-hits (2 hits per button-press) and if you do all hard attacks, it's time for some serious damage! A must have for a HUcasts arsenal! It's even good to have them there if you're not going to use them! I call these the "Mechguns" of hand-to-hand combat.

SWORD/GIGUSH/BREAKER/CLAYMORE/CALIBUR

Another must-have in the HUcast inventory. I don't use these as much as Partisans, since these are a little slower, but they are more powerful. You can attack as many things in front of you as you want, just as long as they're close enough. I also use these to open up groups of boxes. It's either these or Partisans; you choose.

SPINNER/CUTTER/SAWCER/DISKA

These weapons make you look sort of like a ninja. The way you attack, the way the weapon looks (it looks like a katana, might I add), and it even shoots out little ninja stars! I wouldn't recommend these though, since they are weak in attack power. These can hit multiple enemies if you're close enough. If you were to add a sword + a handgun, you'd get these. Try these if you want, but I wouldn't recommend these.

PARTISAN/HALBERT/GLAIVE/BERDYS/GUNGIR

See the swords section. Sword + speed - attack power = Partisan.

HANDGUN/AUTOGUN/LOCKGUN/RAILGUN/RAYGUN

Even though the HUCasts are really good at close-hand combat, they also excel in ranged combat, since they do have the highest ATA of the three Hunters. These are pistols that fire one-by-one, and they do fire pretty slow, so use these if you must. I'd prefer mechguns, since they fire 3-at-a-time, shoot much faster, but they have a little lag time if you stop the combo. You might want to keep these around to pick off those little bomb traps that spring up when you go near them, so these could be a must-have.

MECHGUN/ASSAULT/REPEATER/GATLING/VULCAN

See above. Handgun + speed + more bullets per shot = Mechgun.

PHOTON CLAW/DOUBLE SABER

These aren't EXACTLY rares (some people find these very common and would just toss them), but they are cool when you first find them on your own. I haven't really seen Photon Claws in action except for in that one quest with Sue, but she doesn't even use it that much. The Double Saber, on the other hand, has the most coolest combo in the game! It's much more cooler than the dagger combo! The Double Saber works just like the dagger; you can keep attacking one enemy, and when it dies, if there's another enemy within striking distance, you'll continue your combo on the next one. These look very cool, just like the double lightsaber that Darth Maul had in Star Wars. Even though they're not that powerful, try to get one if you can!

| Unusable Items/Weapons |

MONOFLUID/DIFLUID/TRIFLUID
TRAP VISION
MIND MATERIAL/TP MATERIAL

Rifles: RIFLE/SNIPER/BLASTER/BEAM/LASER
Shots: SHOT/SPREAD/CANNON/LAUNCHER/ARMS
Canes: CANE/STICK/MACE/CLUB
Rods: ROD/POLE/PILLAR/SCEPTER
Wands: WAND/STAFF/BATON/STRIKE

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7.) Enemy/Boss Strategies
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| Enemies |

-Don't let Boomas/Sharks/Gillchics/Dimenians (or any large group of enemy) surround you! There will be no way to attack them unless if you're fast enough. If you need to make a quick escape, create a Telepipe. Telepipe out quickly and come back. The enemies will be back in their spawning position, and you will have time to get out of there.

-Always bring at least one weapon with a (positive) area percentage. (ex: On one of the weapon stats screen, it would say Native 0%, A.Beast 0%, Machine 30%, Dark 45%.)

-When fighting in the forest, after you kill a Rag Rappy and when he's still laying there, hit it again when it gets up. An item will be your reward. Don't try to kill the Rag Rappies from far away, since you won't get any EXP for your time. If you've just killed a bunch of them all close by, use a sword and you'll get a bunch of items. :)

-In the caves, there is no need to fear the Lilies. The only way that they can hurt you is if you're close and when they start clawing at you. Their poison and paralysis attacks

have no effect on you, so go ahead and take em down!

-When fighting a Grass Assassin, sometimes it'll raise it's head in the air. Watch out, because when it does this, it's going to do a ramming attack. It's easy to avoid; just walk to the side of it and attack it, since you can't attack it in the front.

-When fighting those little slime puddles, (usually Caves 2 or 3) you should wait for it to come up and do your heavy attack instead of a regular, since you'll do more damage. It's just common sense. If you have a weapon with a A.Beast percentage, you have a good chance of killing it in one hit. Those things can be annoying.

-When fighting the Pan Arms (Caves 2 or 3) it'll drop down in it's normal form. The only way you can hurt it is use magic, or use a weapon with a magic attack, like a Shock Saber or a Fill Pallasch. You have to use a special attack though, since normal attacks are just plain normal, while specials actual use the special power of the weapon.

-In the Mines, the Dubchic robots can get very annoying since they just keep coming back together. The main idea is to look for a little black bucket-looking thing and hit it a few times. It will come down and form a disk with yellow spikes sticking out of it. Be sure to hit all the Dubchics at least once to get the EXP, and kill off the disk-machine. It will make all of the Dubchics explode!

-Keep Sol Atomizers or Antiparalyses with you when venturing the Mines. Some enemies have a shock attack that will paralyze you ("Shock-alysis"), so keep either of those items on you at all times.

-Watch out for the Garanz as they are very powerful. The more damage you do to them, the more damage their little missiles will take up on you! Don't get too close to them when attacking or else you'll be eating missile.

-In the Ruins, there is an enemy called Bulk that is a rack that holds alot of Claws (or in this case, Bulclaw). If you let the Bulk let go of it's Bulclaw, you can kill off all the Bulclaw (about 6 EXP each) and then the Bulk for 24 EXP.

| Bosses |

DRAGON

RECOMMENDED LEVEL: 5-10 and up

RECOMMENDED WEAPON(S): Dagger, Handgun/Mechgun

STRATEGY:

Before you enter, be sure to pack alot of Monomates, and keep a Telepipe right outside of the boss entrance, just incase if you die. Also, be sure to have your Daggers equipped. If you don't have any Daggers, then equip a really good saber with some kind of Native percentage. When you enter, (if you're lucky) your MAG will cast Shifta/Deband on you. This is good, since it will increase your attack and defense power. Start out by running up to it's foot. Make sure not to get trampled over, since this guy can cause damage even when he's not really attacking. If he flies up, watch out for him. When he starts to charge up some flames, run towards him and the fireballs will land behind you. When he lands, make sure to keep clear or the earthquake will hurt you. With the Daggers, do a 6-hit combo on either of his feet. This will knock him out. When he's knocked, out, run up to his head and start comboing his head like crazy. When he wakes up, he'll fly up and do a dive into the ground. This part you should be very careful of, especially if you're a low level. When he dives into the ground, he burrows at you Bugs Bunny style. If you want to easily avoid this, run to the edge of the room and keep running along the wall. This way, he'll never get the chance to even hit you. The Dragon only has a 75% chance of hitting you if you use this tactic. When he comes up and lands, do another combo on his foot, and if you're lucky, he'll die. If not, then do your combo till he gets knocked out, then hit his head alot until he dies. On Hard/Very Hard mode, you can't hit him with the Daggers since they'll do nothing. First, get in front of him, making sure to

hide when he starts shooting his flames. When you're in front of him, shoot him with the Mechguns. It's better to use Mechguns instead of Handguns because if you use Handguns, you won't do as much damage and you won't do as many times of damage as the Mechguns. When he collapses, equip the Daggers and start attacking away. Then do the strategies above.

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RECOMMENDED LEVEL: 10-15 and up

RECOMMENDED WEAPON(S): Sword/Partisan, Handgun/Mechgun

Again, open up a telepipe before you enter the boss fight. Be sure you have ALOT of Monomates and Dimates (and Star Atomizers if you're doing the quest with Mome; you'll NEED THEM BADLY). Be sure to have your Mechguns equipped or something that has a fast and rapid attack rate. When you enter, you'll be on a large hovercraft and you'll be chased by a huge waterworm. When the worm launches those spiked bombs at you, run into one corner, destroy the closest bomb, and run back into the corner as far in as you can and you won't take the damage. The bombs have a large blast radius, so it's best to use that tactic. When the worm starts shooting little photon balls at you, be sure to heal since the balls can take up alot of damage. When it jumps onto the boat, stand a little close to the right of the skull-head and use the sword to hit multiple targets. You'll do more damage that way, but watch out for the little bone-things the worm stabs you with. If you're on Hard mode, make sure you're HP is at least over 150, or you'll die easily. To avoid the bone-things, attack, run to the other side of the head, then attack again. If you're using Mechguns, you have a better chance to dodge the bones. Shoot at the head, run a little, shoot again. The bones-things will just hit the position you were previously in. When the worm clings onto the ceiling, it'll drop rocks on you. These rocks take up as much damage as the photon balls, so be sure to heal. After that, the lights will flicker off. Be prepared for more spike-bombs. These spike bombs are more difficult to destroy, since they're surrounding you. It's not too much to worry about, since there's only three of them. Get out the fast, rapid-attacking weapon and destroy them one-by-one, but be quick; they'll go off if you're not quick enough. After that, it's head will stick out of the water and start shooting straight beams of photon balls at you. To avoid it, just run from side to side of the boat, being close to the head. When you're close, it usually aims at the middle of the boat. The lights will flicker back on, and he'll jump onto the boat again. Make quick work of him or else you'll be repeating the same thing above. When he's dead, congrats! :)

VOL OPT

RECOMMENDED LEVEL: 20-25 and up

RECOMMENDED WEAPON(S): Handgun/Mechgun, Dagger/Double Saber

This boss comes in two forms. For the first form, be sure to have the Mechguns equipped. It'll be annoying to run from one screen to the other just to hit the stupid computer-head to hit it up-close. When it's face shows on the red screen, shoot the middle mini-screen so you can get a better shot at the bigscreen. Once the middle one's destroyed, aim for the big one. It'll go to the next screen. Repeat. When the head disappears, small electrical pillars will rise up from the ground. Be sure to shoot the red one, and do it quick or else it'll cast an electrical attack on you. Sometimes the electrical attack will cause "Shock-alysis," so have some Antiparalysis or Sol Atomizer items around. Keep repeating the above steps until it turns into its second form. The second form is much more dealier. Two of the sides have a little shield-looking thing with a laser that tracks you and drops three huge pillars on you that causes major damage. Another side has a large missile pack that shoots missiles like the Garanz. The other side, which is the head, has another shield-looking thing with a blue thing in the middle. This one is the most easily avoided, but don't stay in front of it too long; it'll shoot a little blue spark which when it hits, will surround you in a little round stone cage. You can't do anything inside, and it'll aim a laser at you and fire and you'll be seriously hurt, if not, killed. If you're online, get a friend to break open the cage before it fires, or else you'll be in serious trouble. A good way to trick the pillar-dropping lasers is to have your online buddy dodge the pillars while you take out the one on the opposite side. After it takes enough damage, you win!

DARK FALZ

RECOMMENDED LEVEL: 30-35 and up

RECOMMENDED WEAPON(S): Handgun/Mechgun, Dagger/Double Saber, a miracle or two

This boss can be VERY difficult if you're playing Offline. If you can't handle the damage he inflicts on you, you'd better take some Trimates or Star Atomizers with you before you fight. When you enter the arena, it looks like a quiet peaceful little area. Happy but eerie music plays, sun out's, la la la. Run towards the pillar and, oh-my-god, what the? It turns all dark and there's a hundred whirling spikes just spinning around you! It is VERY IMPORTANT that you DO NOT use a close-range weapon! Why? Cause you'll get yourself killed, that's why! You need to hit at least 3 spikes for it to go into it's next form. Just use your Mechguns, and if you're lucky, when you do a combo, you can take out all three. When it changes form, the pillar will explode into a huge monster! Your first task is to shoot one of the heads, any of them. It'll shoot out about 5 spikes from time to time, but if you kill them, you'll get 5 EXP each (Normal mode). Don't let your HP get below half of it. If you really want to be careful, don't let it go under 1/4th of your HP. Once you've inflicted enough damage, it'll change into the next form: a darker, more PO'ed version. This time it'll be a little different since it's no longer on the field, but in the cliff area around the field. If you want to do damage, you need to get close to it. Now would be a good time to equip your Dagger or Double Saber. When it's up, attack the belly. When you see it making sparks, that would be a great time to run since it's about to cast a spell. If you get frozen from it's ice spell, there's a large chance you'll die, which will cause further frustration. If it doesn't end up killing you while you're frozen, consider yourself one of the lucky ones. Heal everytime you get hit, or else you'll die. Keep hurting it and keeping yourself healthy and you'll get by. I haven't beaten it on Hard mode, so I can't give you any strategies in the third form. All I know is to keep a Scape Doll or two so you don't die from it's Grants spell. If you survive, I salute you! Congrats, you've beaten the game! "Now for to challenge next skill difficult!" :)

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8.) Beginners Guide

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Step 1.) The first thing you should do is configure your controls to your liking in the customize menu (read the Customize section in this guide for good control settings). Also set up your options. For Map Direction, you should use Non-fixed, because it's too hard to read the Fixed map. You can't tell wheter you're going north or south, left or right or whatever. It's also hard to see where the enemies are at, so stick with Non-fixed.

Step 2.) The first thing to do is to get some Meseta. Run off to the shop and sell all your Monofluids (when you start out, you should have 4x Monofluids). Run out of the shop and go to the bank and deposit your Meseta, or you can use it to buy Monofluids.

Step 3.) The next thing to do is to kill some enemies and get some items. For it to be easier on you, go to the Hunters Guild (right next to the big door that lifts up and reveals a teleporter) and accept the quest 'Battle Training'. You'll be teamed up with a level 36 HUcast named KIREEK.

Step 4.) After the chit-chat with the client, go down to Forest 1. Make sure to hit all the enemies at least once so you can get the EXP needed for your leveling. He won't open the boxes and take the items, so after all the enemies in the room are dead, go ahead and open up all the boxes and take all the items and Meseta.

Step 5.) If you pick up a Handgun, Saber or Dagger, save them! If you pick up a Saber with green text and/or have a +#, equip it! If a weapon is green, it means that it has an enemy percentage. Notice when your courser is on an enemy, a box will pop up with enemy stats? It would say "Booma, Type: Native" or something like that. If your weapon has a percentage against native, equip it! If it has one against A.Beast, save it for later. You might want to deposit it into the bank when you get back. Also, if you end up picking up an item called "Barrier," equip it immediately! It's good for protection!

Step 6.) Feed your MAG from time to time. (For more info on MAGs, go to the Magnitude of Metal quest or read my section below)

Step 7.) As you venture Forest 1, KIREEK will give you useful battle tips. Listen to him carefully. If you're lost, pull up your Area Map (items menu) and look for a room that has a portian of a hall sticking out of the it. Continue step 4 until the entire map is wiped clean of enemies and items/boxes. Go find the unconcious boy (ASH) and get the shiny

object that's past him in the same room. Kill off the enemies and take the Telepipe back to Pioneer 2.

Step 8.) Before you go back to the Hunters Guild, sell off items you can't use. Sell off Monofluids as well, and if you want, restock on Monomates. You can tell that you can't use them if they have a red X next to its name. Deposit any weapons you want to save, deposit Meseta, and you're done with the bank.

Step 9.) If you want to repeat the quest again, go to the lady at the counter in the Hunters Guild and have her cancel the quest. Otherwise, if you want to finish the quest and go onto another one, talk to the guy near the counter and he'll tell you to get your Meseta at the counter. Get it, and the quest is over. You might want to deposit the Meseta after the load screen is done. This concludes the Beginners Guide, and be sure to try out Online mode; there are alot of helpful people online that can help you out in many ways.

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9.) MAG Evolution

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| Evolution Tips |

-MAGs are just like stat-boosting accessories. If you've played older RPGs, there must've been an item that you can equip that increases a certain stat by whatever. MAGs are just like those items, except the stats grow as you feed it.

-Sol Atomizers are a MUST for MAGs. When starting out, don't feed it alot of these. Just start out with Monomates. When it gets to later levels, start feeding it Sol Atomizers. If you feed it Sols in its earlier stages, you'll spoil it and it won't give you the stats you want. Sol Atomizers are sort of like the Star Atomizers for HUcast MAGs, since they give DEF, POW and DEX and no MIND.

-Since HUcasts have the highest ATA of the Hunters, it would be a good idea to raise DEX (DEX is good if you to have better accuracy with guns). Antidotes are a good source for DEX.

-At first, Monomates are good for DEF and POW. Once they evolve, start using Dimates to get DEF and POW up. I haven't got mine up alot yet, so I'm still using Dimates. Over time, switch to Trimates.

-Do NOT, I repeat, do NOT raise the MIND on your MAG! HUcasts cannot use magic, and MIND raises the magic stats. A HUcasts magic stat will always be at 0, so don't waste any levels on MIND cause it'll be just a waste.

-Work on your stats first, then when you max it out, work on IQ and Synchro. I don't know what these do, but I have been told that these keep the MAG happy and makes it more useful. IQ and Synchro are MAG bonuses. IQ is the frequence the MAG will cast bonus stuff on you. When you get hit, depending on the IQ, sooner or later it will either cast a spell like Deband and Shifta on you (during normal play or before boss fights), cure you, revive you if you die, or even give you invincibility! Synchro is how fast your Photon Blast meter will charge up. IQ maxes out at 200, Synchro maxes out at 120%.

-Don't feel too down if you're a big tough-looking HUcast running around with a pink girly wing MAG. It happened to me once, as it has happened to many. :P

| Photon Blasts |

Just like in the Customize section, I will display a few helpful 'settings' of Photon Blasts. Right now, mine is:

Pilla

Golla

Farlla

-An easy way to get EXP is to venture Ragol with some higher leveled characters online. Bring a sword or a gun with you and attack each enemy at least once and let the higher leveled person finish them off. It's polite to at least fight with the others rather than hit everything and run away into the doorway, because it's just not nice.

-Very few know of this, but this is a VERY GOOD way to get easy EXP. For this to work, you must be on Hard or Very Hard mode. Fight your way through the Forest until you reach a Monest. Whatever you do, DO NOT ATTACK IT!!! Each bug it shoots out is worth 36 EXP (Hard mode). Now for the real trick: Once it stops shooting out the little Mothmants, create a Telepipe. If you're Online, make sure everyone is off of the Forest map, or else it won't work. Return throught the Telepipe, and BOOYA! The Monest will have a fresh new batch full of bugs! Go ahead and kill off the new batch for some EXP! To get another new batch up bugs, repeat the Telepipe stuff, or use the Telepipe trick I stated above. When you get bored, just kill off the Monest and find a new one. Very, VERY BIG special thanks to Dark Horse on this one! :)

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11.) Troubleshooting
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Q: "HELP! I can't beat the quest with that idiot Mome/Ash! He always dies and wastes half an hour of my life!" or "I that Mome guy hes a retard!"

A: It's okay. These quests are difficult for alot of people, especially androids. I suggest leveling up to a very high level. Before you get to the boss, make sure you have ALOT of Star Atomizers on you. It would be best to make them part of your toolkit (customize) before you enter the boss fight. When his HP drops below half or goes near a quarter, use your Star Atomizers. You'll need alot though, cause Mome is pretty stupid and doesn't even use his Monomates when he NEEDS them, and sometimes he'll run into the huge laser the worm boss shoots out. To avoid the huge laser, run back and forth and he'll follow you. There's also a chance he'll be hit, so watch out. If you're having trouble getting to the boss, take some hits for him. When he's about to be hit, run in front of him and chew the fat. It takes time and patience to beat these tough quests, so don't feel too down if you can't beat them the first few times.

Q: "Something casted an electric attack on me and now I'm paralyzed! I though you said HUCasts were immune to paralysis!"

A: HUCasts ARE immune to paralysis, but that's only normal paralysis. Somehow, thunder attacks seem to screw up the HUCast's circuits, being an android and all. Just use a Sol Atomizer or an Antiparalysis, or just wait a little bit and it'll go away. I call this "Shock-alysis," and it can get pretty annoying since it mostly occurs in the Mines which is pretty tough.

Q: "Aww man, I really screwed up my MAG by putting alot of levels into it's MIND? What should I do?"

A: If your MAG has too many MIND levels and you want to start over, there are a few ways to get another fresh MAG. Get online and ask a high-level player if he has any spare MAGs that he wouldn't mind giving away. If so, they'd most likely be kind enough to give them to you. Also, it would be a good idea to start over your MAG is you have some REALLY crummy Photon Blasts. If you can't get online, I would recommend getting on Hard mode since MAGs are more common there than Normal. Sooner or later you'll find one, and you can start over. My other way is if have an extra memory card without a PSO file on it and a friend you can trust online, create a game on Normal with him. Quit out and make sure he stays on. Save your game and turn it off, then switch to your other memory card. Start a new game, go online to the same game with your friend and drop your fresh MAG. Get back online with your other char and VOILA! Brand new MAG!

Q: "I've just beaten the Mines a million times on offline mode! When do I get the Ruins? I'm tired of this! ARGH!"

A: To get the Ruins, you must activate three pillars. When fighting yourself from the Forest to the Mines, didn't you notice a brown pillar somewhere? They couldn't be touched before, but now they can. Go to the second stage of each area (Forest 2, Caves 2, Mines 2)

and fight your way up to the pillar. After activating you, you can Telepipe out and go onto the next area. When all three pillars are activated, beat Vol Opt again and you can walk through that door in that strange area that you were at before this 'Ruins quest'. That will activate the Ruins.

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12.) Needs

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- Max HP for HUCasts
- Photon Claw info
- Photon Claw
- Anything that can be added to any of the sections
- Spell/grammar check

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13.) Credits

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CJayC for putting my guide up. :)
nozedivel3 for letting me use some of his info (and his idea of guide subscription). :)
The GameFAQs Message Boards
GameWinners.com
The people that took the time to read my posts on the GameFAQs Message Boards
The people that answered my questions on the GFAQMB
SEGA for making such a kick-arse game
And YOU for taking the time to read my guide. :)

To the buds I play with online:

Sephiroth1125
DarkGibbon
White Knight
Dark Horse

Big thanks to all the people who E-Mailed me with info n' stuff:

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If you want your name/E-Mail to be removed, send me an E-Mail. If I haven't added you to the list, send me an E-Mail with the original message you sent me and I'll make a change to it in the next version.

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14.) Contact Info

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GameFAQs Message Board SN: Balken
Webpage: <http://www.geocities.com/balken119>

You can usually see me online on the Miranda server. I'm a black HUCast with the ninja helmet, normal proportion. As of 1:23 PM (PST) 3/25/01, here are my stats:

Balken
Lv 38
WHITILL
Meseta (in bank): Over 600k

STATS:

ATP :609(399)
DFP :159(89)
MST : 0(0)
ATA :125(101)
EVP :302(196)
LCK : 16(16)

EQUIPMENT:

Weapon: Claymore +5
Armor: Shock Frame
Slot 1: General/Power (+9 ATP)
Slot 2: General/Power (+9 ATP)
Shield: Solid Shield
MAG: Kama

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"Don't ever assume. It makes an ASS out of U and ME."
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