

Breath of Fire II FAQ/Walkthrough

by xXx Dark Age xXx

Updated to v2.6 on May 15, 2002

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You can also use this FAQ for the SNES version of the game and vice versa.

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May 15, 2002
Version: x/2.6\x
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(For quick access to a certain section, just press control&f and then type @whatyouwant@)

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I	Xx
I	@Updates, News, and Notes from a raging idiot@
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 May 15, 2002 / Ver 2.6 (SUB)
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(* It has been exactly a month since a strange, and quite stupid, idea I had about making a Breath of Fire 2 Walkthrough. Now I am proud to have finished the entire walkthrough, a full 100% of it.... long live... uh... me!!!

(* Added a new section: FAQ (Frequently Asked Questions)

(* Added Information About Bleu including how to get her

(* I had planned on this being my final version. Instead, it'll be my SECOND to last version. I will re-group a bit, finish the ton of reviews I have halfway done, reply to all of my e-mails, and work on my website. Anyway, I'll see you in a few months...

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 May 12, 2002 / Ver 2.5
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(* Walkthrough completed until begin of Infinity and shall be finished in the next update!

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 May 11, 2002 / Ver 2.4
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(* New Layout (looks even suckier... I know)

=====
 May 5, 2002 / Ver 2.3 (SUB)
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(* Added new section: Shamans

(* New Outro, fixed the Art (hope it works this time)

(* My next submitted version will hopefully be the and have the entire FAQ finished, More Shaman Info... and maybe something else too...

(* Nearing the end of the game. Walkthrough 9/10ths completed...

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 May 4, 2002 / Ver 2.2
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(* No updates in awhile since I'm tired of this FAQ

(*) Walkthrough complete until Bando

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April 30, 2002 / Ver 2.1
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(*) No (electricity) all night yesterday because of rain that came from nowhere...

(*) If you see somebody committing suicide on TV, it is probably me... Xenosaga is making me go nuts...

(*) Walkthrough Complete Until Start of Farmtown

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April 28, 2002 / Ver 2.0
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(*) May first? ha, ha ha, bahaha... I can only dream...

(*) Walkthrough Complete Until start of Wise Tree's Memory

(*) 60k and counting!

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April 26, 2002 / Ver 1.9 (SUB)
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(*) Worked on Character Profiles

(*) Added Boss Info for beginning part of game

(*) Few things I missed: Chop Chop Attack and a Shaman. Added both of them to walkthrough.

(*) Goal is to get guide finished by the first day of May. About 3/5 completed walkthrough as of now.

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April 25, 2002 / Ver 1.8
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(*) Walkthrough Update

(*) Replied to EVEN more e-mails...

(*) Will submit tomorrows version... or I hope

=====
April 24, 2002 / Ver 1.7
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(*) FAQ can now be viewed on Neoseeker and Gamespot... sweet

(*) More Walkthrough blah-blah-blah. Goes through until Tunlan and the carnival deal.

(*) Beat FF9 for the second time. I'm now going through side quests that I have missed from before.

(*) Early Release Day tomorrow and no school friday means big faq updates

(*) FAQ has reached 40kb and I hope to bring it for my final version at least to the sixties...

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April 23, 2002 / Ver 1.6
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(*) Added Art Above

(*) Worked on Walkthrough More

(*) Beat the last mission in GTA3 so I pretty much beat the whole game

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April 22, 2002 / Ver 1.5 (SUB)
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- (*) Walkthrough finished until finale of Simafort
- (*) Completly Finished New Layout
- (*) Planing on adding enemy info from the start of game and character info in next submitted update.
- (*) Started Breath of Fire 2 GBA Review
- (*) Spell Checked FAQ so a few speling erors hav ben fiexed

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April 21, 2002 / Ver 1.4
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- (*) New Walkthrough Layout
- (*) Worked on Walkthrough more
- (*) ...got sunburned....bad
- (*) Started Character Section of FAQ

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April 19, 2002 / Ver 1.3 (SUB)
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- (*) Small Walkthrough Update... Mid through Chapter 3
- (*) Planing to finish FAQ in 1-2 Weeks
- (*) I had another dream... I was in FF8. You know the big spider that chases you named X732837 or whatever? I was fighting it! And I was dating Selphie too! ...weird...

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April 18, 2002 / Ver 1.2
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- (*) Walkthrough Complete to start of Chapter 3. Expect 1-2 weeks until first full completion.
- (*) Um... more TAAS and stuff
- (*) I had a dream about this FAQ... freaky... why couldn't it be a dream of babes? ...hmm...

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April 17, 2002 / Ver 1.1
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- (*) Game released, Walkthrough complete to end of Tagwoods
- (*) TAAS! I don't think I've ever even missed a question on TAAS. All of my teachers say "How come you can barely keep a passing grade when you ace TAAS every year?" Well, it is because I really don't try at school and I'm lazy and I have trouble paying attention... and stuff.
- (*) TAAS means no Athletics! Why I'm so happy is because we'd be doing mats, and I can't do a flip :("Son... how come these big lineman can do flips, where an A star basketball can't?" Because, god created me that way... and I can't be perfect, can I? (I wish I could say that to his fat ass)

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April 15, 2002 / Ver 1.0
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- (*) Started the FAQ
- (*) Table of Contents Ready

(*) Counting days of Release so I can start the first version of the walkthrough

IIIIIIIIII IIIIIIIIIII
I I XxXxXxXxXxXxXxX
I I @Main Characters@
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IIIIIIIIII IIIIIIIIIII.

RYU

Weapon: Sword
Field Ability: Fish
Battle Ability: Guts
Description: The hero of the story. Until age six, he lived with his father and little sister, Yua, but then something terrible happened, and he became just a lonely orphan. Although separated from his parents at an early age, he lives his life to the fullest. Blessed with courage and leadership, he focuses on his adventures. He is adept at fighting with a sword and can equip even the heaviest armor. His special skill, Dragon Transformation, is the strongest attack in the game.

BOW

Weapon: Bow
Field Ability: Hunt
Battle Ability: Shot
Description: A bit pudgy but has good coordination and is always cheerful. Has known the hero for 10 years. Bow, although an orphan from his earliest days, always enjoys life because of his cheerful personality. He is adept at archery, and if you equip him with a weapon that can hit more than one enemy at once, like the Auto Bow or the Twin Bow, he will become an indispensable help to the party in battle. Can use healing magic and is an average, well-rounded character. (No pun intended! I swear!) His hobby is hunting and his favorite food is chikuwa.

NINA

Weapon: Ring
Field Ability: Call
Battle Ability: Will
Description: The crown princess of Windia, Nina, is a graceful, impeccably polite, and sociable person. However, because of the black wings on her back, a symbol of an evil omen, she has been shunned and feared since infancy. She is adept at attack magic and can cause the toughest enemies a large amount of damage. If used properly, Nina may become one of your greatest fighters.

KATT

Weapon: Staff
Field Ability: Hunt
Battle Ability: Dare
Description: The Fullen girl Rinpoo has been a fighting genius since birth. Has

extreme tenacity, agility and reflexes like a monster, and has strength no other fighter can match. It is her background as one of the extremely scarce Fullen clan that drives her to always fight. She is the strongest and fastest of all the characters in the party and can probably defeat any enemy before it has a chance to do anything. In her shaman transformations, she can use the strongest spells, but only once.

RAND

Weapon: Knuckles

Field Ability: Roll

Battle Ability: Wake

Description: Rand, a member of the shell clan known for his gentle personality, has a gigantic body encased by a stiff shell. Unlike most of his clan, Rand, who left his village in his youth, has taken on and become experienced at all kinds of jobs and has gotten in and out of all kinds of trouble. He makes his way through every situation relying only on his strength and courage. He seems to be a born adventurer. Because of his size, he痴 almost completely unable to equip armor. However, since his natural strength and stamina are so great, he can fight even if you don't稚 buy him any equipment. With his toughness and his healing magic, he痴 a good character to put in front during battles.

STEN

Weapon: Dagger

Field Ability: Reach

Battle Ability: RIP

Description: Sten is from the Highlander kingdom in the east. The people of the land are a clan of outstanding warriors, and only the best compose the Royal Guard. Sten, too, was once one of the Royal Guard, but one day, bizarrely, he seemed to become an unreliable goof-off and was swiftly dismissed. Afterwards, for some reason, he set out, traveling, the same trifling, foolish man he is today. Sten is a character with a unique method of fighting. Make the most of his fire and explosive magic, agility, and variety of weapons, and you值1 find something to match almost any situation. He can use his weapons to strike at an enemy痴 weak spot and strike a deadly blow, and can dodge attacks with his natural speed.

JEAN

Weapon: Dagger

Field Ability: Transform

Battle Ability: Jab

Description: Ekaru Hoppa Do Pe Tapeta is the lengthy full name of the prince Tapeta. Everyone thinks he痴 narcissistic, loudmouthed, and overly affected, but he doesn't稚 seem to realize this at all. Despite his shortcomings, no one is able to hate him; everyone recognizes that he is also bright, fun, and likable. If you use Tapeta, you may be surprised at how weak he is at first. Only in the second half of the game does his strength begin to show. If you spend some time building up his levels, you值1 discover his true value.

SPAR

Weapon: Whip

Field Ability: Forest Walk

Battle Ability: Nature

Description: The Grassmen, one of the most long-lived of all clans, spend their youth travelling the world, then as the years pass, become a tree. Aspara, no exception to this, has spent most of his life traveling, and has come to the point of asking himself the most difficult of all the questions his clan has ever pondered: "Why do we exist?" Aspara, to this day, still travels in pursuit of the answer to his mystery. Aspara can use all kinds of magic but is especially adept at support magic; he 痴 a good character to have help the others from behind. In longer, harder battles, or in easier ones against enemies that are difficult to damage, he is extremely useful.

Kudos to <http://www.clarkson.edu/~dellesfy/bof.htm#bof2> for the character descriptions...

(I will add Bleu soon... I'm just too lazy to do it right now...)

(More info for characters coming soon!)

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Prolouge / Main Town

After your little encounter with the eye (you rip off FF9 man... oh, wait, this is a port of an older game, my bad) you gain control of a little boy. If you didn't enter anything before, his name is Ryu. His father calls for him, so just go down stairs. Ryu's sister has wandered off again, so dad expects him to go find her. Accept his mission and then exit the house. Talk with all of the villagers and then head north. Just press A to go through the bush. Proceed north through a new screen and you'll come upon your sister. Here is your first fight. It is impossible to win, as at the end your father comes to your rescue. Ryu's sister starts talking about their mother, and then eventually both of them leave the picture. Once you leave, the whole place is different. All of the villagers do not know you, you are... lost. Go to the church, and then talk with the church guy. Instead of being your father it is somebody else who lets you rest in the church. Once awoken, you meet up with Bow. He is going to go steal all of the candles and asks for you to join him. It doesn't matter what you say, you are going to have to join him.

Shelter

Leave the little place and head south to the world map. It starts to rain so Bow suggests finding some shelter. Enter the little shelter place and follow the trail. You'll eventually come to a battle, which is impossible to win.

Hometown

Ten long years have now passed. Bow turns out becoming Ryu's best bud, and has given up his stealing ways. They are both looking for a job, and they accept the offer of finding a cat. Bow was turned on by the owner of the cat, and just

wasn't thinking I guess. Now, explore the town a bit. Level up to 3 or 4, buy at least 25, yes 25 herbs, and if you have a little extra dough, go ahead and buy some equipment. The main world screen has a circus, which you can view for 30c, but it is pretty worthless. You can also hunt for healing items, whenever you come upon a little grass area, or even fish. Whenever you are ready, go southish to MT. Fubi.

MT. Fubi

There really isn't much strategy here, just keep going up. There are a few items to collect, and make sure you heal using the water. Keep going and you'll come upon your first boss fight... against little butterflies.

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|BOSS|

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Pali, Peach, and Puti

HP: 64 Each

TIP: Have Bow cast def up on Ryu (if he's learned it yet) and then keep attacking with Ryu and have Bow keep using herbs. Finally, they'll die out and you'll pick up a lot of exp. Make sure both Ryu and Bow are still alive, or else you are going to have to level up a bunch later on.

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Keep going up the mountain, and then push the little rock out of your way. A little scene will come up with the rock falling below. Enter the little area. Grab all the treasure chests that come in your way, and make sure you pay close attention to your HP. You eventually fall in this little hole. Talk with the man inside, and then leave Fubi and head west to the building ruins.

Hideout

The man is being attacked by, cockroaches. Luckily, he has two heroes to save him. Battle the 6 of so cockroaches, and then you'll come upon the "god cockroach".

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|BOSS|

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Roach

HP: 140

TIP: Once you destroy him, Niro will thank you and offer you dinner. Guess who hes cooking? no one other then, Suzy, the cat you are looking for. Rescue Suzy and then go all the way back to your hometown.

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Hometown/Hideout

Go back to the little guild place and talk to the elder. Hand over the cat and you'll be rewarded with some cash. Bow will ask you if you want to rest, say yes. Kilgore awakens Bow and tells him to get an item back somebody stole from him. Without awaking Ryu, Bow goes and helps him and leaves the party. Ryu then wakes up just a few hours later. Leave your resting place and head north to the houses you weren't allowed to get to before. Go inside the mansion and talk to Kilgore.

Once you see the little dragon symbol, head back to your resting place. Talk to bow. A soldier guy overhears so Bow quickly hides in the trash can. The soldier eventually leaves, and Bow suggests he stay in the trash can so you are up to hide him. Talk to the southeast soldier and he'll let you pass, no matter which excuse you use.

Bow will stay in the trash can, even when on the world map. All battles exclude Bow from the party, but as long as you stick to the right path, these battles shall be a breeze. Hide him in the house with the old starving man from before. With his roof down, the old guy doesn't allow you to save him for free. Bow must fix his roof, in order to be hood. Bow will leave the party, leaving Ryu on his own. The old guy, Niro, suggests heading to Coursiar.

Coursiar

If you aren't at level 7 or higher then you're in hot water. These upcoming battles are freakin' hard. Now head north, and then east, across the bridge. I suggest fighting these new monsters until you get to Level 8. You'll eventually come across a little town, Coursiar. You can go ahead and explore the town a bit. Buy some new equipment, herbs, and antidotes. Talk with all of the villagers and you'll learn about the little coliseum battles. Enter the pub. If it isn't dark, talk with the pub owner to advance the clock to night. In the northern corner, you'll see a strange looking brutal guy. His name is Rand and he'll tell you all about the coliseum and the contestants taking part in it. The only way to fight into the coliseum is to ask Baba for his little ticket. Leave Coursiar and head a little northwest. You'll see a bunch of trees. Run into the trees and enter Tagwoods.

Tagwoods

Tagwoods has a mountful of items. Go east and open up all the treasure chests. Some of the battles can be pretty tough. Head west and you'll come upon a little well with a little bucket. Ride the bucket to another location. Leave it and go south to grab a few items. Then go west and enter another series of buckets. After grabbing everything here, go south and then west where you'll encounter "Baba". Instead of him just giving you his tickets, you have to fight him first.

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Baba
HP: 180
TIP: This battle is a tid hard if your level isn't high. Attack, Attack, Herb, Attack, Attack, Herb is the best strategy I really can give you with him.
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He'll then feel saddened of his loss, and give you a ticket to fight in the coliseum. Now exit Tagwoods and head back to the Coursiar.

Coursiar

If you need to, stock up on a few more herbs. Have at least 15 or so. Now, enter the colliseum and enter the door on the right. Speak with the lady and then

enter the door right ahead of you on the left. Approach the instructor and fight him. Use the same exact strategy from your battle with Baba and he shouldn't be too hard. Next, exit the room and go to the door on the right. The manager wants an exciting battle, so he's going to throw poison darts at your opponent Katt. Move to the main entrance in the coliseum. Enter the left door and you should come upon a treasure chest. Inside is a whooping 1000 coins. Now, go to the bank in the item shop and deposit all of your money. Now enter your locker room and you'll be confronted by Rand. Ryu tells him the story the manager told him, but Rand has trouble believing him. He decides to take all of your money to buy an antidote. If you haven't deposited your coins, then say bye-bye. If you have 0 coins and accept then he'll still buy the antidotes as if you've actually paid him. Now enter the next room, and you'll be confronted by a huge audience ready for the fight.

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|BOSS|

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Katt

HP: 220

TIP: Katt is probably the hardest battle thus far, but sometimes she decides not to attack, leaving you time to attack or heal.

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After you beat her, needles will flur the screen. Grab her, avoid the darts, and get the hell out of there. There are three different situations now:

- 1.) Saved both yourself and Katt -- She'll talk for awhile and then join the party.
- 2.) Saved only yourself -- Exit out of the coliseum. Go to the down stairs of one of the houses and you'll find her in bed sick. Give her the antidote. At first she believes it was your idea of killing her, but she'll eventually come through and join the party.
- 3.) Got hit by a needle -- Rand will wake you up, giving you antidote. He'll then join the party. Go down stairs and you'll find Katt there sick. They will both talk and then Katt will join the party.

Head back to the coliseum and then enter the right side. Next, enter the door in this room on the right side also. Talk to the guy in there. He looks like a little wuss, but he's not. He'll transform into a monster and attack. If you did number 1 or 2, Rand will join the party in the middle of conversation. If you did number 3 then he should already be in the party.

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|BOSS|

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August

HP: 480

TIP: This battle can be quite tough. Make sure, I repeat Make sure, all characters are alive by the end of battle. Rand can cast Life, awaking your character after death, making the battle a little easier. Have Rand also heal the most, and let Katt and Ryu just blast away. I should also note that Katt will attack first, so if you are seriously low on HP, let her be the healer so you don't wind up dead before Rand can use a herb.

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After the battle, they'll talk a little while. Head to the equipment shop and buy some equipment for Katt. Rand will leave the party soon, so don't buy him

anything.

Hideout/Hometown

Now, head to the old man's place where Bow is. They'll talk a bit and Rand will leave the party to help with the house, leaving Ryu stuck with Katt. Now, head all the way back to your hometown. Enter the little Magic school. Before you can enter a scene with Nina pops up. Now enter the magic school and go up the stairs all the way to the right. Talk with the man and you'll learn about this group of criminals who have stolen Nina's sister and are after none other than Nina herself. It is up to Ryu and gang to save them. Leave the place and then head west through the bridge. You come up to a little cave place known as Mount Rocko. Enter it.

MT. Rocko

Talk to the first guy you see and he'll ask you a question, and then attack. Now go through the little opening northeast. This hood will also ask a question. Answer Pain to his question and then he'll let you enter. But, it is a trick and a spider will attack. Kill the hood, and the spider, and then proceed through the door. Work your way along the path and through the stairs. You'll stumble on there plans to... uh... rape Nina and her sister (it doesn't actually say that, but this game has homeless people with no homes and stuff so even an idiot can see that is what they mean). Move through, fight the one guy. Fight the next and then the next. You'll then come face to face with the groups leader, Joker.

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|BOSS|

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Boss: Joker

HP: 585

TIP: Nina is the magic user of the group. Cold works well in this battle, and does some series damage. Note that Nina's attack only takes away 3-6 HP so don't even bother attacking with her. Katt should be pretty strong right now so have her and Ryu attack. Have Katt heal when low on HP, and once Nina is low on AP, have her be the groups healer. Finally, Joker will die out.

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Now get out of this place. On your way out, don't forget the treasure chest in the first room that you couldn't reach before. Nina wants to go to Windia so that is where you'll need to head next. Windia is a little northwest from Tagwoods. Instead of just being a city, you'll have to pass through a maze.

Windia

The village has guards everywhere and has set up a maze from robbers. Nina's sister is the (princess) of the village so you are allowed to pass through. I went left, left, down, right, down, and then up the little stairs to escape but there are other ways to do it. There aren't any treasure chests (or at least that I know of) here so just go ahead and take that path. A story segment takes place. Nina has been kicked out of the village and has black wings, which the others think they're (evil). So they are forced to leave Windia immiedialy. But before you can leave, right when you exit you are forced to view a small magic show. Sten does a trick on Ryu and then joins the party. Buy some items if you

want and then when you are ready exit Windia.

World Map/Captain/Well

Now head west. There is a small place you'll see north, but nothing is really there right now. Once you go north go up a tide and then enter the next town. I suggest having Ryu at level 11 or 12 since this upcoming boss battle is a toughy. Half of the town have fell down a well searching for a little boy. This town has a nice equipment shop to check out before heading into the well. This place isn't really that big, but some hard battles are down here so watch out. Fight the battle. Every room isn't really big, so just go in them, open a treasure chest (if there is one) and then leave. You'll eventually come to a room with floating turtles. Ride the turtles to get the treasure chest items, and keep going until you see a little boy. Once you start talking to it, a boss battle comes up.

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|BOSS|

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Boss: Terrapin

HP: 1300

TIP:This fight can literally last over 15 minutes. Have Ryu and Katt attack, Nina use magic (nothing in particular does lethal damage) and then have Sten heal. Nina will lose all of her AP for sure, so make her the healer once she does, and then have Sten use bomb (if learned) for a while and then just have them both heal.

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Once you take this boss down, ride the turtles back and then talk to the guy. The whole place starts shaking and a huge tidal wave comes so he holds the place back while you go save all of the people. Explore around and talk to the people and they'll leave. Some of them turn out to be spiders, but very weak spiders. Once you've saved all six of them, go back to the guy holding the water up. He'll let the water go, and then just run out of the place. Next thing you know you're talking with the guy. Since you helped him, he'll give you a spell.

World Map/Hideout

Go all the way back to windia. Instead of going in Windia, go southeast. Move Sten to first in line by going to order and then manual. There is a little stick in the ground, point Sten to the one on the other side, press B, and then it should take you over. Now, go to your little hideout where Niro, Bow, and Rand are. Once inside, all the characters will leave leaving you alone with Ray. If you saved all of the people, you'll get the renew spell. If not, then you'll get Cure 2. Whatever you do, don't give either cure 2 or renew to Rand. Actually, give it to Nina. She has plenty of AP, and she doesn't learn cure magic, so I suggest giving it to her. Once you are finished then make your way back to Captain. You can also change party members now if you want.

Captain/Hideout

Talk with the lady between the two houses and then she'll take Ryu to that freaky ladies house above the town. They are going to teach Ryu a magical spell. But, Ryu is actually part-dragon so it reverses the spell causing a fire. Too

re-pay them, Ryu must let them stay at a house. Go back to Captian and talk to the new guy in the middle. He'll take you back to your little hideout. A scene will come, with the newbies taking over. Bow gets a little angered. I suggest leaving Katt behind when choosing your party for the scenes ahead. Sana and the other freaky looking one want a carpenter, so you have to go back to Captain and get one. There are three houses, choose the design you like best, and then talk to the owner for him to build you one. I suggest using the plain, regular house, but it really doesn't matter much. You don't have to go all the way back to the hideout, you can just stay there. Go north in Captain and you'll ride the boat to a new land.

Forest/World Map

Enter the forest right ahead of you. Continue progressing in the forest and you'll come upon a talking frog. These witches have put a curse on Jean, and he needs your help to turn him back to a human. Get out of the forest and head a little west. You should come upon a little house where you can tent for free. Leave there and head north, and then a little east. You shall be at the Witches Tower. (If you stayed west, you would have stumbled on a cave, which would eventually lead to a wickedly hard boss fight).

Witches Tower

Have Ryu be the leader of the party. Walk up to the switch and you'll fight a battle. The uh... "witch" isn't satisfied so you'll find another before she'll let you in. Go through the west place. Go through a few more screens and a treaure chest should block your way with a very valuable cure. Go back to the main entrance and go to the right side this time. Keep going until you come upon these little chain deals. Instead of riding one, fall. You'll be in a room filled with treasure chests. Inside them is either 1C, 10C, 100C, or 1000C. Go in the hole next and then you'll fall into the main entrance. Get back to the chains again. Take the little lift farthest left. It'll take you to the right side. Progress through a few screens, head southwest instead of north. You should be in a room with little jail cells. The northest block opens the jail bars. There are a total of three items you can get here. All of them are equipable, and two of them are for Nina's defense and attack. If Nina is in your party, equip them. Progress through and ride the little lifts to the middle path. Open the two chests, and then go south.

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|BOSS|

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Boss: Nimufu
HP: 1400

TIP: You'll then finally come upon the witch, which is a pathitic battle. This battle is probably the easiest one in the entire game, so you shall have little trouble. Just using one of Ryu's Dragon Abilities will knock her out in one shot.

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Before you leave, make sure you get the water shaman. Just take the eastest chain lift to the western room and then proceed south in this room. Now, just talk to the girl you see and she turns out being the water shaman giving you your second set of shaman powers. Exit the whole place and get to the world map again. There are a few new monsters on your way out which are pretty strong so pay close attention to your HP.

Forest/World Map/Cave

Now, head to the little forest where the frog, Jean, awaits. Make the leader of the party either Katt or Nina and a funny sequence comes up with one of them kissing Jean. Now, Jean'll join the party. Exit out of the forest and make Jean the leader of the party. Use Jean's special ability, Swimming, and head Northwest. You should be near a waterfall. Fall down the waterfall and you'll meet up this old dragon guy who gives Ryu his new Dragon abilities. To get them, just change Ryu to the leader of the party. Don't forget the treasure chests in there with equipment, go ahead and equip them now. Finally, take Jean a little south, and then straight east. A little building place deal is Simafort, enter it.

Simafort

Instead of Jean getting a warm welcome, Jean is treated like an imposter. Once the scene is over just exit Simafort and a new scene pops up with the Princess and guards talking about Jean not actually being an imposter. Once the scene is over, Ryu will wake up from being un-conscious. Now accept the Princess mission to get Jean back. Get to the entrance of Simafort and head down the little stair deal.

Now you'll be semi-underwater though nothing really changes much. Head northwest through a new screen. The dungeon music plays, but there are no regular battles here. Keep going until you come upon the entrance. Talk to the cooks south if you want, though you don't have too. Head north two screens and you'll see Jean locked up in a cage. Fight the guard. He isn't really a boss battle, just use one of Ryu's dragon abilities and then he should be dead. Petape enters the scene and tells Jean that to prove he is the real Jean, he must show everybody the Royal Ring. But no... Jean gave it away to the witch Nimufu and makes you go off and get it. Now, enter the main part of Simafort and purchase some equipment. Head back to the water place you were in before, and go to the cave and ride the boat.

Witches Cafe

It'll take you right to the tent where you can get another party member, since you only have three from Jean leaving the party. Also, make sure you rest, so Ryu gains AP. Instead of going back to the witches tower, head west and then north. You'll come upon a cave called the Wildcat Cafe. Proceed through all of the rooms, dropping your equipment into the buckets. You'll eventually come upon a chef, who is ready to cook you! Tell the cook no too his first question, and then yes to the second, and you'll learn chop chop technique, an attack taking no AP, and does 50-60 damage per shot. If not... you have a boss battle!

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|BOSS|

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Boss: Cook

HP: 540

TIP: Here is another boss battle. It is a little hard, since all of your equipment and healing items are gone. Use Ryu's new Dragon Ability, and then blast away hitting him until he finally gives.

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Enter the north door. Talk with a few of the witches and then enter the toilet. I suggest ignoring the northeast witch sitting down, since she'll fight you and will be pretty tough without AP for a dragon ability or any equipment. Nimufu, the witch from before, has dropped the ring in the toilet. Go down the toilet, and hit the ring. Ryu or whoever the leader of your party is will drop it, and the ring will move north. Grab it north and then exit the building. Talk with the little guy and you'll get all of your equipment back and wind up outside into the world map.

Simafort

Now rest at that little tent place and take the boat back to Simafort. Go to Jean's jail cell and speak with them. You'll then wind up in the main castle room. It seems as though the fake Jean has the same Royal Ring. The retarded king mentions something about Pudding and they decided to have a cooking contest since Jean is a great cook. But first, he needs ingredients so that is where you'll come in. You have to collect worm meat, cockroach meat, and the golden fly. Go ahead and buy 6-7 AP Healers for Ryu since these upcoming battles are tough.

Once you are ready, get to the main room (the 2nd room, right after the shop). Go up the northern stairs. Now head to the east door, where the fake Prince's room used to be. Hit the little fish piece deal to unlock a switch. Now, climb the stairs. Talk to Tata. Now, go back down to the main room. Talk with a few of the girl fishes, one of them turns out to become his girlfriend. She then rushes up to his aid. Now go back up to where Tata is. He will then reward you with either money or info. It doesn't really matter to what you choose, you'll get money anyway. Unlock the door west, and then grab the 1000c. Go back to where Tata is and this time unlock the windmill. Jump into one of the buckets without water and then it'll lead you to Simafort's Basement.

You should encounter a man and a fly. This fly turns out being the Gold Fly and getting him won't be easy. You'll have to fight the fly.

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|BOSS|

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Boss: Gold Fly
HP: 650/750 (Ranges since he escapes)
TIP: Only use Ryu's Dragon Ability if you have plenty of things to heal AP. If not, don't use it, just fight it. His attacks are kinda weak, so he isn't much trouble. The Gold Fly runs away through the battle so you'll get no Coins or EXP.
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Continue and there are two doors. Go through the door the fly went through. Talk with the fly again and then he'll run. Keep chasing him through a screen. Now continue along the path and you'll come upon a huge freaky looking monster worm guy!

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|BOSS|

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Boss: J.Worm
HP: 1100
TIP: This battle is pretty easy. Have Ryu use one of his dragon attacks, have somebody use a Wfruit who attacks after Ryu, and then use another Dragon attack. Some of his attacks are pretty strong, and he'll use one certain attack that

could cause your party members to fall asleep so watch out for that.

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Once this battle is done with, heal all of your characters. Now head back to where you first encountered the fly. This time, head through the other door, east. This room is filled with roaches, but they aren't too strong. Keep going through the path. Ignore the room south on the 2nd screen since there isn't really anything there except a sucky stanima item that barely does anything. Finally, you'll reach the Goldfly. He then runs away again leaving you a battle with a Giant Roach!

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|BOSS|

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Boss: G. Roach

HP: 2060

TIP: Use another Dragon Ability, make sure you have at least 3 for the next battle. Then, just whack away. His attacks are pretty weak, though he does have a mountful of HP making the battle seem pretty long.

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Make sure Ryu has AP for the next fight and then enter the room where Gold Fly awaits...

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|BOSS|

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Boss: Gold Fly

HP: 600

TIP: Cast a Dragon Ability... and fast. Gold Fly doesn't have much HP, but he makes up for it with his attacks, some of which can kill a party member instantly. Have somebody heal Ryu's AP, and then use another Dragon attack. He should finally fall down and faint.

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Head all the way back to where Jean and his sister eagerly awaits. Talk with Jean, and then the cook contest will about to begin! Just leave the room and talk to the guard at the bottom for it to start. A story segment then takes place. Once it is over, exit the room and then head into the room with the little sign with letters on it. Flip the switch and you'll be below in a little secret place. Head directly right and you'll see Jean lying dead on the floor. Now, walk up to the fake Jean and fight him!

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|BOSS|

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Boss: Fake Jean/Kuwadora

HP: 1650

TIP: This guy is tough. This is the toughest battle in Simafort. Use Ryu's Dragon Abilities. Watch out though, one of his attacks does a whopping 175 pts damage meaning an almost automatic death. Have Rand, if in your party, use Wake and then use somebody to heal. If not, use a Life if you have one. One certain attack deals around 50 hit points to every character.

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Grab the sword at top and have Ryu equip it. After another segment Jean will join the party. Buy all sorts of items at the shop, mainly MFruits and those things that heal 100 HP (can't think of what they're called). Before you leave, head down the stairs, where Jeans jail cell used to be. You'll now encounter the real thief from before, Patty, and she'll join the group, though she doesn't

fight. Don't forget to go up the stairs and open the chests jampacked with equipment too equip.

Hometown

Have Sten in your party, and then go all the way back to Hometown. Once you reach Hometown, talk with the guard and enter Trout's mansion. Search the basement deal and then you'll be kicked out. Once you exit, Kilgore asks you to go and go Bow, so he can apologize. Bow can now once again rejoin the party, so switch party members and then head to Kilgore's place. Make Bow your main party member and then talk with Kilgore. They'll talk for a minute, and then Kilgore asks Bow once again to steal something. Bow figures something fishy is going on, so he'll go check it out. Once questions are asked to you, keep telling Bow you'll come with him, and then you and Bow will be alone in the party.

Once finished, a battle immediately comes up. Just fight him off and proceed exploring the mansion. Battles seem to come at almost every step here so watch out. Go to the room with the Mirror blocking the way and you'll see Trout pop out and Bow and Ryu will go off hiding. Now, go down the stairs in this room. Talk with Patty and then Trout comes to see what the talking is about, and you'll come to a boss fight.

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|BOSS|

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BOSS: Trout

HP: 560

TIP: If you have Ryu, this battle is a sinch. Just attack away, don't even waste a Dragon spell. Trout's attacks do a measly 8 damage, so no worries. Without Ryu, this battle is a tide harder, but still not by much. Everytime Trout attacks he takes a few coins with him, but it seems as though you get it all back at the end of the battle.

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Next thing you know, you are at Kilgore's house, eating again. Bow will then ask you a question. It doesn't really matter what you choose. Remember all of the human bosses you've faced, always turning into monsters? that is pretty much what this cinema is all about. Could it be Satan?... or even worse... a member of some boy pop band? no needs, you'll find out soon enough. While getting ready to leave town, somebody blocks your entrance with some urgent news! Another scene. Now, you are once again expected to do something for somebody. Exit Hometown and make sure you have Jean in the party. Head all the way back near Simafort. Using Jean's ability, go south and then you'll come upon White Cakes.

White Cakes

Make sure you have Katt in your party. I also suggest using Bow and Jean, who, should be your two weakest fighters. Talk with the guy and then he'll say thank you, blah blah blah, and then he lets you go down stairs, really not mentioning a true reasonable... reason. Make Katt in front of the party, and use her ability at the little stone deal. You'll then fall in a hole.

A conversation with this old guy comes up. He'll then leave with two little strange animals. Now head north a room. You'll see is... uh... apple that looks like... a weiner. I'm talking about hot dog weiners you perverts. Actually I'm not, but uh..., whatever, just keep heading north. Level up a little on battles if needed, I suggest having Ryu at level 17 or 18 and try to bring both Jean's

and Bow's levels near 14 if in your party.

Grab the two treasure chests, one is west, one is north, but all that is really there is some old equipment and measly 100c. Enter the belly deal north. Go through another screen north and then head north west. Use Katt to break the seal and open the treasure chest to get strong defense equipment. Equip it, exit the room, and then just keep heading north. You should come too this little dolly guy, which will bring a boss battle.

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|BOSS|

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Boss: Munmar

HP: 800

TIP:I had major troubles with him, mainly because I had nothing to heal AP, and no items to heal HP either. I also had a weak party which lead to one hit deaths. Anyway, two Dragon Abilities will most likely kill him. His attacks are strong, and his sleep attack usually only leaves one character awake, so watch out for that.

++++

Before you exit, make sure you hit is adam's apple to wake him up. Then, just head to the other guy from before's house and grab the item Grampa needs. Exit the guys house and then go south and walk to the water and press the talking button deal (without heading to the world map). Grampa will then come and now you are free to explore the sea. Now head southish until you come to an island with a carnival.

Tunlan/Carnival

Go to the town right above the carnival first. Rest, buy some new equipment, buy some new items, particularly AP and HP healers. You may also want to fight a few battles, for say, 10 minutes or so to gain more EXP. Once you are ready head to the carnival! Talk with everybody. Make sure you talk with the old guy that used to tell jokes from the previous carnivals, he'll join your village. At the last room, you'll see the "grass man" and this one guy talking. Tell him you don't think it is funny, and then tell him that you want to do something about it. You then have a choice. You can pay him 900,000 coins... or... you can find this strange animal called the Uparupa. Exit the carnival, and then ride Grampa. Remember the house between Windia and the Well Town? go there.

Hunt Lodge

When you first arrive, walk up to the diary and read it. Once finished, exit the house and go to the small forest right ahead of it. You'll here singing, just keep heading north. Once you get there, a difficult boss battle approaches.

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|BOSS|

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Boss: Suiky, Algernon, Danielle

HP: 1550

TIP: This battle falls under the term really freakin' hard. The faerie on the right constantly heals the main enemy, and the one on the left casts thunder. The two non-main ones only have 100 HP, but once dead they just pop back alive again. Algernon, the main faerie creature, has an attack then can kill instantly. Make sure you have a few lives for this battle. Have Ryu cast dragon attacks, somebody heal Ryu's AP every time, and have one of the others Heal and the other

one just attack. If needed, have 2 HP healers, 1 AP healer, and then leave Ryu as the only attacker. After a few harsh minutes of battle, and four or so dragon attacks, the boss dies.

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Before you leave, make sure you grab all of the food ahead of you. Go on the whale and locate Coursiar (the city with the battle dome). Go southwest just a tiny bit, and you should see a little cavish area. It is Uparupas Cave, enter it.

Uparupas Cave

First go west and then enter the little screen and grab the item. Head back, go to the eastern part of the screen, and then grab that treasure chest. You'll see a room northeast, enter it. If you keep going, there is a little room to the southern part of the screen. In there is a treasure chest. Go back to the last room, then head north. You should see the item guys looking for Uparupas. Talk with them if you wish, don't spend the 200c though, since I'll tell you how to do it. Don't spend the 1000c for a owlfruit either, since you just got them from the Hunt Lodge. Go to the next room.

Now head to the western part of the screen. Go up the stairs, and then finally get to the Uparupas cave the most close to the waterfall. Put the little owlfruit on the little area, and then hide a little. An Uparupas will come out, catch it and then fight it. I won't even consider it a boss fight, since the battle is pretty easy. One of Ryu's Dragon Abilities should kill him, or else just one Dragon Ability and then one or two basic attacks. At the end, you get the choose to let him free, or steal him. Choose let him free so you get an equipment item. Now just exit the whole cave and get back to the world map. Then, head to the carnival.

Carnival

Go to the northern room where the "grass man" is. Talk with the guy. He'll get mad, change into a demon, and then fight.

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|BOSS|

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Boss: Cheif
HP: 1500

TIP: This battle isn't really that hard. Have Ryu cast the usual dragon attack, repeat, heal, and so-on. The attacks the monster leashes deal around 60hp, and, some monsters deal just as much so you shouldn't have much problem.

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Once finished, Spar will talk with you for awhile, and then join the group!

World Map/Wise Tree

Have both Jean and Spar in the party. Use Jean's Warp (which should be learned by now) and warp to Simafort. Go to the tent and then rest to heal the AP used. Now, use Jean's Field Ability and warp southwestish to a land bombarded with trees. Now make Spar first in line, and then use her Field Ability to walk

through trees. Once you see a fairly big tree, walk into it. You'll be greeted by the Wise Tree, who has lost his memory. He needs an item that can be found in Tunlan.

Tunlan/World Map

Walk up to the only guy there and talk with him. He says that the only way for the townsfolk to understand speech is by singing. He also says that there is an item in Highfort that makes communication easier. Leave Tunlan and then enter the world map. Put Sten in your party. Make sure Sten is at least at level 18. Ride the whale to the island where your hideout is located (or you can just use Jean's Transporting Ability and get there instantly). Go a little south, and then eastish. Get off of the whale, and keep climbing up. Eventually, you should see a huge castle looking town. It is Highfort so enter it.

Highfort

With Sten as your first party member, progress and you meet up with a guard. Highfort is actually Sten's hometown, where, he has been trying to avoid for the past few years. Once the scene is over, use Sten's Field Ability to reach the other pole and enter the town. Another scene comes up, and then Sten leaves the party, leaving you to find the flute.

Go north through the castle, and then north another room. The guards will warn you about a secret meeting, but just ignore them and walk into the room. A scene comes up, and then you have control of Sten. Go down the stairs in this room, and then grab the treasure chests down here. They are all equipment for Sten, equip them. Head towards the castle, and you are greeted by Turbo. Or, not actually greeted, he wants to fight! For the first battle, die. Just kill yourself. Then make your way back to the castle, where Turbo wants a real fight!

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|BOSS|

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Boss: Turbo
HP: 130

TIP: Talk about really freakin' hard, without the other party members, this fight is tough! Hopefully, Sten is high leveled, or else, you are in deep water... since you'll be "stuck" if you can't beat him. Meaning, you can't go back and level up. For every attack, you are going to have to heal, and sometimes, rely on Sten dodging attacks. This battle is fast, but hard. Eventually, both will fall to the ground.

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Sten then saves Turbo, and then Turbo wakes up. You now have to go looking for the princess, who has been locked up, he'll go east, so go ahead and go west. Use Sten Reach to progress. Go through two rooms. There are battles, and most are quite tough, so I suggest escaping all of them. It seems as though your escape rate is much higher with only one party member. Go to the two north rooms here, both contain treasure chests. Next, go southeastish and climb the stairs. Climb through another set of stairs. Go up and enter the westish room and grab the treasure chest. Exit the room, and then go to the east room. Now there are four doors. Enter the third door (left to right) and progress through the paths. Enter all of the non-center doors as they all contain items. Keep going and then you should walk upon Shupkay and the princess... Once Sten tries to be bold and brave, Shupkay uses a little trap on him, leaving Sten in the room with Ryu and the other party members. Now, Sten rejoins the group!

Tunlan/Mt. Maori

Get to Tunlan and go inside the castle. Talk with the old lady, and you see a big fat princess who looks oh so quite like your momma. Anyway, after talking with them, exit Tunlan and get to the world map. Your next stop is Mt. Maori. It is an island with only a cave in it, right by Hometown. Talk with the old man, after the scene head back to Tunlan. Get back to the Princess' Room and then another scene comes up. Now, get Sten in your party, again, and head back to Mt Maori.

Talk with the assistant, who tells you the item you need, a mushroom. Memorize the Mushroom's color and then head west through the little sticks using Sten. Skip the first cave and then enter the second. Grab the item and then head to the first cave. Go through every little section, there is a total of 3 treasure chests here. You shall see the next room, which is northeastish. Go through the waterfall and enter the next cave. Go to the first room you see, grab the chest, grab all the chests you see, climb the little deal and enter the next room. You should see mushrooms, grab the one the assiastant showed you before (if you don't remember, it is the one with four little dots...) and then you'll be taken back to where the assisant is. If it is the wrong one, you have to go back up. If not, he'll give you all of the items you need. Now, head back to Tunlan.

Princess' Insides

Go back to the room where everybody is waiting. Instead of it just working, you have to be shrunk and go inside her body and fight the monsters that are attacking you. Before you do, I suggest changing you party and have all of your lowest leveled characters, buy some healing items, and sell and equip equipment. Now, you'll be taken inside!

Here is the catch: You have to defeat every single monster in her belly. This place is easy to get lost in. Go through every single room, and then fight off monsters. Press start and you'll see a little guy. When he is sleeping, you've beaten all of the monsters in this room. When he is up, then there are still more too go. After destroying all of the monsters, you'll be taken out. The Princess is now skinny again, and they'll give you an item for appriecation. Just talk to the lady in the treasure chest room to get it.

Wise Trees Memory

Get Spar in your party, and head to the talking tree from before. Use the Therapy Pillow from before, and then you'll go through Wise Trees... uh... brain. It is all fuzzy and weird looking. First, go to the first town you see. Then make your way through all of the towns. Talk with the people. One town is filled with old guys, another with mid-age men, and the last with little kids. After the info, make your way back to the first town you entered which has changed and is now Memory Tower.

Memory Tower

Smoke anyone? No... I'm not telling you to go out and get a stash, use Smokes here. The encounter rate is like tripled, Breath of Fire 3 like, and the enemies barely give out EXP. Making matters much worse, is the fact that you can barely see above of you. It is quite annoying. In the first room, go up to the guy and he'll take you to the next room. Now, keep following the path through every room. It is pretty straightfoward, but it won't seem like that since you can't see worth \$hit. Soon you'll get to this room with three guys, then enter the next where a boss battle awaits.

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|BOSS|

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Boss: Aruhamel

HP: 1600

TIP: ...eh? This guy is easy. Thank the lord. He barely ever attacks. Instead, he uses "forget magic" which corrupts 1/3 of each characters magic every time you use it. You should have enough room to store 2 Dragon Attacks before the disappear, and then just attack way.

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If you have a character who can use escape, then use it. Get the hell outta this hellhole. Once ready, go to the town with the small little kids... the northeast town. Go to the bank and clear your mind. Ask all the questions to get information from the wise tree, and then you'll be brought back to the main map. Now, head south. You should see a little barrel looking thing in the middle of nowhere, it is called Sky Tower, enter it.

Sky Tower

Just talk to the guy and then head in. Here is where the Wind Shaman is found. The catch is that it is underwater, and you only have three minutes to do it. No worries though, there are plenty of rooms without water, so really, you'll never come close to running out of time. Once you enter, go east and you can buy some items at a shop! Then there are more items south of this path. Get to the main little place deal and then go west, north, up the stairs, south, east, up the stairs, north, west, and then up two more sets of stairs. What a breeze. This path pretty much covers every treasure chest to be found here, so find and equip. Just talk to the girl and then you have another shaman up your belt. Here is where you really should start pairing up shamans, then the attacks get stronger, and the two before didn't mix up all to well... check out my new Shaman section for more.

Farmtown/Namanda

To get too farmtown, you'll have to go south to where the original wise tree is. You'll have to have both Spar and Rand in your party. Use Spar to enter the bridge place directly south from the wise tree. Inside is some tough monsters and an high encounter right. Just keep going south and enter the first town you see, which is Farmtown. Farmtown is actually Rand's hometown so have him the first person in your party. Enter the big building and a scene comes up with a lady chasing some worker off. Go inside the building and then enter the first door. This lady is actually Rand's momma. She wants you to work for her, so you must then destroy all of the bushes, rocks, and stumps in the field. Make sure you DO NOT use any Magic, or else it is impossible to get the Earth Shaman. The very last stump turns out to be an S.Golem. I'm not going to consider him as a boss, since he can be found on the world map, but he is pretty hard so use Dragon Attacks against him. Now go inside where the is a small little scene. Now,

head for Namanda.

Namanda is located directly west of farmtown. Just climb the little thing up and then walk right into it. Once entered, just keep heading up. There is a praying room with bells, pray there. It is also to be noted that you can play a bell game once you leave here (though the game can be extremely hard) and also get the Earth Shaman. Donate at the back of Namanda 20 times, then after the events of Windia, head to the planting part of farmtown, and she'll be waiting there. Now, head back to farmtown. Go to the field place from before and talk to the armor guy. He has (captured Rand's mom) and a battle begins with only Rand fighting!

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|BOSS|

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Boss: Paladin

HP: 500

TIP: If Rand is below level 26, then this battle is pretty tough. Otherwise, it should be a piece of cake, since Paladin doesn't have much HP. Attack, then heal twice, and then attack again until he falls down.

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Windia/Skycave

After you fight him, get somebody in your party who can warp to a town, get Nina in your party, and then warp back to Windia! Proceed through the castle and then talk with Nina's mom. Then go up the stairs and through the western rooms and talk with Ninas sick father. A black n white cinema comes up. You need to find this bird to heal your father, and catch up to what ST Eva has in store...

Too reach Skycave, get to the main entrance in the castle. Take one of the doors not leading up the stairs and then proceed through that room. It is easy to mix up this place with the dungeon from before so just press start to make sure you are in the right place. Once you enter, head west and then north (avoid the stairs). Pass through, grab the treasure chest, and then equip it. Go back to those stairs and proceed until you come upon a statue. Make Nina the main party character, and then you'll be warped to a strange puzzle.

There are rocks that move your direction so try and fake them out. These regular battles are tough since you only have Nina, so try and avoid them. If you die though, you'll just restart, instead of being brought back to the start of the dungeon. Grab the two treasure chests in this room and have Nina equip both of them. Once ready, enter the next room. Talk with the bird/dragon/whatever above and fight it. It isn't nearly as hard as the battles when you only have control of Sten or Rand. Just use Nina's freeze twice and the monster shall come to a crumble. Def-Down and Pow-Down also work well. Once you are finished exit Skycave and head back to the kings room.

After talking with him, Nina will have a conversation with her dad alone. Then you'll be awoken in the middle of the night. You now have control of Nina only again. Get to the main entrance of the castle and go through the western stairs. Climb up and you'll see Mina. Keep folling her. She'll the enter a room and transform into a bird. Next thing you know, you are out of Windia and riding Mina. You can now use Nina's Field Ability, which summons up a bird for transportation! Now, head to Coursair. Head south at Coursair and you shall see and island that you've never been at before. Enter the big, church/college looking place which turns out to being the church town!

Evari/Jackdoor

OK. The first thing you do here is talk with every single person in the whole village. After that, try and leave the town. You are now locked in there. Enter the western room of the middle house and talk with the lady, Claris. The only way out is to go through underground using a toilet.

Some of these monsters can knock your party members out in one hit, so watch out. There are no items to collect here though. First just keeping heading south, then go to the east path, keep progressing through there and eventually you'll see some stairs which lead you do an inn. Now, fly to Cotland just south of Farmland. You can now get the Earth Shaman, who is in farmland now too, so go ahead and do that.

Cotland

Have Katt the first member to knock the rocks to reach Cotland. Now enter the house with a flag on it and you'll meet Tiga. They are trying to destroy ST Eva also, and it seems as though they need help finding there sponser. Leave Cotland and head for Thieves Tomb, which is the only other place on the island Highfort is located on.

Thieves Tomb

This place is rather strange. First, climb the stairs and then grab the four treasure chests in this room. If you fall on to a blue hole, then you'll fall. You can climb right back up and get them though. This room is rather strange. There are faces all over the blocks on the ground. Misfortune will come if you get an angry face such as poisoning. If you have a smile good things will happen like getting money. A healthy face is a recovery where the party will all regain full HP. With a strange expression there is no telling of what will happen is what the guy says. What this means considers battles. Land on a angry looking face, and at the end of the battle, all of your characters will be poisoned and so-on.

Grab the treasure chest south, and then enter the room north where Patty is. Go up to her jail cell thing and then she'll burst out looking for a switch. The empty treasure chest is the switch, so press it and then enter the wall that just opened. In this room, open the tresure chest which turns out being the evidence you need. I suggest leveling up a bit and exit without using the exit ability since these monsters here give a lot of exp and are pretty easy. Once you are ready, head back to cotland...

Cotland

Make sure you have Katt in your party again. Break the stones and then enter Tiga's room. There will be a laugh out loud, LMFAO cinema where Tiga tries to marry Katt. Tiga has in incline that Katt has some feelings for Ryu, so he suggests a fight. Tiga's HP is unlimited, so the battle is impossible. The only way to beat him is to cheat, using a gameshark... and if you are one of them cheaters, I'll classify you as a puss. If you choose yes to both of his questions, then the fight is skiped. Another cinema comes up, this time with only Katt, and Katt will go with Tiga to Bando. Bando is just south of here, but

before you go, get a new party member, since Katt is gone.

Bando

Talk with Tiga and then Katt finds a secret entrance. Everybody figures the people they are looking for are down there and it is up to you to find them. Proceed through, fight the guard, and then enter the next room. You shall see two switches.

One Right Click: SnakeST Item
Two Right Clicks: Nothing
Three Right Clicks: Nothing
Four Right Clicks: Stairs

Get the SnakeST and then climb up the stairs after the fourth click. Go south and climb the stairs to receive 1000c. Now exit this room and this time enter the north path. You'll then come upon the guy you've been looking for. After the conversation he turns into a demon, and unleashes three enemies at you. Fight off these three hooligans and then fight MR. Necroman himself.

++++++
|BOSS|

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Boss: Necroman
HP: 2400

TIP: This guy is tough. The worst part about him is his Zombie attack which turns your party members into zombies. And once turned into a zombie, they'll attack you. Even worse it his death attack which kills nearly half of the time. My advice? Use plenty of Lives. If you have Nina, use her Freeze attack, and if you have Bow or Rand, have them use DefUpX. It is pretty hard to use a dragon ability, since Necroman constantly sucks AP outta ya so try and pull at least off.

++++++

Once you are finished, grab the treasure chest item and then make your way out. Katt and Tiga play a joke on you on the way out and suggest using costumes to make the way through ST Eva. Now, re-shaminaze your party, change party members (make sure you have Rand in your party), buy some items, and then once you are ready, head back to Evari...

Evari

Enter the house with the escape route from before. Talk with Tiga and then they'll make their move. After everybody recites the ST Eva poem, the guard asks Ryu what the gods name it. The answer is Even's. If you didn't answer that, then be prepared for a tough battle. Now, enter the room north just as a preaching is going on. After the scene (I won't ruin it for you) follow Habaruku to the room, where you have to fight Ray. Ray isn't really a boss battle, just use G Dragon, a new Dragon Spell, on him and he'll fall.

Now continue along the path. Most of the battles here are pretty easy. You should see Habaruku and Rand's Mom. After talking with Habaruku, he'll then leave. Now talk with Rand's Mother and make Rand the leader in your party. Use Rand's Field Ability to knock over the wall and enter the next room. Grab the two treasure chests here and then enter the northeast room. Use Rand's Field Ability to knock over this wall. After the scene, go up the stairs and continue

along the western path. You shall then come upon Habaruku... again. Tell him that you're ready to fight him, and then he'll be a coward by throwing two weak enemies on you and then run off. Catch up with him again and next thing you know you fall underground straight on ya ass.

First, make your way through the west room. This will lead you out of the castle. Now, heal all of your characters somewhere. Head back to Evari and go through the east door on the entrance. This time, take the east room and grab the treasure chest. Finally, exit that room and then take the north room. Grab the treasure in here and then enter the other room until you come upon a platform with arrows. Using the arrows, make your way to the treasure chest. Fall down and do the same thing, this time get to the set of stairs. Climb them and proceed until you see an old man who needs to be killed to stop a demon. This part here decides on the ending you will get. For example, if you decided to kill him, you'll get a different ending. If not, then the ending will be totally different.

I have to say not killing him is the better ending. So... don't kill him. Instead, just kill the three enemies. If you plan on going through the game twice, I suggest killing him. Just use G Dragon and everybody falls. After this, use escape no matter what you choose and a cinema will pop up. Next thing you know you are back on the world map.

Gate

Before you enter gate, you may want to collect all of the Shamans you have missed. Also, there is a small island with Bo and Karn from BoF1 where there are enemies with a loadful of exp so go ahead and level up a tide there. Gate, Ryu's hometown, is right by Captain, covered with caves and redish trees. Once you enter it, head to the forest northwards from the start of the game. Talk with Hulk, and then a long-ass cinema comes up. Afterwards, you need to find the infamous Patty. First get somebody in the party then can warp and head to the world map. You cannot fly the bird using Nina's Field Ability, so you are forced to warp. Finding Patty is broken into four clues.

- 1# - Head to Cotland and then talk with the soldier.
- 2# - Warp to Simafort and then head to the cafe and talk with one of the cooks.
- 3# - Warp to Highfort then make your way to Theives Tomb. Talk with the soldiers.
- 4# - Warp to Township. Enter the main building and then climb the stairs. The second room has Patty in it.

Patty will then leave and head to Gate. Now you must head to Gate, and make your way to Hulk again. After the cinema (I won't ruin anything) you have to fight Babaruku!

+++++
|BOSS|
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Boss: Babaruku
HP: 1500

TIP: This battle is easy. Use Ryu's G-Dragon ability and then blast away. You should also use Atk up, Atk Down, etc and you shall be fine.

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Once the battle is finished, another scene comes up and you are asked a question. Answer Defeat to it and then enter Infinity.

Infinity

Infinity. This is the hardest place in the game. I will break the place up in small segments:

-1- First, go all around the path until you go to the middle. Grab the treasure chest and then enter the stairs.

-2- Head westward. If you have Sten, use his field ability and grab the treasure chest. Head south and then west. Stay along the western route and then grab the treasure chest. Head back to the cave looking place and then enter it. Here, grab the item and then head up the stairs.

-3- Head along the southern path until you come to some stairs. There are two items here, but both are pretty useless this late in the game.

-4- Here you will enter a small room. Just keep going down stairs, it should take six or so times until you enter a different room.

-5- This room is pretty much bigger than all of the rest combined. It is also packed with equipment that should raise 20+ of its category. Explore the area closely. Grab the treasure chests east, then head south and grab that treasure chest, and then there are three more to collect after that. You should finally come upon some stairs. Just head south here and you'll enter Dologany!

Dologany

Ah... Dologany. There is so much here, revealing just one thing would bring massive spoilers. I don't want to do that, so I'm just going to say go with the flow. You can't really get stuck here, since all of it is story. After it is done, you'll gain control of Ryu. Make sure you save, rest, buy a loadfull of life placements, wfruits, and whatever at one of the houses, and then talk with the guy at the gate... then re-enter Infinity!

Infinity

-6- Welcome back. First, go south until you come upon a cave. Enter it. Heal at the water and then talk with the... ur... Dologaniens. Now, go through every single room and talk with all of your characters. If you have Bleu, she doesn't turn up... strange. Anyway, afterwards head to the mid-room and then face another Ryu looking guy. Talk with him then leave. Then enter again. Say no to risking your friends lives three times. Afterwards you wind up outside with a new dragon ability, Anfini, learned.

-7- Head back to the main place and then head west and grab the treasure chest. Now just keep heading south until you come to the next room.

-8- Head west and then go through the only door in this room. In this room enter the first room that you see. Now, go east and then south. Climb up some stairs. Enter the room eastwards and then walk onto the traveling device thing. Here just head north. Keep walking up to the boss, and then the battle starts...

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|BOSS|

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Boss: Barubary
HP: 5000

Cries... Wants his Mommy. These last boss battles are hard... really freakin' hard. OK, first use Ryu's GDragon Ability. Next, have all of your party use the strongest attacks they have. Afterwards he will fall and ask Ryu if he wants to fight alone. Answer back with a no. This dude still has 4000 or so Hit Points left. Use Wisebl for Ryu, only if you have at least three. If not, then save them for the next battle and attack. If you have Rand or Bow, have them heal with Cure 3. The other characters should attack using there strongest attack that they have.

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Barubary then fades out and you have control of Ryu. Head north through two screens. After the cinema, use the left and right stick to break out when you are frozen. After the next cinema, you are fighting Deathevn with Ryu alone.

+++++

|BOSS|

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Boss: Deathevn
HP: 10000

Here we go. The final battle. First have Ryu use Anfini. You then get the rest of your characters back. Have Ryu use GDragon throughout the battle. Whenever he runs low, use a Wisebl. If you are out, start having one or two characters using WFRuits on Ryu until it regains strength again and then use another GDragon spell. His attacks aren't TOO strong at first, but near the end he doesn't kick in. Death will kill you 99.9% of the time, so be ready to use Lifes, and he also has a spell that loses a few attacks so also be aware of that. He will fall... one time or another.

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Exit out of the room and there goes your ending. Both of them are breathtaking, and a huge surprise will come up. Don't worry... I won't ruin anything... you just have to see for yourself....

-end of walkthrough-


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IIIIIIIIIII  V      V
      I      V      V  XxXxXxXxX
      I      V      V  @Shamans@
      I      V V     xXxXxXxXx
IIIIIIIIIII      V
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What they are:

Shaman's are special attacks that you find in Breath of Fire 2. The first step to getting one is too... uh... find one. They are scattered about and six of them total. Once you find one, you must head to Township and go to the house right next to the main one. After you talk with the lady, (the ugly bug here still hasn't been fixed, lazy ass Capcom) you get to give them to your characters. Mixing them up (the best mix ups are below) will give the character a different special ability, stronger attacks and defense, faster attacks, and

more. The only bad thing is that they wear off after death and then you are forced to repeat the same process over and over.

Where to find them:

XxXxXxXxXxXxXxXxXxX
SANA - Fire Shaman
xXxXxXxXxXxXxXxXxX

You can't miss the Fire Shaman... literally. She is the first one you get, and is part of the story so she is un-missable.

XxXxXxXxXxXxXxXxXxX
SESO - Water Shaman
xXxXxXxXxXxXxXxXxX

Get to the chain room in Witch Tower. Just take the eastest chain lift to the western room and then proceed south in this room. Now, just talk to the girl you see and she turns out being the water shaman giving you your second set of shaman powers.

XxXxXxXxXxXxXxXxXxX
SPOO - Wind Shaman
xXxXxXxXxXxXxXxXxX

You get this Shaman in Sky Tower. She is also part of the story and impossible too miss...

XxXxXxXxXxXxXxXxXxX
SOLO - Earth Shaman
xXxXxXxXxXxXxXxXxX

There are a lot of steps to getting this mofo. First, do not use any magic while clearing the field in Farmtown. Next, at Namanda, donate coins at the top twenty times. Next, you'll have to wait until you get to Evari and then make sure way back to the field in farmtown where she is carelessly waiting.

XxXxXxXxXxXxXxXxXxX
SENY - Holy Shaman
xXxXxXxXxXxXxXxXxX

First, you must defeat Ray at Evari. Next, go back to Bando where the switches are. Enter the first room and after talking with her, she'll join the shaman group.

XxXxXxXxXxXxXxXxXxX
SHIN - Devil Shaman
xXxXxXxXxXxXxXxXxX

This dude is pretty easy to get. Just go to the west entrance in Infinity...

Best Character Combos:

\\-Ryu-//

Ryu cannot use Shamans since he is a Dragon...

\\-Bow-///

Bow's best is mixing Holy with the Devil. His transformation is wickedly awesome...

\\-Rand-///

Rand has a number of full transformations, but the Earth Shaman and Fire Shaman work the best in my opinion...

\\-Katt-///

The first Shaman, fire, and the last Shaman, devil, work the best for Katt...

\\-Nina-///

Wind and Holy make up her only full transformation. Did I mention it looks totally freakin' awesome? *drools*... Nina... will you marry me?

\\-Sten-///

Sten will have the first full Shaman Transformation but near the end, it seems kind of weak... Fire and Wind are the Shamans you use to get it...

\\-Jean-///

Wind and Holy are the two shamans you need for Jean....

\\-Spar-///

Spar is probably the most flexible in terms of amount of different Shaman combos. Using both the Fire and Devil shamans give you the best special ability and raise your attack power the most so stick with them for Spar...

\\-Bleu-//

Bleu, like Ryu, cannot use Shamans. All-in-all though, the attacks from Bleu make up for that...

V V
V V xXxXx
V V @FAQ@
V V XxXxX
V

This is where I post questions I get by e-mail. I get a lot of e-mail of the same thing, so this is the place to check before e-mailing me.

WHERE CAN I FIND BLEU?

Bleu can be found southeast of Theives Tomb on a small sand spec. You must pay close attention to the sand near Theives Tomb, one of which looks slightly different, that is the one you need to enter. Once inside you must talk with the people. Now, head to Hometown. Go to the western part, upstairs in MAG School where a class is taking place. On the side is Bleu who will then join your party.

HOW DO YOU GET TOWNSHIP TO FLY?

First, Ganer (the old man in Evvari) must be alive. Now go to Township and inside the well. After the long cinema, Township will have the ability to fly! You can now, if you wish, use Township in the world map.

WHERE IS HIGHFORT/TUNLAN/SIMAFORT/WHATEVER?

I'll say one thing: The World Map can be a female dog... if ya know what I mean. Thankfully, BoF2 has a nice World Map making it slightly easier. They, are there, it is just hard finding it at times. My advice? Keep Looking. You'll probably find the place you need before I even could make a reply to your e-mail.

WHAT IS THE STRONGEST ATTACK IN THE GAME?

Anfini, one of Ryu's Dragon Spells, which can only be used on the final boss.

WHAT IS YOUR FAVORITE SHAMAN COMBO?

I actually don't use Shamans much. They real tend to piss me off, since they always fade out whenever you are killed or low on HP. If I had to pick... um... Bow's Devil and Holy transformation.

WHICH CHARACTERS DO YOU USE MOST IN YOUR PARTY?

Breath of Fire 2 is one of the few games where you MUST level up all of your characters. I remember having to start all over in the SNES Version of the game, just because I didn't have Sten's LV high enough when I needed him in the story. Near the end, I went with Ryu, Rand, Nina, and Bleu.

WHICH GAME SHOULD I GET: BOF1 OR BOF2 OR GOLDEN SUN OR ADVANCE WARS OR DRAGONBALL...?

For an RPG, Breath of Fire 2. It is the cream of the crop on the GBA. It sure as hell is better then Golden Sun.

WHAT ALL AS CHANGED BETWEEN THE SNES AND THE GBA VERSIONS?

Translation wise, disappointly... none. There is no new endings or anything special which is a shame. What has changed is the exp coin system, which has been totally changed. Breath of Fire 2 also has new cinemas, which look quite nice, a new save system that allows you to save pretty much anywhere, and a

trade system which allows you to trade items with a friend.

I HAVE BEATEN THE SNES VERSION OF BOF2. SHOULD I PLAY IT ON GBA TOO?

I would have to say no. Though the new stuff is nice, there isn't anything big enough to play through again.

DO YOU PLAN ON WRITING ANOTHER FAQ?

As of now... no. I now see why there are tons of one-faq submissions on the site. At first I found the idea fun and I thought I would be kinda... (shrugs)... cool but good god it seemed as though I'd rather do homework than work on the walkthrough at times. I might write another one... but it is kind of unlikely.

(I will add more in the next update!)


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V      V  I I I I I I I I I I I I
V      V      I      xXxXxXx
V  V      I      @Outro@
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eh...? You still here?

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xXxXxXxXxXxX
Coming Soon
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(*) I will fix all errors (I know I must have quite a few...)

(*) Better Shaman Section

(*) Section containing Recipes (maybe)

(*) Enemy Stats (maybe)

(*) More FAQ Questions

(*) Some other new section...

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xXxXxXxXxXxX
Thanks List
xXxXxXxXxXxX
```

(*) Mary... last name unknown... e-mail address unknown... for the character descriptions for the profiles

(*) Adam Schmidt (a_schmidt87@hotmail.com) for the information about the Water Shaman

(*) Veronica Thomas (veronicathomas@lycos.com) for the info about the chop-chop attack...thanks!

and finally... I'd like too thank God, first of all, for letting my FAQ dreams come true! And I'd like to thank my Mom, for being there, and my dad... for

doing my mom and making me... and stuff! (semi-rip from Tool speech)

Steal this guide without asking me for your site, and I'll be pretty honored.
Though... I don't think anybody would wan't to though... :(... E-Mail if you do
though. Then, I'll be like, the 1# fan of your site!!!!!!...or something...

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Production...

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