

Breath of Fire II FAQ/Walkthrough

by Alucard188

Updated to v1.7 on May 7, 2008

Breath of Fire 2
Walkthrough
Alucard188 Productions
Ver. 1.7
November 20, 2002

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LEGAL STUFF

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END LEGAL STUFF

News and Notes

Mwehehehe, me again. Finally completed the walkthrough. Took a long time. Could have been done a lot earlier, but I lost my motivation. This weekend, I picked up my motivation, and unto you, I deliver this document. This MAY be my final update, unless I find something more worthwhile to add to it. Thank you for reading.

If you ever had the urge to do a walkthrough, but could never muster up the determination to follow through with it, then how about the next best thing? If you would like to contribute to this walkthrough with alternate boss strategies, Weapon/Armor/Magic listings, or anything else that you may be of some help on, then send it to me with the Subject header 'BoF2 Contribute'. I will give you notable recognition, which will give you a warm, fuzzy feeling inside.

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INTRODUCTION

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Welcome, I am Alucard188, and this is my walkthrough for Breath of Fire 2. When I am done with this, I hope the walkthrough meets your expectations. Feel free to contact me at Alucard188@Gmail.com with the subject heading 'BoF2' if you have any questions or concerns. Please, only legitimate mailing. No 'OMG U SUX0RZ F00'. Now, on to the Walkthrough!

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VERSION HISTORY

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Ver. 1.7
November 20th, 2002

- ~ COMPLETED the walkthrough
- ~ Added some to the rumors section and added a Bugs section
- ~ Added Endings section under secrets and sidequests
- ~ Added the Character spells section

Ver. 1.6

August 4th, 2002

- ~ Made a correction to Spar's nature ability
- ~ Recieved confirmation on the CharmSH in Upacave

Ver. 1.5

June 10th, 2002

- ~ Finished walkthrough to the end of Skytower

Ver. 1.4

June 1st, 2002

- ~ Added a few new areas to the document *boy am I ambitious*
- ~ Completed walkthrough to the end of Highfort
- ~ Started on the town shop lists
- ~ Changed notices to News and Notes
- ~ Added a Final Note section
- ~ Added a Rumors Section

Ver. 1.3

May 26th, 2002

- ~ Added a notices area
- ~ Added Bleu's age
- ~ Finished Walkthrough to the aquisition of Spar
- ~ Made a correction to Rand's character profile
- ~ Revised a bit of Hero's character profile
- ~ Made a correction to Jean's character profile
- ~ Changed the titles of some of the chapters
- ~ Changed 'Outroduction' to 'Acknowledgements'
- ~ Added a Hunting and Fishing area
- ~ Changed the layout a bit more

Ver. 1.2

May 18, 2002

- ~ Rearranged the layout a bit
- ~ Finished walkthrough to the end of Trout scenario
- ~ Added a Frequently Asked Questions area
- ~ Added info on Carpenters, Shaman locations

Ver. 1.1

May 12th, 2002

- ~ Completed walkthrough to the beginning of Simafort
- ~ Put Chop Chop up in the Secrets area
- ~ Added info on how to get Bleu
- ~ Added Flying Township info

Ver. 1.0

May 1st, 2002

- ~Started the Walkthrough

~Did character descriptions

=====
FREQUENTLY ASKED QUESTIONS
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Q: How does this game differ from the SNES version?

A: Well, not a whole lot has been altered. The game's basically the same, poor translation and all. However, the first thing you should notice is the battle interface. It's much cleaner than the Snes version. Also the experience and gold given after a battle have been doubled and tripled respectfully, making it easier for people to get through the game. A dash feature, trading option, weapon, armor, item and spell icons beside the item name, and cut scene pictures finish up the package of 'what's new'.

Q: How does this game measure up to BoF GBA? Is it worth buying?

A: I, and many others find this game better than BoF. If you liked the first one, you'll love this one. It features a deeper story, although marred by the poor translation, crisper graphics and animations, a decent dragon system, and a great soundtrack. You should buy this game at all costs, unless you find games without graphics like Golden sun unappealing, have played the game to death, or have the SNES version.

Q: Who do you think I should invite to Township?

A: Everyone has their own preference, but I tend to like this combo. House 1: Hekkeller, House 2: MacClean, House 3: Baretta, House 4: Barose, House 5: Hanz, House 6: Daiye. This setup is best used with the regular carpenter, as you can exploit a money trick with the cooking option that the regular carpenter brings.

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CHARACTERS
=====

Main Characters

Subnote: If anyone can come up with definite answers to the character's ages, then email me at the email address above.

Hero

Age: 16

Weapon: Sword

Special ability: Guts

Magic specialty: Dragon magic

Field Action: Fishing

The Hero, or Ryu as his default name is, is exactly that, the hero, or main protagonist of BoF2. Having lived in Gate as a child with his father, Ganer and his sister, Yua, he was mysteriously orphaned at 6 years old. Having taken his sister's advice, he fell asleep under the guardian dragon. When he awoke, he found that his father and sister were missing, and no one remembered him. Shaken and scared, he took up

shelter in the church, under the care of Father Hulk. There, he meets his best buddy, Bow.

Hero's special ability is guts, the ability to call upon his inner strength and spirit to heal his wounds. Of course, if you don't use this ability often, its healing power is greater. This ability is best used in a bad situation, when you need a quick boost.

His magic specialty is Dragon magic. Like the first BoF, Hero can summon his strength, as a result of his human/dragon hybrid, to change into a powerful dragon form. However, unlike the other BoFs, it's a one shot deal, as it eats up all your AP, or Ability points. You can restore his AP during battles for repeated use of the Dragon magic, making this a powerful attack. The basis for damage total is the difference between the MAX AP and the Current AP. The bigger the gap between the numbers, the less powerful the Transformations are. A 42/50AP attack won't do as much damage as a 24/25AP attack, as the AP is closer to Max.

The Hero's field action is fishing. Upon exiting a fight, you may happen across a fishing spot, designated as a little fish hopping in and out of the water. Hero must be in the lead, and have fishing gear, rod and bait. More on fishing later.

BOW

Age: 16?

Weapon: Crossbow

Special Ability: Shot

Magic specialty: Healing Magic

Field Action: Hunting

Bow's past is mysterious... well, as mysterious as a walking, talking dog can be. He met the Hero in Gate, and has been travelling ever since. They made their way to Hometown, and have secured a job as Rangers at the local Ranger's guild, a group of people who hire themselves out for odd jobs.

Bow's special ability is Shot, an attack that is sometimes an instant kill on the enemy. Although the chances are very slim, it still is useful. You'll find out later on how useful. Bow is also in command of very potent Healing magic, learning the most powerful healing spells in a relatively short time, making him a prominent member of your group.

Bow's field action is hunting. After exiting a battle, you may happen upon a little tuft of grass that is twitching. This is easy to spot, and signifies the hunting field. Upon entering, Bow can use his bow to take aim at the game in the hunting ground. Having long range, he can nail animals without having to chase them, but his shot is slow, often giving the game a chance to escape. Hunting is an excellent way of acquiring healing items without having to buy them.

KATT

Age: 17?

Weapon: Staff

Special Ability: Dare

Magic Ability: Critical Magic

Field Action: Hunting

Katt's originally from Cotland, as far as I can guess. Her race is

Woren, a fierce cat like race, who has a natural ability for fighting. She originally meets the Hero under unique circumstances at the Coliseum in Coursair. After a bit of trial and whacking, she joins up with Hero on his quest.

Katt's special ability is Dare, which when used makes the enemy more likely to attack her. Dare also gives her a better chance at a counter attack. Unfortunately, with her lower defense, this can also kill her. Use with wise consideration. Oddly enough, her magic is very potent, as she learns it at an extremely low level. The downside? She doesn't gain AP fast enough to use it effectively, or at all. Still, when she's shamanized (you'll find out about that later), she has enough AP to cast it, but you'll have 2 potent magic users at the time, so why bother? Just use her for her fast attacks.

Her field action is hunting. Like Bow, she can also hunt in the Hunting grounds, but she has to be right next to the animal, sometimes making it difficult to hunt with her. But, she can attack in rapid succession, making it easier to kill the animals.

RAND

Age: 23?

Weapon: Knuckles

Special Ability: Wake

Magic Ability: Misc.

Field Action: Expeditious movement

Rand is from Farmtown, a farming community, as the name implies. He was a farmer, but got bored, and traveled to Coursair to work at the Coliseum. He meets the Hero there, and upon certain events, joins the Hero in fixing the Hideout, then joins his party.

Rand's special ability is Wake. It's purpose is to revive a fallen party member with 1 hp, but I have yet to get it to work. Well, it's good at the beginning of the game, when you have neither the spell or the money to buy life items. But you only get Rand for a short time before Capitan, and by that time, you get enough money to buy life items, thus negating the use of Wake.

sigh Oh well, no sleep lost because of it. Rand's magic ability is rather general, a little attack, and a little healing, but he seems more dominant in Healing. It would be a handy thing, if he weren't so damn slow! Anyways, use him for his strength in battle, as his hp is extremely high, but balances out with his inability to equip most armor.

His field action is Expeditious movement, but the game manual calls it something stupid. In this action, Rand rolls up in a ball and can move at great speed across the land, but will stop when he hits an obstacle. He doesn't enter fights while rolling, but almost every time he hits something, he'll enter a battle. Unfortunately, this is the only way to stop rolling, so what can you do?

NINA

Age: 19?

Weapon: Magic Ring

Special Ability: Will

Magic Ability: Attack

Field Action: Float

Nina is the fallen princess of Windia, a town of winged people who once had the ability to change into birds and fly. Nina was born with black wings, which raised cause for concern, as an old legend states that when a child with dark wings is born into the royal family, a great doom will occur. The Windians made their voices heard, and the king and queen gravely gave Nina away. She ended up in Hometown, studying under a wizened mage master at the Magic School. She meets the Hero during a rescue operation, and joins his party soon after.

Nina's special ability is Will, which regenerates her AP. Like Hero's Guts action, it's best used in moderation for maximum effects. Her magic ability is attack magic. She has the ability to learn devastating magical attacks, making her a very good ally in battle. Unfortunately, she hasn't the ability to learn Missile naturally, so you must look to other methods to acquire this potent spell.

Nina's field action is float, which allows the party to escape pitfalls, as long as she's in the lead.

STEN

Age: 21?

Weapon: Knife

Special Ability: R.I.P

Magic Ability: explosive magic

Field Action: crossing gaps

Sten's originally from Highfort, a militaristic community. They are mercenaries at heart, selling their services to others for money, as long as it's in their beliefs. Sten last fought in the Battle of Goonheim, where he rushed the enemy and was supposedly killed, but wasn't. He escaped and started touring the world as a magician, appearing in Windia when the Companions (Hero and friends) are at the castle. Sten ropes Hero into a magic act, then makes him disappear. A rather humorous scene and ass beating by Katt later, Sten pledges his allegiance to the group, and joins.

Sten's rather useless ability is R.I.P, where Sten 'plays dead' to minimize his chances of getting hit. While in this attack, his defense is lowered, but his chance for critical attack is higher. His magic ability is explosive magic, which is fire based. He learns flame at a relatively low level, and can become a good person to use, as his speed is high.

His field action, as a result of Highlander's overly long arms (he's a monkey), he can cross small gaps by reaching across with his arms.

JEAN

Age: 20?

Weapon: Rapier

Special Ability: Jab

Magic Ability: Support

Field Action: Giant Frog

Jean's the prince of Simafort, a waterland kingdom, where everyone is an amphibian. Light hearted and carefree, he journeys the land at whim, often causing his sister, Petape distress. On his latest caper though, he got changed to a...frog, by the witch Nimufu. The party stumbles upon him, and after a brief visit to Nimufu's tower, they restore the prince. After another storyline, Jean officially joins the party.

Jean's special ability is Jab. While it attacks all the enemies on the screen, it will subtract 30 offense for each addition enemy beyond the first enemy it hits. Jean's magic is mostly supportive, causing stat raising effects. He also learns warp, which is a good thing to have.

Jean's field action involves him turning into a giant frog. When in the frog form, he can move over inland lakes, gaps, ledges, and some trees. He can only jump 2 spaces though, and you can still get into fights in the frog form, but the fights are minimized.

SPAR

Age: ??

Weapon: whip

Special ability: Nature

Magic Ability: Misc

Field Action: Walk through forests

Spar's origins are a mystery, but he has the uncanny ability to communicate with nature, often abiding it to his will. Of course, he's a walking plant, so that might have something to do with it. He became a main attraction at the Carnival, until the master decided to be done with the grass man. After a little distraction involving beating down the master of the carnival, Spar joins.

Spar's special ability is Nature, in which Spar calls to the forest to answer his call. His magic will have multiple effects.

A tree falls or something and does about 180 damage to all enemies.

Flowers will bloom, and the defense of all enemies will be cut in half. You can use Def.Dn. too for a cumulative effect! However, it only works one time per battle.

The cactus will explode, and do about 90 damage to all enemies.

Everyone gets healed 32 HP.

Failure.

His magic affinity is like Rand's, only more towards supportive. He has one or two attack spells, a couple of healing spells, and a few stat boosting and lowering spells. He also learns exit and warp, which is good to have in a pinch.

Spar can walk through forests...uh, how much explanation do you need?

BLEU

Age: 10,000

Weapon: Magic Ring

Special Ability: Shed

Magic Ability: Attack

Field Action: Hunting!

Bleu's origin's are a bit of a mystery, but she was in the first BoF game. She's a serpentine sorceress, one of a kind. She's rather pushy, but commands powerful magic. She's not integral to the story line, so you won't find her on your travels, unless you do some

searching, or I'll tell you later.

Bleu's special ability is Shed, which when used, heals Bleu's hp completely. An extremely useful ability. She also wields potent magic, having almost all her spells when she joins up with you. She only learns 4 more spells, Fireball, Hail, Missile, and Bolt X. Powerful stuff, indeed.

Her field action is Hunting!. I call it Hunting!, because like Bow and Katt, she can hunt in the hunting grounds, but with one vast difference. With a wave of her wand, she obliterates all the game in the hunting ground, turning them into Charcoal! ^_^ I find this funny, as Bleu's somewhat of an extremist.

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CHARACTER BIOS FOR JAPANESE VERSION
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NAME: RYU Bateson
AKA: "Ryu" "Hero"
CLAN: Dragon Clan (sub-division: Light)
AGE: 16
BIRTHDAY: 05/01
HEIGHT: 167 cm.
WEIGHT: 57 kg.
BLOOD TYPE: A
3 SIZE: 90 - 64 - 70

NAME: BOCHE Doggy
AKA: "Bow"
CLAN: Grass Runner
AGE: 15
BIRTHDAY: 12/16
HEIGHT: 156 cm.
WEIGHT: 60 kg.
BLOOD TYPE: B
3 SIZE: 93 - 80 - 92

NAME: RINPOO Chuan
AKA: "Katt"
CLAN: Fullen
AGE: 15
BIRTHDAY: 04/19
HEIGHT: 154 cm.
WEIGHT: 42 kg.
BLOOD TYPE: O
3 SIZE: 74 - 48 - 76

NAME: RAND Marks
AKA: "Rand"
CLAN: Armor-Shelled Clan
AGE: 31
BIRTHDAY: 03/14
HEIGHT: 218 cm.
WEIGHT: 140 kg.
BLOOD TYPE: A
3 SIZE: 198 - 141 - 178

NAME: NINA Windia
AKA: "Nina"

CLAN: Winged Clan
AGE: 17
BIRTHDAY: 10/09
HEIGHT: 160 cm.
WEIGHT: 34 kg. (due to the nature of her hollow bones)
BLOOD TYPE: AB
3 SIZE: 83 - 54 - 80

NAME: STEN Legacy
AKA: "Sten"
CLAN: Highlander
AGE: 19
BIRTHDAY: 07/15
HEIGHT: 169 cm.
WEIGHT: 60 kg.
BLOOD TYPE: B
3 SIZE: 88 - 61 - 69

NAME: Ekal Hopper de pe TAPETA
AKA: "Jean"
CLAN: Crawler
AGE: 17
BIRTHDAY: 03/03
HEIGHT: 160 cm.
WEIGHT: 88 kg.
BLOOD TYPE: O
3 SIZE: 151 - 134 - 145

NAME: ASPARA (pronounced "Aspar" in the game) Gas
AKA: "Spar"
CLAN: Grass Man
AGE: 111 (16, in human years)
BIRTHDAY: 02/02
HEIGHT: 181 cm.
WEIGHT: 58 kg.
BLOOD TYPE: ?
3 SIZE: 72 - 57 - 60

=====
WALKTHROUGH
=====

Prologue

Gate

Items: Treepole, Herb x2
Level: 1

The game opens with a giant eye in the middle of the screen. He mutters some stuff about God, and then dozes off again. In the church in Gate, father Ganer is trying to get Yua down for her nap, when Yua leaves the church. Ganer calls Hero to find Yua. Before you do anything though, search the dresser for the Treepole, then head downstairs. Talk to Ganer, and say you'll go find Yua. Head out of the Church, and talk to the two women that are chatting outside of a house, and one'll say that Yua's always playing in the back of the village. Go around the houses to the back of the village, and you'll see a moving bush. Pushing the action button'll remove the bush,

allowing access to the back of the village. Follow the path, and you'll enter another area of the back forest(it's in color!!). Continue, and you'll find Yua, standing outside of a giant dragon. Then, a monster attacks Hero.

There's nothing much you can do here, but attack. When your hp drops to critical, Ganer comes and kills the Beak. They chat for a bit, and you're given an option, choose whichever one you want, then they chat some more. Then Ganer and Yua leave, but Yua tells you to sleep under the dragon for a while.

You can follow Yua's advice to see another picture of the eye, or you can say no, and continue back to the village. When you get back, no one remembers you, or Ganer or Yua. Someone tells you that the pastor of the St. Eva church has always been Father Hulk. Search the northern most house's book case on the first floor for a herb, and the dresser on the second floor of the house to the south of the first one for another herb. Go to the church, and talk to the father, and he'll let you sleep in the church. During the night, the other person in the room wakes up, and steals the candle. You stop him, and he tells you his motive, and what he'd like to do. You're given the option to join him, so do so. His name is Bow, and he joins you.

Exit the town, and go west. Bow will sense rain, and caution for shelter. Head to the cave to to the north and west of your location. It's really dark in the cave, so Bow'll suggest to use the candle. Follow the path, and you'll see something sliding along the path. Follow, and you'll reach a giant of a monster. He'll knock Bow away, and you'll fight him.

BOSS FIGHT

The big demon's Baubary, and he'll defeat the hero easliy. Then a screen pops up that explains some stuff, and now, we're on to the game.

Ten years later...

Hometown

Items: LifePI, Herb, Antdt

Level: 1

The scene, 10 years later in Hometown, Bow and Hero are Rangers at the rangers guild. They get their first job, finding a lost pet. Bow scoffs at this, but his opinion is quickly changed as he sees that the owner of the lost pet is the beautiful winged princess of Windia, Mina. She pleads for you to find her precious Suzy, then leaves for the inn. Bow's really excited now, and they head off right away. Search the bookcase behind the Elder of the Ranger's guild for a LifePI. Search the book cases in the duplex near the Ranger's guild for some herbs and an Antdt, then change your formation to scramble and put Bow in the lead. Buy some equipment, and maybe a few herbs, although with a few hunting grounds, you can have a few roasts to use, which are good money for equipment (Roasts sell for 200 Zenny). Head to mount Fubi, to the south east of Hometown.

Mt. Fubi

Items: Saladbwl, Firerock

Level: 4

Head in the first cave, and straight up, there's a healing spot there. Level up to 6 or 7 there, and continue along the path. Eventually, you'll fight a boss, the Harpy Sisters.

BOSS FIGHT

Level: 7

Harpy Sisters: There are three of them, Peach, Palo, and Puti, and they'll concentrate on Hero. They want to eat him, and will attack each other for a round. Heal when necessary, and keep pounding on them. They go down rather well. Congratulations, you've won.

Now continue up the path, and push the little stone out of the way of another cave, which will bounce into a larger stone, which'll roll down the mountain and flatten the first cave, and almost flatten the travelling maniro too. Bow will make a comment, then continue into the cave. Follow it down, and head past the cave on the left, and get the chest there for a Saladbowl. Follow back up, and enter the cave you passed earlier. Follow that down, and after getting the Firerock in the chest there, continue until you see a pit, then drop in the pit. You'll meet Azuza the hunter here, but he's not important now. Exit the cave, and you'll notice that with the destruction the rolling boulder did, you can now go across Mt. Fubi that way. Now, head out of Mt. Fubi and head west to the building there.

Hideout

Items: one pet

Level: 8

Save at the Dragon Statue you see on the left of the house, and enter the house. You'll see an old man there, who's screeching about the roaches that are there. Enter into a fight between the cockroaches (there are six), and beat them easily. The old man takes a step forward, then scream. A huge roach'll attack you, and it's time for a...

BOSS FIGHT

Roach: He'll only attack, so attack back. heal when necessary. You could use the firerock that you got at Mt. Fubi, but you'll need it for later.

After the fight, you'll talk to the old man(Niro), and he'll thank you for saving him, and will offer you a piece of the pig he found, which he wants to eat. But, he had to take off the collar first. Bow asks to see the collar, and it says Suzy!! Bow panicks, and they get Suzy out of the pot. Happy, they take Suzy and put her in a bag, to which Niro laments. Head back to Hometown, and see the elder. He'll congratulate you, and give you 500 coins. Once you exit the Guild, Bow says he's tired, so picking yes to the option will take you straight to your house. Sleep, as you will. In the middle of the night, Bow gets woken up by a guy named Kilgore, and he accepts a job from him to steal the 'magic hood' from Trout.

In the morning, head outside and talk to the guard by the front gate, who says that Bow was stealing from Trout's place. Go to Trouts place. On the way there, you'll bump into a woman who's running. She'll say excuse me, then make off past the Magic School. Once you get to Trout's place, the guard'll say that Bow will be found, no matter how long. Head left to the other mansion. Talk to the guy out front (Kilgore), and he'll apologize for getting Bow into this.

Head back to your house, and Bow'll be in the room. He'll tell you his story (pick that you believe he didn't steal anything). According to Bow, the girl that bumped into you was the real thief. Then, a knock at the door. Panicked, Bow hides in a garbage can. The guard at the door searches the room, and leaves. Bow then wants you to take him to Niro, at the ruins to the south of Hometown. Head to the gate, and the guard'll ask you what's in the garbage can. Pick any of the three (Comic books, Trash, Bow), and he'll let you through anyways. Go and drop Bow off at the Ruins, and he asks you to find the thief, who has wings on her back. Seems easy enough, right?

Hero and the Katt

Niro suggests that you ask around for clues at Hometown, or Coursair, a town to the east of Hometown. You could ask around Hometown, but we know better, right? So instead, head to Coursair. From Mt. Fubi, head east, across the bridge. The enemies are tougher here, but if you're lv 8 or 9, shouldn't be too much of a problem. Just watch out for those flies. Go across the bridge to the north (take note of that cavern to the left in the cliff wall), then continue north.

Coursair

Items: Smoke, BumsCL, Herb x2
Level: 9

In Coursair, search the upstairs dressers in the pub for a smoke. You'll also see Poo here, and he's being a whiny little brat, so ignore him for now. Macotti is in the bathroom, but he lives there for 1 coin a month. Search the upstairs dressers in the Inn for a Bum's Clothes and a Herb, then go to the church on the west side of town. Search the dresser on the second level for another Herb. You'll also notice that Kay is here. For now though, Head back to the pub. If it's daytime, talk to the bartender to fast forward it to nighttime.

Talk to the big guy at the counter(Rand), and he'll tell you that a strange girl's fighting in the first battle, but the guy that fights her is Baba. Another person says that Baba lives in Tagwoods, to the north of Coursair. So, buy some new equipment from the weapons shop, some healing items if you need them, then put the rest of your money in the bank. Trust me, you'll know why later.

Head to Tagwoods. *note* If you go past Tagwoods on the right, you'll come to a gap with a wooden pole on each side. You can't do anything here, but at the cliff is a fishing spot, and on the other side of the gap is a house where you can find Surfy.

TagWoods

Items: Herb x2, Gold, Smoke, 100Coins x2, Baba Axe

In Tagwoods, head up to the first intersection, and head left to open a chest containing a Herb, then head back to the intersection, and head up. Grab the chest on the right (100Coins), then head up, around the bend of trees and down to the right to another chest containing a herb. Head back up and around to the left, and continue left. Climb the ladder of the house on poles to use the gondola to travel across the trees to the next area. Head right to the next gondola, but head down and left from it to another chest containing gold. Go back up to the second gondola, and enter it.

When you exit the last gondola, head left, and behind the gondola to a chest for a smoke, and head down from the gondola, all the way to a chest with another 100Coins, then head back up, but stick to the left of the path. Head left to enter a narrow path that leads to Baba. He'll taunt you, then you're in a...

BOSS FIGHT

Baba: He's a little more challenging. If you're lv 9-10, you shouldn't have too much problem. Just heal when necessary, but never let your HP fall below 25, as one critical hit from him can take more than 20 HP away from you. Hit, heal and beat him into the ground. After the fight, he'll give you his axe so you can fight in his place. Go back to Coursair now.

If it's night time, head to the pub and talk to Rand. If it's daytime, talk to the bartender again to fast forward to night. Rand'll notice you have Baba's axe, and will think you're Baba. Now you have your foot in the door. *Note* If you noticed, Hero's name has changed to Baba for the time being in the party menu screen. Save if necessary, then head to the Coliseum.

Coliseum

Items: 1000Coin

Lv: 11

The guards there'll tell you to go to the right room. Talk to the secretary behind the desk, and she'll send you into the first room to get 'interviewed' by the Dir. HR. This provokes a....

BOSS FIGHT

Dir. HR. Pretty easy, just beat him down, and don't forget to heal.

When you beat him, he'll give you the thumbs up, and the secretary'll tell you to go see the Manager of the Coliseum, Augus. He's a pretty shady character, and will reveal the darker side of the first bout that Baba'll be in. Hero's pretty unsettled, but after the interview, go to your dressing room. *note* Go into the opponent's dressing room and touch the unopened chest for a bit of funny. In your dressing room, a chest there contains 1000C.

Immediately head back to the bank and deposit all your money in there. You'll see why in a bit. Save if you feel uncertain about the outcome of the fight, then head back to your dressing room. Talk to the Guard, then check the door at the back of the room. Rand'll show

up in your room. Hero tells Rand about Augus, but Rand's dubious. Hero wins Rand over, and Rand suggests that you give him all your money! Select yes (glad you put it in the bank, eh?), and he'll buy two Antidotes. He'll try to give one to the female fighter(Katt), but she rejects it. Rand calls her ferocious like Biruburu, then suggests that you take both, and protect her. You'll have to knock her out first though. Rand'll leave, and the guard'll come back in announcing that it's your turn now in the ring. Head through the door, and out into the arena. *Note* We see a cutscene with Augus discussing the outcome of the fight with a few guards.

The fans'll taunt you, and Katt seems to be the crowd favourite. Undaunted, Katt'll denounce the warning you give her, and will attack ferociously.

BOSS FIGHT

Katt: She's a good fighter, but not too tough. Attack, heal, etc. She'll sometimes taunt you, causing you to lose your strength for the round. Soon, you'll beat her.

Rand'll warn you of the danger after you beat her. Quickly run up, and put Katt into the corner, where she'll be safe. If you don't, it determines how tough the next battle'll be. If you didn't save her, Rand'll be there with you, with Ray, a St. Eva Priest. Ray'll be tending Katt, and Rand'll join you to fight Augus. If you saved her, Katt'll be pacing around in the hotel room. She'll apologize, and join you to beat up Augus. Rand'll join up before you fight Augus though, so don't worry. Get equipment for Katt, and level her up a bit, then head to Augus' room in the Coliseum. Rand'll be there, and Augus'll transform into a monster.

BOSS FIGHT

Augus: He's difficult. Attack with everyone. Heal with Katt, because she's the fastest. You can heal with Hero and Rand as well, seeing that they have cure spells, but they'll heal after Augus attacks. Augus attacks twice in a round. Sometimes he'll conserve strength, which makes his next attack a critical. If you need too, it would be a good time to use the Firerock that you got in Mt. Fubi. With a bit of pounding, you'll get him for a sizeable amount of exp.

After the fight, Augus'll spout some stuff about his god's world coming, and Rand'll wonder what this is about. Hero mentions the hiding place, and Rand want's to go there to help out. Katt wants to go too. Now, head back to the Hideout.

(*Note* To speed things up, use Rand's special ability to get back to Mt. Fubi quicker.)

The Princess' fans are
Jokers!

Bow'll welcome you back to the hideout when you get there, and will wonder who Rand and Katt are. Katt learns Hero's real name, and comments that both names are weird. Bow is worried that Katt isn't very smart, and thinks that Katt will break many things instead of fixing them. Katt comes over and asks what you're talking about. Bow

tells Katt to go with Hero, as he and Rand can handle the repairs. She agrees, then drags Hero out the door.

Fresh out of ideas, head to Hometown. Heading up from the entrance, you'll notice a blast from the gates of Magic School. A female with black wings is there, being confronted by 3 guys. Her name is Nina, and apparently, she's being persisted by these people called the Joker gang. She chases the guys off with magic, then goes back inside. Katt's all kittenish now, and wants to learn magic. Select yes to her question (if you select no, she becomes all demanding and whiny), and head into the school.

Go up the stairs, and over to the right classroom on the top floor. Nina's there with her teacher, Yoji. They talk, and Katt comes forward with a proposition; teach her magic, and she'll beat up the Joker Gang for her. Yoji says this isn't possible, as the Joker's won't wait that long. A Joker is standing at the door as Yoji's saying this, and he tells Nina that if she doesn't come with him to the Joker hideout, she'll never see her little sister, Mina again. She agrees to this, and they leave. Yoji explains the situation, and Katt decides to punch their lights out. So, head back on the way to Coursair, but at the sign that says 'look out for hoodlums', head west. In a mountain overlooking a lake, is the Joker Gang Hideout. If you wish, head to Capitan to buy supplies and save, then head to the Hideout.

Joker Gang Hideout

Items: LuckCndy, SilverDR, 1100Coins

Level: 10

Upon entering the hideout, you'll fight the Hood at the guardpoint first. He goes down rather easily, and now you're free to explore. Talk to all the people in the cave, and you'll find something peculiar. As one guy puts it, 'it's all relatives'. Everyone in here is related. Oh, and Win is in the first cave on the left. You'll also notice someone guarding a chest. Ignore that for now, and head to the right most cave. There's a guard standing by a rock, and he'll ask you a question, Who is the boss's nephew. The correct answer is pain, and he'll let you through. The next gate has a guy that tells you that the switch to open the gate is in the hole on your right. It's a trap though, as your hand gets bitten by a poisonous spider. The hood attacks you with the Spider.

BOSS FIGHT

P. Spider and Hood: Concentrate on the Hood first, then attack the Spider. Hero's poisoned from the start of the battle, but pay that no heed, as P. Spider can poison you again. Just keep beating him. Lv. 10-11 should be fine to lay a good thwacking.

Head up to the stairs, then head right, and down into the area below the stairs for a LuckCandy, then head all the way right, ignoring the door in the middle, and open the chest at the end for a Silver Dagger. Equip it on Hero, and head back to that door and enter it. In the next area, head to the right, along the wall, and you'll see a chest containing 100C, then head left to the stairs. Head up, and you'll come to a open room. Head to the right, and down the ladder. Talk to the hood to initiate a fight with him. Katt and Hero see Nina over in the main room talking to Joker, the leader. After the scene, head to the left, and follow the path. Katt'll creep forward, and knock out

the hood guarding Mina, and you'll be attacked by 6 hood. There can only be 4 enemies on the battle screen at one time, so the other two will switch in once two are defeated. Once you win, Nina'll bury Joker under rock, but Joker turns into a monster and attacks.

BOSS FIGHT

Joker: He's not that tough. Attack with Hero and Katt, healing with Katt when necessary, and cast cold with Nina. He'll go down with few problems.

Now that he's done, Nina joins you to take Mina home to Windia. Now that everyone's gone, head back to the guarded chest on the top level, and open it for 1000C!!! Go to Coursair to heal and save if needed, then head to Windia.

Well...
that's a deep subject!

Windia's to the west of Coursair, just make like you're going to Tagwoods, but don't go up the ramp by the sign. Instead, head west from there and you can't miss it. Just cross the bridge, and you're in the basement of Windia Castle.

Windia Basement

Items: None

There's a guard behind the gate, and he'll recognize Mina, letting you through. Travel through the maze, (*note* You'll know you're on the right track when Mina says something) and you'll reach the a set of stairs up. Up the stairs, and you're in Windia castle, surrounded by guards. Mina will run to her mother, and Nina acts non-chalant about it. Mina wonders what's going on, and the Queen asks the guard to escort the party out to the town.

Windia

Items: 100Coins, TreeST

Out in the town, the guard tells you to cross the cliffs where the distance isn't that much if you want to pass between lands. Katt is confused, and Nina explains. After the scene, head down into the square where there's a monkey standing beside a box. He announces that it's a magic show, and people gather. Monkey boy(Sten), offers to make Hero disappear, and does so. After the magic show, Katt asks Sten to bring Hero back, but Sten says that Hero is gone to another dimension. Katt demands Hero back(*note* during this scene, we see hero...somewhere, but it's all black around him). Sten want's a date with Nina and Katt, or else they'll never see Hero again, but Hero appears out of a hole in the ground, which prompts a thumping by Katt.

Sten appologizes, and joins the party. Now, buy new equipment, and give your SilverDR to Sten, as it's better than the WoodenDR that's sold in the shop. Baretta's in the weapon's shop here, and Daiye is in the second floor of the Inn. Also, search the dressers for 100C and a TreeST. Now, if you feel like it, raise a few levels, and head to

Capitan, to the west. Along the way, you'll notice a cabin nestled in a valley between two cliffs, and a forest behind it. This is the Hunter's cabin. Head there for a bit of side info on a Uparupa. One of the Hunters asks how much you want to sell Katt for, also, search the chest for a HelpBL.

Capitan

Items: SuedeAR, Tolen, Wfruit

In Capitan, one of the villagers laments about the dried up well, and how a kid fell into it. Now, some people are looking for the child. Leminton's in the Inn on the second level. Also, search the drawers for a SuedeAR, and a Tolen(*note* You'll find out what these are later). Locker is in the house next to the Inn, and a Wfruit is in the cabinet in the house that Locker's in.

Well

Items: Van.Ext, Charm

Level: 14

If you feel like you're ready, head to the well up behind the item shop and enter. At the bottom, you'll run into a monster, but some guy comes out of the door on the left and kills the monster. It's Ray, and he's trying to help the villagers in the well, but before he can explain more, a monster attacks you. Defeat it easily (use Nina's Cold spell), and Ray'll explain more. Agree too help the villagers, and he'll lead you into another room. When he enters the long room, a monster attacks him. He tells you to save the villagers, and he begins to fight the monster. Walk up and out into a big room. There are turtles swimming back and forth between the islands. There's a guy on one of the islands who's searching for his son. The island up from the guy, take the left turtle to a Van.ext, then continue all the way up, past the boy on the right, and get the charm in the chest. Head back down to the boy, and talk to him. He'll tell you about playing with a turtle, then a monster appears out of the water.

BOSS FIGHT

Terapin: He's a trifle difficult, but not unbeatable. Just be around lv's 13-14. Have Nina cast her magic, and Hero Attack. Katt can use items to heal and attack as well. Use Sten's bomb magic until his AP is depleted, then have him heal and attack. Terapin has an attack called Brainwave that confuses one of your group and has them attack a party member once. He can also cast an earthquake that deals 28 damage, and attack singular people for mid 30 damage.

After defeating Terapin, the area'll start to shake. Head back down into the other room, and you'll meet Ray there. The water'll start out, and Ray'll stop it with magic. Now you have to save the villagers. *Note* How many villagers you save determine certain things in the near future.

Head back one room, and enter the door next to the one you came out of. Talk to that villager to save him, then go back to the last room, and enter the door on the left. There's a guy standing between two doors. Talk to him, and you'll fight him. Don't choose auto attack, or else the party will kill the villager. Instead attack the monster

on his face to save the villager. Once you beat the Chiroru, enter the right room, and beat the Creon on the other side. Another villager is in the room, and he's possessed by the demon as well. Beat the Chiroru and another villager is saved. Head back to the stairs, and enter the other door beside it. Beat the demon on the villager in the next room, and head into the door on the right. Follow the path, save the other villager ahead, and enter the last door at the end of the path. Talk to the last villager, then head back to Ray. He'll ask if the villagers are saved. Select yes, and he'll let the barrier fall. Run back to the door, and you'll be outside.

Ray'll thank you, and wants to give you magic. But, he wants to go to where the party gathers, a rather obscure way of saying he wants to go to Hideout. Take him there. Once there, Ray'll ask you to talk to the party members and decide who to give St. Eva's blessings to. What spell you get is determined by how many villagers you saved. If you saved all 6 of them, you get Renew, a spell to revive fallen party members. If you don't save all of them, you'll get Cure2 instead. I recommend you give Renew to Bow, or if you get Cure2, give it to Nina. After being blessed, Ray'll leave.

Awakening

Now, go back to Capitan. Between the Inn and house, there's a girl dressed in red there. Put Hero in the front, and she'll take him away from the group for a while. The scene reopens in a cabin. There are three weird circles on the floor, two smaller, and one larger. The old woman there, Granny, will explain what this is, and that the young girl dressed in red is Sana, the Shaman of Fire. *note* An explanation about fusing and shamans will be later. Granny tells you to stand in the middle circle, but search the dresser for a LifePI, then go stand in the circle. Sana tries to join with you, but something goes wrong. The joining doesn't work, but they inadvertently release your latent dragon powers, in the process burning down the forest and their cottage. Granny's a little disturbed, and wants Hero to find them a house, because he burnt down their old one. Go back to Capitan, and there's a guy standing where Sana was. He tells you that the party left, and you'll automatically be back in Hideout.

Granny and Sana will commandier the room that Bow built for Hero and him, but they say that it's not complete. They ask Bow to fix the room, but he takes off in a huff. In Bow's room, Bow complains, but sees that Hero was right in doing what he did. Granny and Sana make some demands, and ask that you go to Capitan to find a carpenter. Now, here's where the villager saving thing comes in. There are three carpenters, one that builds the ordinary houses, one that builds the houses on poles, and the one that builds the fancy houses. If you saved only the minimum villagers, 2, you only get carpenter 1, if you saved either 3 or 4 villagers, you get carpenters 1 and 2. If you saved all of the villagers, you get all 3 carpenters. More information will be covered in the Township area of the walkthrough. Now, choose your carpenter. Once he's gone to Hideout, the people in behind of the fancy house will have moved. There's talk that the thief went west in a boat from this point, so follow the path out to get in a boat and go to the next land.

The Frog, the Witch and

the Impostor

The party docks in the next land, so follow the path to the overworld. Head up, and you'll enter a forest. Follow the path, and you'll see a bunch of frogs there. One of them will speak to you as you pass it!!! It appears in the pool, and tells you that it's been placed under a curse by a witch in the nearby area. He asks that you go to the Witch's tower and get her to remove the spell. Simple enough.

Head out of the forest, and along west. You'll see an encampment by a dock in the lake. You can rest here and save if you want. *Note* You can now change your party members at any dragon shrine you come to, unless for special reasons. You can do one of two things now. You can go to the Wild Cat Restaurant, to the west of the encampment, on the other side of the waterfall there, or you can head up north to the witch's tower. Either way, level up to around lv. 15 or 16. *note* If you wish to go to Wildcat Restaurant first, see the Secrets part of the Walkthrough. From the encampment, head west a bit, then follow the trail up, and at the lake on the top of the hill, head east to Witch's Tower.

Witch's Tower

Items: CureAl, Herb, SilkGL, WizardRG, WiseRB, WiseBL, Wisehoop, 1503 Coins

Level: 16-17

Party: Rand, Nina, Katt

Enter Witches tower, and with Hero in the lead, Step on the switch. Nimufu'll talk to you, and you'll fight some enemies. After the battle, do it again. She'll eventually let you in, because Hero's cute. Now that you're in, don't grab the chest on the dais, as that seals the door, preventing escape. Head to the left door, and up the stairs for a chest with a CureAl, then head back to the main room, and through the right door, and up the stairs.

At the top of the stairs, follow the path up and left, and note the statue by the door. If you walk up to it and press the action button, Hero'll note that the statue looks almost alive. There's a reason for this, explained later. For now, head through the door on the left. Follow the path down (take note of the chests in the other room), and head up the stairs to the next level. Head up from the stairs, and you'll see that there are 5 moving platforms, linked by chains. In the Snes version, you could see where each platform would take you, but the screen's too small in the GBA Version, so I'll tell you where to go. Hop on the second one from the right to head to an enclave with stairs leading down. There are many chests here, but as you open some of them, pitfalls open up. Be careful. Once you've opened them all, head back up the stairs, and ride the platform back to the beginning, and hop on the far left one to ride it to the right side of the room.

Go up the stairs at the end of the hallway, noting the statues of men there. They're strewn about this place, and they're mostly men. At the top of the stairs, head down the path, and note the female statue here. This is a statue of Nimufu, and she'll take you to the bottom of the tower if you want to. Grab the chest near Nimufu for a Herb, then head left. In this next room, there are buttons on the floor that are pressed when you walk on them. These alternate the gates that open and

close when you step on the buttons. Step on a button as you make your way up the left side of the hall, towards the first set of gates. There's a room with a chest to your left, but you need to lower the gate. There are three buttons placed in a pseudo triangle by a pitfall, so step on the front most one(don't step on the other two), and head back to the chest for a SilkGL, then head back past the pitfall. The hallway after the pitfall is one space wide, but the hallway running left and right is two spaces wide. Walk through the hallway, but stay to the bottom of the hallway running left and right, to miss that button there. Now there's another set of gates here, and the left one leading to the stairs should be down, while the right one with a chest is up. Head through the door just down from the stairs, then back into the last room.

Hit the first button you see there to close the left gate and open the right one. Get the WizardRG and the WiseRB there, then press buttons until the left gate opens. Head up the stairs. You'll come to a room with 4 moving plaforms, and two chests, each on an island. ride the first platform to the first island to get a Wisehoop, then head back and ride the next platform for a WiseBL. *note* There's a door to the right of the last platform, but that leads outside. Ride the platform from the island to the other side of the room, and enter the stairs.

At the top of the stairs, hit the button to open up the way, and proceed to Nimufu's room. She'll be glad that you made it, and wants to play with hero. Hero mentions the frog, and if Hero plays with her, she'll tell you how to remove the curse. Hero walks forward, and Nimufu wants to make Hero her pet. He panicks, and she becomes upset. She'll attack you now.

BOSS FIGHT

Nimufu: She's rather easy. Just use your dragon transformation, while Nina uses S.Boom. Have Katt and Rand heal when necessary with items and Cure. Another tactic you can use is to have Katt and Rand use Wfruit on Hero to replenish his AP and have him keep using his Dragon forms. Nimufu casts Thunder, Spark, and attacks regularly. Two Dragon attacks will be sufficient to do her in.

Nimufu cries after beating her, and will tell you how to release the curse on the frog. Head back down the tower, but don't exit by falling out the window in the room with the 4 moving platforms. Instead, head back down to the 5 platforms on chains, and ride the far right one over to the left side of the room, and through the door. Go up the stairs and you'll find Seso, the Water Shaman. Talk to her, and she'll warp back to Granny. Now exit, and head back to the forest where the frog is.

Put either Katt or Nina in the front of the party and talk to the frog. After the scene, the frog will have changed back...to a frog!? The frog's name is Ekaru Hoppe de pe Jean, the prince of Simafort, and he wants to thank you by showing you his castle. After he joins, change your party to include him, then exit the forest. After exiting the forest, the game'll say 'around that time', and will show you Township. The first 3 houses are built, and the carpenter rejoices, but insults you first.

Now, instead of heading to Simafort, put Jean in front, and change to

a frog. Head up to the lake on top of the hill, and swim down the waterfalls to enter a hidden cave.

Hidden Cave

Items: SkoletAR, KmikzeBL

Here, there is an old man in the cave. Grab the two chests for a SkoletAR, and a KmikzeBL, and talk to the old man with Hero in the lead. The old man will give Hero his second set of dragon transformations. Now leave.

You can do one of two things now. You can either go to Simafort to continue the story, or head back and recruit people for your Township. I'd recommend the latter, as you can get some weapons to help you in Simafort.

note For a list of Tenants, see the Township section of the walkthrough.

extra note for my recommendations, see the FAQ.

Now that you've done that, put Jean at the front of the party, and after changing into the giant frog, head to Simafort, located in the middle of the lake, south of Nimufu's tower.

Simafort

Items: Dluxrod, HelpBL, GutsBT, SoleSD, BreathAR, IronSH, RoyalHT, 1000 Coins

Party Level: 18-19

Party: Rand, Nina, Katt

Enter Simafort, and Jean'll welcome you to his castle. *note* All the people of Simafort are frogs. The people around him are all surprised at this show, and two guards come to carry Jean off, calling him an imposter. Now, the 'real' prince comes down and appologizes for Jean's actions, and asks you to leave immediately. You have no choice, so comply. He then thanks you, and tells you that a boat with money in it is waiting out front for you, so exit the castle.

Out on the pier, you see a girl pulling a giant rock around. She struggles to lift it, and with a mighty throw, sinks your boat!!! She explains that she's the princess of Simafort, Petape, and tells you the story about who the imposter really is, and begs you to help. Before she can explain furthur, two guards come out to the pier, investigating a noise. Petape quickly dunks the party in the drink, and hides herself. After they leave, Petape fumes at the guard's lack of doing anything to remedy the situation. The party then announces that they're drowning, and Petape saves them.

Hero then re-awakens in a bedroom, with the other two people in your party, as well as Petape. If Nina's there, she'll be relieved that you're alright. Rand'll say you were muttering about flowers, and Katt would ask if you want her to hit Petape now. :) Petape appologizes, then explains the situation further. Select yes, or more info, if you feel you need it. Then she gives you the gills, allowing you to breathe in shallow water. After the scene, check the bookcase in the room for a Dluxrod. Buy items or equipment if you need them, then head out to the pier.

Notice the grate on the pier, with a door underwater directly beneath

it? Enter this grate to go to the walkway underneath the water, then follow the walkway. It branches off to the right, surfacing on a separate pier with a boat there, allowing you to go back to the Campsite. Do so now, and get another party member at the dragon shrine. Then, head back to Simafort on the boat, and follow the underwater pass back, but at the junction, head north. Enter an underwater room, and following it will lead you into the castle food stores.

Head up between the large grates where the live food is kept (note the guy standing in the entranceway leading to the stairs, to the right of the grates.), and go down the stairs at the end of the hall. This will take you to the jail, where the guard leader is looking in on Jean. He'll finish, then notice you. He'll say some stuff, and present a choice to you. Select yes to fight him. He's rather easy, and goes down with one dragon attack. Petape will appear after the battle, and go to Jean. Jean says some stuff that makes Petape mad, and she wonders how they'll prove that Jean's the real prince. Then the Royal ring comes into the conversation. But, Jean gave it to Nimufu, so Petape asks you to find her and give it back. So, we're off to Wildcat Restaurant.

It appears that there's a witches reunion at the Wildcat Restaurant right now. One of them will tell you that Nimufu's worshipping the porcelain god, and another one will fight you if you talk to her. Go to the right door, and you'll see Nimufu hovering over the toilet bowl. She'll cry at not being popular, and will tell you that she doesn't have the ring, and it might've gone down the toilet. Proceed to jump in.

From the stairs, head left, and you'll see something sparkle in the water. Go over to it and press A. The ring'll slip, carrying it away. Go north, through the pass just left of the stairs up, and you can grab the ring there. Head back, and Nimufu's grossed out that you jumped in the toilet for the ring. She hears that it's the royal ring, and she denounces you as a liar, as no one could give her such a precious gift. Now you have the ring, so go back to the Jail in Simafort.

Jean and Petape are happy to see the ring, and rush off to the throne room right away. They confront the 'real' prince and present the royal ring. Then the 'prince' shows that he has the royal ring!! Petape is flabbergasted, but has a stroke of genius. She challenges him to a cooking contest between Jean and the 'prince'. The 'prince' is delighted, and says that the penalty for losing is death for Jean and the party. Petape promises that they won't lose, and are taken to the kitchen. Jean and Petape discuss their dinner plans, and decide on a 'cockroach *Hi automod ^_^* and green onion salad', 'worm with caramel sauce', and 'gold fly pudding'. Petape asks you to find the ingredients, which can be found in the castle basement.

Exit the kitchen from the north, and go through the banquet hall to go to the courtyard. There are a lot of people here, but one female between the well and the pond asks where her boyfriend, Tata, is. Head up the stairs to the north, and enter the right door on the side of the King's chair. Up the stairs will lead to the royal bedroom, and by the picture of the king is a lever, with a down arrow above it. Pressing the lever will move the picture, revealing a staircase leading up to the roof. Tata's on the roof, and he's dying. Untie him, and head back down to see Fiolina, his girlfriend. Say yes to her question and she'll take off to save him. Go back to the roof, and talk to Tata.

He'll thank you, and tell you about the windmill and the buckets there that you can use to get to the basement. He'll give you the storage key as well.

Open the left door on the roof, and grab the chest inside for 1000 Coins, then open the center door to access the buckets in the windmill. Take them down to the basement, and follow the path. A fly is attacking a soldier, and will attack you after taunting you.

BOSS FIGHT

Gold Fly: He's difficult. Hit him with everything you have. Have Hero use his dragon transformation. Have Rand use a Wfruit on Hero, Katt attack, and Nina use S.boom. Next round, have Hero use dragon transformation again, Rand heal Hero, Katt use a Wfruit, and Nina use S.boom or heal if necessary. Next round, have Hero attack, Rand and Katt use a Wfruit on Hero, and Nina use S.boom. Repeat this pattern until goldfly runs away.

After the fight, the Soldier will die. If you need to, and you probably do, head back to the inn at the entrance to Simafort to heal, and buy some items if you need to, preferably Wfruit and LifePL, then head back to where the soldier died. There are two paths you can take from here, left, or right. Take the left door. There are two guards in this room, but ignore them and enter the door to come out on a walkway. The gold fly is hovering a few steps from you, and when you get close, he'll taunt you, and run away further into the room. Follow the path, and you'll come to a bridge. The bridge will break apart, and a giant worm will come out and fight you.

BOSS FIGHT

J.Worm: He's really annoying. Basically, follow the same attack strategy for the gold fly. He has an annoying sleep attack that'll put your party to sleep 75% of the time, often leaving only one party member up. You can wait until he hits your party members to wake them up, or you can hit them yourself. He uses quite a few special hits, and counter attacks, so heal when necessary. He'll go down before long.

After the fight, gold fly will come down, taunt both you and the fallen worm, then leave again. You now have one of the ingredients. If you need to, head back to the inn to rest, and save at the dragon shrine at the campsite. Head back to the basement after you're done in the castle, and this time, take the right path. Go up through the door, then go back through the door to the left for 2 chests containing a HelpBL and a GutsBT. Head back through the door, and take the only other door in the room to lead to a maze-like room with a bunch of blue cockroaches in it. Gold fly will taunt you some more, then fly away. From here, make your way over to the left door, then enter it, and through the other door to find a chest containing a Stamina, then go back to the maze room, and make your way up to the door to enter another maze-like room. *note* The cockroach's will only battle if your lead character touches the roach. If you don't want to fight, then take a step forward, then a step back to protect your lead character from being attacked.

Here, the gold fly will taunt you again, then leave. make your way

to the door and enter it. Gold fly will taunt you some more, then fly past a giant red roach. Heal yourself if needed, then go up to the roach and fight it.

BOSS FIGHT

G.Roach: He's not as annoying as the worm, as he doesn't have sleep attacks. Use the Gold fly strategy to put this guy down.

You're awarded with another ingredient after beating the G.roach. Head up through the door(heal first) to fight the gold fly.

BOSS FIGHT

Gold Fly: One dragon attack will put him under. *note* The amount of damage you dealt Gold fly in the last battle will determine how much Hp he has for this fight.

You now have all 3 ingredients, so go back to see Jean in the kitchen. *note* Now that the gold fly's been defeated, there aren't any roaches in the two maze rooms anymore. Petape thanks you, and tells you to wait in the dining room. Go up the stairs, and talk to the guy blocking the door at the other end of the dining room to start the contest.

After a scene, the king declares 'prince' Jean the winner, although the tasters took a double taste of the 'gold fly pudding' that Jean made. Petape goes ballistic, and promises to blow up the castle. 'Prince' Jean panics, then bolts after. The master chef apologizes, and explains the situation, then asks you to save Master Jean and Petape.

Head back down to the kitchen, but enter the door that has the WC by it. Press the lever underneath the down arrow to go back to the basement. From here, head right, and follow the path. You'll find Jean here, and past the other door, you'll find a pedestal. The real imposter will explain a few things, then change into a demon and attack you.

BOSS FIGHT

Kuwadora: He's a pain in the rear. Make sure you bring your lifePis and Wfruits for Hero. He has the ability to stop the round before it's finished, often wasting attacks, and an attack that'll hit everyone for regular damage, between 30-45 HP. He also casts death, which succeeds quite often, and casts curse. After a long battle, he'll go down.

Kuwadora will complain about losing, then will press the button on the pedestal. The castle will begin to shake, then Kuwadora dies. Jean enters and tells you the button's real use. Then a door will open up at the other end of the room, and a walkway will appear. Petape will wonder what's going on, and Jean explains. Then the two of them leave. Walk up past the pillar, and grab the SoleSD in the stone, then exit the room. You'll appear in the King's room, and after a scene Jean will rejoin your party.

Now that you're done that, head back through the kitchen to the food

stores area, near the stairs that lead to the jail. There's someone in the right grate, and the guys watching over the person don't like how she whines, so they offer to give her to you. It's the thief from Trout's house! Grab her, then head through the door that the guy was guarding, and up the stairs to get 3 chests containing a RoyalHT, BreathAR, and IronSH. Now you're on your way back to Hometown.

A-thieving we will go...

Again

Hometown

Items: Antdt, cake, Magic Hood

Level: 19-20 Bow: 10

Once in Hometown, head to Trout's place, and the guard'll let you in once you mention the real thief. Trout will thank you, but Patty, the thief, will raise suspicion about Trout, so to prove his innocence, Trout wants you to inspect his house to see if you can find what Patty mentions, which is supposedly in the basement. Go up past the tabke and go into the kitchen. Search the cupboard for an Antdt, then go to the storeroom on the other side of the house, and open the chest inside for a cake, then go into the next room over and down the stairs. *note* Up from this room is another staircase, but you can't access it...yet.

After entering the basement, go back up and Trout'll meet you there, then escort you off the property. Kilgore will meet you outside, and asks you what happened. He's relieved that the real thief was found, and he'll ask you to go get Bow, so he can apologize. Go to the Dragon Shrine next to the weapon shop and switch out someone for Bow, then go to Kilgore's place.

Kilgore will welcome you in his study, then invite you to a feast. Kilgore apologizes, then they discuss the current events. Then, Kilgore asks Bow to steal again. Bow agrees, then asks if Hero wants to come or not. If you're feeling unsure, then take Hero. If you're feeling bold, then go alone.

The scene begins with a battle with a guard. Put him down easily, then head to the basement that you were at before. Go down to the basement, then come back up. Bow'll notice a noise, then he'll hide. A hidden panel opens, and Trout steps out. After he leaves, go in through the hidden door, and down the stairs. Here's what Patty's talking about. At the end of the jail is Patty. Talk to her, and Trout'll come back down. Trout notices Bow near Patty, then makes an offer to Patty, which she refuses. Trout then turns into a monster and attacks you.

BOSS FIGHT

Trout: If you have Hero with you, the fight's easy. Just use the Dragon transformation to beat him. If you don't have Hero, then just keep hitting Trout, and healing when your HP runs low. Trout steals money from you when he attacks, but you get it back when you win.

Afterwards, Trout cries a bit, then dies. Patty compliments you, then gives you the Magic Hood, which Kilgore wants. She leaves, and Bow heads back to Kilgore's place. Bow explains things, then tries to give the Magic hood back to Kilgore, but Kilgore wants you to have it. Bow then has a premonition, and offers Hero a choice. Select whichever you want, then after a cut scene, you're outside of Kilgore's place. Head back down, and you'll see Silvia there, who asks you to go to the Ranger guild.

In the elder's room, the veteran Rangers are talking about something that happened to the forest in Gate. They talk about it, then say they don't want to do it. Bow and Hero come forward, saying that they know what the Rangers saw in Gate, and Elder sends them to investigate Gate. He then says for you to find the Grass man.

From Trout to Whale Cave

Items: SteelAR, PwrFood, GoldAR, 100 Coins, Whale Bell
Party: Bow, Katt, Rand
Level: 19-20

From Hometown, head back towards Simafort, but instead of entering Simafort, follow the river south til it reaches the little lake at the end. A sign is to the right, and a beach is nearby, where you can get MacClean, who is another possible candidate for your town. Continue east from there, and you'll see a house nearby. This is W.cave. Near the house is a Dragon Statue. Make sure you have Katt with you, then enter the house. There's a few kids inside the house, and a man blocking a path out to the backyard. You can buy cakes at the counter if you want, then talk to the man. He thanks you for saving him at Trout's place, then rewards you with a visit to W.cave.

Follow the path, and climb down the ladder. Oddly enough, the walls seem to be pulsating. At the bottom of the ladder, there's another ladder to the right of it, with a fence around it. As you walk around, you'll hear voices from below. Switch to Katt, then have her hit either the north or the south plank on the fence to knock it down, then go down the ladder. You'll land with a thud, suprising an old man at the bottom. He tells you a few things, and introduces a pair of dolphin children. Apparently, this cave's a real whale, and has been asleep for a long time. The dolphins speak of a stone doll in the Whale, then Tree and Ton argue with the old man, then pretend to deny him passage on them. He panics, then apologizes, then leaves. From there, head up through the door to the next room, and notice the large appendage in this room. This is Grandpa's adams apple. Katt can hit it, but it won't do any good right now. Instead, head past it into the body of Grandpa.

Head up and to the right from the door, hugging the wall until you come to a chest with a SteelAR, then head back down, and go left through the bubbles, and back up. Follow the path to the top, and when you clear the last of the bubbles in this room, head left and swing down to get another chest with 100 Coins, then go back up and exit into the next room.

Head up (ignore the path to the right, it leads to a dead end) and take the path leading to the right into the next room. Follow the path all the way up, into the next room, and grab the chest there(PwrFood), then head back to the fork, then take the center path up to the next

room. Follow the path, ignoring the left path, as it leads to yet another dead end, and continue to the next room.

From the door, hug the wall as you go up and left, ignoring the door leading back to the last room, and enter the door you see in the top left corner for GoldAR. (*note* Use Katt to open the doors that are closed. She'll hit them with her staff.) Go back to the last room, and head right, across the top of the room, and enter the door there.

Notice the two converging paths in this room. Follow the path, and continue up. (*note* Going down the right path leads to a dead end) Hit the door at the end with Katt's staff, and enter the next room. Go straight up, and enter the last room. In this room is the stone doll that Tree and Ton were talking about. He'll wake up, mumble some stuff, then try to kill you.

BOSS FIGHT

Munmar: He's rather easy. He has a sleep attack that puts your characters to sleep. Use a dragon transformation, then attack for a couple of rounds to beat him.

He'll be relieved that he can sleep now, then will disappear. Go back to the Adams Apple, and hit it with Katt's staff. Grandpa will wake up, and be glad that he's awake. Tree and Ton come by and thank you, as well as tell you that there's a carnival at Tunlan. Grandpa tells you to go grab the whale bell from the old man on the beach, and you'll automatically go there. Enter the cave here, and talk to the old man. He's happy that Grandpa's awake, and gives you the bell. Check his shelf for a Herb, then go to the water and press A button to ring the bell. Grandpa will come here and pick you up.

World Tour

Items: Tolen x2, Cond. Up

Level: 20-21

Party: Rand, Katt, Bow

Now that you have suitable transportation, I recommend you take time to complete the map, it'll make things easier in the long run. Follow the coastline all the way around, periodically checking the map for it's completeness. From the penninsula directly south of W.cave(there's a sign near the tip of it), go east. The island here is where Guntz is located. Step in and complete the next part of Flying township, and buy the BrassSD for Hero. Go up to the last house on the path, and check the right shelf on the first row of shelves for a Tolen. Karashinikofu is here too, and will join your town if you let him. I don't recommend this, as he takes house #4, where you can get the powerful Barose. Eichichi's in the basement. Read my 'Flying Township' area of this document for more information.

The island that Tunlan's on is directly north of Guntz, but don't go there yet. Make sure to circle the island north west from Hometown, there's signifigance to this island, as there's a mountain on here. From the southern tip of the western continent, head directly east, and you should see an island here with really high cliffs and no beach. There are two buildings on this island. There's a smaller island to the east of the other island with no beach. there's a single house on

here. Complete the eastern continent from the small island, noting the castle on top of a plateau, as you come up the east side of the eastern continent. You have one more thing to complete, getting Bleu. Go read the Secrets area to learn how to get Bleu, then once you've done that, go to Tunlan.

The little Carnival of
Horrors

You can't really do anything right now in Tunlan, as they speak with musical tones, and can't understand you. Buy some equipment if you need it (preferably the twinBW for Bow), then head to the carnival just outside of town.

Carnival

Items: none
Level: 22
Party: Bow, Katt, Bleu

In the carnival, talk to the guy to buy tickets. He mentions that the grass man's going to be fodder for a demon, and they've raised the prices on the tickets as well. After buying tickets, head through to the back and talk to the Chief. He mocks the grass man(Spar), and is surprised that Spar can talk. He asks a question. Select no, and he'll ask you another question. Select yes, and he'll make an offer, Spar for either an Uparupa, or 900,000 coins!!! After that, head out the back door to go to the world map.

From here, you can go either straight to the Uparupa cave, or go to the Hunter's shack between Capitan and Windia first. I'd recommend you'd go to the hunter's shack first. From the beach near Tunlan, head around to the left, and go up the left side of the island, and dock at the beach to the left of Gate. Head north east, and you'll see the hunter's shack nestled between two cliffs, and a forest in behind.

Hunter's Shack/forest

Items: Owl Fruit
Level: 22
Party: Bow, Katt, Bleu

In the hunter's shack, read the diary on the table to learn what happened to the hunter's, then head out the back door, and through to the forest behind.

In the forest, follow the path. At times, you'll hear someone singing. At the end, you'll see a girl standing in front of the Owl Fruit. She'll change then attack you.

BOSS FIGHT

Algernon, Danielle, Suiky: Algernon's the head of this trio. Danielle heals Algernon with Cure2, while Suiky attacks with thunder. Have Hero use his dragon magic, while Bleu can use Freeze. Bow can heal and cast Defup, while Katt can heal and attack as well, seeing that she's the fastest. Bring your Wfruit to replenish AP. It doesn't take much to

down Danielle and Suiky, but they get revived, so concentrate the majority of your attacks on Algernon. 2 dragon spells, and a few magic attacks will do in Algernon, so just heal and attack.

She tells you not to tease her, then dies. Pick one owlfruit, as that's all you'll need. Then exit the forest, and warp to Hometown. Sleep at hero's room there to replenish your hp and ap, then board grandpa at the beach to the south of Hometown. Follow the coastline around to the north of hometown, and at the north/south bridge by Capitan, you'll see a cave in the rockwall by the bridge. Enter it with Grandpa, and you're in the Uparupa cave.

UpaCave

Items: QuartrST, Gold, OceanRB, BusterSD, CharmSH

Level: 23

Party: Bow, Nina, Bleu

Notice that you're underwater in this cave. Fortunately, you can breathe here, thanks to the gills from Petape. I'd recommend you have some fire weapons for this cave, like the HeatST for Katt, if you have her. Head up, pass the island on the right, and continue up. Go up the ramp and enter the cave to find a chest with a QuartrST for Katt. It isn't as powerful as the HeatST though. Go back down the ramp, and go to the right. Ignore the path leading up, as it leads to a dead end, and continue right. Go up the ramp to get the chest on the land for a Gold, then go back down the ramp, and head up the path just to the right of the ramp to exit into the next area.

Head up through the path, out of the water, then after the bend, you'll see a door leading into the next area. Go in the door to the opposite of the other door, and open the chest there for a OceanRB, then go back through the door, and through the other one to get to the next area.

There are a bunch of Maniro here. One'll tell you how to catch Uparupa for 200 coins, and another one will sell an OwlFruit for 1000 coins. Say no to them, and proceed to the final area. Here are a number of holes in the rock walls, with sparkling eyes in them. These are the Uparupa holes. Ignore all the holes, and go up the stairs to the left of the river running through the cave. Go up the other ladder here, ignoring the rest of the Uparupa holes, and proceed to the last Uparupa hole. To capture the Uparupa, place an owlfruit in front of their cave, then back off a distance. The Uparupa'll come out of it's cave to eat the owlfruit. When it eats it and begins to go back to it's hole, run forward and press A. The Uparupa'll squawk, then attack you.

BOSS FIGHT

Uparupa: He's rather easy. Don't use regular attacks on him, as he will counter attack you everytime. Just use a dragon attack, then have Nina and Bleu cast their most powerful attack magic. Bow will heal. Uparupa will go down without much struggle.

After the fight, Uparupa will whine. You now have a choice, either keep Uparupa, or let it go. Choose let it go. It'll be so happy, that he'll leave you a chest containing the BusterSD. Now exit the Uparupa room, but then re-enter it. There is a CharmSH in the room. Now,

leave the Upacave. With Grandpa, swim to Hometown to heal, and change your party at the dragon shrine if neccessary, then go to the Carnival.

Carnival

Party: Katt, Bow, Bleu

At the Carnival, pay another 100 Coins, then head through to Spar's inclosure. Talk to the Chief, and he'll ask if you brought the money, or Uparupa. Choosing 'I'll give you nothing!!' will prompt a boss battle.

BOSS FIGHT

M.C. Tusk: He looks daunting, but isn't that tough. Hero uses his dragon magic, Katt attack the first round, then use Wfruits on Hero to replenish his AP for as long as necessary. Bleu use Freeze, and Bow cast Def-up, and heal when necessary. He'll go down without much of a fight.

Chief threatens you, then dies. Hero looks for an opening, but can't figure it out. Then Spar shows you where it is. He talks to you for a bit, then suggests what to do next. Then he joins you. Change your party to include him, then you'll exit the carnival. Go to Tunlan and buy some equipment for Spar, then board Grandpa and head west, then follow the coastline north until you come to the old man's beach. Disembark there, then exit the beach and head west. When you enter the great forest, make for south west, and you should notice a giant tree, surrounded by littler trees. This is the great tree, Gandarooof. Enter from the bottom, and Spar will talk to Gandarooof. Gandarooof complains of amnesia, and blames Spar. He then tells you to get the Therapy Pillow from Tunlan.

Sten's 'happy' homecoming

In Tunlan, talk to the guy by the main stairs at the entrance to Tunlan to learn that they won't understand you unless you bring a musical instrument of high caliber. He then mentions the Famous Flute, from Highfort. Ok, go to the beach near Guntz, directly below Tunlan, and follow that east, following the islands until you come to a pennisula with a house on the end. Follow the south shore of the pennisula, and there's a beach here. Disembark, and head east, following the coastline to the south. Once you are between the sea and an inland body of water, head east, over the top of the lake, and you'll see a ramp here. Go up, then back west to another ramp. Go up the ramp, then go back east until you reach a castle, overlooking the sea. This is Highfort.

Highfort

Items: MothDR, QuickCL, Extract, Tolen x2, NinjaDR, MoonMask, Collar, 2000C, Famous Flute

Level: 20-23

Party: Sten, Bleu/Bow, Katt

If it's night time, there'll be a guard at the gate who'll deny you access to Highfort. So, just use Hero's Timewarp spell to fastforward

it to day, then enter.

Walk across the bridge until you come to a gap. Put Sten in the lead, and press A. Sten'll raise a concern, and will mention that this is his hometown. Select yes to Sten's question, and he'll relent. Now, press A to cross the gap and enter the castle.

The guard near the door will notice you, but then notices Sten, who he welcomes back with open arms. They talk for a bit, then the guard, Gayne, will mention that Trubo is looking forward to see him. This surprises Sten for some reason, having to do with Goonheim. Sten then walks away. The party follows, but Sten tells them to get the flute without him, as he has business to take care of. (*note* the Dragon Statue here won't let you change your party, so you're stuck with the party you have currently) Save if you need, then go through the door to the left of the dragon statue. Follow the path all the way up, and enter the door that's being guarded by two people.

You'll walk in on a war meeting. A lady called Shupkay is making plans with the Division Commander, Chief of Staff, and an Army Corp Commander. She then talks about the hidden power of Highfort, and with it, they'll take over the world. The Division Commander object, but she slaps him out and sends them off. The party comes forward, and Shupkay drops them into a pit.

The scene goes back to Sten, who's pacing in a lobby of some sorts. He's getting worried, and decides to go look for them. One of the guards warns him about Shupkay, and Sten wonders who she is. The guard explains. From here, head down the stairs to the right. Go down the other set of stairs in the room to find three chests containing QuickCL, MothDR, and an Extract. Equip the MothDR on Sten, and raise a level or two if you feel inadequate, then go back up to the main room.

Save, and buy some healing items, as Sten will be alone for a while. Make sure you have at least 5 lifePLs. Then once you're done that, deposit all your money in the bank, and save again. Head through the door to the right of the dragon statue, and head across the bridge. Someone will interrupt Sten at about half way, and they'll talk. It turns out to be Trubo. He'll bluster at Sten, then attack.

BOSS FIGHT

Trubo: He's a little difficult, especially if you're at low levels. Just attack and heal when necessary. The battle will end without victor.

Trubo will talk with Sten a bit, then will break the bridge apart, plunging them down.

BOSS FIGHT

Trubo: You have 3 turns to beat him. Open up on his ass. If you gave Chop Chop to Sten, use it. If not, use flame, or attack. You'll beat him in 3 turns, hopefully.

After the fight, Sten and Trubo will land in the water. Sten will save him. Trubo will wake up, then they reminisce about the past. Trubo will fill Sten in on current events, then they devise a plan to

get rid of Shupkay and save the Princess. After Sten and Trubo separate, head in the door that Trubo goes into. Use the healing pool here, and save. Then go back out the door, and head left along the path to the road that Trubo mentioned.

Follow the path up the stairs and through the door to enter to a larger room. Head up to the wall, then right, and then up the first hallway to enter a door with a chest for a Tolen, then go back to the large room, and head right again. Go up the last path and enter the door there for a chest containing a D. Earing, then go back to the walkway in the large room, and head down the last path you see to advance to the next room.

Follow the path to enter a room with a bridge over a pit. There's a fork in the bridge's path. Head left first to a chest with 1000 Coins, then go back to the fork and take the other path to advance. Follow the path here, using Sten's arms to pass the gaps, and continue to the next room.

In this next room, there are two ways you can take, left and right. Left just loops you around, so head right, and up the first path you come across to advance to the next room. *note* if you look to the left of the stairs, you'll see the other party members there. Continue up the stairs to enter another bridge room. You can go up or down from here, but go down, as heading up leads to a dead end. Follow the path and ignoring the first door you see, continue on the path to the right of the door to find another door. Then, step on the warp pad in the next room.

From the connecting warp pad, follow the path, and you'll be behind the throne room. Head left, and down the stairs, then step on the other warp pad you see here. In the next room, you'll see 3 doors, one to the left, one in the middle, and the last to the right. The ones on the left and right are set up closer than the one in the middle. Head in the left door first, and go through the door at the end for a chest with a NinjaDR. Equip it, then head back two rooms, then enter the right door. Go through the door at the end of the door and open the chest for a CloakKN, then go back to the main room, and finally, through the middle door.

Continue up the path to a room with two short hallways in it, side by side. At the end of each hallway is a door. Enter the door on the left, and get a chest for another 1000 Coins, then go back, and through the right door. Follow the hallway up to find Shupkay and the Princess talking to each other. Sten joins the conversation, and Princess is happy. Sten takes a step forward after a bold proclamation ('This monkey is going to give you a spanking, Shupkay!'), and falls through a pit.

Sten lands in the room where the party is being held, and they get annoyed with him. Then they join up again. Change your formation, if necessary, then head up, and use Sten's arms to cross the gap here to advance. Now here comes the fun part. A really big bridge maze room. From the beginning, head left, and follow the path all the way around, then at the next fork, head left. Follow the path left, then turn south. Ignore the paths to the right, as they loop around, and turn right, then at the first junction there, head up. Follow the path to reach a square platform with 2 more ways to go, left, and down. Head down, and follow the path to reach the stairs.

You are in another maze room now. Follow the path up, right, then down a short ways to come to another 2 way. Head down, then to the left. Ignore the first path leading up, and take the second one. Follow it, and enter the door at the end. In this room, there's a healing pool, and a warp pad. Take the warp pad to a chest with a MoonMask. Heal if necessary, then go back to the maze room.

Follow the path back to the other path leading up, and take that one. Turn right at the first path, and follow it all the way to reach the stairs. In the next room, there are 3 warp pads here. Taking the right one will lead you back into the castle, thus starting you back at the beginning! Taking the left one will lead you back to the room with the MoonMask. So, take the center one to go forward. You'll find Trubo there on the floor. Trubo will start getting mad, so Sten'll knock him out. Then walk up to the door and press A to face a boss.

BOSS FIGHT

Portal: Do not use attack magic, as it heals Portal. So have Bleu heal and use WFruids on Hero. Hero can use his Dragon magic, while Katt can heal and attack. Sten attack as well. You can beat him easily using this strategy.

After the fight, the door will open up fully, and Trubo will wake up. He'll talk to you, and then you decide on a plan, you fight Shupkay and get Princess back, and he stops the machine. Follow the path all the way up, and in the last room, you'll see a staircase. Going past the staircase will lead you to a warp pad which leads to where Sten dropped through the floor. Head up the stairs instead.

In this next room, you can see 2 stair cases from where you stand, one to your right, and another to your upper left. Take the upper left one to reach 2 treasure chests containing Collar and another Tolen, then go back to the last room, and take the right staircase. Follow the path to the last set of stairs to reach the top level where Shupkay and the Princess are. After the scene, Shupkay turns into a monster and attacks the party.

BOSS FIGHT

Shupkay: Make sure to heal Hero's AP for this battle. Shupkay has the ability to cast Hush on your party members, and is also capable of counter attacking. She casts Thunder, and Drain. Heal with Katt and Sten, and have Bleu cast her most powerful magic. Hero can use his Dragon magic, then attack, or just heal his AP with Katt and Sten, and use it again. She'll go down with little difficulty.

Afterwards, the game will take control and you make your escape from the tower. Sten then makes a noble move to stay behind and lower the party and the Princess down the elevator, because they're manually propelled. In the throne room afterwards, Princess will thank you, and give you the Famous Flute, and will give you a final note for Sten. Head back to the entranceway of the castle, where the shops are, and exit the door to find Sten standing there, moping. He rejoins the party. Now that you have the Famous Flute, head back to Tunlan.

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Save the Queen!

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Now that you have the Famous flute, you can understand the people of Tunlan now. Talk to the residents to learn of the plight facing the queen. Go up to the castle, and follow the stairs up to the queen's room. Apparently, she's turned into a real food hound, eating 10 servings of food a day!!! She's really fat now, and the old lady beside her says that if she doesn't lose the weight, she'll die. There are two others in the room that speak of an old magician who can help her, but was banished from Tunlan for his temper and disrespect of woman. He was banished to an island, but that's all the info they give you. But don't worry, that's what I'm here for.

If you have Bleu or someone else who can warp, then warp to Hometown. If not, then just board Grandpa and swim to Hometown. From there, head just north and a bit west, and you'll notice an island there with a beach on the south side and a mountain on it. This is where Gedd is.

Mt. Maori

Items: MoonDrop, ThornWP, CureAl, FlameSD, FlameSH, MagmaAR,

Level: 26-27

Party: Katt/Nina, Sten, Your call

Enter, and ignore the post you see here, and follow the path right to enter a cave. There's a healing spring here, and you can heal your wounds if you need to, then head into the next room to find Gedd. If you step on the platform with anyone but Nina, Katt, or Spar shamanized as the girl, then he won't speak to you. Put either Nina or Katt in the front, and he'll take notice of her. He'll then gloat about being the best in the world, and can cure anyone, then asks who the patient is. He frets at the queen, and doesn't want to go back...unless the 'little girls' kiss him. After the following scene, he'll agree to help you. Go back to Tunlan now.

Enter the queen's room in the castle, and Granny's fretting that you aren't back yet. Gedd walks in the room, and they 'debate' for a bit, until Gedd turns the attention back to the queen. Gedd tries a spell, but she fattens right back up again. He makes his diagnosis; the queen's been infected with a demon. He sends you with a letter to see his assistant on Mount Maori, so head back there immediately.

Return there to see Gedd's assistant engaging in aerobics. He then takes the letter, and tells you what to do; head to the top of the mountain, and get a mushroom from the top that looks like what he shows you. Take a good long look at the mushroom, and remember the placement and size of the dots on the mushroom cap. Then head out and with Sten, cross the small gaps, ignoring the first door you see, and enter the other door. Get the chest with the MoonDrop in it, then go back to the first door and enter it.

Follow the path up all the stairs, and ignoring the path to the right, head back down another path adjacent to the first one to claim a chest with a ThornWP for Spar. Now head back up, and follow the path leading to the right. Go up the stairs, and head left for a chest with a CureAl in it, then head back right, and exit the door.

Head right, cross the gap behind the waterfall, and enter the other door there. From the door, head up and in the first door you see to

get the FlameSD in the chest, then go out the door, and continue up the path. At the fork, head right, and up the stairs to the upper level, then head right. Follow this to a chest with a FlameSH, then back down the stairs and head left. Exit the door to appear on a ledge behind the waterfall. Walk left to the edge, then press down to fall down to another ledge with a chest containing a HushRG, then go back through the door at the bottom, but this time, go up the stairs to the upper level, and head left.

Go in the first door you see, and follow the path. Ignore the upper path, and keep heading right to get a chest with a MagmaAR in it, then up to the upper path, and follow it all the way right, and exit the door at the end to appear at the summit. Here you can find your mushroom, but as you look, notice that there are a few different mushrooms here, all with different white dot placements on the mushroom cap. Go around the pond at the summit to the posts on the left of the pond, and cross to the island in the middle. There are three mushrooms here. Pick the furthest one from the post, and you'll automatically go back to the Assistant. He'll thank you, then give you the equipment you need...a Mirror. O...k. o_0 Anyways, now that you've completed that, head back to Tunlan.

Tunlan

Items: none

Level: 26-27

Party: Sten, Katt, Bow

Return to the queen's room and talk to Gedd. He'll thank you, then tell you how to use the Mirror. He'll give you final instructions, then shrinks you and puts you in the queen's body. This part can take as little as 10 minutes, or 1 hour, depending on if you know how to do it properly. The queen's body is divided into 4 areas; Upr. Right, Lwr. Right, and their respective partners, Upr. Left and Lwr. Left. In the body, you'll notice some weird things floating across the screen, which signifies her blood. The left side of her body is coloured blue, while the right side is red. You start out in the right side of her body. I strongly recommend you defeat all the enemies in one room before proceeding to the next. Use the little dancing monster in your party menu screen to tell if the room is still occupied. It'll dance if there's enemy in the room, and sleep if the room's clear. During this process, the game'll cut out to a picture of Gedd, who'll tell you how you're doing. Also, if you need to get out of the body for any reason, just use the mirror.

From where you start, go up through the door, then through the other door in that room. In the next room, head right a bit, then through the door leading down, as the one leading up will take you to the queen's arm, and there aren't any monsters in there. Then head down a little bit, and take the left fork, making sure to clear the area of monsters, before heading into the next room. Clear that room, and Gedd'll tell you that the Upr. Right part is good to go, so head to the Lwr. Right area. Head back to the last room and go back to the fork, and head down the right path to reach the lower right area.

From the door, head down and into the first door you see. Fight there at the entrance to clear that room, and head back through the door. Head down the right path this time, ignoring the second door, and head in the last one. Clear this room to clear the whole right side. Follow the path through the room, and there are two paths you

can take at the fork, one that leads up and to the left, and one that leads straight left. There are two doors on the upper-left path, and one on the straight left path, but all three lead to the lower left area. But anyways, head down the straight left path, and enter the door to proceed to the lower left area.

Something to point out, there are enemies here called 'fatty'. They are swift to run, but yield a lot of experience, so seek them out and defeat them first in battle. Occasionally, you'll fight 3 of them. In this situation, use the dragon magic to quickly take them out. Ok, from the door, follow the path, and at the fork, take the left path up, as the right path will lead you to the two doors leading to the upper-left path of the last room. Go through the door to the next room.

Go through the room, and enter the first door you see. Defeat the monsters in here, then go back to the last room, and continue up. There are two doors at the end, one leading up, and another leading down. Head through the door leading down, and defeat the monsters there. There are two doors on the other side of the room, but both lead into the lower right area, and we don't want to go there. Once you've cleaned out the monsters in this room, and you'll get a message saying you've cleared out the whole area. Now, head back to the last room, and enter the door leading up.

From the door, head up and enter the door at the top. There are two doors in this room, one on the left, and one on the right. The one on the left leads to the arm, and the one on the right leads to another room you want to go to. Clear the monsters out in here, and ignore the other door in here. Head back to the last room you were in, and go in the door leading back down. Back in this room, head back down, and when you come to the fork, take the right path and enter the door at the end. Now head right, and enter the first door you see to enter the last room you need to enter. Clear this room to clean out the queen entirely. Gedd'll now warp you back out of the queen's body.

Gedd'll thank you for a job well done. Granny'll be so grateful, she'll let Gedd come back to live in Tunlan. He's happy about this, but the queen's miserable that she's so thin, and can't move. They laugh at this, then Gedd thinks he's forgetting something. As reward, the old lady will let you take the bolst...uh, therapy pillow. :) Exit the queen's room, and go back down the stairs outside of the throne room. But, instead of going down the set of stairs to go out of the castle, head left past it, and enter the door where the Highlander is standing guard outside of. This is the treasury, where the Therapy pillow is, but it's gone!!! Actually, the girl outside of the safe doors has it, and will give it to you when you talk to her. Take it, then go back to Gandarroof. Make sure you have Spar with you, and that you have decent levels for him. If you need to, take him to monster island, but be careful up there, as the monsters are immensely strong. Once you're at Gandarroof, he'll thank you, then will ask if you're ready to go into his mind to retrieve his memory. Select yes to begin.

=====
Gandarroof's Memory
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You'll start out beside a town. Enter it, and talk to ALL the inhabitants. Notice that they're all old men in this town, and each town is shaped EXACTLY alike, save for the people. In the town, find the item shop and buy some upgrades for your party, if they need them.

After you talk to all the people in the town, exit the town, and head south a bit, then east over the bridge, and continue east until you reach the next town. This town is filled with young men. Talk to all of them, then exit the town, and walk west a bit, then north. You should see a path leading up the cliffs. You'll see a third town situated beside a lake. Enter it, and talk with all the inhabitants, who are all children. The kid by the main stairs will be surprised that there are 3 towns, and mentions that there should only be two. This Item shop has items, so stock up on what you need. The kid behind the next counter, where the banker should be, will offer to take you out of the mind, if you talk to him. In the inn, there is an old man in here named Barose. He's one of the applicable tenants you can get in the game. I strongly suggest that you take him, as he can teach you powerful magic. Once you're done here, go back to the first town. Enter it, and you'll be in the Memory Tower.

Memory Tower

Items: AutoBW, EarthAR, MisoSoup, HeroBT, BlndedML, 1000 Coins

Level: 28-29

Party: Spar, Bow, Bleu

This place can be difficult to navigate, as there's a giant circle around you, removing the immediate layout of the tower around you. from the entrance, go up til you can go further, then head left a bit, then up all the way. Go right, and talk to the old man, who'll offer to escort you to the entrance for 100 Coins. Take it, and he'll bring you to the ladder in the middle of the room. Talk to him again, and pay 100 coins to go to the exit. He'll actually take you to the two chests above the ladder that you couldn't reach otherwise. Take them for an AutoBW and EarthAR. Talk to him again, and he'll take you out of the tower. Go back in, and talk to him one last time, and this time, walk one space right, and head up to go up the ladder.

From where you end up, make your way over to the old man standing in the corner of the room. He'll offer to transport you to a place. Don't accept. Instead, walk down three steps from the old man, then 2 left, then go up to advance. Then from the top of the ladder, walk one left, then down all the way, then left all the way for a chest with a MisoSoup, then walk back 7 steps, and go up until you can go up any further, then left 5 steps, then up all the way, then right 7 steps, then up all the way, then left all the way, down all the way, then left two steps, then up to advance.

From the ladder, walk right one step, then down 2 steps, then right two steps, then up to advance. Then, walk left one step, then down all the way, left one step, up one step, then left all the way to get a chest with 1000 Coins in it, then retrace your steps back to the ladder. From one space up from the ladder, head left all the way, then up, right, up, and right all the way, then down two steps, right two steps, up 6 steps, and left all the way for a chest with a HeroBT. Then, go down one step, right all the way, then down all the way. Then, 6 steps right, down 3, and left 2 for a chest with a BlndedML. Then, go right 2, up 3, left 6, and up 7. Then, right 2, and up 5. Right 2, and up 3. Left 2, down 1, right 3, down 1, right 1, and down 6. Left 2, down 4, right 2, and up all the way to advance.

From the ladder, right 1, down 2, right 2, and up all the way to advance. In this next room, there'll be 3 old men, one on the left side, and two on the right. From the ladder, walk right 1 step, and up

all the way to talk to the two old men on the right of the room. Then go back down all the way, left all the way, up all the way, and right 1 step, then up all the way to talk to the third old man. Then back down, and right all the way, then up all the way, left one step, and up into the door. Make sure you have everything at max, and are suitably equipped, as you will face the boss now. From the door, walk straight up. Talk to the old man, and he'll reveal himself as the one who destroyed the minds of everyone in gate, and is doing the same to Gandarroof. He changes, and you fight him.

BOSS FIGHT

Aruhamel: He's a tough cookie. One of his most annoying attacks is the ability to lock your character's spells, starting from the ones that you most recently got. He casts this over all your party, for extra annoyance. Have Hero use Dragon magic, Bow use Defup X and Cure after that if needed, Spar use Freeze, and Bleu use her most powerful magic. If Aruhamel locks her most powerful magic, have Bleu use restorative items. If he locks all your important magic, use restorative items and attack regularly. He'll go down after a bit.

After the fight, Aruhamel dies. Walk out of the room, and make your way to the old men again. They remember a bit more, but not too much. Now use exit and make for the third town. Go to the item shop, and talk to the kid behind the bank counter to exit the mind. Gandarroof thanks you. Walk up to him, and talk to him to find some stuff out. Choose all the options to learn it all. Now exit Gandarroof's grove, and make for south. Cross the bridge to come to a valley. Talk to the guy at the entrance to the valley, and he'll wonder if something happened in Skytower. Warp to Capitan, sleep, buy items, and save, if you need to. Change your party too, if you want. Exit Capitan, and walk south to the beach. Board Grandpa, and make for Skytower. You can't miss it, just sail straight south, and it'll be to the left of Grandpa. It's round, and has a green top. Enter it with Grandpa.

Skytower

Items: GutsBL, IceSH, FrozenAR, NorthDR, 1000 Coins

Level: 35-36

Party: your choice

You'll be on the roof. Walk left, and go down the stairs. There are two manillo here. Talk to the one above the small square hole, and he'll make point that something's wrong with skytower. Talk to him a second time to gain admittance to the tower. Now, be careful here, as you're underwater. You have a 3 minute time limit. If you exceed this, you'll pass out, and will reawaken at the top level where the manillo are. Fortunately, there are rooms with air in them, so you can take a breather there before continuing.

From the elevator, head through the left door. Ignore the door you see, and continue past it. Enter the door at the end, and get the chest for 1000C, then head back through the hall, and enter the door you passed earlier. Go up the stairs, and through the door at the top of the stairs. Follow the path, open the first chest for a GutsBL, and continue down the hall. Enter the door, and go through the door at the top of the stairs. Follow the path and you'll enter a large room with a cross-like support beam in the middle. There are steps there, but reaching them is difficult. as the currents of the room will sweep you

around. Make your way to the bottom of the room, and stand directly underneath the down current, and walk straight up until you're right next to the stairs, then go up them.

Grab the IchSH in the chest just at the top of the stairs, the FrozenAR in the chest up from the stairs, and the NorthDR in the last chest, then go around the room and enter the other set of stairs. Follow the rest of the stairs to reach the cause of the problem, Spoor, the wind shaman. She'll appologize, and will leave to go to granny. If you have it, use exit, but you're not done yet. Go back to the main room you first entered, and enter the right door this time.

There are swift currents in this room, so run to the right to the first door, and enter. There's a manillo in this room who'll sell you armaments. Buy what you need, and head out the door again. You'll be swept back to the beginning of the room. Make your way around to the last door in the room, being careful to push the button in one direction. If you change directions, the currents'll take you back to the beginning of the room. Make to the end of the room, and enter the door. There'll be a door to the left of you, so enter that one. Go through the hallway, and enter the door at the end. A manillo will caution you to the lack of air when going down the set of stairs there, but enter it anyways. You'll be in a room full of grass. Step left 2, then up all the way. Ignore the door at the top of the room, and go all the way right to enter that door.

You'll be in a hall now with fast currents. Run all the way right to advance. You'll be in another room with grass. Make your way to the door at the top of the room, and continue. This is another room with fast currents. Follow the hallway, making sure you're at the top-right corner before heading left, and enter the first door there for a goblinSD, then go back. You'll be pushed back to the beginning, so make your way across the hall. Grab the chest there for a SpiritRB. You're now done the SkyTower. You can't use exit here, so go back to the room with the manillo, and exit from there.

You can go back to Township to fiddle with your new shaman, or can continue through the valley.

=====
Namanda, Namanda
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Now that the fog is cleared in the valley south of Gandarroof, you can now venture through it and get to Farmtown. In the valley, just head straight south. There is a fork to the right somewhere around the middle of the valley, but ignore that, and keep heading south to reach the exit. Now head straight south to reach Farmtown.

Farmtown

Items: HelpBL, Gold, Plate
Level: 37
Party: Rand, Your preference

Once you enter, you realize that there are a bunch of people who look like Rand here!! This is Rand's hometown. Talk to the people with other party members, then with Rand to get different messages. Go to the Inn, right at the entrance, and on the second floor of the inn, search the dresser in the upper room for a HelpBL. The house you want is the one at the top of the town. There are 3 doors here; the one on

the left, middle, and right. The one on the left is a completely different house, while the other two doors belong to one house. The middle and right doors are separated by a fence. Walk up the steps to the house, but enter the door on the left.

Go up the stairs in this house and check the drawers for a Gold, then return to the middle door, and attempt to go in. The screen will darken, and someone will yell, causing the party to step outside in a hurry. A man comes out of the house, pleading with the owner of the house, Daisy. He's an emissary from the St. Eva church, and wants to build a church on Daisy's land. Daisy announces her faith in Namanda, and chases the emissary off, then re-enters her house. You should do the same.

Explore Daisy's house a bit, then enter the door on the lower level to talk to Daisy. It appears that Daisy is Rand's mother, and she belts him with a ladle, demanding that Rand explain himself. She hits Rand again, and puts him to work plowing the fields. She makes the rest of the party do it too, first thing tomorrow. In the morning, she gives you a final piece of advice, then you scoot off to the back field.

Now, the game's version of plowing the field is walking up to everything and pressing the action button to get into a fight. You'll fight stones, stumps, and bushes. There are two of each in the field. Also, don't use magic against these things. You'll find out why later. The only one that offers any challenge is the last thing you face. If you face the stone last, it's an S. Golem. If someone can tell me what the other two are, then let me know. After defeating these, return to Daisy. Don't talk to her yet. Instead, go through the door to the kitchen, and check the shelves by the 'oven' for a plate. What, no utensils?

Go back and talk to Daisy now to rest. In the morning, Rand'll apologize to you for Daisy's actions. Daisy will be in the backyard, so go talk to her. She tells you to go west to Namanda and pray for a good harvest, so do so. Head west, and on a plateau to the north you should see a cave. Continue west a bit, then turn north, go up the ramp at the end, then turn right and head back down south to reach Namanda.

Namanda

Items: Tolen

Level: 37

Party: Rand, your preference

At the entrance, you'll see a guy standing between two poles, and a building. Enter the building, and talk to the guy if you want. Then search the shelves on the back wall for a Tolen. Exit the building, and head up, past the guy between the two poles, and talk to the guy guarding the door at the top of the stairs. He'll let you pass. Continue up through the path, past the guy fighting the monster, and enter the first cave you see. In this room are a bunch of circular pods, some with people laying on them, and at the front, are two guys standing near a bell. Talk to the one on the left, and he'll ring the bell with his partner. Exit the room, and continue up the path, and through the door. In this last room, there is a basket in the middle of the room, and when you examine it, you can put money in it, at 100C a time. Donate 20 times, then go back to Farmtown. It MUST be at

least 20 times, no less.

Back in Farmtown, go back to the backyard, and you'll see someone standing there, but it isn't Daisy. He hands Rand a letter from Daisy, which says that Daisy endorsed the building of the St. Eva church. Rand won't have that, and fights the Emissary.

BOSS FIGHT

Paladin: Not much strategy here, just keep plugging him, and healing. Be at least lv 27. He casts defupX on himself, so it leads to a protracted battle. Not too difficult.

After the fight, Ray will show up, and the emissary will whine to Ray. Ray'll threaten you, then Rand will call St. Eva dumb, and tells them to leave. Rand'll question the St. Evites, and ask your opinion as to whether Daisy was taken by force or not. Select yes. Rand wonders how to get there, and then wishes they could fly. If you don't have Nina and someone with warp in your party, change your party at the dragon shrine and head to Windia.

Windia

Items: HelpBL, Tolen, MoonDrop, BumCL

Level: Nina(30)

Party: Nina, your preference

Walk up to the castle in Windia, and with Nina at the lead, talk to the guard. She pleads with the guard to tell the king that she has returned. The queen, Hina makes her appearance at the door and tells the guard to let them through. In the castle, a scene happens where Hina explains about the Black wings. She then implores you to go see the king.

From where you can control the party, go through the door to the left of the main stairs, then right a bit, then up through the door. You should recognize this room from the first time you were here. There's a set of stairs leading down near the center of the room, a door to the right of the stairs, and a path up, across the small moat that leads to another door. Go through the north door, and follow the path to lead to Yozo, another person that can join your town. Go back to the last room, and go in the door to the right of the stairs to reach the castle kitchen. There are stairs right near the door as you enter the room, and another door to the right of you that you can reach by circling around the wall in the middle of the room. Search the shelves at the back of the wall to find a HelpBL and Tolen, then exit the room the same way you came in.

Go back to the room with the two guards in the right room, and the guard in front of the door that leads to some chests, and at the split, go into the right door to appear to the right of the main stairs. The door to the right of your location leads to the basement, and you can't go in there right now. Now, go up the main stairs behind Hina. In this room, you'll see a giant door just up from you that leads to the throne room. There are paths to the left and right. Head to the right, and you'll see stairs leading up, a door near the stairs, and another door on the opposite wall of the first one. Go left from the throne room entrance to see a guard standing by a gate on the south wall, barricading a staircase leading to the ceremonial chamber, and

another set of stairs on the opposite wall. Now, go up the stairs to the right of the door to the throne room, and search the dresser for BumCL, then go back to the throne room door, and head up the stairs to the left to reach the bedroom of the king.

First thing you do is raid his dresser for a MoonDrop, then as Nina, talk to the king in the bed. The king'll recognize Nina's voice, then a flashback occurs. He explains his actions, then begins to tremble. A man in the room, an Emissary from the St. Eva church, promises that the king'll get better if he spreads the teachings of St. Eva, which causes the party concern. The king turns down the Emissary's offer, and he threatens the king before he leaves. Nina then asks Gramps, who was standing beside the king's bed, to open the basement so she can go through the trials. He protests, but Nina wins him over.

Nina explains about the power of the great bird, and how she can transport them to the St. Eva Church in Evrai. From here, go back to the very first room you were in, the one with Hina. Go into the far right door, and down the stairs to reach the Skycave.

SkyCave

Items: StormRG, WindBR, WindRB

Level: 37

Party: Nina, Bow, your preference

Follow the path from the stairs. At the fork, you'll notice that to the left is a staircase leading down, and a path leading up. Take the path leading up. Follow the path to another set of stairs, and go down. Follow the path right, and down another set of stairs. Here, you'll notice two paths leading up, one just to the left of the stairs, and one to the right. Head up the left path leading up, and you'll see 3 paths leading right, one at the top, one at the middle, and one at the bottom. Take the one in the middle, and follow it to reach another fork. You can continue straight down, or left. Go left, and follow that path to reach the stairs leading up. In this next room, there's another set of stairs in here. Go up them to reach another set of stairs leading up. Going up them leads to a chest in the castle containing a StormRG, then head all the way back to the first fork you ever took in the SkyCave. This time, head left and down the stairs.

Keep going down the stairs, and at the bottom, go up through the door you see. Go up through the room, and on a dais at the end of the room is a stone guardian. Go up the stairs and talk to the guardian. He asks if Nina wants to undergo the test. Select yes, and Nina'll separate from the party, and appear in a different room. In this room, there are several platforms, each with its own guardian. Traversing the narrow passages of the room are stone like things that block your path, so work your way around them. Talk to all the statues to hear what they have to say. They will denounce what you're going to do, but don't listen to them, you know what you have to do. Oh, you'll still fight enemies here, so run from them, as they're very difficult to beat with Nina alone.

Make your way to the south-east corner of the room, and head up the wall, then go up the platform (the guardian calls you cocky for going for the great wings), and continue up past the guardian to get a chest with a WindBR, then work your way left to the left wall, then go up it to reach another chest with a WindRB. Notice the door to the right? You need to get there. You can get there by going down, then going up

the platform just to the right, the top-right one, and following it up all the way to get to the door. (the guardian on the platform tells you that you can't be human again) At the end is a guardian. Talk to him, and go into the door behind him to get to the final chamber. A final guardian questions Nina's intentions, then fights you.

BOSS FIGHT

Guardian: He's not too tough. Make sure she's at full health and magic, and wail on him with your most powerful attack magic, and heal when your hp gets below half. He casts Hush, which seals your magic. If that happens, just attack and you'll beat him after a bit.

The guardian congratulates you after the battle, and gives you the Mark of the Wing, then changes into...NINA? Well, Nina from BoFl. She announces herself as her great great great great grandmother, and explains how the clan lost the ability to fly. After talking to her, Nina-guardian will fly away, then asks your forgiveness for her actions. Select yes, and she'll thank you. Now head back to the last room, and to the guardian on the upper-middle platform. Talk to him to return to the rest of the party, then exit the SkyCave.

Upon exiting the cave, go talk to the king again, with Nina at the head of the party. After the scene, Nina's standing beside a bed with the other party members sleeping. Check the left side of the dresser to find that someone took the Mark of the Wing. Nina guesses that Mina must have it, and follows in pursuit. Exit the room, and head left past the stairs leading to the King's room, to the previously barred staircase.

Ascend the stairs, and you'll meet Mina, who runs away. Follow her to the ceremonial chamber, but she's barred the door. Nina pleads with her, but Mina decides to do it anyways. She uses the Mark of the Wing on herself, sacrificing her life to become the Great Bird. Tragic, yes, but necessary. Now you have wings, and are treated to a nice cg pic of Mina as well! Remember, only Nina can call the Great bird, so make sure she's in your party.

There are a few places you can go first. There's an island to the east of Evrai with a solitary house on it. This is an Armoury, and has some extremely potent items for sale. Definately check it out. Also, now that you have wings, you can fully do the fishing for treasures, now that you can get the strongest fishing rod, the Charm Rod. First, go to the island that Evrai's on, which is south of Guntz island, and enter the smaller house on the island. This is an inn.

Inn on Evrai Island

Items: CharmRod

Enter the building, and go up the stairs. Search the dresser in the top room for the CharmRod. Now, you're set for fishing, just grab some bait and go. See 'Fishing for Treasure' under the Hunting and Fishing area. Do some fishing if you want, and enjoy the freedom of the great bird, as brief as it is. If you haven't yet, go back to Namanda and donate the full 20 times to the shrine to ensure that you get your Earth Shaman. Then, from the inn, walk up and enter Evrai.

Evrai

Items: Tolen x2, WiseBL
Level: 39
Party: Nina, your choice

There are three houses in this town. Go in the right one, and search the shelves by the fire in the kitchen, which is located in the upper right part, for a Tolen. The lady in this room mentions about a lady going into the grand church, and speculates that she's from Farmtown. In the top most house, before the grand staircase leading up to the grand church(it's the largest house here), go into the kitchen and search the shelves there for a WiseBL.

Talk to all the residents, and try to leave the town. You'll notice that you can't leave! The residents all say something different now, except the one in the bigger house. The girl, standing in front of a shrine in a makeshift chapel in this house. Her name is Claris, and she'll help you escape, by going through the houses plumbing into a vast underground cavern. What is it with caverns underneath bathrooms? Anyways, follow her words and leave via the toilet.

From the entrance, Head straight down, ignoring the tunnel just to the right of the stairs. At the bottom of the second set of stairs down, head right. Enter the door you see, and head up, past the hole in the floor, and right. There are two paths you can take, the lower and the upper. Take the upper, and follow it through the door. From the door, go left, and follow the path to the next door.

Now, there's a path from the door to the left, and at the split, you can go either down or up the stairs you see. go up the stairs to exit. Now, where are you? Anyways, check the dresser there for a tolen, then head through the door down from you. It appears you're in the inn. The guy talks to you, and you get to stay free!

Now, if you still have Nina in your party, call the great bird and fly to Cotland, which is south from Farmtown. If you don't want to search, use Bleu's warp to go to Farmtown, and fly south from there.

Cotland

Items: None
Level: 39
Party: Katt, your choice

Now, make sure to have Katt for this part. Enter Cotland, and smash the boulders out of your way. Talk to the guard at the top of the ramp to gain admittance. Talk to the people, and after that, enter the house up from the people to see the leader of Cotland, Tiga. Tiga becomes smitten with Katt, as Tiga's worn as well. He talks about St. Eva, but his thoughts are distracted. Katt brings him back to reality, and he apologizes. He then mentions their lack of funds, and how their sponsor went to Thievestomb, in the west, over the sea. Katt enlists the group to find the sponsor, and you leave.

Thieves tomb is directly east from Evrai, so make your way back to Evrai, and head straight east to reach it.

ThievesTmb

Items: DoubleWP, BananaDR, ThunderGL, Sunmask, KramerBR,
Level: 39
Party: Nina, Bow, your choice

At the entrance, head through the drop gate, and down the stairs. There are some chests in this room, but it will be difficult to get them, for the constant moving of pitfalls. If you can get them all, you'll get a DoubleWP, BananaDR, ThunderGL, and Sunmask. If you do fall down the pitfall, just head back up the stairs to the left to get back up. After getting the chests, head back down. Take the pitfall to go down.

You'll land beside an old man, surrounded by 4 tiles of faces on the ground, each depicting an emotion. They're differently coloured too. Talk to the old man to get an explanation. The premise of this is that if you get into a fight while on a face, you get the effect of the face. Purple is anger, and either you'll lose money, or be poisoned. The smiley face is orange, and you may get money or an item. The serene face is green, and you'll get healed on that space, while the blue face, or surprise, will enact any of the three if you land a battle on that square.

There's also a staircase leading down beside the angry face you see there. To make this more of a challenge, the battle rate has been heightened. Also, make sure to keep Nina at the head of the group, to avoid any pitfalls. Head past the stairs leading down, and into the hall. Move to the end, and head down, then left, over the row of angry faces, and get the chest for a KramerBR. Head left, to the farthest walk way, and take that all the way up, then follow right, and head up through the door, halfway across.

You'll come up into a room, with a drop down gate, but it's up. Head up the room, and you'll see someone trapped in a room. Follow the path around, and it's Patty. She asks you to step on the switch, and flees up when you do. Follow her into the next room, and she jumps with glee when she opens the chest, but is saddened to find the chest empty. When you can move, walk up, and inspect the chest. Flip the switch to reveal a door. Head up through it, and open the chest inside to get the evidence. Walk out of the door, and Patty bumps into you, then leaves. You can probably guess what she did. Anyways, use exit to leave, and head back to Cotland.

Enter Tiga's house to find Tiga with Patty. Tiga then proposes to Katt!! Boy, he's not forward much. Tiga stalks Katt, and she hides behind Hero. Tiga then wants to fight Hero for Katt. Answer his questions. Answering Yes to his first question and No to his second will envoke a fight, as will answering No to his first. Answering Yes to both will not invoke a fight. You can't win against Tiga, so answer whichever you want. When he beats you, he'll announce that Katt will marry him, and that they'll attack Bando tomorrow.

During the night, Tiga and Katt have a little talk beside the fire pit. In the morning, you'll notice that Katt is very conspicuous in her absence. Patty's in the room too. Talk to her, and head back to Farmtown to change your party, then go south to Bando. Follow the land south, and Bando's on the southern tip of the continent.

=====
Heathen! Blasphemer!
=====

Bando

Items: 1000C, SnakeST, EvraiRD

Level: 40

Party: Nina, Bow, Bleu

Enter the church, and talk to everyone there, then go up and see Katt and Tiga. Katt gets bored, and in response, punches the wall, revealing a secret door. Answer Tiga's question with a yes, and you'll go down there. We also learn that Tiga's claustrophobic. Enter the door.

From the stairs, walk up, and you'll get accosted by a footman.

BOSS FIGHT

Footman: Attack, and heal as necessary. After the fight, walk up some more, and you'll see a man in orange robes run up. Follow him down the stairs. In this next room, there's two tiles on the floor with arrows on them, one facing left, and one facing right, with a door nearby. There's nothing in the room beyond the door, but the arrows extend and retract the hallway. Step on the right arrow to extend the hallway. One press will lead you to a room with a chest in it. Open for a SnakeST. Two will bring you to a room with a cell in it. Three will lead to another room with a cell in it. Four will lead to a staircase leading down. Go down the stairs.

From the stairs, head down, and go up the set of stairs you see. Head left from the stairs to get a chest with 1000 in it, and go back down. Head all the way up, and down the set of stairs at the other end of the hallway.

You're in a large room now, with a walkway just outside of the small hallway that you're in. go right, then go down the walkway, and follow it. There's a platform in the middle of the room, so head up the middle path to reach it. Make sure you're at full health, because you're going to fight a boss. Manson's there, and he sends 3 zombies after you. Heal and hit them hard, but keep Hero's dragons out of it for now, the big fight's up shortly.

BOSS FIGHT

Necroman: This guy can be trouble. He has an death attack that rarely misses, and can zombify your party. Bring items and use magic to counteract this, and equip the KramerBR on Bow. Use the previous strategy I expressed, use Dragon magic, and everyone use their strongest attack spells. It helps to have Bow with Missile, although you might want to save his MP for healing. Use WFruits on Hero to replenish his MP and reuse Dragon magic when full. He'll go down.

Mason rambles after kicking his ass, and dies. Open the chest behind you to get the EvraiRD, to get in and out of Evrai freely. Head back

now, but make sure to stop off at the cells to talk to the people, then go out.

As you exit, you see Manson?! Actually, it's just Tiga in a disguise, with Katt as the Nun. They explain their plan, and tell you to study the teachings of St. Eva. This is a bit vague, as there's no St. Eva school you can just go to. So, the next best thing is to go to a town with a St. Eva church in it, and talk to the priest there to learn the teachings of St. Eva. Everyone leaves, except you and Katt. Katt stays to talk to you. Answer her question. Answering yes will raise her dragontear colour, while answering no will lower it.

It isn't necessary to learn the teachings of St. Eva, as you'll find out why later, so you can just head to Evrai now, on the wings of the great bird, but before entering Evrai, visit the inn to the south, and change your party to include someone with strong single attacks, such as Rand or Sten.

Evrai

Items: ElementAR, BlastKN, DmndBR, RainbWRB, 1000C

Level: 41

Party: Rand, Bow, Bleu

Revised party: Rand, Bleu, Katt

Head to Claris' place, where you escaped from earlier. Talk to Tiga and you'll begin. The guard at the door will question each and everyone one, but will run out of recites by the time you get there, so he asks you what St. Eva's true name is. Pick Evans to proceed unhindered. If you choose the others, he'll fight you. Enter now, and ascend the stairs to enter the main chamber.

Habaruku, the church's head prist will give a sermon, and reveal some surprising information. He also captured Claris, much to Tiga's disdain. Habaruku plays some mind games, and Tiga springs into action. Tiga isn't powerful enough to stop Habaruku, and he knocks Tiga away, then drops Claris from the rafters to the floor. He drops a lightning bolt on the two of them. Katt then rejoins your party. Make room for her.

Go up to the dais at the front, and Habaruku'll leave through the right door. Follow him, and meet him in the next room. He talks to you for a bit, then calls Ray to deal with you. He then morphs into...a dragon?

BOSS FIGHT

Ray: There's a trick to this fight. He wants you to show him your power, so don't disappoint. Use your dragon magic, and during the next round, he'll say 'this is all I have' and will attack all of you. Then, something happens. Look at your dragon magic, and you'll notice a new dragon attack, g.dragn. Use it, and you'll win.

You'll talk a bit after the fight, and you learn Ray's real intent. He begs of Hero for a good god, and dies. Follow Habaruku up the stairs and up another set of stairs to see Daisy. Make sure you have Rand in your party. Habaruku will taunt you in this room, and leave over a collapsable bridge. Flip the switch to the right of the cell

door and talk to Daisy with Rand at the head of the party. Break the wall behind Daisy, and she insults you. Run up the stairs.

In this room, there are two chests. Follow the path down a ways, and take the fork left to a chest with an ElementAR, then head back to the fork, and head down and left to another chest with 1000C, then head right to go up the stairs. In this room, there's a breakable wall. Use Rand to break it, and then realize that it's a trap. Rand holds it back while the party escapes upstairs. Daisy comes out and knocks Rand out of the way. After a heartfelt moment, Rand continues, and meets the party upstairs.

Open the chest for a BlastKN, and go up the stairs. You'll be at the top of the church. Follow the path to find Habaruku. He doesn't want to fight, and sends an archer after you. Defeat it easily, and another comes after you. Move to the end of the path, and around to the other side of the room to see Habaruku. He agrees to fight you, but only if you keep up to him. He then falls down, and you follow him. From where you land, head straight up into a room to get a DmndBR, and head back.

Head left to get to another room with a RainbWRB and go up the stairs at the end. Here, there is a big room. Follow the path to find a moving platform with 9 tiles, each with a direction to go. They are as follows.

```
|D|R|L|
|U|L|R|
|R|D|U|
```

Now, I'm sure that the letters are self explanatory. I will number them as follows..

```
|1|2|3|
|4|5|6|
|7|8|9|
```

Ok, step on 7, 4, 5, 2, 8, 9, and 1 to get a chest with a CrmsnCL, then fall down to the last floor. Then, go back up to the platform, and step on 7, 4, 5, 8, 9, and 2 to get to the stairs down. Make sure you're at full health, and enter the giant door. Upon entering, you hear someone asking who it is. Continue up, healing after you go through the laser gauntlet to find a dark silhouette. Press the flashing blue button on the pedistal to illuminate the silhouette and reveal a man hooked to a machine. He begs for you to kill him, and you start a boss battle.

BOSS FIGHT

Oldman and Guardeye: Despite his words, don't attack the old man. Refrain from using multi target spells, and concentrate on the guardeyes first. That renders most of Bleu's spells useless, so have her up the attack of the others. The top right one heals the guardeyes with cure3, the one on the top left uses Freeze. The one on the bottom uses Flame, with the old man in the middle. Concentrate on the flame guy first, then go for the healing one, then the frost one. This'll free the old man.

The place starts crumbling, and Ganer uses Exit. Now the whole place

crumbles. You find yourself in a room in Township, above the Carpenter's business. You talk for a bit, and the guy takes notice of Hero's name. He then introduces himself as Ganer. A flashback ensues showing what happened at Gate that fateful day. After the talk, head to the well, and talk to Eichichi, who's getting really excited over the machine. Ganer comes and explains it, and volunteers to be the energy source. Congrats, you have your flying township now! This is crucial, as you'll see soon.

Now, get the Earth and Holy Shamans, and fuse with them, if you want. The final area is coming up.

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Gate: The Final Frontier
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Ok, by now you should have the flying township, if you've followed everything in my walkthrough thus far. If not, then just go to Gate on the great bird. Looking at the map, Gate is directly west of Mt. Maori. There's also a cave that you can access gate from, it's entrance is south of the Hunter's place, where you fought Owljernon. You should remember this cave from the prologue. You don't have to go there, but one of the township people, Bockden is here. To get to him, enter the cave from the northern entrance, and at the first T section, continue right to find him. He offers to open up a Dojo, but his Dojo's useless, from my experience. Just go back to the T section, and head down to the next T section. Heading left would bring you to the place where you fought the demon in the prologue, while heading right will bring you out of the cave, then head east to Gate.

Gate

Items: None

Party: Your preference, but I like Bleu, Katt, and B

Level: 40-42

From the entrance, head to the dragon statue to the right of the church if you want, then head up into the glade behind the northern most house, and go up through the glade and into the middle exit. You will find the villagers here, and Father Hulk is setting a bomb to blow up the dragon!!! The bomb goes off, and the left and right gates are opened, releasing demons into the world. From this point on, you can't call the great bird, so if you don't have flying township, getting around will be difficult. Father Hulk realizes that the bombing was a mistake, and charges you to find Patty, who is knowledgeable in this affair.

Ok, head back to Cotland where Patty was last, and learn that she isn't there anymore, and that she was hungry. Go to the Wildcat Restaurant now, by warping to Simafort (you'll be by the dock on the mainland). Talk to the chef, and he'll tell you that Patty left again, saying that she's going to challenge that grave again. Go back to Thieves tomb now, and talk to the guy to the right of the entrance. The translation is messed up on this one. It's supposed to say that Patty went to a new town to the south of Hometown, which would be Township. Go back to township and go to the main house, by the dragon statue. Patty's on the second floor, in the middle room. Talk to her, and she'll go to Gate. Head back to Gate as well.

Go back to the glade, but don't go in the middle exit, but work your

way around to the left exit and go in the left dragon cave. You'll find Shin, the final shaman. She sounds very meek when you speak to her. Now go back to Granny's fusing place in township to fuse with her if you want, then go back to the glade and go through the middle exit this time. All the villagers are gone except Hulk and Patty. They talk for a bit, then the dragon talks, telling you guys to leave. A scene later, Hulk turns into Habaruku, and explains a bit about his role in the situation. He explains some other stuff, and tries to kill Patty, but the dragon intervenes and saves her, then knocks her away, then tells you to run. Go back and save, then go and whup on Habaruku.

BOSS FIGHT

Habaruku: One of the final bosses in the game. Use your most powerful attacks against him, which include G.dragon, BoltX, Missile, and Katt's attacking. If she's shamanized, then use charge, then attack the next round. Have your designated healer heal when necessary, and attack with their strong stuff. Habaruku uses Hush, ag-down, and other attacks. Goes down without much hassle.

Habaruku talks a bunch of spunk and dies. The dragon speaks a bit, and offers a choice for Hero, wait for the demon to emerge or go in and defeat it. Select wait to witness the bad ending if you want, then go and select go ahead and defeat it. The dragon changes to the form of a woman. She talks a bit, then goes to the gate and opens it with her life. Go back and save, then prepare for the great beyond.

Infinity-Part 1

Items: ShinyBR, BusterBW, ShinyHT, NatureWP, Stamina, Pwrfood, HeroAR, MotherRB, ImortlRG, ShadowDR, DreamBR, FinalKN,

Level: 44-48

Party: Sten, Katt (Shamanized), Rand (shamanized)

This is the final area, if you have unfinished business, go and do it before you journey in here. Make sure that Sten's unshamanized so you can take some shortcuts and get some chests that you couldn't get otherwise. Once you're ready, go back to the main door and enter. In this first room, head right around the room and down the first set of stairs. You'll notice a little thing to the left of the stairs that you can cross with Unfused Sten, but if you don't have him, continue the other way. Go down the second set of stairs, then go right to a chest with a ShinyBR, then head back to the second set of stairs, and go down the third set of stairs to reach the middle of the room.

Go down from the stairs and head right to the post on the edge of the walkway, and using Sten, cross over and get the chest containing a BusterBW. Head back over the gap and go down and follow the path, ignoring the doorway for now, and continuing left, then up the platforms to another chest with a NatureWP. Head back to the door, and enter it. This room is square, with 2 paths leading up from the door. Head up the left path for a ShinyHT, then go up the right path to go down the stairs to proceed.

Head down the stairs to the right, and head left around the room, bypassing the stairs leading up, and continue until you get to a chest with a Stamina. Then head all the way back, again ignoring the stairs leading up, and continue down the path, around the room again, and down yet again. Don't go down to the stairs though, just continue to the

last chest with Pwrfood, then head back and go down to the next level.

From the stairs, head left, around the stairs, and at the top of the room, head right, and down through the door to a couple of chests containing HeroAR and MotherRB. Head back through the door, and head left, all the way around the room and get the chest at the end(CrsntSD), then head all the way back to the stairs going up. Head down the path just to the right of the stairs, skip the first path heading up, and head up the second path to reach the stairs down to the next level.

The next series rooms are straight forward, so no problems here. Now from the stairs, head down all the way, and get the chest for a HolySH, then head left, and up all the way and grab the chest for a Sunmask. Head back to the stairs from the last level, and head right, past the first path down, and take the second path down, then head right again, and up. Take the chest with the ImortlRG, then head down all the way to the chest containing a ShadowDR. Head back up a few flights until you reach the first path left, then take it. When you reach the fork, head down the right one and grab the DreamBR, then go up one level, and take the narrow path right, then down to the next fork, and head left to grab the chest with a FinalKN in it, then continue along. When you hit the fork, head south and follow the path to the stairs down. From the stairs now, head down to the door to exit into the dragon colony of Dologany.

Dologany

Items:

Level: 48-50

Party: Your choice

An old man greets you at the door. He resonates a light, then Hero resonates a light. He proclaims you as the destined child, as the guardian dragon did. He then takes you to the elder of the town. The elder greets you, and goes into the history of the dragon clan and the creation of Deathevn. When you gain control, talk to the old guy by the door to learn about your lineage a bit, then head out the door to throw yourself into a flashback.

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Flashback

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DISCLAIMER NOTE

This following passage of the walkthrough contains spoilers. DO NOT read any further unless you want to be spoiled.

Here you control a woman named Valerie. Go and talk to everyone in the town, then go back to the house you started out in front of and enter. You'll talk to Valerie's father and the elder a bit, then she'll go up to the surface. <note: we're treated to a nice little picture of Valerie, the same one that was in the prologue>

You're now in front of the entrance to Infinity, head through the glade into Gate, and into the church. Head to the alter where Ganer is, and talk to him. Play through the scene, and when you have control of Valerie, go and talk to all the villagers to hear what they have to say, then go back to the church. Head up the stairs to see Hero when

he was younger, and he speaks!!!! O_O Him and Valerie have a discussion, then go back downstairs. Another scene later, go up the stairs of the church when you have control and talk to Hero again, then go outside to see Ganer battling a demon. He defeats it, and tells Valerie to stay in the house if you talk to him. A guy hiding behind the dragon statue will tell you that the demons came from the gate to Infinity, so go back there and inspect the gate. Valerie makes the decision to turn to a dragon to strengthen the seal. After she changes, she drops the 'Dragon's tear'. After the scene, you go back to the present in Dologany.

Go and talk to all the people here and you'll learn some more info. There's 2 woman who looks like the thief Patty but aren't (one has orange hair), and another person who looks like Ray. The center house in the lower level of Dologany offers services in the form of items and resting quarters. There's also a Dragon shrine here to save and change your party members, so put your best people in your party if they aren't. Don't worry if they're not shamanized, you'll find out later.

Once you've finished with your business, head through the double doors in the pillar on the lower level to proceed. In the following room, step on the discoloured tile in the center of the platform to go down into the final area of the game.

=====
The Final Area
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Infinity Pt. 2

Items: Noe'sRB, RiotST, HolyRP, DragonSH, DragonAR, DragonSD, HolySH, DragonHT
Level: 50+
Party: Your choice

Head left from the platform and go down the path, ignoring the path to the right for now, and continue down, then at the fork, go down the left one. Follow the path to a chest with a Noe'sRB, then head back to the first junction and head right and up into the door. Here, the wise men of the Dragon reside. They all look the same except for one elder in the middle, clothed in red. Talk to him, and when he asks you the question, select yes. Don't ask why, just say yes. They will transport to an undisclosed area, and your party members are gone, leaving only you and the elder in red alone. 7 doors appear where the other wise men were, and the lead elder asks you to go into each one and talk to the party member at the end of the hallway. They will disappear after you talk to them. Once you've finished that, the elder will move from the door that he was blocking. Enter it to find yourself at the end of the hallway. 'He' tells you that one of your party members must sacrifice themselves for you so you can attain the power of Anfini. Go back and talk to the elder to make the decision. He will tell you to go into the room of the friend you wish to sacrifice. Head back into the room where yourself is located and talk to him. He will offer you a choice, select no to all of his queries, and you'll reappear outside of the rooms, to the right of the fountain in the middle of the main chamber. The wise man of the dragon is there, and he awards Hero with the power of Anfini. Notice that your fusions have gone now.

If you wish, you can head back to Township to re-enact your fusions,

but if you don't want to, then exit the wise men's chamber and head down the path. At the fork this time, head right and go down the stairs.

From the stairs, head left and up through the door. Then head left from the door and down to get a chest with a RiotST, then head back to the right, and continue past the door that you entered from. Head in the first door you see and down the ladder. There are two ways you can go here, left and down. Go down, and enter the door you see. Open the chest for a HolyRP, then go back to the junction and head left. Follow it all the way and go down the ladder.

From the ladder, head right, then up the path, ignoring the path to the south, and the door to the upper-left of the flashing thingie in the middle of the room. Enter the door and grab the chest for a DragonSH, then go back to the room with the flashing dohickie, and go in the door to the upper-left of it, and down the ladder.

From the ladder now, head up the path into the larger room with another glowing thing in the middle of the room. Ignore it and head up from it, grabbing the chest for a DragonAR. Head back down, again ignoring the flashing thing and go past it. There is a ladder here, a dragon statue beyond it, and a door beyond that. Ignore the door, and save if you want, then head down the ladder.

Head left from the ladder, and ignoring the flashing thing here, head into the door and grab the chest in the adjoining room for a DragonSD, then head back up the ladder. Go back to the glowing thing and step into the middle of it to transport to another area. There is a door just up from where you reappear, but don't enter it. In it contains the sub boss Baubary, the monster you fought in the Prologue. Head up though, and up the ladder.

Head right from where you appear and up the ladder you see. Head up the path, and in the door you see contains a pure water fountain, where you can regain your strength. You can gain levels here if you want, but when you're finished, continue up the path and go up the ladder.

Go left from the ladder, and down the first path for a chest with a HolySH in it. Go back up, and left, then down the second path. Go up the ladder. From the ladder, head down a bit, and then right all the way, grabbing the chest for a DragonHT. Don't bother going down, it leads to a dead end. Instead, head back left, then down to another ladder to go up.

Go down from where you appear, and right through the door. Head right from the door, and up. Notice something? You went in a complete circle, and are now near the door you first entered. Now before you throw something at me, you had to do this to get all the chests in the final area. Re-enter the door you first entered in this room, and retracing your steps, down the ladder, then head left all the way and continuing on. In the first room with the flashing thingie, head in the door to the upper-left of it and down the ladder.

Again, ignore the flashing teleport thing, and head left, then down the path, past the ladder to the dragon statue to save your game. If you're of good level and feel really confident about your status, head back to the teleporter in the middle of that room and enter it. Now, enter the door just up from where you exit. Notice that the room is totally black? We're about to face Baubary, the strongest monster in

the game. Walk up from where you are to meet him.

BOSS FIGHT

Baubary: He is the strongest fight, and a good challenge. Keep your health over half to keep your fusions intact and attack with all you got, but hold on the dragon attacks for now. After a bit of damage, Baubary offers you a choice, facek him one on one with just Hero, or face him with all your party. You can do either, but his stats and HP are weakened when you fight him alone. Make your decision and re-enter the fight. Use your most powerful attacks now, and use your W.fruits and other MP replenishing items, and re-use G.dragon. Baubary attacks with a slashing attack that deals 50 damage to your party, BoltX, Firebreath, and Coldbreath. He deals a lot of damage, but you can beat him.

After you beat him, he congratulates you on your bravery and strength. He tells you to turn right and proceed forward to receive your treasure. Continue forward to exit. Right outside is a save point for you to save at. There is a water fountain just up from the save point as well. Step on the warp pad to the southeast of the water to proceed. You appear in a large room. Head up from where you end up, and enter the door.

You appear on a narrow walkway. Head up, and you'll see a guy appear before you. His name is Evan. After the scene (note: This is where the spoilers end. I want you to experience this yourself), jam on the D pad to free yourself, then run up the walkway. You will enter into a battle scene. Watch it with interest. Once the other scene happens, you enter into the final battle with Deathevn. Use Anfini now, and your friends will rejoin you. Deathevn whines a bit, then you enter into the battle one last time.

FINAL BOSS BATTLE

Deathevn: Do not hold anything back. Use G.dragon and your other most powerful attacks. Use W.fruit on Hero to replenish his MP and keep using G.Dragon. Shamanized Rand, Bleu, and shamanized Katt make a good party here. Have Katt use her charge attack, and heal with items when needed, as she's the fastest party member here. Bleu can use boltX, and use items to replenish hero's MP. Have her use Shed if her HP gets low. Rand can just kick ass with attacking, healing with magic every so often. Deathevn attacks with an electric probe from his chest on one party member, Coldbreath, Death, and Bonelzr, an attack that can do up to 120 damage on all party. Keep pelting him, and he'll die.

CONGRATULATIONS, YOU BEAT THE GAME. Depending on what you did, you get one of two endings. See my endings guide to see what you do to get. I'll leave this to you.

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Township

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A: Carpenters

There are three carpenters that you can choose from when you get Granny in Capitan. Each one of the carpenters will bring something unique to the town, as well as different houses. There are a few factors to put into the equation of who you pick. First, there's the

design of the houses, then the overall usefulness that the carpenter brings. Of these, you can make your decision.

Carpenter 1: He's the guy that builds the regular houses. You get him by default if you only saved the minimum amount of people. He opens a bakery where you can cook items to get new items, or items you couldn't get anywhere else. He's great for stat raising items, or the money trick.

Carpenter 2: He's the one that builds the houses on the poles, much like the gondolas in Tagwood. You can get him if you save 3-4 people in the Capitan well. What he does is he opens an othello-like game, in which you use the Tolen you find to get rare and unique items, like the TigerSD. He's rather useful, but his items eventually get phased out by more powerful items you find. Plus, you can't choose which spaces to drop the Tolen, making acquiring certain items a pain in the rear.

Carpenter 3: He builds the fancy Arabian golden houses you see in Capitan, and can be acquired by saving all the villagers in the well. He opens up a bar, where the patrons of the bar do certain things for you. One guy tells you how long you've been playig, another tells you how many battles you've fought, how many times you've ran away and fallen in battle. The bartender, which is the carpenter, offers to raise your condition to super for a monetary amount. He's rather useless, but his houses are rather nice.

B: Tenant Locations :Coming soon:

=====
Shamans and Fusing
=====

Fusion is the art of joining outside forces with your own to highten your abilities, or create a whole new being altogether. Of course, you can't join with Shaman of opposing forces, like fire/water, air/earth, holy/dark, but Hero and Bleu can't join with Shaman, as they are powerful enough already.

A: Shaman Locations

There are a total of 6 shamans in this game, and I'll tell you where to get them all.

Fire Shaman: She's part of the storyline, thus impossible to miss. She's between the inn and the house in Capitan. Just talk to her with Hero.

Water Shaman: She's located in Nimufu's tower. After defeat Nimufu, head back down to the room with the 5 platforms on chains, then ride the furthest right one over to the top left corner, and go through the door, and up the stairs in the next room. She'll be in that room.

Sky Shaman: She's in Sky Tower. She's also impossible to miss, as she's the cause of some geological disturbances north of Farmtown.

Earth Shaman: Located in the backyard of Rand's mother's place in Farmtown. First, donate 20 times to the shrine at Namanda before you venture to Evrai the first time, then after the St. Evrai chruch falls, come back here to get the Earth Shaman.

Holy Shaman: Located in the first room of the Bando underground passage, where the arrow tiles are. Get her after Evrai crumbles.

Devil Shaman: Located in the left gate to infinity, after the guardian dragon gets bombed.

B: Shaman Combinations

Note: Bleu and Hero don't get shamanized, as they're powerful enough without it.

Shaman Combinations:

regents:

---- = fail

|||| = no change but new power

O000 = great success

++++ = great success plus big change in appearance

Hero:

	Fire	Water	Wind	Earth	Holy	Devil
Fire	----	----	----	----	----	----
Water	----	----	----	----	----	----
Wind	----	----	----	----	----	----
Earth	----	----	----	----	----	----
Holy	----	----	----	----	----	----
Devil	----	----	----	----	----	----

Bow:

	Fire	Water	Wind	Earth	Holy	Devil
Fire	----	----	----	----	----	----
Water	----	----	----	----	----	----
Wind	----	----	----	----	----	----
Earth	----	----	----	----	----	----
Holy	----	----	----	----	----	++++
Devil	----	----	----	----	++++	----

Katt:

	Fire	Water	Wind	Earth	Holy	Devil
Fire	----	----	----	----	----	++++
Water	----	----	----	----	----	++++
Wind	----	----	----	----	----	++++
Earth	----	----	----	----	----	----
Holy	----	----	----	----	----	----
Devil	++++	++++	++++	----	----	----

Nina:

	Fire	Water	Wind	Earth	Holy	Devil
Fire	----	----	O000			
Water	----	----	O000		O000	
Wind	O000	O000	----	----	++++	----
Earth			----	----		
Holy		O000	++++		----	----

Devil | | | | | | | | ---- | | | | ---- ----

Sten:

	Fire	Water	Wind	Earth	Holy	Devil
Fire	----	----	++++	0000	0000	----
Water	----	----				----
Wind	++++		----	----		----
Earth	0000		----	----		----
Holy	0000				----	----
Devil	----	----	----	----	----	----

Rand:

	Fire	Water	Wind	Earth	Holy	Devil
Fire	----	----		++++		----
Water	----	----		++++		----
Wind			----	----		----
Earth	++++	++++	----	----	++++	----
Holy				++++	----	----
Devil	----	----	----	----	----	----

Spar:

	Fire	Water	Wind	Earth	Holy	Devil
Fire	----	----	----	----	----	++++
Water	----	----	++++	++++	++++	++++
Wind	----	++++	----	----	----	0000
Earth	----	++++	----	----	++++	----
Holy	----	++++	----	++++	----	----
Devil	++++	++++	0000	----	----	----

Jean:

	Fire	Water	Wind	Earth	Holy	Devil
Fire	----	----	----	----	----	----
Water	----	----		----	++++	----
Wind	----		----	----	++++	----
Earth	----	----	----	----	----	----
Holy	----	++++	++++	----	----	----
Devil	----	----	----	----	----	----

Bleu:

	Fire	Water	Wind	Earth	Holy	Devil
Fire	----	----	----	----	----	----
Water	----	----	----	----	----	----
Wind	----	----	----	----	----	----
Earth	----	----	----	----	----	----
Holy	----	----	----	----	----	----
Devil	----	----	----	----	----	----

New Power after fusion:

Katt

Chge: Duel extra damage in next round (approx 4 times I suspect)

Nina

Bnsh: Causing enemies to flee from battle (random)

Sten

Swch: switch monster to fight in battle

Rand

Wake: wake a downed character

Spar(Girly Look)

Spor: unknown, please inform me the use of it

Spar(Onion Look)

Bud: Unstoppable attack(similar to Berserker in FF serious)

Spar(Dragon Plant Look)

Ntre: Same as original Spar

Jean(Great Frog Look)

Chop: Save strength up for 1 turn then slash with mighty strength that deal 999 damage to all enemies, might fail

=====
Hunting And Fishing
=====

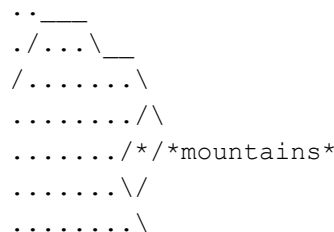
A: Hunting Overview

B: Fishing Overview

C: Fishing for
 Treasure

Here, I'll document the locations of some treasure chests that you can acquire while fishing. First, make sure you have the Charm Rod.

EmpireSD ~ Fishing area just east of Township. With the great bird, follow the coast line east, and just after the curve down, you should see a piece of land on the left of the mountain range, that looks like a paralelogram tilted on it's edge, like this..



note Asterik (*) denotes the area

This is more or less, a faithful ascii art of the area. To the left of the area, you should make out the faint edge of a beach, while mountains are to the right of the designated area. The fishing spot will appear on the point of the rectangle.

LifeAR ~ Fishing spot to the right of the exit of the cave to Gate, the one you entered in during the prologue with chibi Bow. The exit is on the Gate side of the cave.

IronBR ~

D: Manillo

=====
Secrets & Sidequests
=====

A: Getting Chop Chop

WildCat Restaurant

Items: None

Level: 16

Requirements: To acquire this, you must go before the Witch Reunion.

Preferably before you even go to Nimufu's tower.

If you go to the WildCat Restaurant, located to the west of Simafort, a good party to take is Rand, Nina, and Sten. Head along the west bank, and you'll see a cave on the left side of the waterfall. This is the Wild Cat Restaurant. Go in, and read the plaque on the wall by the door to learn that proper etiquette is strictly enforced. Talk to the guard and he'll ask that you leave all your items at the door!! Agree, and enter. In the first room, there's a plaque on the wall by what looks like a holding place for things. In every room there's the same plaque, but asks a different thing. In this one, it asks you to remove your helmets. The next one asks you to remove your armor, and put on a napkin. The one after that asks you to exchange your weapons and shields for forks and plates. The next one asks for you to rub salt and pepper on your body. The last one asks 'how do you want your meat'. There are three choices, rare, medium, and well done. Pick rare. If you don't obey the plaques, at each exit of a room, you'll face a bouncer. These guys'll wear you out, so it's best to obey the signs.

Now, entering the next room, you notice that you're standing on a giant grill. Flames shoot out, and you lose HP depending on what you chose.

Rare~1/4 of your total HP

Medium~ Half of your HP

Well Done~ Reduced to 1 HP

After the flame barrage, someone comes out of the other door, and yells at you still not cooked. He then tells you that he'll dice you, then attacks.

BOSS FIGHT

Wild Cat: This guy's tough, especially since you don't have any healing

items or your armor or weapons. Do the best you can. He uses Chop chop, dealing roughly 70HP damage to a party member, and dice, which deals over 100Dmg to a party member. He also attacks for 30Dmg. Use Hero's dragon transformation, then have him attack. Rand can attack, or cure with either Cure or Cure2, if he has Cure2 already. Nina, use S.Boom, and Sten can use Flame, and then attack when his MP runs low. One or two of your characters might fall to his chop chop and dice, but you'll beat him.

After the fight, the guy'll zip into the restaurant. Enter the restaurant, and talk to the guy behind the counter. He'll apologize, and ask if you forgive him. Say he's forgiven, and he gets happy. He'll comment that you have a big heart. Say yes, and he'll be so glad, that he'll teach you chop chop. Put the person you want to learn this ability in front, and he'll show it to you. It might be a good idea to give this to Nina, as her regular attacks won't do over 70 dmg, but you should give it to someone who'll be in your party lots. I would recommend that you give this to Sten though, as he'll need it later. *note* If you don't follow the signs' orders, he'll only give your party a small HP boost.

B: Boombada

Ok, I'm not even going to attempt this thing, but luckily someone e-mailed me the correct sequence to do this. You can get Boombada after the fall of Evrai. Go back to Namanda and head up to the room with the bells in it, played by the two guys. The one guy is there, and he's crying that his partner isn't there. This is where you come in. Press the buttons in unison (the asteriks are the other guy's tunes, A and B are your buttons, the - is a pause)

(beat of 4) *A*B**-A*B*A**-B***B**AB****A-A

As an added note, the AB combination must be quick, but the A-A has a pause in between. The Boombada spell (if you didn't get it yet) takes a large black ball and drops it on the enemies, giving adequate damage to them.

C: Bleu

Bleu is the game's secret character, and can be obtained anytime after you get Grandpa the Whale. Once you get Grandpa, trace the coast line of all the land so you can complete the map. It makes things easier. Now that the map's completed, head to Township, and from there, swim along the coast line to the south and east..all the way down the continent, until you come around the southern bend and begin to come up again. At the very first beach you see there, disembark. You should be in a desert area. Take 6 steps up from the beach, and one step right. This is Bleu's home, but she's not there right now. Chat with the ghosts in the main room, and a third one in Bleu's room. Open the chest for a Tolen, then check the only unopened dresser for a Cond. Up, then leave and head for Hometown.

Once in Hometown, head for the second floor of the Magic School. Go in the left classroom, and talk to the first girl on the left. The girl will speak a bit, then change to Bleu. Then she'll force her way

into your party.

D: Flying Township

Once your 1st level town is completed (three houses, carpenter's house) you can do the first step in getting Flying Township. Head back to Township, and to the right of the Carpenter's house, there's a well there. Enter the well, and you'll be in some sort of underground room, with a door leading up. Head through the door to see a strange device there.

Now, when you get Grandpa, head south from W.Cape to a peninsula, then head right, past a small island, and you'll see a larger island. Tunlan's directly above this, but you don't want to go there right now. Instead, circle the island until you come to it's beach, and disembark. Head left, and you'll see a town there, nestled in a hilltop. This is Guntz, a machinery and weapons town. You can buy the powerful BrassSD for a pretty penny here. But as well, head up to the last house there. Enter it, and there's an old man there, named Karashinikofu. Talk to him if you want, then head to the back wall, between the two bookcases. Walk right, behind the bookcases to proceed to a hidden room. Eichichi's in this room, but she may be hidden in the south wall of her room. She gets all orgasmic about machines, and when you mention the machine underneath Township, she gets all giddy and heads there right away.

The last part comes into play when you get to the Evrai Church. In the basement of the church, you fight an old man, hooked up to a machine, and with enemies attacking you. Defeat the enemies, but do not hit the old man. This guy turns out to be Ganer, Hero's Father. Ganer joins up with Township, to be the power source for Township. Now you have your own flying Township.

The controls are simple. Just talk to Eichichi to start it.

E: Monster Island

In the game, like most RPGs, there's a special place, where the monsters yield insane ammounts of exp. This such place is just north east from Capitan. From the beach south of Capitan, board grandpa the whale, and sail west, following the coastline. At the top of the land mass, where you can see where Granny's forest was, make for straight east. You should see a bit of land at the top of the screen, with a beach there. This is monster Island. There are 4 monsters available to fight here. They have lots of hp, and do lots of damage, but aren't unbeatable. I'll tell you how to beat them.

A.Sludge~ Use Bow's shot or death

Chorking~ Chopchop, an attack spell item(i.e. frisbee), or a spell from a weapon, like the fireRG.

Gonghead- Bow's shot

G.Sludge~ Watch it, they are immensely powerful. Usually come in packs of 2 or three. They're shaped like normal sludges, but are gold in colour. Use G.Dragon against them if you have it. If not, then use

your T.Dragon, and heal up Hero with Wfruits.

F: The endings

There are a total of 3 endings for BoF 2, graded bad, good, and best. Here's how to get them.

Bad ending: After defeating Habaruku at Gate, the dragon asks if you want to go in and defeat Detheven now, or wait. Choose wait.

Good ending: Accessable if you didn't save Ganer in Evrai, or didn't complete the other requirements for the flying township.

Best ending: You can aquire this ending by saving Ganer and completing the flying township.

G: The church that gives?!

Simple really, just go to a church with no money in your pockets, and ask to give a donation. The father will see that you have no money, and will give you 10Z instead. Deposit and repeat as necessary.

=====

Character Spells

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This is the section where I'll list the spells that each character gets
Hero

L:2 - Timewarp

L:7 - Cure1

L:16- Cure2

L:19- Smoke

L:**- Puppy Transformations (FirPuppy, IcePuppy, T.Puppy)

L:**- Dragon Transformations (FireDrgn, IceDrgn, T.Drgn)

L:**- G.Drgn

L:**- Anfini

Bow

L:2 - Cure1

L:3 - CurePsn

L:6 - Def-Up

L:16- Cure2

L:20- Renew

L:23- Heal

L:26- Def-UpX

L:30- Cure4

L:33- Cure3

L:36- RenewX

L:40- CureX

Katt

L:11- Fireball

L:13- Hail

L:15- BoltX

Rand

L:**- Cure1

L:**- CurePsn

L:9 - Thunder

L:17- Cure2

L:24- 8.0

L:27- Renew

L:31- Heal

L:35- Cure3

L:37- Cure4

Nina

L:**- Tornado

L:**- Cold

L:**- Thunder

L:**- Spark

L:9 - Ag-Down

L:10- Pwr.Down

L:12- Exit

L:13- S.Boom

L:15- Def-Down

L:17- Drain

L:20- Flame

L:22- Typhoon

L:24- Freeze

L:26- Angel

L:28- Death

L:31- Hail

L:36- BoltX

L:55- Fireball

L:56- Bomb

L:57- Missile

Sten

L:**- Spark

L:10- Bomb

L:15- Flame

L:33- Fireball

L:38- Missile

Jean

L:**- Ag-Up

L:12- Hush

L:14- Warp

L:16- Pwr.Down

L:18- Cold

L:20- Idle

L:30- Angel

L:32- Death

L:34- Renew

Spar

L:**- Cold
L:**- Cure1
L:**- Ag-Down
L:**- Pwr.Down
L:**- Def-Down
L:**- Hush
L:**- Ag-Up
L:14- Def-Up
L:16- Idle
L:18- Exit
L:19- Warp
L:21- Sap
L:22- Drain
L:26- Cure2
L:28- Freeze
L:30- Shield
L:32- Def-UpX
L:36- Atk-Up

Bleu

L:**- S.Boom
L:**- Bomb
L:**- Flame
L:**- Freeze
L:**- Death
L:**- Ag-Down
L:**- Pwr.Down
L:**- Def-Down
L:**- Ag-Up
L:**- Def-Up
L:**- Atk-Up
L:**- Sap
L:**- Drain
L:**- Exit
L:**- Warp
L:36- Fireball
L:37- Hail
L:38- Missile
L:39- BoltX

=====

Weapon, Armor, Item, and
Spell lists

=====

=====

Town Shop Lists

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Hometown

Weapon Shop

BronzeSD	250Z
FalseBW	300Z
SuedeAR	300Z
SaladBwl	60Z
SteelAR	120Z

Item Shop

Herb	8Z
Antdt	12Z
LifePl	500Z
Smoke	100Z
Worm	4Z
Shrimp	20Z
Urchin	10Z
StickRod	300Z

Coursair

Weapon Shop

HexadST	250Z
BronzeSD	250Z
LeotrdCL	320Z
SuedeAR	300Z
RangerCL	510Z
SaladBwl	60Z
BronzeHT	390Z
SteelAR	120Z

Item Shop

Herb	8Z
HelpBL	50Z
WFruit	200Z
Antdt	12Z
Vtmn	200Z
TearDr	100Z
LifePl	500Z
Smoke	100Z

Windia

Weapon Shop

MagicRG	530Z
LongSD	620Z
RevetKN	460Z
WoodenDR	290Z
ChainML	720Z
HolyRB	530Z
GlassRG	380Z

BronzeSH 510Z

Item Shop

Herb 8Z

HelpBL 50Z

WFruit 200Z

Antdt 12Z

Vtmn 200Z

TearDr 100Z

LifePl 500Z

Smoke 100Z

Capitan

Item Shop

Herb 8Z

HelpBL 50Z

WFruit 200Z

Antdt 12Z

Vtmn 200Z

TearDr 100Z

LifePl 500Z

Smoke 100Z

Simafort

Weapon Shop

LongRP 1200Z

BronzeST 940Z

IronKN 1000Z

CrossBW 780Z

IronAR 1350Z

IronML 1400Z

KnightHT 790Z

Backlaw 990Z

Item Shop

HelpBL 50Z

WFruit 200Z

CureAl 400Z

LifePl 500Z

Smoke 100Z

Worm 4Z

Shrimp 20Z

Urchin 10Z

Tunlan

Weapon Shop

MothDR 1900Z
IvyWP 1300Z
TwinBW 3000Z
StockRP 2400Z
QuickCL 1600Z
BreathAR 2500Z
CrmsnRB 950Z
CharmSH 1350Z

Item Shop

HelpBL 50Z
WFruit 200Z
CureAl 400Z
LifePl 500Z
Smoke 100Z
Worm 4Z
Shrimp 20Z
Urchin 10Z

Highfort

coming later

Guntz

Weapon Shop

BrassSD 8500Z
BlndedAR 12000Z
BlndedML 8000Z
BlndedML 6800Z

Item Shop

HelpBL 50Z
WFruit 200Z
CureAl 400Z
LifePl 500Z
Smoke 100Z
F.Spice 100Z
ShaveIce 100Z
Frizbee 100Z

Gandarroof Town 1

Weapon Shop

BronzeSD 250Z
LongRP 1200Z

DoubleWP 8000Z
ChuckDR 5800Z
SuedeAR 300Z
SilverAR 5800Z
RistBand 10Z
WhiteSH 4300Z

Gandarroof Town 3

Item Shop

HelpBL 50Z
WFruit 200Z
CureAl 400Z
LifePl 500Z
Smoke 100Z
F.Spice 100Z
ShaveIce 100Z
Frizbee 100Z

SkyTower

Weapon Shop

IceBW 9800Z
ThndrRP 8400Z
EarthAR 6100Z
SokletAR 3600Z
GuardSH 5300Z

Farmtown

Item Shop

HelpBL 50Z
WFruit 200Z
CureAl 400Z
LifePl 500Z
Smoke 100Z
Worm 4Z
Shrimp 20Z
Urchin 10Z

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Acknowledgements

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First of all, I'd like to thank you for reading my walkthrough thus far. I hate having to send in unfinished work, but I know that If I work on it too much, I lose interest. I don't want this to happen, as I see too many people on the board asking for help on a certain part of the game. I'd like to thank CJayC for making a wonderful forum for our

interpersonal matters, gaming and social alike, as well as a host for all the FAQs, walkthroughs, codes, secrets, and the like. I'd also like to thank the following people for various reasons.

~ ShiRyu87 (ivan_vg87@hotmail.com) for pointing out the true purpose of Rand's Wake ability, and a few errors.

~ Seth Huber (drgnseth10@aol.com) for pointing out the damage factor indetermining how much damage Jean's jab does.

~ Mike82819@aol.com for giving me Bleu's age

~ Sweetjebus (No e-mail provided) for giving me info on the CharmSH rumor in the Upa cave

~ DrgnSeth10@aol.com for the info on Spar's nature ability.

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~ countless others for confirming the CharmSH thing in Upacave

~ Kung Fu Rider (kungfu_rider@hotmail.com) for the Japanese Character Bios

~ Chris (farsight37@hotmail.com) for his complete Magic list for each character

~Kory McCullough (snoutsc@hotmail.com) for the Boombada information

FINAL NOTE*

You can find authorized versions of my FAQ/Walkthrough at these places

~ www.gamefaqs.com

~ www.neoseeker.com

~ www.cheats.de

~ www.gbacheats.co.uk

~ www.cheathappens.com

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