

# Breath of Fire II Township FAQ

by romz12

Updated to vFinal on Feb 8, 2003

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BREATH OF FIRE 2  
GBA VERSION  
TOWNSHIP AND OTHERS GUIDE / FAQ  
VER 1.6 (FINAL) - February 9, 2002  
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THIS GUIDE/FAQ IS BEST VIEWED AT MAXIMIZED NOTEPAD/WORDPAD  
WINDOW OR IN WEBPAGE HTML.

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TABLE OF CONTENTS  
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- I. Revision History
- II. Introduction
- III. Frequently Asked Questions (15)
- IV. Township
  - i. From Ruins to Hideout to town
  - ii. Granny and the Shamans
    - ~ Shamans List (6)
      - Sana
      - Seso
      - Spoo
      - Solo
      - Seny
      - Shin
    - ~ Soul Union List
      - Bow
      - Katt
      - Rand
      - Nina
      - Sten
      - Jean
      - Spar
  - iii. The 3 Carpenters from Capitan
    - ~ The Carpenters (1/3)
      - Ordinary Carpenter
        - \* Cookbook Recipes
      - Wooden Carpenter
        - \* Playing Othello
      - Arabian Carpenter

iv. In Search for Tenants

~ Tenants List (27)

- Azusa
- Hekkeller
- Wooppi
- Hanz
- Win
- Macotti
- Kay
- Poo
- Surfy
- Baretta
- Daiye
- Yozo
- Watts
- Locker
- Leminton
- Salvador
- MacClean
- Sumner
- Martin
- El
- Pechiri
- Karashinokofu
- Back
- Akky
- Barose
- Garber
- Bockden

~ Houses for Tenants (6/27)

- House1 (1/5)
- House2 (1/5)
- House3 (1/5)
- House4 (1/4)
- House5 (1/4)
- House6 (1/4)

v. The Flying Township

V. Tips (18)

VI. Spot the Difference : GBA vs SNES (3)

VII. Credits and Disclaimers

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I. REVISION HISTORY

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Version 1.0 - June 2, 2002

- I finally started this guide
- Partially completed some parts of this guide
- Submitted immediately at [www.gamefaqs.com](http://www.gamefaqs.com)
- This is my first guide/faq ever!

Version 1.1 - June 3, 2002

- Added more tenants in the list
- Added "Sale" info for business tenants
- Removed "Sidequest" since I mentioned them all already at FAQ section
- Made some updates, changes and corrections in some sections
- Confirmed that you can have more than one Armory shop in your town
- This guide/faq is 75% complete!

Version 1.2 - June 4, 2002

- Added more tenants in the list
- Added a new section "Houses for Tenants" info for house occupancy
- Made some major changes and corrections!
- This guide/faq is nearly 85% complete!

Version 1.3 - June 5, 2002

- I have played the game too much now and made some major confirmations
- Completed "Tenants List" section but the details are still incomplete
- As usual, made some major updates, changes and corrections
- Completed "Houses for Tenants" Section
- Revised "Soul Union List" section in details
- Yes! It's 90% complete!

Version 1.4 - June 8, 2002

- Added "Comment" info on "Tenants List" section
- Completed some of the tenants info on "Tenants List" section
- Added all the positions of houses in the "Houses for Tenants" section
- Added more info on "The Carpenters" section
- As always, made some major updates, changes and corrections
- Yeah! 92% completion and counting...

Version 1.5 - June 23, 2002

- Classes recently started, updates will be seldom
- Added a new section "Spot the Difference : GBA VS SNES"
- Added more cookbook recipes for the cooking carpenter
- As ever, made some major updates, changes and corrections
- Fully completed most of the sections in this guide
- Yay! 95% to perfection!

Version 1.6 (PART 1) - October 21, 2002 (FINAL!)

- Made some major corrections
- Updated the "Credits" section
- I made a message board for my FAQ (see "Disclaimers" section)
- Added some tips on boombada with the help of others
- Well, I think there is no more to be added or updated here
- Finally, 99% COMPLETED!
- Let's just leave the 1% for future updates and corrections (if any) and for some imperfections here coz nothing is perfect!

Version 1.6 (PART 2) - February 9, 2003

- Added some contributions in GBA vs SNES section and tips
- Any more to add my friends?...

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II. INTRODUCTION  
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This is the very first guide/faq that I've ever made in my entire videogame life. I made this so I can share to those players of BOF2 in GBA my knowledge about the game, as well as to share the knowledge shared to me by the other people who helped me. This

guide/faq aims to help players of BOF2 to enjoy all the features of this game, to avoid missing some important things in the game, to save more time coz they already know what to do just by reading this guide, to solve the questions in their minds, to clear things up, to reveal some secrets, to perform all subquests, and to avoid being stuck in the game. I don't have time to make a walkthrough about this game. Since the game is so straight-forward that you can finish it in one day or two without consulting any guide, who needs a walkthrough? This game is just a revival anyway, the return of the comeback of BOF2 from SNES to GBA. This guide/faq concentrates and covers more on the things you might miss in the game about Township and other things around the game so you can complete it 100 percent, so you can fully enjoy the game. This guide also contains some spoilers, so consult this guide only if you really need to, so be careful.

This guide/faq is a result of my hardwork and sleepless nights. It's so boring at home during vacation even after the end of your summer class. I always want to do something that can help other people, as well as making me busy most of the time to beat these boring days. I played this game at GBA countless times now just to make this guide and list all the details. I started from scratch, and compiled them all to make this wonderful guide. Even though this game is old and just been revived from SNES to GBA, who cares? I exerted enough effort to finish this coz this is the first guide/faq that I've made.

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III. FREQUENTLY ASKED QUESTIONS  
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1. Where can I buy BOF2 gamepak?

As of now, you can buy it at any game stores in your place, wherever you are now. The US version of this game is already available at the market last month (April 2002). It's just the return of the comeback of BOF2 from SNES to GBA like BOF1 last year!

2. Is there a difference between BOF2 in SNES and GBA versions?

Slightly, the experience and money gained at every end of battle are doubled at GBA version. The only additional feature I noticed included is the link cable item exchange system where 2 players can exchange items but it needs a link cable, 2 GBA and 2 gamepaks of BOF2. The names of menus, items and equipment are still shortened, worse than text messaging on cellphones. Overall, it is still the same as the SNES version.

3. Could there be another sequel of BOF in GBA?

Possibly, but definitely BOF3 Playstation version will not come out in GBA. Why? How could a CD game of about 400+ MB be stored in a very small cartridge that can only store GBA rom data of about 64 MB only? It's like comparing Playstation to GBA. Anyway, BOF1&2 are fully compatible in GBA in size coz if you have a UFO, you can store a SNES cartridge game in a diskette or two. The memory is another issue. BOF3 & BOF4 are in Playstation and the much awaited BOF5 will be on PS2 soon. Maybe CAPCOM will make their own version of BOF sequels for GBA only. It will much be better to be like that rather than bringing old games to GBA

again with no new features added. It's just my opinion anyway...

4. Which is better, BOF2 or Golden Sun?

This is the most common question I always hear. In my opinion, Golden Sun is better than BOF2 coz of the gameplay and story. There are both good in music. In graphics, BOF2 is good coz it is in simple 2D while Golden Sun is in smooth 3D in towns/dungeons and choppy 3D in world map and battle. Golden Sun is just starting to present RPG gaming in 3D in GBA so it is still not satisfactory today. Making good 3D games in GBA needs many experience, enough time and hard work for game developers especially in making RPGs. They must also think of the capacity of GBA and its cartridges, there are still many limits here. Look at Squaresoft, at first their RPGs have bad graphics and they migrated from Nintendo to Sony, now their the number one leader and developer of RPG games in 3D! About the gameplay, playing Golden Sun is better coz of the battle system and special effects, psynergy, djinn summons, class changing, skills, etc. are awesome. Golden sun have a deep story to that is so exciting but short, and the ending is very suprising coz will not expect that it will end here so we have to wait up to next year for its sequel. In BOF2, aside from being old, the story is averagely simple, the game is very short but good, the gameplay is very simple but the graphics is very nice. This game is too short you can finish it in one day only or two! I finished Golden Sun in weeks! Sorry for being a very bad critic of BOF2 for comparing it to Golden Sun. Anyway, I also liked this game anyway coz I'm a collector of RPGs in GBA and Playstation and soon to PS2! Why will I make this guide if I didn't like it? If you'll buy RPG for your GBA, buy Golden Sun first, then buy this also and compare it by yourself if you like, like I did. Both are great games worth buying for!

5. How can I make Township fly?

Read the section of my guide below entilted "The Flying Township", OK.

6. How many Shamans are there?

There are only six of them, representing 6 elements. Refer to the section of my guide below entiled "Granny and the Shamans" for more info, OK.

7. Can I still get the Earth Shaman even if I didn't donate 100 coins 20 times at Namanda Cave before the fall of Evrai?

That's a very big problem. You can't get the Earth shaman anymore even if you donate 100 times or more at Namanda Cave after the fall of Evrai. So if I were you, you should follow the advice of Rand's mother and the Wise Tree near Namanda Cave. They will only say you should donate at Namanda Cave, but they will not tell you it should be 20 times or more so be careful...

8. How can I find Bleu?

Bleu is a secret character. You can already get her after you have Grandpa the Whale as your sea transportation. Go to the seashore/beach located south of Highland below the mountains and there is a sand patch near the seashore with a circle mark which is visible during daytime. Enter it and talk to the 3 ghost there. Now go to Hometown and go to the Magic School 2nd floor and go to the left room and go talk to the left person at the door. That's Bleu! After talking to her, she'll join you. Thanks

to Nicolas Wee, Ol' whazis name and to Crazy Chameleon for their correction on Bleu's gender, that she's a SHE! She is a girl that transformed into a Lamia! She's good at both support and attack magics and her skill Shed can restore his HP to full and recover bad status, and you can get her at level 35. By that time, your characters are only at level 20+. She's somehow worthless for hunting if your carpenter is not the ordinary. If you go to a grass patch in World Map, using her will make all animals into bag of charcoals and the Gonghead enemy there disappears. Charcoal are worthless if your carpenter is not ordinary, coz you can't combine it into other items nor sell it in the game.

9. Why can't I acquire the Chopchop skill from the Cook from Wildcat Cafe?

That is because you didn't went to Wildcat Cafe before Jean asked you to get the royal ring from Nimufu while he is prisoned at Simafort. You can get this skill anytime you can access Simafort region and the Witch Tower. Be prepared coz you will fight the cook here which is really strong. It would be ideal to go there after you acquired Jean and before you enter Simafort for the first time, but first swim to the falls with Jean in frog form so Ryu can learn his other dragon skills from the old wise dragon man and get some useful items. At the entrance, leave your things to the guard and read all the signs and follow all it says and choose 'rare' so only 1/4 of your HP will be taken before battle. You can defeat the cook easily with these new skill in 2 rounds or less. After you defeat him, follow him and talk to the Wildcat cook on the right and answer "no" in the first question then "yes" to the second. Now choose whose party member you want to have that skill and make him or her lead the party before you talk to him or come back later here to change party members. If you didn't follow the signs, you'll fight the guard whose getting stronger as you can get nearer to the cook, and before you could face the cook, you're already worn-out or dead. If its your first time to visit here as well as to find Nimufu here for the royal ring, you'll fight the cook but no skill will be gained even if you talked to him at the counter. Once the Witch's party is held here, say goodbye to your Chopchop skill. Anyway, give this to your party member that inflicts poor hit points to enemies like Jean, Nina or Sten. This just cost 0 AP! This skill is very useful against enemies who have very high defense that every physical attack you inflict to them only cost 1-5 HP, like the Chorking in the Island of giants and other Sludges.

10. What skill can Ray give your party members after the Capitan well event?

If you saved all the townspeople in the well, you will be blessed with Renew spell. If you killed, left or didn't save even a single one out of those townspeople (including those possessed ones) in the well after Ray told you so, you'll just get a Cure2 spell. It's better to give it to Nina since she have a higher AP points than the rest of your party members.

11. Why can't I invite this tenant, even though he or she is on the tenants list?

That is because you already choose someone beside him/her to take one of your vacant houses at Township that he/she wants to occupy or the house he/she wants to occupy is not yet constructed by your carpenter. As for business tenants, you can invite one or more tenant for one particular business but it still depends on

the house they will occupy. You can have two or more Armory shops in your town at the same time but choose the one that sells useful items or equipments so choose them wisely. Anyway, just read " In Search for Tenants " section for more details.

12. What happens to those tenants you can't invite anymore?

Some of them just disappears in their location if you looked for them. Some of them just give tips about tenants if you go talk to them. Some changes script and some are not.

13. What are those houses in the map with the man saying "I have nothing to do with it, so go ahead without me.", the one with two men in the Island of Giants, and the one with a cat have to do in this game? What are their purpose?

The cat is a tenant named Akky, but you can only talk to her if transformed Katt is on the lead of the party. The two people in the Island of Giants are Bo and Karn from BOF1, I don't know why they are here in this game, maybe they are meant to surprise players who played BOF1. The other one who says nonsense, I still don't know!

14. Does Ryu's skill "Timewarp" useful?

Of course! There are times that at night when you enter a town, the guard will be in the way and he will not let you in and you should wait until morning to enter there. Timewarp turns night into day and vice versa. There is also instances like some houses are locked at night or some townspeople changes script, like the man in Windia walking around the Armory shop. At day he says he's from Capitan, and at night he says there are 3 carpenter at Capitan. Strange, isn't it?

15. How can I get the "Boombada" spell?

After Rand's mother is kidnapped, you can go back to Namanda cave and go to the room where most skinhead people or warrior trains then talk to the skinhead in front of the altar with bells or chimes there. He will tell that it is time for the bell ceremony but his partner doesn't come back yet so you will replace him. You should familiarize the beat and the right timing to when you should hit A and B. If you are lucky enough to sound the bells and chimes like his partner do, you will get this skill. Anyway, this is the hardest quest in this game that I even didn't accomplished. Doing this quest will drive you crazy! Boombada is a skill that halves the remaining HP of your enemies for 20 AP. I don't know if it is effective to bosses, though.

Here is a tip from Timothy Hick / T'Sain about Boombada:

In your township FAQ for breath of fire 2 you stated that boombada halved the enemies hp for 0ap. I have gained the boombada spell but have found that it consumes 20ap and does damage the enemy for half their current hp. I also think you would like the button combo for the bell chime. (-- his chime and A,B your chime)

-A-B--A-B-A--B---B--AB----AA

I advise listening to the tune a few times to gain the correct timing. I do not know if boombada is affective against bosses but I will find out soon. I hope this information is useful.

Here is a tip from Lars Davidson about Boombada spell:

Hello my name is Lars and I thought that I could write this to

you so you can add that in your FAQ on BOF2 for GBA.

I have finally got the Boombada spell, it took me some time but now when I have it I know it was worth it :)

First of all it does cost AP, 20AP to be correct and it halves the HP of ALL enemies. To bad it does not effect any Boss that I have tried it on and I think that it can't harm any Boss in the game, it should be too easy. Since I have Spar as my favorite character in the game and it was him I gave the Spell to. Since he has much AP and he is a supporting character in the back row. I think he is the best choice in any way, I mean look at my thinking:

Ryu= Dragon Summon

Nina= Powerful spells anyway

Bleu= Same as Nina

Jean= He can us Chop in his shamanized form and he has low AP

Sten= Low AP and in my game he already got Chopchop wich helps him, plus he has powerful attack magic

Bow/Rand= They are Healers in the game and should not waste any AP on attack magic

Katt= She has so low AP that she can only perform it once when she is not shamanized

That's leaves only Spar left to give it to, and that is not a bad choice in my opinion.

Hope that helps out your FAQ a little :)

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IV. TOWNSHIP  
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i. From Ruins to Hideout to Town  
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At first, this is just a ruin where an old man Niro lives. In the story, where Ryu and Bow as Rangers were given a job to look for the lost pet of Mina named Suzy, their journey led them in this ruins. Eventually, Niro was attacked by cockroaches and shouted for help, so Ryu and Bow helped him by exterminating the cockroaches. In return, Niro would like to share his meal with them as thanks. But the meal about to be cooked is actually Suzy the pig. Niro removed Suzy's collar before she was placed in a pot of boiling water. Bow is curious so he examined the collar from Niro and the name "Suzy" is written in it. They immediately removed Suzy in the pot. They didn't know Suzy was a pig. Ryu and Bow take Suzy home leaving poor Niro in the ruins hungry.

In the part of the story where Bow is wrongly accused of stealing Trout's treasure, Bow was forced to hide in a Trash can carried by Ryu so he can go out of Hometown and hide in the ruins where Niro lives for a while until his name is cleared. While Ryu looks for the real thief bat girl Patty, Bow helped Niro to rebuild the ruins into a nice hideout.

After some events, Rand followed to the Hideout to help,



then Ray visited the hideout to bless a new assist skill to your characters. You can now change party. Then returning to Capitan, Sana the fire shaman invited only Ryu to Granny's house as guinea pig for experimenting soul union/fusion which resulted for awakening the the dragon powers (Dragon Poppy) of Ryu and also destroyed Granny's house in the process. Granny and Sana demanded that Ryu should give them a house to live in and a room for their soul union experiment. They occupied the place Bow made which should be for him and Ryu. Granny told Ryu to go to Capitan and find a carpenter to remodel their house and build the soul union room. Then Township is born...

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ii. Granny and the Shamans  
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Soul Union/Fusion/Combination or whatever you call it is one of the cool features of BOF2 wherein your characters can transform to other forms and acquire new skills when they are combined with Shamans. You can do this after the carpenter build your hideout into a town. Just go to the room next to the main building and talk to Granny if you want to combine your characters with the Shamans. You will notice that when you are asked that if you need explanation and you answered "yes", she will ignore it and you will go in the fusion window immediately but if you answered "no", she will tell the explanation. Strange, isn't it? Let's go to the Shamans lists.

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Shamans List  
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Here's the shaman list. Each shaman represents an element and the stat or attribute they usually increase when they are combined with your characters.

SANA - Fire Shaman, Attack/Offense

- This is the first Shaman you will get along with Granny. She's just beside the Inn. Go talk to her and she'll borrow Ryu in the party for a while and take him to Granny for some soul fusion and dragon power awakening.
- Definitely, you can't miss her coz you should talk to her at Capitan after you have taken Ray to your hiding place so Ryu can get his first set of dragon skills, get Granny and Sana as your first tenants, get your carpenter and advance through the game. If you don't go talk to her, the man in Capitan standing in the way going to Simafort region will still be there.

SESO - Water Shaman, Wisdom

- You can find her at Witch Tower, she's the only female statue there before you fought Nimufu the witch. After you defeat her, all statue can move now so you can get her then. She's at the floor with

moving platforms, left room.

- You can miss her but you can still get her if you want anytime after you get Jean the frog prince.

SPOO - Wind Shaman, Vigor/Agility/Speed

- You can find her at Sky tower. She's the one causing the fog in the path going to Farmtown.
- Definitely you can't miss her coz she's part of the story.

SOLO - Earth Shaman, Defense

- To get her, once Rand's mother told you to go to Namanda Cave to worship there and donate, go talk to the wise tree near Namanda Cave if you want. You must have enough money (about 2000c or more) before going to Namanda Cave. If you reached the shrine inside the cave, donate money 20 times. After the fall of Evrai, go back to Farmtown in Rand's House and go to the field her mother cleaned to you and she is there waiting.
- You can miss her coz no one tells you that you should donate 20 times at Namanda Cave before the fall of Evrai. Aside from being a very hard-to-get, she's is very costful and very FAT!

SENY - Holy Shaman, None/Nothing

- After the fall of Evrai, go to Bando and enter the underground dungeon again. In the room with the switch and moving door, she's in the first room so don't bother pushing the switch again.
- You can miss her if you want and you can return here to get her anytime after the fall of Evrai.

SHIN - Devil Shaman, AP

- After Father Hulk and the villagers bombed the dragon protecting the entrance to Infinity, the doors protected by the dragon's feet can be entered and she's at the left one.
- Miss her or get her if you want, you don't know what you're missing here. Anyway, she's the best shaman to be combined with other shamans.

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### Soul Union List

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Here is the list of the best fusion for your characters. I excluded Ryu and Bleu coz all combinations fails to them. Anyway, they are already strong and they don't need being combined to shamans anymore. Take good care of your characters in the party while they're combined with shamans coz if they reached a very low HP or died, the shaman combination will be cancelled and worn-out, so be careful. There are only six shamans available. A shaman is only used and combined one at a time, so you can't combine the same shaman to 2 characters at the same time, only one will

benefit from it. So combine wisely...

Combining characters with shamans will increase your character's stats except for HP, Stamina, Luck, Condition and Guts as long as it remains combined. Any successful combination of shamans to your characters can result to stat boost. The best combination not only results to stat boost but also transforms your character into stronger and more efficient allies, like the ones below:

(\* = Best combination and stat)

#### BOW

Combination: Holy and Devil (Seny and Shin)

Description: He is really heavily armored that almost look like the summon Alexander in Final Fantasy and his left arm is his weapon that looks and fires like a bazooka or something. He is more efficient in hunting coz he can fire projectiles faster than normal Bow. His attack power is greatly increased.

Skill: Shot is replaced by Spray, an attack that can inflict huge damages to 1 or more enemies.

#### KATT

Combination: Fire and Devil (Sana and Shin)\*  
Water and Devil (Seso and Shin)  
Wind and Devil (Spoo and Shin)  
Devil (Shin)

Description: She looks like a daring female warrior with a tail and uses her killer kicks as her attack. She can't use her stick in this form so she can't break stones. Her attack is greatly increased as well as her AP. She's deadly!

Skill: Dare is replaced with Charge, a very powerful skill that charges attack at one round in one enemy target then releases a very powerful horsekick attack that can inflict 300+ damage. Imagine how colossal the damage it can make if you cast AtkUp with it? Anyway, this is the strongest physical attack in the game, almost equal to Ryu's special critical hit.

#### RAND

Combination: Water and Earth (Seso and Solo)\*  
Fire and Earth (Sana and Solo)  
Holy and Earth (Seny and Solo)

Description: He looks like a hard-shelled armored armadillo or a rhinoceros with a wiggling worm thing from his head. His attacks power is increased, he attacks using his back or shoulder and he is faster than normal Rand, and smaller too. He can't roll in the world map in this form.

Skill: Wake is still wake! So wake up! Dead!

#### NINA

Combination: Wind and Holy (Spoo and Seny)

Description: She looks like a beautiful angel wearing a gorgeous gown and she also floats. She attack using her wings and her attack power is increased slightly.

Skill: Will is replaced by Banish, a skill that scares enemies to fled from battle.

#### STEN

Combination: Fire and Wind (Sana and Spoo)

Description: He looks like a red-hot flaming wild monkey with big arms and no feet like a Djinni and wearing a strange outfit. He can't extend his arms to reach small gaps in this form. His attack power is increased.

Skill: Rip is replaced by Switch, a skill very useful that lets you switch or choose enemies that you encounter anytime during battle. You can change enemies you encountered from low EXP to high as well as money gained. You can only switch enemies which are present in that area and you can't switch enemies during boss battles.

#### JEAN

Combination: Wind and Holy (Spoo and Seny)\*

Water and Holy (Seso and Seny)

Holy (Seny)

Description: He looks like a cool tall frog knight holding a huge sword and wearing a knight armor. He can still turn into a frog in world map. His attack power has greatly increased as well as defense. He's so valiant in this form.

Skill: Jab is replaced by Chop, a very cool skill that charges one round then next will slice the screen or ground in two that kills all enemies instantly and causes 999 damage but its doesn't work all the time.

#### SPAR

Combination1: Fire and Devil (Sana and Shin)\*

Description: He looks like a giant flower plant with a body like a snake and a head like a seahorse, or we could say he is a plant dragon or a forest Leviathan. His attack power is increased in this form and he attacks by spinning his body rapidly then he hits the enemy. Can still walk through trees/forests.

Skill: Nature is still nature, but its more effective coz mother nature/green is more responsive

Combination2: Wind and Water (Spoo and Seso)\*

Holy and Water (Seny and Seso)

Devil and Water (Shin and Seso)

Water (Seso)

Description: She looks like a cute mushroom girl that uses her mushroom hat as her attack weapon and her attack power is slightly increased. Can

still walk through trees/forests.

Skill: Nature is replaced by Spore, its a skill that makes all enemies go to sleep during battle or can backfire to your party if there is a headwind.

Combination3: Earth (Solo)\*  
Water and Earth (Seso and Solo)  
Holy and Earth (Seny and Solo)

Description: He looks like an tiny onion or a pink rose bud. His attack power is increased and he can still walk through trees/forests. He seems to be stronger and better in this form compared to the rest.

Skill: Nature is replaced by Bud, a skill that charges on one round then attacks constantly on assigned enemy target. Strong indeed.

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iii. The 3 Carpenter from Capitan  
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The first time you go in Capitan, you must go to the well and help Ray rescue the townspeople there. To complete the set of Carpenter in Capitan to choose from, you must rescue all of the townspeople in the well, including all those who are possessed by the creatures attached in their faces. If you saved them all, Ray will give you an assist skill to any of your characters in Township. If you returned to Capitan, go talk to Sana the Fire Shaman. After some events, in Township, Granny will ask you to return to Capitan to look for a Carpenter. You will notice that there are 3 different houses here made by 3 different carpenters. If you saved all of the townspeople in the well, all 3 carpenters are in their respective houses. If you saved 3-4 people, 2 carpenters will be available and the arabian carpenter will be absent. But if you killed all of the people possessed and only saved a few, the carpenter in the ordinary house will only be the carpenter available to choose from. The other two will not be in their houses coz you didn't saved them. Funny, I didn't recognize the faces of this carpenters being there in the well nor saving them. In Township, the carpenter will reside in the house that looks like a warehouse left of the main building and Granny's house. Here's the carpenter descriptions in Capitan from leftmost house to right:

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The Carpenters  
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Choose the carpenter you like the best. Some claims the ordinary carpenter is the best coz it can cook useful consumable and stat boosting items. Others claim the wooden carpenter coz you can get rare and strong weapons and

equipment if you play his game.

#### Ordinary Carpenter / Cooking Carpenter

- This one builds ordinary/regular houses like those typical houses you see in most towns. His house will become a restaurant with no customer but you. He will cook you anything edible in your item inventory. Most of his cooking combinations results in a charcoal or two. There are many combinations that could result to assist, support and stat-boosting items but its very hard to predict and could cause you a lot of money and effort if you are not careful enough. Like cooking 4 charcoals to get a WiseBL. Bleu is useful for charcoal hunting. MacClean, Hanz and Daiye are good source of ingredients in cooking. Below is a list of some of successful cooking combinations. I don't tend to complete this list coz there are a lot of possibilities you could get these items through cooking and it its so tiring and time consuming. Most of them are just contributed.

#### COOKBOOK RECIPES:

4 x Charcoal = HelpBL (recovers 100HP)  
2 x Tuna + Stamina = WiseBL  
3 x Cond.Up = GoldBar (sells at 6000Z)  
3 x Tuna = PwrFood (raises Attack)  
2 x Medicate = PwrFood  
3 x ShaveIce = PwrFood  
2 x HelpBL = Extract (recovers full HP)  
4 x Unagi = GutsBL (raises Guts, no flame)  
2 x ShaveIce = GutsBL  
2 x Tuna = G8Bait (best bait except for Maniro)  
2 x Dinker = Biscuit (DefUpX+CureX all, battle)  
2 x Frizbees = Dinker (raise Agility)  
4 x CureAL = Dinker  
4 x SprRib = PanPizza (casts Pwr.Dwn, battle)  
4 x Minnow = LuckCndy (raises Luck)  
ShaveIce + Frizbee = LuckCndy  
F.Spice + Frizbee = LuckCndy  
F.Spice + ShaveIce = LuckCndy  
Roast + Unagi = Medicate (casts AtkUp, battle)  
2 x F.Spice = MisoSoup (raises Wisdom)  
F.Spice + 2 x Tuna = Stamina (raises Stamina)  
2 x Sniper + 2 x Tuna = Cond.Up (changes condition  
to Excellent)  
2 x SprRib + 2 x Porgy = Octopus (casts AtkUp all,  
battle)  
F.Spice + ShaveIce + FrizBee + LuckCndy = P.Pourri  
(casts Angel, battle)

#### Wooden Carpenter / Othello Carpenter

- This one builds simple and old-fashioned houses with 4 wooden poles support touching the ground like their feet. This houses are good against floods, but there's no such thing as floods in this game. Maybe its just the carpenter's taste of style. If your town already have 6 houses, it will

have a Gondola that will give you a bucket ride going to HOUSES 4 to 6. This carpenter will have an Othello-like game where you will use your Tolens to acquire some rare weapons and equipments in his collection, but the game is quite hard but its worth your time and effort. Save first before you play!

PLAYING OTHELLO:

You need 2 Tolens/Medals to sandwich between at least two of the prices and you need 4 tolens to sandwich and sweep at least all of the 4 prices on the table. You could sandwich the prices harizontally, vertically or diagonally. There are 12 slots around the table where your tolens can be randomly placed by your carpenter (Room1) or his wife (Room2) when you go talk to them. Throughout the game you can find 12 Tolens. Be careful and save the game first before playing. If you sandwich 2 items with your first 2 tolens placed in the table, save the game then go back to win the other 2 prices. If you are not successful, you could always reset the game and start over again until you get the best position for your tolens and make a winning sweep. Claim your prices at the girl in the counter. Here is the list of prices:

Room1: Carpenter	Room2: Wife
Weapon1 - TigerSD (Rare)	Weapon4 - KingofDR
Weapon2 - LopOffWP	Weapon5- ThndrST
Weapon3 - IceBW	Armor2 - RainbwRB
Armor1 - ShinyHT	Armor3 - GiantSH (rare)

Arabian Carpenter / Rumors Pub Carpenter

- This one builds Arabian houses with no dressers. The interior and exterior style of this house is awesome. His house will turn into a Bar or Pub infested by weird people who know many rumors about your gameplay. This is interesting coz the people here in the Bar or Pub knows how many times you are defeated, how many dressers you checked for items, how long have you been playing, how many medicine you have purchased, how many time you went fishing and hunting, how many enemies you have encountered, how many treasures you have obtained, and one will advice you whose character you must take in your party often like taking Nina frequently rather than Rand. The carpenter/bartender can give you a soda drink for 600Z.

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iv. In Search for Tenants  
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Here is the list of the tenants you can invite to occupy

the houses in your town. Be aware that your town doesn't have enough houses to be occupied by all these people so be careful. There are also some people whom you must choose among the rest to occupy one of your houses, and only one of them you must choose. If you choose one of them, if you talked to the other one, you can't get him anymore. Instead, he'll just give you advice on inviting tenants or he'll just disappear in his location. There are some tenants that can take you to secret places and can reveal hidden features of the game which they offer to you as gratitude for letting them occupy your town coz they don't have houses. Yes, you have to be charitable in this game and give houses to homeless people, but you must also be practical. Don't just invite any tenants in your town, you should get those useful ones. Nowadays, nothing is free, most things have exchange rates. You will notice that all tenants have names, so if you talked to anyone in any town or any house in the map that shows his or her name in the screen, you could invite him or her. You will also know if they are tenants if you go talked to them and they talk about finding a house or shelter, or having business or something. If you already have your town that have some vacant houses (3) and you go talk to them again, the word they say will become different, and it will include a "yes" or "no" if you want to invite them or not. Some will only be available as tenants if your town is on its 2nd upgrade (3+3=6 houses).

CONFIRMED! You can have a town full of business tenants that sell Armories if you want to, but it still depends on the house they want to occupy in your town. Just analyze the lists below. So if you want a town full of Armories, you'll have a variety of weapons and equipment to choose from, but not all of them are useful anyway.

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Tenants List  
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The tenants listed below are 27 in total, 6/27 in ratio.

AZUSA

Description: He's a mountain man and a hunter

Location: Mt. Fubi, left cave

Benefit: He'll show you his secret hunting spot

Comment: His secret hunting spot have lots of animals but that Gonghead is always in the way as usual. Alternatively, you could hunt in any grass patch that pops-up in the screen after each battle in the world map even though it is not as abundant as his offer. If you think about it, he's not that very useful.

HEKKELLER

Description: He wants to have a weapon shop in your town

Location: Hometown, in the house left of your landlord's house, 1st room



Benefit: Armory Shop (more on Fire weapons)

Comment: At first, his weapons seems very strong. But once you equip it, its only effective against ice/water enemies and it seems to inflict poor damage to other enemies. You can get some of what he sells in Maori Island later in the game. He's useful but not good enough.

Sale: FlameSD - 3200Z  
BurnKN - 2500Z  
FireRG - 2600Z  
FireBW - 3600Z  
HeatST - 3000Z  
MagmaAR - 4700Z  
FlameSH - 3700Z

#### WOOPPI

Description: She is a fortune teller

Location: Hometown Church, upstairs

Benefit: If you have a problem with anything, come and see her. She'll tell you your fortune.

Comment: She will give some hints about what will happen next in the event you are currently in. The game is not that hard to beat, so who need her anyway.

#### HANZ\*

Description: He wants to have an item store in your town

Location: Hometown, in the house left of your landlord's house, 2nd room

Benefit: Item Store (more on accessories)

Comment: You can also buy this accesories and items from Maniro if you catch him on certain fishing spots around the World Map, you could also win some from enemies and get it in some dungeon chests in the game. These accesories are not very used in the game anyway, but the items he sells could be useful for cooking.

Sale: Charm - 1000Z  
IronBR - 1000Z  
D.Earing - 1000Z  
WiseHoop - 1000Z  
GutsBT - 1000Z  
Cond.Up - 1000Z  
Medicate - 500Z

#### WIN

Description: He offers to let you change your window color in exchange of a house

Location: Joker Gang Hideout

Benefit: You can change your window color in 8 colors to choose from, default window color is Aquamarine/Turquoise

Comment: Why do you have to recruit him just to open this option in the game? If you are not satisfied with the color of your window, you should invite him. For me, I'm satisfied with the default color of the window coz it seems



SaladBwl - 60Z  
SteelAR - 120Z  
RistBand - 10Z

NationHT - 1800Z

3RD SET:  
ThndrST - 7800Z  
ChuckDR - 5800Z  
PierceRP - 4600Z  
EarthAR - 6100Z  
SokletAR - 3600Z  
GuardSH - 5300Z

4TH SET: (BEST)  
BreakSD - 16000Z  
DeathBW - 23000Z  
KaiserKN - 25000Z  
AmberRG - 11000Z  
MotherRB - 28000Z  
HeroAR - 25000Z  
ShinyHT - 16000Z  
HolySH - 18000Z

#### DAIYE\*

Description: He wants to sell fish!

Location: Windia Inn

Benefit: Fish Store

Comment: Inviting him means you don't have to look for fishing spots to go fishing anymore coz he sells them, but not all. Anyway, you still have to fish for Maniro, some treasure chests, Porgy and Snper. He's very useful for cooking.

Sale: Srdine - 60Z  
Mckrl - 60Z  
Bait - 60Z  
Unagi - 60Z  
Tuna - 300Z  
Minnow - 300Z

#### YOZO\*

Description: He's a Windian who wants to make a dojo and can't speak straight coz he's a bit shy. It will took him a while to open up to you.

Location: Windia Castle, upper left portion

Benefit: Keep talking to him until he increases the max AP of your lead character up to 16 AP

Comment: His offer is very useful for Katt coz she has the lowest AP in your characters & so that she can now use her spells. You should invite him.

#### WATTS

Description: He is an old man at the carnival that gives riddles

Location: At the traveling carnival before you get Spar

Benefit: He gives you riddles when you talked to him (Ding! ding! ding! That's correct!)

Comment: Even though he gives you some tips in the game through riddles, I don't thinks he's useful.

#### LOCKER\*

Description: He's a painter and he loves the smell of paint

Location: Capitan, in the house beside the Inn

Benefit: He will paint your houses in 4 colors to choose from

Comment: If you are not satisfied with the default

color of the houses in your town, then you should take him. Still, inviting him is not a very practical choice.

#### LEMINTON

Description: He's an old travelling salesman and he's starting to get tired  
Location: Capitan Inn  
Benefit: Armory Shop  
Comment: His armory shop is not good enough, and so is he, so don't bother taking him.  
Sale: KingSD - 1980Z  
WonderRP - 1980Z  
MightyAR - 2980Z  
DemonSH - 980Z

#### SALVADOR\*

Description: He's a frog saying that nobody appreciates creativity. He was just planning on creating a statue of the princess but he was locked up.  
Location: Simafort jail cell  
Benefit: He will make your lead character statues by borrowing him or her for a while as a model  
Comment: Your town will look nice if you invite him. If you appreciate creativity, then get him.

#### MACCLEAN

Description: He wants to live in a town close to the ocean  
Location: Seashore west of W.Cape, below the cave where you get whale flute, he's staring at the sea  
Benefit: He'll show you his secret fishing spot  
Comment: He's very useful in cooking. His fishing spot is full of Porgy and Snper that cost a lot of money. You should invite him.

#### SUMNER\*

Description: He's in a slump. Doh, doh doh. Dah dah!  
Location: Tunlan, 3rd stair right house, left room  
Benefit: Music/Sound Test, 35 in all  
Comment: If you like BOF2 music that much, then get him. As for me, I'm satisfied of what sound or music I hear while I'm playing the game.

#### MARTIN\*

Description: Who is "that guy" he's talking about anyway?  
Location: Tunlan Inn  
Benefit: He wants to help you to defeat "that guy" but you must loan/invest him 3000Z for a plan coz he seem to lost his wallet. He promise to return the money back. Apparently, if you refuse to give him 3000Z, he'll give you 5000Z.  
Comment: He talks too many nonsense and yet he's not that very useful.

EL\*

Description: A Highlander hired as a guard in Tunlan castle  
Location: Tunlan Castle, he's guarding the treasure room  
Benefit: He will be a guard for your town  
Comment: From what? There is no point in the game that  
your town will be attacked by anything except  
for tenants. Who needs a guard anyway!

PECHIRI

Description: He is a thief!  
Location: Thieves Tomb  
Benefit: He will steal your money in the bank and tells  
he's innocent then tells you how to retrieve  
it. This is inconvenience, not benefit!  
Comment: He's such a liar! He said has given up  
stealing. He's useless and annoying!

KARASHINOKOFU\*

Description: He's an old man who likes to think of all  
kinds of weapons  
Location: Guntz, northern house  
Benefit: Armory Shop  
Comment: He seems to be useful at first but later in  
the game he becomes useless.  
Sale: KingOfDR - 6200Z  
BirchST - 5500Z  
GradeDR - 5100Z  
PieceRP - 4600Z  
SilverAR - 5800Z  
SlashGL - 4100Z  
WhiteSH - 4300Z

BACK

Description: He's an old man who claims that there are no  
one better than him to make armor stronger and  
he is not senile yet.  
Location: Guntz Armory, lower right hiding  
Benefit: He will increase the defense of the lead  
character who talked to him temporarily by 4.  
Comment: What! This only last for one battle your first  
fought again! He is another deceiving tenant  
whose offer seems useful but pretty useless.

AKKY

Description: A cat, yeow! Wah!  
Location: At the house west of sea of trees, only  
transformed Katt can talk to her.  
Benefit: A house infested with cats and kittens!  
Comment: If you want a pet, go get her. But I think  
she's very useless.

BAROSE\*

Description: He's an old magician of Gandarroof  
Location: Inside the Memory of Great Wise Tree

Gandarroof, Memory Town Inn (North)

Benefit: He'll teach you some strong and useful spells if you take him out. If you want to learn the best magic spell he can give, try to meet all his requirements in the best way you can (HP=1 & AP=0 is Missile) and he can only teach four times in any character regardless of repetition. Give it to Spar, Jean, Bow & Rand.

Comment: He is one of the best tenants you can have in your town! Get him before you finish Gandarroof's Memory or else you can't get him anymore.

GARBER\*

Description: He is a man walking around upstairs of Farmtown Inn

Location: Farmtown Inn

Benefit: He will increase your attack power temporarily of the lead character who talked to him

Comment: What! Another one! Why do this kind of offers don't last more than one battle? This could be useful if you will about to face a boss, but it is still useless!

BOCKDEN

Description: He's an old man training at the cave going to Gate region where you first met Barubary

Location: At the cave northwest of Gate

Benefit: He'll start a Dojo in your town

Comment: The Dojo thing is just on his mind. Nothing changes in his house nor any students coming in. He can't even train you, so he's very useless!

=====

The names with \* marks can only be invited if the town is upgraded 2nd time. If you talk to your carpenter after the first 3 houses in the first (free) upgrade are occupied, he'll upgrade the town again and build 3 more houses (HOUSES 4 to 6) but he will get 1000Z from you. From there, you can now invite tenants with the \* in their names above.

Your town can have a maximum of 6 houses only, and there's a strict policy which is "1 house = 1 tenant/person" only. There are also instances that other houses will be Armory, Safekeeping Store, Item or Fish Store but the houses left will be for non-business tenants. There are many non-business tenants out there so choose them wisely. There are also some kind of pattern in which one tenant out of a set of tenants can occupy a certain house in your town, that's why some tenants disappears in their location or you can't invite them anymore coz you already invited a tenant beside them to take that certain house they want to occupy, as well as for business tenants, so here's the list below:

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HOUSES FOR TENANTS  
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The arrangement of the houses in your town for tenants look likes this:

ORDINARY:

```
HOUSE1    HOUSE2    HOUSE3
HOUSE4    HOUSE5    HOUSE6
```

WOODEN:

```
HOUSE4    HOUSE5          HOUSE6
          GONDOLA
          |
          |
          GONDOLA
          HOUSE1    HOUSE2    HOUSE3
```

ARABIAN:

```
HOUSE1          HOUSE2
HOUSE4          HOUSE3
HOUSE5          HOUSE6
```

The first 3 houses (HOUSES 1 to 3) are the ones you first get when you invite your chosen carpenter after Granny told you to go to Capitan to look for one. This is the first upgrade of your hideout into a town. The 2nd 3 houses (HOUSES 4 to 6) are the ones you will get after the first 3 houses are already occupied by tenants. Just talk to your carpenter again at his house in your town to get this 2nd upgrade. Now you can invite more tenants, including those who you can't invite yet. Your town can only have 6 houses for tenants to occupy in any carpenter you have.

Below is the list of tenants who will occupy a certain house in your town. Be aware of the strict policy "1 house = 1 tenant" only. For example, if you already invited one tenant in the list of tenants that can occupy HOUSE1, then say goodbye to the others. Choose very wisely according to your desired preference, there are a lot of combinations!

-----

HOUSE1	HOUSE2	HOUSE3
~ Watts (NW)	~ MacClean (SU) *	~ Azusa (SU)
~ Hekkeller (AR) *	~ Win (SN)	~ Macotti (NW)
~ Kay (SN)	~ Leminton (AR)	~ Baretta (AR) *
~ Poo (NW)	~ Pechiri (NW)	~ Woopi (SU)
~ Back (SN)	~ Bockden (NW)	~ Akky (SN)

HOUSE4	HOUSE5	HOUSE6
~ Karashinokofu (AR)	~ Hanz (IT)	~ Surfy (SS)
~ Barose (SU) *	~ Yozo (SU) *	~ Daiye (IT) *
~ Garber (SN)	~ El (NW)	~ Salvador (SU)
~ Locker (SU)	~ Martin (SN)	~ Sumner (SU)

-----

Legends:

AR - Armory  
 IT - Item Store/Fish Store  
 SS - Safekeeping Store  
 SU - Special and useful  
 SN - Special but not very useful  
 NW - Nothing special, worthless  
 \* - Best (in my opinion)

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At last! I think the list of tenants are complete! I'll complete the details on later updates after some major confirmation. Thanks to those who helped me complete it (see Credits section).

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v. The Flying Township

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Aside from Mina the flying bird as your means of air transportation, you can make your town fly like an airship (like Balamb Garden in FF8). Once the doors of Infinity is opened, Mina is not usable because of the demons released. Warp ability is very limited and only towns you visited can benefit from it. This is where the flying Township comes in...

To be able to make Township fly, first you must not kill the old man which is attached to the machine Boss in Evrai which you will confront there while following Habaruku. This boss is a three-eyed machine wherein the old man Ganer in the center. You must kill first the eye that casts Cure3, then the eye that casts Flame, then last the eye that casts Freeze. Just leave Ganer unharmed. You must not use any attack or magic that can inflict damage in all enemies coz it will hurt Ganer as well. If successful, before Evrai collapses, Ganer will use his power to teleport all of you to Township. Now second, go to Guntz and enter the northern house where Karashinokofu lives then go to the hidden staircase at the back of the bookshelves, you will find in the basement Eichichi, the one that the old wise tree near Guntz is talking about. If you tell her



that you have a machine in Township that is unknown, she will go there. Last, Go to the well in Township. The machine there looks similar like the one in Highland and in Evrai which are both destroyed now. Ganer will voluntarily use his human energy to fly township while Eichichi will navigate and keep the maintenance of the machine. Now the town flies like a flying fortress, despite of its size, it flies slow compared to Mina.

Keeping Ganer alive will not just make your Township fly, it will also give a better ending if you beat the game. What ending? Just see for yourself! I won't spoil it here.

~~~~~

## V. TIPS

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1. Follow the number one rule of RPG, talk to everyone in the game coz you might learn some useful information from them aside from advancing through the game.
2. Check all the dresser in every houses you see in the game. You might find useful items and money there.
3. Its hard to avoid being defeated in this game, so avoid being defeated by saving before any quest and deposit your money at safekeeping stores so your deaths will not cause you big money.
4. Don't run from a battle if not necessary. Keep on encountering/fighting enemies in World Map and Dungeons to gain more experience and money.
5. Useful business tenants offers services like Armory, Item Shop, Safekeeping store and Fish store. Always prioritize this kinds of tenants.
6. If you want to choose from all the tenants in the game by yourself, you should not invite anyone until you have Grandpa the whale and Spar. From there, you can visit all towns and houses in the map and choose whoever you want to live in your town. Go talk to them all so you will know their offer or business and you can still say "yes" or "no" at the end of your conversation. But I think you can invite one useful tenant like Hekkeller so you can buy useful and strong weapons and equipment at his Armory shop earlier in the game.
7. Get all the shamans and combine them with your characters. Your characters will be more efficient to use if you combined them with shamans. But be careful coz if your character who is combined to a shaman get killed or reached a very low HP, the shaman combination will be cancelled and worn-out and you have to combine all over again.
8. Use Bleu frequently so all her useful spells comes out in her spells list. Bringing her is like bringing Nina, Spar and Jean all at the same time in the party. She is a Nina-Spar-Jean in one!

9. The best party always include RYU and BLEU, the 2 left can be RAND, KATT, BOW or STEN. Using shamans combinations with your characters will make your party invincible.
10. Choose the carpenter that builds wooden houses so you can have an Othello game in your town and get some cool and rare items from playing it.
11. Go hunting frequently with Bow, so you can have Roast or anything else which you can sell for big money or use them as items. This is a good source of good income.

Here is Robert Lakeo's tip on hunting:

If you hunt with Bow and shoot a bird, you get an egg, a very rare item that recovers all HP+AP.

12. Go fishing frequently using the best Rod you have and avoid throwing in far places coz it will just make the rod snapped and the bait wasted. Throw it near Ryu so you can have a good catch often. If the fishes are far from the shore, attract them to go near you by throwing the bait near them and if they are about to bite the bait, pull it by pressing A to avoid it from biting the bait until he's in a good position, then you can catch it. Fish can be used as items in battles or can also be sold in stores for money. This is another good source of income.
13. Gold is quite few in this game as bait for fishing. You can use it as bait for the Merman merchant Maniro or for treasure chests. Only go for the treasure chest if you already have CharmRod and push A rapidly if the gold bait reaches the treasure chest to avoid losing your precious bait for nothing, but you can also use Urchin (Gold and G8Bait bites faster) as bait and DluxRod for catching the treasure chest. Go for the Merman merchant Maniro if you have enough money coz he'll sell you some rare items which is sometimes a once-in-a-lifetime offer only. Anyway, you can get gold sometimes after defeating those enemies that look like red treasure chests in Simaport underground dungeon where you fought the gold fly.
14. Examine the game properly. Don't rush finishing it if its your first time to play this game or you will miss many things here that will make you start all over again. Be patient and try to understand the flow of the story.
15. Prioritize equipments for defense first rather than attack weapons. Strong defense can avoid frequent deaths in your party and can save a lot of AP and money. Strong offense can kill enemies quickly but the lives of your party will be at risk. Equip first those characters in your party with low defense like Katt, Sten and Nina.
16. To save money and space in your item inventory, buy weapons and equipments by trade. Trade those which are already equipped and you want to replace with better ones, but don't sell or trade those rare ones like the ones not available in the market. Rare weapons like FlameSD and FireRG are useful against enemies with Ice attributes, so keep them

in your inventory, but you can buy it at Hekkeller. Rare and useful equipments like StormRG can cast Thunder and MedusaSH can cast AtkUP which can be used by any character but not all can equip it. TigerSD which can only be acquired when you play Othello with wooden carpenter can cast Cure2 during battle only.

17. To get a lot of EXP and money in the game, always wander at the Island of Giants just NE of Capitan once you have Grandpa the Whale, but you must be strong enough to go there or it will be suicide. The enemies there are giants like Gonghead, A.Sludge and Chorking(Chopchop kills him instantly) that can give huge amount of EXP and some items like Extract and Van.Ext. But be careful, once you face the small ones which are the K.Sludges (3 Golden Sludges), be prepared coz they are much stronger than any boss you have faced in this game, worst than the final boss coz they can cast Death which is always 100% effective, but defeating them will award you with the biggest EXP and money you can find in the entire game! Always use your strongest attack and spells which can damage the whole enemy party, like Ryu's dragon skills, Missile, Hail, Fireball, BoltX, etc., bring the most useful items you have and finish the battle as quickly as you can. This island will be a piece of cake if you are around Level 40+ and you have strong weapons and equipment in your sleeves (I don't know if DreamBR can block Death). Always deposit the money you earned there when it is big enough in a Safekeeping Store or Bank just in case.
18. If you want your characters to have the best stats in the game, go get the cooking carpenter and let him cook those stat-boosting items for you. All you have to do is find those ingredients needed for making them, or to make things easier, get Daiye and Hanz as your tenants and buy some of the ingredients from them. Just refer to the cookbook recipes in the carpenter section above for more info.
19. Here's a hint for easy money: deposit all your money in the bank and go to the church in HomeTown. talk to the priest and try to make a donation. he will give you 10 Zenny. do this until you have 100 Zenny. Deposit and repeat over and over until you have desired amount.  
- Thanks to Lavitz321 from my Message Board

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VI. SPOT THE DIFFERENCE : GBA VS SNES  
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This section is dedicated for all BOF players and fans who played BOF2 both in GBA and SNES versions. If you do, could you spot all even the slightest difference of this game in the said two consoles or platform and compare them from one another?

1. The big fish "PileWm" in SNES is called "Porgy" in GBA.
2. Of course, SNES doesn't have a link cable item EXCHANGE.
3. Quick Save! You can do it almost anywhere in the game.  
Very useful when you are about to run out of battery

- while playing the game.
- Thanks to Chris Me for reminding me!
4. Equip lod and bait(SNES) vs equip rod and bait(GBA).
    - Thanks to ultimate\_monkpunk!
  5. In the SNES version, you can't run, but in the GBA version, you can.
    - Thanks to Trason Dazell
  6. You can earn more EXP and Gold in GBA version than SNES.
  7. When you are little in the begining, you go talk to your sister. She talks about Ryu's and her mom and it shows a picture of her. This was NOT in the SNES version.
  8. When you get beat up by the demon in the cave when you are little, it shows a picture of Ryu... young and adult. This also was not in the SNES.
    - Thanks to Zafersan Kubilay for 6, 7 & 8!
- If you know some, email it to me! Credits await you...

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 VII. CREDITS AND DISCLAIMERS  
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 Credits  
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I would like to thank the following for making this guide/faq of mine a success  
 (Some credits not included here are already written in other sections above after their respective contributions.)

- YOURS TRULY - for making this wonderful guide/faq
- www.gamefaqs.com - for letting me post this guide/faq of mine to their site
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Timothy Hick - for his boombada tip

Lars Davidson - also for his boombada tip

And for those people I forgot to mention, thank you! You know who  
you are and what you have done.

Thanks for your support and complements for my FAQ. This inspires me  
to make another one. I'll make another one soon, probably for GBA  
games again.

Sorry for the great delay of my last and final update. I was very busy  
with my school projects recently.

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" Study first before videogames! Don't be a videogame addict! "

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