

Baten Kaitos Origins EX Combo Guide

by Sage Of The Wise

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Baten Kaitos: Origins
EX Combo Guide

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UPDATES

Version 1.25
*Added alittle over half the combo descriptions
Version 1.1
*Fixed various naming and stuff
*Descriptions will be up in the next day or so, I promise
Version 1.0
*Completed all combo info
*Fixed a few various errors
Version .9
*First Version to be submitted
*Still missing 4 combo names (47,48,94,95)

EXPLANATION

EX Combos are a new feature in Baten Kaitos: Origins. They are similar to the SP Combos of Baten Kaitos, but instead of the combo creating a new item, your attack gets various bonuses. All combos do more damage, varying depending on how long the combo is, while some also add more hits to the attack or raise your health and other various effects. Some combos also require certain cards to be equipped before hand like a certain element weapon, or an accessory. Each Combo in the guide is formatted like this:

Number of Combo - Combo Name
Cards Needed for Combo
Requirements: Cards needed to be equipped beforehand

Effect: Any additional effects of the combo

Description: In-game description of combo

SAGI

#1 - Scension Flurry

Weak Attack B + Medium Attack + Strong Attack + Scension

Requirements: None

Effect: None

Description: Basic EX Combo for Sagi, triggered by a combination of special attacks Scension and other attack magnus.

#2 - Anti Scension Fury

Weak Attack + Medium Attack + Strong Attack B + Scension

Requirements: None

Effect: None

Description: Basic EX Combo for Sagi, triggered by a combination of special attacks Scension and other attack magnus.

#3 - Scension Blitz

Scension + Ascension

Requirements: None

Effect: None

Description: EX Combo triggered by a combination of special attacks Scension and Ascension, requiring a LV3 MP gauge.

#4 - True Scension Blitz

Weak Attack B + Medium Attack + Strong Attack + Scension + Ascension

Requirements: None

Effect: None

Description: Medium difficulty EX Combo combining two special attacks with three attack magnus. The attack's strength is multiplied by 1.5, making this a tough combo worth attempting.

#5 - Anti-Scension Blitz

Weak Attack + Medium Attack + Strong Attack B + Scension + Ascension

Requirements: None

Effect: None

Description: Medium difficulty EX Combo combining two special attacks with three attack magnus. The attack's strength is multiplied by 1.5, making this a tough combo worth attempting.

#6 - Scension Onslaught

Scension + Ascension + Transcension

Requirements: None

Effect: None

Description: EX Combo combining special attacks Scension, Ascension and Transcension requiring a challenging LV 6 MP gauge.

#7 - True Scension Onslaught

Weak Attack B + Medium Attack + Strong Attack + Scension + Ascension + Transcension

Requirements: None

Effect: None

Description: EX Combo triggered by a combination of three special attacks with three attack magnus. This six car Scension-series combo is a challenge to achieve by some.

#8 - Anti-Scension Onslaught

Weak Attack + Medium Attack + Strong Attack B+ Scension + Ascension + Transcension

Requirements: None

Effect: None

Description: EX Combo triggered by a combination of three special attacks with three attack magnus. This six car Scension-series combo is a challenge to achieve by some.

#9 - Fire Forged Transcension

Weak Attack B + Medium Attack + Strong Attack B + Transcension

Requirements: Fire-Element Weapon

Effect: None

Description:

#10 - Heaven Forged Transcension

Weak Attack B + Medium Attack + Strong Attack B + Transcension

Requirements: Holy-Element Weapon

Effect: Restores HP (High)

Description:

#11 - True Transcension

Weak Attack B + Medium Attack + Strong Attack B + Transcension

Requirements: None

Effect: None

Description:

#12 - Fire Forged Ascension

Weak Attack + Medium Attack B + Strong Attack B + Ascension

Requirements: Fire-Element Weapon

Effect: None

Description:

#13 - Heaven Forged Ascension

Weak Attack + Medium Attack B + Strong Attack B + Ascension

Requirements: Holy-Element Weapon

Effect: None

Description:

#14 - True Ascension

Weak Attack + Medium Attack B + Strong Attack B + Ascension

Requirements: None

Effect: None

Description: EX Combo triggered by a combination of special attacks Ascension and other attack magnus. Its great virtue is its ease of use.

#15 - Blessed Ascension

Weak Attack + Ascension

Requirements: Holy-Element Weapon

Effect: Restore HP (High)

Description: EX Combo pairing variable-element special attack Ascension with a light sword. This comparatively easy to use combo greatly emphasizes recovery over attack power.

#16 - Sunderbolt

Weak Attack B + Medium Attack B + Strong Attack + Cliffsunder

Requirements: Lightning-Element Weapon

Effect: None

Description: EX Combo pairing lightning-based special attack Cliffsunder with a lightning sword. Sagi's blade delivers a shock which numbs all

enemy defenses.

#17 - Heavenflame's Tongue

Weak Attack + Medium Attack + Strong Attack B + Heavenfall

Requirements: None

Effect: None

Description: EX Combo pairing fire-based special attack Heavenfall with a fire sword. The rising flames add a cumulative effect to the combo's attack power.

#18 - Crimson Skies

Heavenfall + Red Padma

Requirements: None

Effect: None

Description: EX Combo pairing fire-based special attacks Heavenfall and Red Padma. The raging flames enhancing the combos attack power are string enough to scorch Sagi himself.

#19 - True Crimson Skies

Weak Attack + Medium Attack + Strong Attack B + Heavenfall + Red Padma

Requirements: None

Effect: None

Description:

#20 - Crimson Sky Tooth

Heavenfall + Red Padma + Blast Tooth

Requirements: None

Effect: None

Description: EX Combo pairing fire-based special attacks Heavenfall, Red Padma, and Blast Tooth. The combo's attack power is overwhelming considering its intermediate difficulty.

#21 - True Crimson Sky Tooth

Weak attack + Medium attack + Strong attack b + Heavenfall + Red Padma + Blast Tooth

Requirements: None

Effect: None

Description: Top-class EX Combo liberally employing Sagi's flames to enhance attack power. This difficult chain may best be attempted as an extension of a simpler combo.

#22 - Flame Ice Flurry

Heavenfall + Red Padma + Rime Blade

Requirements: None

Effect: None

Description:

#23 - True Flame Ice Flurry

Weak Attack + Medium Attack + Strong Attack B + Heavenfall + Red Padma + Rime Blade

Requirements: None

Effect: None

Description:

#24 - Heavenly Bloom

Heavenfall + Ice Bloom

Requirements: None

Effect: None

Description: EX Combo pairing fire-based special attack Heavenfall with ice-based Ice Bloom. The sudden change in temperature puts the target into a

state of shock.

#25 - True Heavenly Bloom

Weak Attack + Medium Attack + Strong Attack B + Heavenfall + Icebloom

Requirements: None

Effect: None

Description:

#26 - Heaven's Glacier

Heavenfall + Icebloom + Rime Blade

Requirements: None

Effect: None

Description:

#27 - True Heaven's Glacier

Weak Attack + Medium Attack + Strong Attack B + Heavenfall + Icebloom +
Rime Blade

Requirements: None

Effect: None

Description:

#28 - True Smoldering Pike

Weak Attack B + Medium Attack B + Strong Attack B + Red Padma

Requirements: Fire-Element Weapon

Effect: None

Description:

#29 - Smoldering Pike

Weak Attack B + Medium Attack B + Strong Attack B + Red Padma

Requirements: None

Effect: None

Description: EX Combo triggered by a combination of fire-based special
attack Red Padma and other attack magnus which kindles a fire at the tip of
Sagi's desperate stab.

#30 - Icy Hellpike

Red Padma + Rime Blade

Requirements: None

Effect: None

Description: EX Combo pairing fire-based special attack Red Padma with
ice-based Rime Blade, piercing the vital points of the enemy's body with
alternating stabs of fire and ice.

#31 - True Icy Hellpike

Weak Attack B + Medium Attack B + Strong Attack B + Red Padma + Rime Blade

Requirements: None

Effect: None

Description: EX Combo combining five magnus, including one fire-based and
ice-based special attack. Boasts considerable power for such a simple combo.
Stab, stab, and stab some more!!

#32 - Icegleam Shield

Weak Attack B + Strong Attack + Icebloom

Requirements: None

Effect: Raises Defense (Medium)

Description: EX Combo triggered by a combination of ice-based special attack
Ice Bloom and other attack magnus. Raises power of Sagi's defenses.

#33 - Icegleam Assault

Weak Attack B + Medium Attack B + Strong Attack + Icebloom

Requirements: Armor

Effect: None

Description: EX Combo pairing special attack Ice Bloom with armor magnus. The combo 痴 added force handily makes up for the pause to add armor.

#34 - Rime Flower

Icebloom + Rime Blade

Requirements: None

Effect: None

Description: EX Combo pairing ice-based special attacks Ice Bloom and Rime Blade. Weaker than the other combos this level, it serves best as a fallback while aiming for longer chains.

#35 - Rime Flower Guardian

Weak Attack B + Strong Attack + Ice Bloom + Rime Blade

Requirements: None

Effect: Raises Defense (High)

Description:

#36 - True Rime Flower

Weak Attack B + Medium Attack B + Strong Attack + Ice Bloom + Rime Blade

Requirements: None

Effect: Raises Defense (Low)

Description: EX Combo combining five magnus, including two ice-based special attacks. More aggressive than defensive - at times, the best defense can be a good offence... or was it vice versa?

#37 - Rime Gleam Armor

Weak Attack B + Strong Attack B + Rime Blade

Requirements: Ice-Element Weapon

Effect: Raises Defense (High)

Description:

#38 - Godspeed the Ice

Weak Attack B + Medium Attack B + Strong Attack B + Rime Blade

Requirements: Armor

Effect: None

Description: EX Combo pairing ice-based special attack Rime Blade with armor magnus. The armor boosts Sagi's defense, while this well-balanced combo raises his attack power.

#39 - Healing Wings

Weak Attack + Medium Attack + Strong Attack B + The Godling's Rapture

Requirements: Holy-Element Weapon

Effect: Restore HP (High) & Cures all status Ailments

Description:

#40 - The Apotheosis

Weak Attack + Medium Attack + Strong Attack + Scension + Ascension +

Transcension + The Godling's Rapture

Requirements: None

Effect: None

Description: EX Combo combining special attacks Scension, Ascension, Transcension, and The Godling's Rapture with other attack magnus. Sagi's ultimate attack!!

Milly

#41 - Reverse Knight

Weak Attack B + Medium Attack

Requirements: None

Effect: Boosts Turnover Speed (Low)

Description: EX Combo for Milly, triggered by a combination of attack magnus. Milly unleashes emotions directly at the enemy, beating them unrecognizable and driving them to sleep.

#42 - Reverse Tail

Weak Attack B + Medium Attack + Swallowtail

Requirements: None

Effect: Boosts Turnover Speed (Low)

Description: EX Combo pairing physical-based special attack Swallowtail with EX Combo Reverse Knight, shortening the wait until Milly's next turn.

#43 - Trail Rush

Pegasus Jump + Medium Attack B

Requirements: None

Effect: Boosts Turnover Speed (Low)

Description: EX Combo for Milly, triggered by a combination of attack magnus. Milly delivers a flurry of kicks upon the cringing foe, then plants a final blade-like kick into their head.

#44 - Horse Prance

Weak Attack + Pegasus Jump + Medium Attack B

Requirements: None

Effect: Boosts Turnover Speed (Low)

Description: EX Combo for Milly, triggered by a combination of attack magnus. Milly kicks upward from an extremely low crouch, preempting any defenses by attacking from a blind spot.

#45 - Capricorn Header

Mirage Turn + Medium Attack + Strong Attack

Requirements: None

Effect: Boosts Turnover Speed (Low)

Description: EX Combo for Milly, triggered by a combination of attack magnus. Milly uses the inertia from her backflip to deliver a cracking second blow.

#46 - Moon Crash

Weak Attack + Mirage Turn + Medium Attack + Strong Attack

Requirements: None

Effect: Boosts turnover speed (Medium)

Description: EX Combo for Milly, triggered by a combination of attack magnus. Her fiery spirit breaks foes will to fight as she delivers a blow to the spreading cracks in their defense.

#47 - Paralysis Ball

Weak Attack + Mirage Turn + Medium Attack + Strong Attack + Open Your Eyes

Requirements: None

Effect: Boost Turnover Speed (Medium)

Description:

#48 - Emyreal Thunder

Weak Attack + Mirage Turn + Medium Attack + Strong Attack + Sevenstar Dust + Rising Condor + Open Your Eyes

Requirements: None

Effect: Boost Turnover Speed (Medium)

Description:

#49 - Dancing Doll

Weak Attack + Pegasus Jump + Medium Attack B + Rabbit Dash

Requirements: None

Effect: Boosts Turnover Speed (Medium)

Description: EX Combo for Milly, triggered by a combination of attack magnus Milly delivers a volley of attacks as effortlessly as a suspended marionette unaffected by gravity.

#50 - Dancing Drop

Weak Attack + Pegasus Jump + Medium Attack B + Rabbit Dash + Diamond Drop

Requirements: None

Effect: Boost Turnover Speed (Medium)

Description:

#51 - Dancing Condor

Weak Attack + Pegasus Jump + Medium Attack B + Rabbit Dash + Rising Condor

Requirements: None

Effect: Boost Turnover Speed (Medium)

Description: EX Combo pairing lightning based special attack Rising Condor with EX Combo Dancing Doll, adding Milly's trademark lightning to the attack.

#52 - Arabesque Dance

Weak Attack + Pegasus Jump + Medium Attack B + Rabbit Dash + Arabesque

Requirements: None

Effect: Boost Turnover Speed (Medium)

Description:

#53 - Arabesque Doll

Weak Attack + Pegasus Jump + Medium Attack B + Rabbit Dash + Arabesque

Requirements: Fire-Element Weapon

Effect: None

Description:

#54 - Arabesque Thunder

Weak Attack + Pegasus Jump + Medium Attack B + Rabbit Dash + Arabesque

Requirements: Lightning-Element Weapon

Effect: None

Description:

#55 - Secret Queen

Rabbit Dash

Requirements: Enemy Down

Effect: Boost Turnover Speed (High)

Description:

#56 - Secret Queen II

Rabbit Dash + Swallowtail

Requirements: Enemy Down

Effect: Boost Turnover Speed (High)

Description: EX Combo pairing Milly's Rabbit Dash with physical-based Swallowtail. Though this combo greatly hastens turnover speed, it can only be used when the enemy is down.

#57 - Swallow's Flight

Weak Attack B + Medium Attack + Strong Attack B + Swallowtail

Requirements: None

Effect: None

Description:

#58 - Stardust

Weak Attack B + Medium Attack + Strong Attack B + Sevenstar Dust

Requirements: None

Effect: None

Description:

#59 - Emerald Guard

Weak Attack + Medium Attack + Strong Attack B + Emerald Thrush

Requirements: Ice-Element Weapon

Effect: Raises Defense (Low)

Description:

#60 - Starbreaker

Weak Attack + Medium Attack + Strong Attack + Sevenstar Dust

Requirements: Lightning-Element Weapon

Effect: None

Description: EX Combo pairing lightning-based special magnus

Sevenstar Dust with a lightning club. The twofold electric shock raises destructive power exponentially.

#61 - Thunder Seriatim

Sevenstar Dust + Rising Condor

Requirements: None

Effect: None

Description: EX Combo which launches lightning-based special attacks

Sevenstar Dust and Rising Condor in sequence. The blinding electrical flash violates any enemy defenses.

#62 - Thunder Seriatim II

Weak Attack B + Medium Attack + Strong Attack B + Sevenstar Dust +

Rising Condor

Requirements: None

Effect: None

Description: Medium-difficulty EX Combo combining five magnus including two lightning based special attacks. The electrical attack flies through any defenses at the speed of lightning.

#63 - Lightning Turkey I

Sevenstar Dust + Rising Condor + Open Your Eyes

Requirements: None

Effect: None

Description: Medium-difficulty EX Combo which launches lightning-based special attacks Sevenstar Dust, Rising Condor, and Open Your Eyes in sequence.

#64 - Lightning Turkey II

Weak Attack B + Medium Attack + Strong Attack B + Sevenstar Dust +

Rising Condor + Open Your Eyes

Requirements: None

Effect: None

Description:

#65 - Double Frost

Emerald Thrush + Diamond Drop

Requirements: None

Effect: Raises Defense (Low)

Description: EX Combo which launches ice-based special attacks Emerald Thrush and Diamond Drop in sequence - perfect for the girl who wants both emeralds AND diamonds.

#66 - Double Frost II

Weak Attack + Medium Attack + Strong Attack B + Emerald Thrush + Diamond Drop

Requirements: None
Effect: Raises Defense (Medium)
Description:

#67 - Burning Frost

Emerald Thrush + Diamond Drop + Phoenix Dive

Requirements: None

Effect: None

Description: Medium-difficulty EX Combo which launches ice-based special magnus Emerald Thrush and Diamond Drop, then fire-based Phoenix Dive and other attack magnus, boosting the combo's attack power.

#68 - Burning Frost II

Weak Attack + Medium Attack + Strong Attack B + Emerald Thrush +
Diamond Drop + Phoenix Dive

Requirements: None

Effect: None

Description:

Guillo

#69 - Raging Firewheel

Weak Attack + Medium Attack + Strong Attack B + Firewheel

Requirements: Fire-Element Weapon

Effect: None

Description: EX Combo trig by a combination of fire-based magic Firewheel and other attack magnus, boosting the combos attack power.

#70 - Wheel of Fire and Ice

Firewheel + Twin Ice Auger

Requirements: None

Effect: None

Description:

#71 - Circuit of Fire and Ice

Weak Attack + Medium Attack + Strong Attack B + Fire Wheel + Twin Ice Auger

Requirements: None

Effect: None

Description:

#72 - Goddrake's Thunderclap

Levinsnake's Rise + Lightendrake^痴 Drop

Requirements: None

Effect: None

Description: EX Combo which launches lightning-based magic attacks the Levinsnake's Rise and Lightendrake's Drop in sequence, boosting the already great destructive power of lightning.

#73 - Goddrake's Thunderblast

Weak Attack + Medium Attack B + Strong Attack + Levinsnake's Rise +
Lightendrake's Drop

Requirements: None

Effect: None

Description:

#74 - Curseddealer's Revels

Wickedwing Revels + Shadowflame Engine

Requirements: None

Effect: None

Description: EX Combo which launches darkness-based magic attacks Wickedwing Revels and Shadowflame Engine in sequence. Destroys foe's minds with its taint while leaving their bodies intact.

#75 - Curseddealer's Bacchanal

Weak Attack B + Medium Attack + Strong Attack + Wickedwing Revels + Shadowflame Engine

Requirements: None

Effect: None

Description:

#76 - Divine Ward

Weak Attack + Medium Attack + Strong Attack B + Ghostarrow

Requirements: Accessory

Effect: Restore HP (Low)

Description: EX Combo pairing holy-based magic Ghostarrow with an accessory, granting the attack a faint healing effect.

#77 - Spirit Ward

Ghost Arrow + Spiritlight Quiver

Requirements: None

Effect: Restore HP (Medium)

Description: EX Combo which launches holy-based magic attacks Ghostarrow and Spiritlight Quiver in sequence, healing the user's wounded body with a purifying light.

#78 - Spirit Enchantment

Weak Attack + Medium Attack B + Strong Attack + Ghost Arrow + Spiritlight Quiver

Requirements: None

Effect: Restores HP (Medium)

Description:

#79 - Fellstar Quiver

Ghostarrow + Spiritlight Quiver + Fellstar Gleam

Requirements: None

Effect: Restores HP (High) & Cures all status Ailments

Description:

#80 - Fellstar Trebuchet

Weak Attack + Medium Attack B + Strong Attack + Ghostarrow + Spiritlight Quiver + Fellstar Gleam

Requirements: None

Effect: Restores HP (High) & Cure all status ailments

Description:

#81 - Yin and Yang

Ghost Arrow + Wickedwing Revels

Requirements: None

Effect: None

Description: EX Combo which launches holy-based magic Ghostarrow and darkness-based Wickedwing Revels in sequence. There is no shadow without light, and no light without shadow.

#82 - Yin and Yang Integration

Weak Attack B + Medium Attack + Strong Attack + Ghostarrow + Wickedwing Revels

Requirements: None

Effect: None

Description:

#83 - Black Yang

Ghostarrow + Wickedwing Revels + Shadowflame Engine

Requirements: None

Effect: None

Description: EX Combo which launches holy-based magic Ghostarrow then darkness-based Wickedwing Revels and Shadowflame Engine in sequence.

#84 - Blackest Yang

Weak Attack B + Medium Attack + Strong Attack + Ghostarrow +

Wickedwing Revels + Shadowflame Engine

Requirements: None

Effect: None

Description:

#85 - White Yin

Ghostarrow + Spiritlight Quiver + Shadowflame Engine

Requirements: None

Effect: None

Description: EX Combo which launches holy-based magic attack Ghostarrow and Spiritlight Quiver, then darkness based Shadowflame Engine in sequence, requiring a LVL 6 MP gauge.

#86 - Whitest Yin

Weak Attack + Medium Attack B + Strong Attack + Ghostarrow +

Spiritlight Quiver + Shadowflame Engine

Requirements: None

Effect: None

Description: EX Combo combining 5 magnus, including holy and darkness-based magic attacks. Dark and light gather to smash a common foe. Great for holy and darkness-based decks.

#87 - Ice Blast

Weak Attack B + Medium Attack B + Strong Attack B + Ice Fan

Requirements: Ice-Element Weapon

Effect: None

Description:

#88 - Ice Queen

Icefan + Sigil Cry

Requirements: None

Effect: Raises Defense (Low)

Description:

#89 - Glacial Queen

Weak Attack B + Medium Attack B + Strong Attack B + Ice Fan + Sigil Cry

Requirements: None

Effect: Raises Defense (Medium)

Description:

#90 - Subzero Parade

Icefan + Sigil Cry + Zeniver Cascade

Requirements: None

Effect: Raises Defense (High)

Description: Intermediate-difficulty EX Combo which launches ice-based magic attacks Icefan, Sigil Cry, and Zeniver Cascade in sequence, offering nearly impenetrable defenses.

#91 - Subzero Festival

Weak Attack B + Medium Attack B + Strong Attack B + Icefan + Sigil Cry +
Zeniver Cascade

Requirements: None

Effect: Raises Defense (High)

Description:

#92 - Fiery Ice Queen

Ice fan + Sigil Cry + Emyreal Wildfire

Requirements: None

Effect: None

Description: Intermediate-difficulty EX Combo which launches ice-based magic attacks Icefan, Sigil Cry, then fire-based Emyreal Wildfire in sequence.

#93 - Blazing Glacial Queen

Weak Attack B + Medium Attack B + Strong Attack B + Icefan + Sigil Cry +
Empyreal Wildfire

Requirements: None

Effect: None

Description: EX Combo combining fire and ice magic to freeze an enemy, then melt it away in a concentrated blaze. Takes enemies out of the freezer and into the frying pan.

#94 - Frigid Queen's Parade

Icefan + Sigil Cry + Zeniver Cascade + Aphelion Dustwake

Requirements: None

Effect: Raises Defense (High)

Description:

#95 - Frigid Queen's Festival

Weak Attack B + Medium Attack B + Strong Attack B + Icefan + Sigil Cry +
Zeniver Cascade + Aphelion Dustwake

Requirements: None

Effect: Raises Defense (High)

Description:

#96 - Levingod's Quiver I

Weak Attack + Medium Attack B + Strong Attack + Fulgadrum

Requirements: Lightning-Element Weapon

Effect: None

Description: EX Combo pairing lightning-based magic Fulgadrum with a lightning weapon. Boasts a formidable amount of destructive power.

#97 - Levingod's Quiver II

Weak Attack + Medium Attack B + Strong Attack + Fulgadrum

Requirements: Armor

Effect: None

Description: EX Combo pairing lightning-based Fulgadrum with armor magnus. The combo's attack power and armor^痴 defense exist in perfect harmony.

#98 - Two-Palmed Defense

Weak Attack + Medium Attack B + Strong Attack + Twin Ice Auger

Requirements: Ice-Element Weapon

Effect: Raises Defense (medium)

Description:

#99 - Two Palmed Attack

Weak Attack + Medium Attack B + Strong Attack + Twin Ice Auger

Requirements: Armor

Effect: None

Description:

#100 - Celestial Catastrophe

Weak Attack + Medium Attack B + Strong Attack + Heavenlapse

Requirements: None

Effect: None

Description: EX Combo triggered by a combination of variable-element magic Heavenlapse and other attack magnus - convenient and quite powerful.

#101 - Guardian Comet

Weak Attack + Medium Attack + Strong Attack + Aphelion Dustwake

Requirements: Accessory

Effect: Raises Defense (high)

Description:

THINGS TO COME

I have more planned for the guide, but due to accidental file deletions aren't implemented yet. Currently planning to add:

*In game descriptions of all combos

*Hit amount for all combos

*FAQ if it becomes necessary

If you have any other good ideas, don't hesitate to submit them.

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