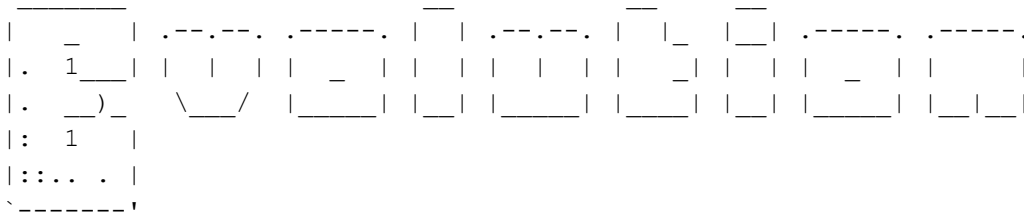


Evolution Worlds FAQ/Walkthrough

by WishingTikal

Updated to v2.2 on Jan 12, 2004



Evolution Worlds
FOR Nintendo GameCube
GAME BY Sting/ESP/Ubisoft

FAQ/WALKTHROUGH

v.2.2
01/12/04

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1. == I N T R O D U C T I O N ==  
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Hi ! This is my second FAQ and I hope it will be of some use. I'm warning you first that this FAQ may spoil you so be careful and don't complain that I spoiled you, you have been warned. This FAQ is for all of you who need help so if you want me to add something that isn't in the FAQ, just send me a mail and I'll probably add it there.

Well, good luck on all of your adventures.

--WishingTikal--
<https://www.youtube.com/WishingTikal>

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3. == F A Q ==  
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Q: Is there any reason not to combine artifacts as soon as possible?

Are there any artifacts that can be combined more than one way?

A: The more Appraisal Items you have, the more combinations you will be able

to do so it's better to wait before combining your Appraisal Items as you will get Appraisal Items that are worth more money. I don't think some are mutually exclusive but I can't be sure since I haven't seen yet all the possible combinations.

Q: How do I get Carcano ?

A: Carcano will become one of your possible party members after you fight him in Pine Village. You have to go and sleep at the hotel after and then go to the Society Museum. Mag will ask help to Carcano for rescuing Linear so Carcano will then join you.

Q: Where is Pepper in Museville ?

A: You'll be able to use her as a party member only after you clear Blaze Ruins. You can find her in the restaurant.

Q: How do I defeat [Enter name here]?

A: Look in the Boss section.

Q: Where do I find this Cyframe parts ?

A: Look in section 6.e)

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4.                == W A L K T H R O U G H ==
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Complete walkthrough of every places in the game and all what there is to get.

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A) Pannam Town

You start the game in the Suns Temple in a battle against two low-level enemies. Rude beginning, huh? Just attack them with Mag and Linear until you beat them. You can't die in a such easy fight. You will them be shown a cut-scene to introduce you to the game. You will meet with all the characters -Mag, Linear, Chain, Gre and Pepper-. No need to tell the cut-scene since you're supposed to watch it anyway. You'll then get an assignment from Nina at the Society and be now ready to leave on your first adventure. You can wander around in the town but I recommend you to keep your money (you start off with 1000 Dinales) and not buy anything since you will find the same items in the dungeons for free. Before going on your first adventure, make sure to invite a friend to come along with you. Gre is next to the clock in Mag's house, Chain is near the entrance of the town next to the bus and Pepper is in front of the restaurant. Take whoever you want to be with you. Mag and Linear have to be in your party anyway. When you're ready to leave, go to the Airfield near Mag's house and press A next to the Sea Otter seaplane in the middle. You'll be ask to leave or not. Well, we came here to leave anyway so let's leave to the first dungeon.

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a) FIRST DUNGEON

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Dungeon Name: Blind Relics
 Type of Dungeon: Random Dungeon
 Difficulty level: Very Easy
 No. of Floors: 6F

Special Items: Cyframe parts (random)

Enemies: Claymore (Lv7)
 Redback Widow (Lv9)
 Popo Tribesman (Lv10)

Big Ben (Lv8)

Notes: This dungeon is really easy so no need to tell you anything that isn't already there. The stairs appear randomly in one of the room so just look carefully to find them. Try to get all the chests and be sure to fight enough enemies so you can be at the right level to beat the boss.

Top Floor Boss: Mandaskus (Lv10) *See bosses section for more info*

Boss difficulty level: Easy

Item given by the dungeon boss: Santa Maria

Reward from the Society: 1500 Dinales

Ruins Cleared !

When you're done with the first dungeon, you'll be given your reward and can then return home. There is no need to buy anything. It's really important to keep your money as you will need it to power-up Mag's Cyframe parts later on. Once you enter Mag's house, you will be shown a very long cut-scene. Be sure to have pop-corn with you. You will meet with the 8th Imperial Army leader, Eugene. After a long discussion with him, the cut-scene will finally be over. You now get a new assignment from Nina and are ready to leave for this new adventure. Just be sure to store your items in the big chest in the Warehouse in Mag's house since you will need to have place for new ones. Keep all your Naolin in the chest and sell the other items if you want more money. Now, on to the Landing field for the second dungeon.

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b) SECOND DUNGEON

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Dungeon Name: Heaven Relics

Type of Dungeon: Random Dungeon

Difficulty level: Easy

No. of Floors: 11F

Special Items: Cyframe parts (random)

Enemies: Redback Widow (Lv9-12)	Peripatus (Lv11-12)
Popo Tribesman (Lv10-12)	Archaeopteryx (Lv12-15)
Gambus (Lv12)	Bacterio (Lv12-15)
Aysheaia (Lv10-11)	Protocalus (Lv13-15)

Notes: This dungeon isn't hard but rather long. The enemies are easy to beat so fight with A LOT of them or you won't be able to defeat the boss. Be sure to find lots of chests to collect the more Naolin you can. After you beat the boss, you should be around at least LV17. This is the last dungeon before your fight with Eugene so it's time to level-up and gain TP to learn good skills.

Top Floor Boss: Rafrecian (Lv16) *See bosses section for more info*

Boss difficulty level: Medium

Item given by the dungeon boss: Santa Maria

Reward from the Society: 2500 Dinales

Ruins Cleared !

After receiving your reward, you can return home. Surprise! Guess who is home? Eugene. Watch the cut-scene and then the nice FMV. Linear has been kidnapped so you now have to go after Eugene. Go to the Warehouse and take ALL the Naolin, Herbs, Naolin+, Naolin Gold, Mokana Ampoule and other healing potions with you. Then, go to the town and into the Cyframe Shop. It's now time to

power-up Mag's Cyframe parts. Since you don't have a lot of money, only power-up Mag's Cyframe since he will be your main attacker. Power-up his Hand parts and/or Hammer parts. Be sure to equip your characters with the best equipment you found in dungeons. You can also buy some in the Adventurer's Hut if you have some money left. You are now ready to leave. Gre is waiting for you in the Airfield so let's go rescue Linear.

=====
c) 8th IMPERIAL ARMY SHIP
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After a nice FMV and a nice crash... Here you are. Kronprinz. It's now time to build your party to beat Eugene. Make sure to take Gre with you as he will become the main healer since Linear isn't with you anymore. You can then choose either Chain or Pepper. Get inside the ship and save. You'll then face four enemies.

Enemies: Infantry Soldier(Lv13) Rifle Soldier(Lv14)
Heavy Firearms Soldier(Lv15) Bomb Soldier(Lv16)

Once you're done with the four soldiers, return to the seaplane to refresh the party. Save and return in the ship. Now is a tougher enemy to fight.

Mini-Boss: PkwIII(Lv18)
Difficulty level: Medium
Attacks: Smash
Machine Gun
Charge up -> Fire up

Strategy: You should be around LV17. Have Mag using Mach Punch or Strike Hammer. Gre should use his Cheer Up healing skill to heal injured party members. Chain/Pepper should be used to attack the enemy. Try not to use healing items as you NEED to keep them for the fight with Eugene. Gre should be enough for the healing part. Keep attacking him with Mag and Chain/Pepper and he should go down easily.

After the enemy is down, make sure to return to the seaplane again as you will need to be refreshed. Save your game and return to the ship. Now, on to the fight with Eugene. You will be shown a cut-scene with Eugene before he finally dares attack you.

Boss: Eugene(Lv18) *See bosses section for more info*
Difficulty: Medium

After you win the fight against him, he will escape. You can't return to the seaplane but anyway, all the party is already refreshed. Follow Eugene downstairs and you will watch another cut-scene. A soldier will fire on the footbridge, breaking it, so you will have to find another way of reaching Eugene. Cross the footbridge and save your game on the save point. Cross the other footbridge and enter the ship. Mag will find Linear but Eugene will then attack you by behind in a machine.

Boss: Prince Eugene(Lv20) *See bosses section for more info*
Difficulty: Hard

After you defeat him, Mag will escape with Linear. They will then find a lifeboat but somebody will shoot Mag. Eugene will then arrive and tell Linear to come with him but Linear wants to stay with injured Mag. Eugene will want to shoot Linear but Mag will save her with his Cyframe by sending Eugene in the sea. The ship explodes but Linear is now high

in the sky, in her true form of Evolutia, holding Mag, who she just healed, in her arms.

^^

B) Museville

A mysterious character is whispering Linear's name... Mag will then make a little résumé of what happened previously so you may or not listen to it. Then, you'll watch a cut-scene showing Mag being late and running behind the train. He'll make a successful jump and land behind the train with Gre and Linear. Nina will talk to you about Museville and you will then hear an alarm. Go the first part of the train and you will come face to face with Chain. False alarm. But then it's real, a bandit is attacking the train.

Mini-Boss: Carcano(Lv15) + 2 Bandit henchman(Lv14)
Difficulty level: Very Easy
Item dropped: Red Viper

Strategy: Do you really need one ? Just use Mag's Dive Punch and you'll get rid of these bandits.

Return to Nina after defeating Carcano. She'll tell you about this bandit and you'll then arrive in Museville. Nina will leave you for the Society and Gre for the hotel. Now it's time to look around this new city. There is a Item Shop, Cyframe Shop, Adventurer's Hut and a Lottery Shop. There is also some hidden items around the city.

-Press A on a crate next to the restaurant in front of the hotel to find a Naolin.

-Press A next to a tree between two houses with red roofs behind the restaurant to find another Naolin.

-In the Train Station is a Venomol and Purol hidden in crates.
(If you found others, tell me and you'll get credit)

When you're done exploring the city, come back to the hotel. Talk to the receptionist to store your items and then take a nap. The next morning, Gre will tell you that Nina came earlier and asked if Mag could come to the Society Museum. So leave the hotel for the Society Museum. There are some items hidden around the Society museum.

-Right to the entrance of the museum is 4 bushes. The third one has a Naolin+ hidden in it.

-Inside the Society garage to the right of the museum is 3 blue barrels. Next to them is a crate. There is a Mokana Ampoule in it.

-Next to the blue truck filled with barrels is a crate containing Musty Herbs.

-In the barrel next to the black/yellow stridden thing is another Naolin+.

-In between two building there is a small gap. Press A on the gap and you will get a Red Viper. Make sure that you press A on the gap, not the windows next to it. (Thanks to Taylor Kostal for this one)
(If you found others, tell me and you'll get credit)

You can now enter the Society Museum. Go up stairs to the last room of the hallway. You will then meet with Prof. Whitehead and he will give an assignment in Blaze Ruins. He will also give you 1000 Dinales so you can make

your preparations. Keep that money since you don't need to buy anything right now. You can store your items at the hotel before going to Blaze Ruins. Don't forget to invite a friend to come with you in your new adventure. Go down the street and leave Museville. Select Blaze Ruins on the map (you can't go anywhere else anyway...).

=====
a)BLAZE RUINS
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Type of Dungeon: Predefined Dungeon
Difficulty level: Very Easy
No. of Floors: 5F

Special Items: Appraisal items (random)
 Cyframe parts (random)
 Map of Blaze Ruins [valuable]
 Old doll [valuable]
 Upgrade Kit [5F]

Enemies: Escargoid(Lv12)
 Flying Mouse(Lv13)
 Flycatcher(Lv11)
 Panzer Beetle(Lv11)

Notes: Short and Easy. That's what is a fun dungeon. You can break the pillars you see in the dungeon (with Mag, press A button next to it) to reveal hidden chests. You will get a lot of Prehistoric Coins, keep them as you may want to use them as tokens in the Lottery Shop or you can also sell them for a nice 100 Dinales each. On 3F, jump in the hole you will see in one of the rooms and you will find Map of Blaze Ruins, a Valuable item on 2F. Jump in the other hole on 2F to find 100 Dinales and Old doll, a Valuable item on 1F. On 5F, jump on the switch to open the door to the dungeon boss.

Top Floor Boss: Storm Bird(Lv16) *See bosses section for more info*
Boss difficulty level: Easy
Item given by the dungeon boss: Santa Maria
Reward from the Society: 3000 Dinales

Ruins Cleared !

The boss isn't dead yet as you may have thought but Pepper will show up and take care of him. You can now find Pepper at the restaurant across the hotel if you need her. Mag will then take the artifact and have a mysterious vision. You are then back in the Society Museum and Mag gives the Lapis Orb to Prof. Whitehead. Go downstairs to claim for your reward of 3000 Dinales. You can now leave the museum. You can go sell or store your items. You should buy a Lottery Ticket from the Lottery Shop for 5 Prehistoric Coins.

--Trading your Old Doll for a Dowsing Stone--

Bring the Old Doll found in Blaze Ruins to the Adventurer's Hut and the shopkeeper will trade it for a Fashionable Chain. Take the Chain to the Item Shop and the shopkeeper will exchange it for a Meissen Ornament. Bring the Ornament to Anita in the Lottery Shop and she will trade it for a Dowsing Stone, a Valuable item.

[Points to breakable walls within dungeons][Uses Rumble System]

Don't go sleep to the hotel yet, there is still one more thing to do. Invite a friend to come with you at the Tower of Despair. You should only be able to go to level 10 in the Dungeon right now. So enter the Tower.

See Tower of Despair for more info

Once you've cleared Blaze Ruins and 10F in Tower of Despair, you can go spend the night in the hotel. You will see a cut-scene showing Linear playing her ocarina at night on the hotel's balcony and Gre talking about Linear's past to Chain. In the morning, while Linear is in the hotel's courtyard, Yurka will meet her for the first time and then leave her as a feather in the sky. Then, go the Society to talk with Prof. Whitehead and he will give you a new assignment in Forest Depths. Don't forget to invite a friend with you.

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b) FOREST DEPTHS

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Type of Dungeon: Predefined Dungeon

Difficulty level: Easy

No. of Floors: 10F

Special Items: Appraisal items (random)
Cyframe parts (random)
Map of Forest Depths [valuable]
Upgrade Kit [9F]

Enemies: Escargoid(Lv16) Totem Pole(Lv22)
 Crawfish(Lv12) Statue(Lv18)
 Man Eater(Lv14) Ostwind(Lv16)
 Poison Flower(Lv18) Lynx(Lv20)

Notes: On 6F is a chest containing 200 Dinales in one of the rooms. There is also an Upgrade Kit on 9F. If you find the secret passageway using the Dowsing Stone on 9F, you will find Map of Forest Depths and other good items in the secret room. On 10F, there are two chests containing Red Viper and Naolin+ before going to the beat the boss. Each time you will return there, there will be a Naolin Gold in the chest.

Top Floor Boss: Blocker(Lv25) *See bosses section for more info*

Boss difficulty level: Easy

Item given by the dungeon boss: Upgrade Kit

Reward from the Society: 5000 Dinales

Ruins Cleared !

Mag will have another vision as he takes the Selene Orb. You will then be with Prof. Whitehead and Mag will give him the orb. You can then go downstairs to take your reward of 5000 Dinales. As you leave, Yurka will visit Prof. Whitehead. The professor is asking Yurka the locations of the remaining keys (orbs). Soon the seal will be broken... says Yurka as he leaves.

You should now go to level 20 in the Tower of Despair or else you will miss the special item on 20F. *See Tower of Despair for more info*
Don't forget to store your current items and invite a friend!

After all this, you can return sleeping to the hotel.

Once again, Linear will be playing ocarina on the hotel balcony. Yurka will come and take off the life of a flower so Linear will give life to many other flowers. Yurka tells her that he needs her power but Mag will then come as Yurka leaves. Mag is worried about Linear catching a cold if she stays there. The next morning, go see Prof. Whitehead to get your new assignment. He will also give you an Adventure Backpack.

Before going to Crypt Maze, go in Valeria's House and talk to her kid. He will ask you a quiz which its answer is "Anita". You will get a Naolin or a

Coconut for answering the right answer. (Thanks to Golden Mystic and PurpleCow Lauren for this)

=====
c) CRYPT MAZE
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Type of Dungeon: Predefined Dungeon
Difficulty level: Medium
No. of Floors: B15F

Special Items: Appraisal items (random)
Ice Blast parts [Pepper]
Map of Crypt Maze [valuable]
Upgrade Kit [B2F B7F]

Enemies: Conodont (Lv19)	Havoc (Lv22)	EX Monitor (Lv33)
Massdont (Lv22)	Hind (Lv29)	Rhinoceros (Lv32)
Chestnut (Lv20)	Shadow (Lv25)	Super Horn (Lv36)
Rocknut (Lv24)	Monitor (Lv30)	

Notes: What a long dungeon... On B1F, if you go right, a stair leads to B2F and to a room containing an Upgrade Kit. You will often see crates and pillars you can break to reveal treasure chests*. On B5F, you will need to take the Warp pad to find the stairs to B6F. On B6F, a stair leads to an empty room on B7F but there is a secret passageway there which lead to a huge hidden room and then a Warp pad that lead to another Upgrade Kit. On B7F, one of the room is containing a chest with 500 Dinales in. On B9F, there are 3 staircases. Two are leading to B10F in a huge room full of enemies and good items hidden under crates and pillars. The real staircase leading to B10F is on B9F in front of the one leading to the huge room. On B12F, you can find the Map of Crypt Maze in one of the room hidden in a chest under a crate. On B14F, there is 100 Dinales in a room behind a pillar blocking the way. On B15F, before the boss, there is a breakable wall leading to a room containing a Prehistoric Coin.

*(To break crates, pillars and breakable walls, press A with Mag.)

Top Floor Boss: Pomornik (Lv37) *See bosses section for more info*
Boss difficulty level: Medium
Item given by the dungeon boss: Special Viper
Reward from the Society: 10000 Dinales

Ruins Cleared !

Mag has another strange vision when he takes the Amber Orb. He will then give the orb to Prof. Whitehead and you can take your reward downstairs. You should now go in the Tower of Despair after selling and storing your items. Then, go back to the hotel to take a nap. In the night, Linear will be on the balcony once again, waiting for Yurka. Linear promises Mag that she'll introduce him to his new friend, Yurka. In the morning, go see Prof. Whitehead at the Society Museum and he'll inform you that all the orbs you've collected have been stolen by the bandit you met when you first arrived in Museville, Carcano. So you now have to go to the Bandits' Hideout in a place called Pine Village.

=====
d) PINE VILLAGE
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You can look around this new "town" if you'd like to but it's useless right now since there is nothing in at the moment. The only thing you may want to

get now is the NAOLIN+GOLD hidden in a crate next to a ladder fixed on a wall, leading to a door. Go up the ladder and enter the door. You'll be face to face with Carcano himself and his henchmen. After a little rude speech, he'll open a trap in the floor and you'll fall in a dark hole which is Bandits' Trap, a mine.

Type of Dungeon: Predefined Dungeon

Difficulty level: Easy

No. of Floors: B3F

Special Items: Appraisal items

Recovery Parts[Pepper] (or Mind parts[Mag])

Map of Bandit Hideout [B2F]

Bandit's Key [B1F]

Enemies: Burgessia(Lv26)

Paldian Lobster(Lv30)

Death Mushroom(Lv32)

SaberLynx(Lv34)

Notes: This is more of a walkthrough for Bandits' Trap than some notes...

There is a save point in the room right in front of the one you start in. On B3F, there is a locked blue door but you need the key so don't mind it. There is also a locked purple door but you can't go in now so continue your way to B2F by climbing the ladder in one of the rooms. On B2F, there is a chest containing Map of Bandit Hideout and a hidden room with 4 Prehistoric Coins (You gotta have the Dowsing Stone to find it, see Valuable items section if you don't have it). There is also a room with 4 crates which you can break using Mag (press A button). You'll see some holes on this floor but don't jump in any of these ! There is 500 Dinales in one of the rooms too. The back room contains an appraisal item (break the crate using Mag). Find the ladder to B1F and climb it. Don't jump in the hole you'll see on B1F neither. In the last room of this floor, you'll find Bandit's Key to open up the blue door on B3F. Go back to B2F using the ladder. On this floor are two big holes and one small hole in the rooms. Jump in the small one and you'll fall in the room blocked by the locked purple door on B3F. Open the chests to find a Cyframe part and a Prehistoric Coin. Jump on the green switch to open the door leave this room. Before going to open the locked blue door, you can save your game at the save point. Then, use your Burglar's Key on the blue door to open it. You'll find two chests in one of the rooms containing two appraisal items. Climb the ladder to B2F in one of the rooms. Break all the crates you see on this floor for good items. In the last room, climb the ladder to B1F. Once on B1F, save your current game at the save point and climb the ladder. You'll be in Carcano's room and the bandit doesn't want to give back the appraisal items he stole so you must fight with him.

Top Floor Boss: Carcano(Lv35) + 2 Bandit henchman(Lv34)

See bosses section for more info

Boss difficulty level: Very Easy

Item given by the dungeon boss: Prehistoric Coin X 2

Reward from the Society: 12000 Dinales

Ruins Cleared ! (uh well these are not ruins but still... it's cleared..)

Once you defeat Carcano, he'll give back Mag the stolen items. Carcano wants Mag and Co. to stay in Pine Village for the night but Mag doesn't seem to agree. Mag then hears a voice calling him in his head so he decides to go out and look around outside. You now have control of him so go down to the

fortress entrance. Mag will then meet with this mystery guy who tells him to stay away from Linear. Linear will then show up and tell Yurka to stop. Mag can't believe this guy was Yurka, the friend Linear told him about. You then return in Carcano's room and the next morning, he'll give you a Bandit Symbol and a Bandit Backpack.

You can find a Musty Herb in the crate in Carcano's room. Then you can go to the shops in Pine Village and buy whatever you want.. there are 2 Appraisal items to buy that you won't find in other dungeons. Leave Pine Village and you'll see Mag giving back the orbs to Prof. Whitehead. You can then go downstairs to claim your reward of 12000 Dinales. As you leave the museum, Yurka will go visit Prof. Whitehead and have a little conversation about Prehistoric secrets. You can now go in the Tower of Despair if you want to. Then, it's really important (well if you're low on money...) that you take off ALL of Linear's equipment before going to sleep at the hotel. Why? well, for selling them and get money.. why? because you'll never use Linear anymore after sleeping at the hotel tonight... why? watch the cut-scene.. Early, on a rainy morning, Yurka comes and tells Linear that she's a burden to Mag. Linear likes Mag and doesn't want to be a burden to him so she believes in Yurka and leaves with him. The only thing remaining of her is her ocarina on the balcony. Later in the morning, Chain tells Mag that she saw Linear walking toward the Society Museum with someone. You now have Gre, Chain and Mag in your party. Leave the hotel and you'll see a cut-scene showing Yurka and Linear warp themselves into a warp pad with the four keys. Now go to the Society Museum. Make your way to the front door and Mag won't be able to open the door which is locked and he doesn't want Chain to break it so he'll go to ask Carcano for help. Carcano will use his Cyframe to get inside the museum and will open the front door for you. You can now use Carcano as one of your party members. Enter the Society Museum. (You should take Mag, Pepper and Carcano in your party.) Go in Prof. Whitehead's office and jump into the warp pad. You'll be warped into the Society Dungeon.

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e) SOCIETY DUNGEON
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Type of Dungeon: Predefined Dungeon
Difficulty level: Medium
No. of Floors: 25F

--Floor 1 to Floor 15--

Special Items: Upgrade Kits [1F] [3F] [12F]
Cyframe parts (Homing Blast, Propeller, Vacuum)
Cute doll (act the same way as Santa Maria)

Enemies: Patroller(Lv36) Gangut(Lv45)
Bomb Pod(Lv38) Staghound(Lv46)
Hummer(Lv40) PressArm(Lv49)
Gun Pod(Lv42) BigArm(Lv50)

Notes: You can break (with Mag) the green/black/red pillar things to reveal hidden stuff. There is an Upgrade Kit right on your way on 1F in front of the stairs. There are 2 Prehistoric Coins in a hidden room on 2F. There is another Upgrade Kit on 3F. On 4F, you'll see a white pole before a hole. Don't jump in the pole. Instead, use Carcano and stand between the pole and the hole, standing face to the pole. Press A and Carcano will use his Cyframe to reach to other side of the hole. There you'll find 2 chests containing Shoulder Pads and Propeller parts [Carcano]. Jump on the switch to open the door. There is a Prehistoric Coin in a hidden room after the door (4F and 5F). On 6F, do the same

as for 4F with the pole to find 2 chests containing Homing Blast parts [Pepper] and Cute Doll. On 8F, a staircase leads to 7F and there is a Prehistoric Coin there. On 11F is a secret passageway on one of the moving blue walkway leading to a hidden room with a chest containing Vacuum parts[Carcano]. On 12F is another Upgrade Kit. On 14F is another hidden room with a Prehistoric Coin. On 15F is a lot of hidden good stuff under the pillars and in a secret room.

15F Boss: Yurka(Lv59) *See bosses section for more info*

Boss difficulty level: Hard

Item given by the dungeon boss: Special Viper

--Floor 16 to Floor 24--

Special Items: Map of Mystery Dungeon [23F]

Upgrade Kit [23F]

Enemies: Ornithosuchus(Lv48)

Allosaurus(Lv53)

Kinburn(Lv56)

Spider(Lv52)

Giant Spider(Lv60)

Notes: Never jump in the big hole in the center of the floors or you'll fall down the 16F. On 18F, there is a Prehistoric Coin in a hidden room. To cross the big hole and go to the staircase the other side, you'll have to stand close to the edge of the hole and wait until a small platform comes. Jump on the platform and wait until it's at the other side. Then jump when you're at the other side. On 21F, there is another Prehistoric Coin in a hidden room. On 23F, you'll find Map of Mystery Dungeon near the edge of the big hole in the center of the floor and also 4 Prehistoric Coins in another hidden room. On 24F, stand between the white pole and the hole with Carcano facing the pole and press A. Carcano will cross over the hole with his Cyframe and you'll find a chest with Mecha-phage Armor in.

25F Boss: Ulticannon(Lv65) *See bosses section for more info*

Boss difficulty level: Hard

Item given by the dungeon boss: *friendship*

Linear will try to heal Yurka's wounds but Yurka will tell her that she can't heal him, since her power of regeneration is uneffective against him, who has the sole purpose of destruction. Yurka will tell her to stop crying and to smile and you'll see Yurka smiling for the first and.. last time. Mag will offer him his friendship and Yurka will accept but he will then "die"...

Yurka wasn't so nasty after all but well, it's too late now. They'll all be friends the next time they meet anyway... The train can now leave Museville to Pannam Town so you'll have to go and bring Linear to the Train Station since she stayed at the hotel. You'll find her in the hotel courtyard. Mag will give her her birthday present which was the reason he was late to take the train the day they arrived in Museville. I would have like to know what was in the gift box but I guess we'll never know. Linear will hug Mag.

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Enjoy the nice ending.

No, wait... you now have a debt of 300,000 Dinales to repay to the Society through your second game to get a special item which is the Comet Booster. [Boost ALL parameters slightly] Yeah... you replayed this game all over again only for... that...

=====
f) TOWER OF DESPAIR
=====

You should always go to the Tower before returning to the hotel after a dungeon or else you will miss the Special item on the floor you are currently able to go to. The enemies in this special dungeon give little EXP but nice TP. It's useful if you want to be able to learn some more skills. On the top of the Tower is a boss and your reward for beating him will be 25000 Dinales from the Society. This dungeon is a random dungeon and the levels of the enemies vary depending on yours. The Underground levels are only accessible through the second time you play the game. There are lots of Appraisal items in this dungeon so it's a good place to complete your list.

Level 10

1F to 10F

Enemies: Redback Widow
 Big Ben
 Popo Tribesman
 Claymore

Special item on 10F: Upgrade Kit (may vary)

Level 20

10F to 20F

Enemies: Gambus
 Aysheaia
 Tatar Tribesman
 Peripapus

Special item on 20F: Cyframe parts (random)

Level 30

20F to 30F

Enemies: Rhamphorhynchus
 Archaeopteryx
 Protocalus
 Bacterio

Special item on 30F: Recovery parts Lvl[Pepper] (may vary)

Level 40

30F to 40F

Enemies: Hoom
 Ferdinand
 Brummbar
 Phage

Special item on 40F: Cosmo Gun[Gre] (may vary)

Level 50

40F to 50F

Enemies: Metal Calinoid
Shadenisks 2
Milski
Mechaphage
Boss: Izmail(Lv50) *See Bosses section for more info*
Item dropped: Source of Attack
Reward from the Society: 25,000 Dinales

Underground Level 10

B1F to B10F
Enemies: Redback Widow
Big Ben
Popo Tribesman
Claymore
Special item on B10F: Cyframe parts (random)

Underground Level 20

B10F to B20F
Enemies: Gambus
Aysheaia
Tatar Tribesman
Peripapus
Special item on B20F: Prehistoric Ribbon (may vary)

Underground Level 30

B20F to B30F
Enemies: Rhamphorhynchus
Archaeopteryx
Protocalus
Bacterio
Special item on B30F: Custom booster B [Boost Attack + Defense by 30]

Underground Level 40

B30F to B40F
Enemies: Hoom
Ferdinand
Brumbar
Phage
Special item on B40F: Murasame parts Lv1[Chain] (may vary)

Underground Level 50

B40F to B50F
Enemies: Metal Calinoid
Shadenisks 2
Milski
Mechaphage
Bosses: *See Top Hunter Mode section*
Items dropped: Source of Attack/Upgrade Kit/Special Viper/
Health & Spirit Source
Reward: Hunter Booster [Boost all parameters]

=====
g) TOP HUNTER MODE
=====

Accessible through the second time you play the game, next to the Tower of Despair. This is the same thing as the 50F of the Underground level in the Tower of Despair. You'll get a Hunter Booster the first time you clear Top Hunter Mode and then 20,000 Dinales each time you clear it another time. This is useful for repaying your debt to the Society since you can do Top Hunter Mode as many time as you want.

First Boss: Izmail

Level: LV50 or + (varies depending on yours)

Difficulty: Medium

Attacks: Prehistoric Cannon

Hell Shower

Item dropped: Source of Attack

Strategy: *See Bosses section*

Second Boss: Storm Bird

Level: LV38 or + (varies depending on yours)

Difficulty: Easy

Attacks: Mystery Sound

Wind Breath

Gust

Item dropped: Santa Maria if you use Carcano's Talent

Strategy: *see bosses section also*

Third Boss: Blocker

Level: LV35 or + (varies depending on yours)

Difficulty: Easy

Attacks: Spiral Upper

Chest Beam

Smoke Bomb [May cause blindness]

Item dropped: Upgrade Kit

Strategy: *see bosses section also*

Fourth Boss: Pomornik

Level: LV37 or + (varies depending on yours)

Difficulty: Easy

Attacks: Vice Press

Freeze Volley

Auto-Repair Function

Item dropped: Special Viper

Strategy: *see bosses section also*

Fifth Boss: Navarin

Level: LV62 or + (varies depending on yours)

Attacks: Prehistoric Missile

Heaven Shower

Item dropped: Health & Spirit Source

Strategy: *See bosses section*

Reward for clearing TOP HUNTER MODE: Hunter Booster [Boost all parameters]

(Then you get 20,000 Dinales each time you clear it another time)

~~~~~  
5. == B O S S E S ==  
~~~~~

Everything you want to know about all the bosses in the game.

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a)Mandaskus
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Dungeon: (first) Blind Relics [6F]

Difficulty: Easy

Item dropped: Santa Maria

Enemy's Attacks: Earthquake

Dash

Enemy's Level: LV10

Enemy's HP Value: 700 HP

Strategy: I was at LV8 when I beat this boss but he wasn't so hard so I guess you could also be at LV7 or less. Place Mag in the front rank and Linear in the back rank. I recommend you having Mag using his Crash Hammer or Magna Combo and Linear healing the party with A Little First Aid. If you have Gre with you, have him help Linear to heal the party or help Mag to attack. If you have Pepper or Chain, you can also attack the enemy. Try not to use any items since it's an easy boss, keep them instead. Mandaskus shouldn't be a big deal.

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b)Rafrecian

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Dungeon: (second) Heaven Relics [11F]

Difficulty: Medium

Item dropped: Santa Maria

Enemy's Attacks: Tentacle

Paralysis pollen [May cause paralysis]

Remove potion [May cause blindness]

Recovery [Enemy recovers 125 HP]

Suck In

Enemy's Level: LV16

Enemy's HP Value: 1,500 HP

Strategy: I was at level LV17 when I first beat this boss. Place Mag in the front rank and Linear in the back rank. He will try to paralyze you so you can use Mobjiol if you have some. Have Mag using his Strike Hammer to do big damages. Rafrecian have some good attacks that damage everyone in the party so have Linear using Serious First Aid which will restore HP to everyone. She can also be use to cure but keep her FP for healing. Gre can also heal and Chain and Pepper attack. This boss isn't so hard if you keep Linear healing the party as soon as someone gets badly hurt.

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c)Eugene

=====

First

Boss Name: Eugene

Difficulty: Medium

Enemy's Attacks: Sternenhaufen [May cause sleepiness]

Ancient Light [Cancel all your effects]

Hail the Empire [Boosts Enemy's Attack]

Pistol

Enemy's Level: LV19

Enemy's HP Value: 6,000 HP

Strategy: You should be at least at LV18 to beat him. You HAVE TO have Gre with you. Mag should be in the front rank, Gre in the back rank and Chain/Pepper in the middle rank (or anywhere else). Mag should use Mach Punch as it's worth a lot of damages and has a little FP consummation. Gre is there to heal the injured members with Cheer Up and Chain/Pepper to attack Eugene with a powerful skill. Don't wait until the last minute to heal your injured partners. As soon as someone is badly injured, heal him with Gre. If one of your party member is asleep, use Gre's Wake Up skill to wake him up.

You can use healing items but try to keep them for the second fight with Eugene which is much more difficult.

Second

Boss Name: Prince Eugene

Difficulty: Hard

Enemy's Attacks: Fire Rollin' Bomb [May cause sleepiness]
Ancient Light [Cancel all your effects]
Knock Down
Nail
Naolin 1500 [Enemy restores 1500 HP]
Autrishclaff (or something like that...)

Enemy's Level: LV20

Enemy's HP Value: 7,000 HP

Strategy: You should be at least at LV19. You HAVE TO have Gre with you. Mag should be in the front rank, Gre in the back rank and Chain/Pepper in the middle rank (or anywhere else). Mag should use Strike Hammer. Keep Gre's FP only for healing! Attack Eugene with Chain/Pepper's Cyframe. If you run out of FP, you can use Mokana Ampoule if you have one. You can also use Naolin+ to heal everybody at the same time if everyone is injured. Keep Gre well healed since he must heal the others. If you have no FP restoring items and Gre is out of FP, you can use Naolin or Naolin Gold instead. It's a long fight but if you keep everyone well healed, Eugene will go down without much problems.

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e)Storm Bird

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Dungeon: Blaze Ruins

Difficulty: Easy

Item dropped: Santa Maria

Enemy's Attacks: Mystery Sound
Wind Breath
Gust

Enemy's Level: LV16

Enemy's HP Value: 0,000 HP

Strategy: This boss is very easy. Place Mag in the front rank and Linear in the back rank. Attack him with Mag using Strike Hammer or Mach Punch and have Linear heal everybody. Your third party member can attack the enemy or use items. Just keep that way and he'll no longer be there.

=====

f)Blocker

=====

Dungeon: Forest Depths

Difficulty: Easy

Item dropped: Upgrade Kit

Enemy's Attacks: Smoke Bomb [May cause blindness]
Chest Beam
Spiral Upper

Enemy's Level: LV25

Enemy's HP Value: 0,000 HP

Strategy: I found it to be quite easy. I had Mag at LV27 using Trip Hammer or Magna Rave, Linear as the healer and the third member attacking him with his best skills. He just went down so quickly I can't remember anything else. You shouldn't have any problem at all beating him...

=====

g) Pomornik

=====

Dungeon: Crypt Maze

Difficulty: Medium

Item dropped: Special Viper

Enemy's Attacks: Vice Press

Freeze Volley

Auto-Repair Function [restores his HP]

Enemy's Level: LV37

Enemy's HP Value: 0,000 HP

Strategy: I had Mag at LV36 but for a easier fight it's better having him at LV37 or 38. Use his MAGNA RAVE all the time and Linear should use First Aid or Serious First Aid depending on your damages. You can also use items if you need. You can also use Linear's skills to ups your defense/attack. After the boss uses Vice Press, use Linear's First Aid on the character who was hurt and if the boss uses Freeze Volley use Linear's Serious First Aid on everyone. If Mag is low on FP, use Linear's skill to give another character half of her FP. Do whatever you want with the third character. If the enemy is almost dead (when in red) and if Mag doesn't have much FP left, you can use Mach Punch to finish him.

=====

h) Carcano

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Dungeon: Bandits' Trap

Difficulty: Very Easy

Item dropped: Prehistoric Coin X 2

Enemy's Attacks: Drill Attack

Wire Hook

Enemy's Level: LV35

Enemy's HP Value: 0,000 HP

Strategy: You should start the battle using Mag's GIANT KNUCKLE (Hand parts) to get rid of the 2 Bandit henchman(Lv34) helping Carcano. Now it's between you and Carcano. As always, use Mag's MAGNA RAVE (Hand parts) all the time until he's defeated. Linear will heal the injured party members after one of Carcano's skills (Drill Attack and Wire Hook). The third party member can help Mag attacking Carcano or help Linear healing the others (if you have Pepper with Recovery parts). Really, you don't need this strategy, he's too easy to defeat. Pomornik was harder than him...

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i) Yurka

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Dungeon: Society Dungeon [15F]

Difficulty: Hard

Item dropped: Special Viper

Enemy's Attacks: Time to Freeze Solid [May lower Agility]

Spellbound Blindness [May cause blindness]

Absorb Life [Steals your HP]

Natural Disaster [Attacks everyone badly]

Enemy's Level: LV59

Enemy's HP Value: 20,000 HP

Strategy: When I beat him, I had Mag LV50, Pepper LV46 and Carcano LV45. You should have the same party and the same levels if you want to fight him. I don't think it was a very hard fight, but still. I used Mag's Magna Rave (which was powered-up at MAX) all the time and Carcano's Tower Bringer. Pepper was always healing the injured ones or everyone after Yurka's Natural Disaster with her Recovery Blast

(which was at MAX also). I also made Carcano use items when I needed too. It's important to keep Pepper always well healed since she must heal the others.

=====
j)Ulticannon
=====

Dungeon: Society Dungeon [25F]

Difficulty: Hard

Item dropped: none

Enemy's Attacks: Sublimation of Humanity

Gravity Fee [Attacks everyone badly]

Temptation to Sleep [may cause sleepiness]

Life-Weakening Beam

Return to Nothingness [cancels all your effects]

Enemy's Level: LV65

Enemy's HP Value: 40,000 HP

Strategy: I had Mag LV59, Pepper LV53 and Carcano LV54. It's basically the same strategy as the one for defeating Yurka. It's a good thing to have some Purol+ with you since Ulticannon may use Temptation to Sleep and put some of characters to sleep. Pepper must never be asleep. Each time your characters are low on health, heal them. If Pepper isn't enough to heal everybody, make Carcano use healing items. It's nice to have Blue Moss and Green Moss with you if Pepper is low on FP. If Mag is low on FP, you can use his Talent The Usual and Carcano will restore almost all of his FP. Remember to always use Mag's MAGNA RAVE. Try to have some Naolin Royal+ with you as they can come in handy.

=====
k)Izmail
=====

Dungeon: Tower of Despair [50F] or Top Hunter Mode

Difficulty: Medium

Item dropped: Source of Attack (and 25000 Dinales from the Society)

Enemy's Attacks: Prehistoric Cannon

Hell Shower

Enemy's Level: LV50

Enemy's HP Value: 0,000 HP

Strategy: I beat him with Mag LV49, Chain LV40 and Gre LV39 so it was quite hard to defeat him but I did it quickly anyway. Chain and Gre didn't last long but by the time they were still alive, I made them use healing items on them and on Mag. It's important to keep Mag alive since he was the only one to fight Izmail for me. Mag's Hand parts was at MAX and it took me only 3 or 4 MAGNA RAVE to defeat Izmail.

=====
l)Navarin
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Dungeon: Tower of Despair [B50F] or Top Hunter Mode

Difficulty: Hard

Item dropped: Health & Spirit Source (and Hunter Booster)

Enemy's Attacks: Prehistoric Missile

Heaven Shower

Enemy's Level: LV62

Enemy's HP Value: 0,000 HP

Strategy: I used the same strategy as for Izmail. The only difference is that I had Mag LV58, Pepper LV52 and Carcano LV53 so it was easier. Pepper becomes the main healer so you shouldn't need to use items. It also took me a little more MAGNA RAVE to defeat him than 3 or 4..

6.

-- I T E M S --

Items section. Right now containing Appraisal Items and Valuable Items. I may add the regular items and weapons/armors later on but it would be long and somehow tedious so for now, let's just let this section be that way. Thanks to everyone who contributed in completing this huge list. The appraisal items listed as [RARE] are appraisal items you get by combining two appraisal items. (See Keeno the researcher at the society museum for combinations)

Thanks to CocaColaGuy03 for #188
Psion Omikron for #61,141,170,177
Zion for #125
Raymond Yan for #27,72,94,185,189

^
a)Appraisal Items

- | | |
|----------------------------|---------------------------|
| 001.Broken plug | 101.Rotary engine [RARE] |
| 002.Broken Light | 102.Thick cable |
| 003.Pretty Stone | 103.Thin cable |
| 004.Small knob | 104.Old fountain pen |
| 005.Thin plate | 105.Crab signboard |
| 006.Broken cooking stove | 106.Bird signboard |
| 007.Blue tube | 107.Musty Device |
| 008.Small blue car | 108.Round target |
| 009.Old Opera glasses | 109.Broken arm |
| 010.Small chip | 110.Glass cylinder |
| 011.Green monitor | 111.Smashed photograph |
| 012.Color monitor | 112.Foot pedal |
| 013.Small metal rod | 113.Small valve |
| 014.Switch box | 114.Large valve |
| 015.Archaeophage fossil | 115.Broken gearbox |
| 016.Broken Cyframe | 116.Broken motor |
| 017.Motherboard a | 117.Cockroach fossil |
| 018.Motherboard B | 118.Claymore's web |
| 019.Reeled tape | 119.Hoom's claw |
| 020.Detective Novel 1 | 120.Statue's shard |
| 021.Detective Novel 2 | 121.Fungus spores |
| 022.Adventure Novel 1 | 122.Poison flower seeds |
| 023.Adventure Novel 2 | 123.Self-destruct circuit |
| 024.Adventure Novel 3 | 124.Gun pod part |
| 025.Detective Novel 4 | 125.Olnitosks' fang |
| 026.Adventure Novel Finale | 126.Old empty cartridge |
| 027.Adventure Novel Sequel | 127.Chesnut's thorn |
| 028.Love Story 1 | 128.Havoc's propeller |
| 029.Love Story 2 | 129.Monitor crystal |
| 030.Love Story 3 | 130.Spider bolt |
| 031.Love Story 4 | 131.Two rings |
| 032.Love Story Finale | 132.Red Cloth |
| 033.Suction Device [RARE] | 133.Star-spangled cloth |
| 034.Propane Stove [RARE] | 134.Net-covered box |
| 035.Smiley Doll | 135.Wind generator [RARE] |
| 036.Huge Glove | 136.Long scissors |
| 037.Crystal | 137.Old world map |
| 038.Frog | 138.Small ship |
| 039.Shiny disc | 139.Silver platter |
| 040.Big shiny disc | 140.Mystery Cube |

041.Propane tank	141.Large Bell
042.Perforated tank	142.Cat slulpture
043.Small Engine	143.Broken ice axe
044.Large Engine	144.Ancient marker
045.Book on making ethane	145.Rusted rod
046.Astral projection book	146.Rusty claw
047.Plasma generation book	147.Brown aromatic wood
048.Tachyon theory book	148.Greenish aromatic wood
049.Z boson fusion book	149.Beige aromatic wood
050.Sooty pot	150.Broken camera
051.Broken hand mirror	151.Telephoto camera [RARE]
052.Black box	152.Broken cane
053.Broken Telescope	153.Broken Round Pottery
054.Crystal offering vase	154.Oblong pottery
055.Rainbow-color feather	155.Pottery shard
056.Cloudy lens	156.Clogged tube
057Automatic calculator [RARE]	157.Round-bladed scissors
058Automatic computer [RARE]	158.Small card
059.Pole with a net	159.Glass fruit
060.Broken Magic Book	160.TH-f3
061.Forbidden Page	161.LX-a7
062.Forbidden Magic Book [RARE]	162.V-205
063.Unexploded Shell	163.Broken Fight 182
064.Hourglass	164.Faded film
065.Backward-running clock	165.Metal pole
066.Astronomical Telescope [RARE]	166.Antique Glass
067.Spoiled canned goods	167.Antique Doll
068.Bent parasol	168.Metal-bristled brush
069.Blue capsule	169.Extinct plant seeding
070.Red capsule	170.Silver Colored Button
071.Transparent capsule	171.Jet-black plate
072.Graphite Stone	172.One-sided glass
073.Ice crystal	173.Children's book
074.Leaden mineore	174.Adult book
075.Sound recorder [RARE]	175.Broken bottle
076.Slate Shard (top R)	176.Mechanical earmuffs
077.Slate Shard (top L)	177.Wheeled Chair
078.Slate Shard (bottom)	178.Permanent light [RARE]
079.Slate Tablet [RARE]	179.Rod with buttons
080.Broken gear	180.Board with wheels
081.Seaside portrait	181.Restored Round Pottery [RARE]
082.Flowered portrait	182.Small screw
083.Golden portrait	183.Large screw
084.Pollywog picture	184.Shoes with wheels
085.Hoop	185.Paper with Black Marks
086.Small bottle	186.Gold disc
087.Pictorial Fauna Guide	187.Dark sunglasses
088.Large gun barrel	188.Clock with no hands
089.Broken trolley wire	189.Dented Can
090.Bouncy ball	190.Fish print
091.Small motor	191.Bird-men's scribbles
092.Junk board	192.Golden cup
093.Scratch'n sniff glass	193.Ruby ornament
094.Precious Necklace	194.Sapphire ornament
095.Magnetic necklace	195.Cat's-eye ornament
096.Les Paul	196.Big balloon
097.Fried-egg medal	197.Old corkscrew
098.Rounded metal triangle	198.Dirty bottle
099.Instant adhesive	199.Mythical Liquor [RARE]
100.Red/blue eyeglasses	200.O-Parts

Combinations:

007.Blue Tube + 008.Small Blue Car = 033.Suction Device
004.Small Knob + 006.Broken Cooking Stave + 041.Propane Tank = 34.Propane Stove
010.Small chip + 011.Green monitor + 017.Mb a = 057.Automatic calculator
010.Small chip + 012.Color Monitor + 018.Mb B = 058.Automatic Computer
060.Broken Magic Book + 061.Forbidden Page = 062.Forbidden Magic Book
053.Broken Telescope + 056.Cloudy lens = 066.Astronomical Telescope
019.Reeled tape + 052.Black box + 068.Bent parasol = 075.Sound recorder
076.Slate Shard (top R) + 077.SS (top L) + 078.SS (bottom) = 079.Slate Tablet
001.Broken plug + 098.Rounded metal triangle = 101.Rotary engine
014.Switch Box + 091.Small Motor + 128.Havoc Propeller = 135. Wind Generator
129.Monitor crystal + 150.Broken camera = 151.Telephoto camera
156.Clogged Tube + 159.Glass Fruit + 171.Jet-black plate = 178.Permanent Light
153.Broken Round Pottery + 155.Pottery Shard = 181.Restored Round Pottery
197.Old Corkscrew + 198.Dirty Bottle = 199.Mythical Liquor

Thanks to Ibobunotha for more than half of this list.

SpikeVironata for #178(Permanent Light)'s combination

Primestar for #034(Propane Stove)'s combination

^^

b)Valuable Items

- Map of Blaze Ruins [Old map showing the Blaze Ruins]
- Old doll [Cute but slightly damaged doll]
(Trade it in Adventurer's Hut for a Fashionable Chain)
- Fashionable Chain [Decorated chain made of silver]
(Trade it in Item Shop for a Meissen Ornament)
- Meissen Ornament [A very special ornament]
(Trade it in Lottery Shop for a Dowsing Stone)
- Dowsing Stone [Points to breakable walls within dungeons][Uses Rumble System]
(to find secret passageways and hidden rooms)
- Adventure backpack [Handy backpack for adventuring][Carries 5 more items]
(ups the max items carried to 35)
- Map of Bandit Hideout [Bandit's map showing Pine Village]
- Bandit's key [Bandit's key found in the dungeon][For B3F Floor]
- Bandit symbol [Lets you into Pine Village as a friend]
- Bandit backpack [Backpack for bandits][Carries 5 more items]
(ups the max items carried to 40)
- Map of Forest Depths [Map showing the land of Forest Depths]
- Map of Crypt Maze [Map showing the layout of Crypt Maze]
- Map of Mystery Dungeon [Map of Mystery Dungeon under the Society]

^^

c)Regular Items

Combinations:

Purol(+) + Somnol(+) = Purosomnol(+)
Mobiol(+) + Venomol(+) = Mobivenomol(+)
Psychol(+) + Visuol(+) = Psychovisuol(+)
Herbs + Herbs = Herbs set(2) + Herbs = Herbs set(3)
Naolin + Herbs = Musty Herbs
Naolin fragment + Naolin fragment = Lil'Naolin
Lil'Naolin + Lil'Naolin = Naolin
Naolin-like Herb + Herb = Musty Herb
Naolin Fragment + Herb = Musty Herb

Naolin-Like Herb + Naolin-Like Herb= Lil'Naolin
Naolin-Like Herb + Naolin Fragment= Lil'Naolin
Naolin(+) + Naolin(+) = Naolin(+) set(2) + Naolin = Naolin(+) set(3)
Naolin Gold(+) + Naolin Gold(+) = Naolin Gold(+) set(2) + NG(+) = NG(+) set(3)
Naolin Royal(+) + Naolin Royal(+) = Naolin Royal(+) set(2) + NR(+) = set(3)
Mokana Ampoule + Mokana Ampoule = Mokana set(2) + Mokana Amp. = Mokana set(3)
Forward march + Forward march = More Forward march
Backward march + Backward march = More Backward march
Ancient Eye + Ancient Eye = Ancient Look
Insecticide + Insecticide = Insecticide set(2) + Insecticide = Insect. set(3)
Bomb + Bomb = Bomb set(2) + Bomb = Bomb set(3)
Mega Bomb + Mega Bomb = Giga Bomb
Giga Bomb + Giga Bomb = Giga Bomb set(2) + Giga Bomb = Giga Bomb set(3)
Snow Ball + Snow Ball = Snow Ball set(2) + Snow Ball = Snow Ball set(3)
Fire Ball + Fire Ball = Fire Ball set(2) + Fire Ball = Fire Ball set(3)
Inferno Ball + Inferno Ball = Inferno Ball set(2) + Inferno Ball = IB set(3)
Wind Ball + Wind Ball = Wind Ball set(2) + Wind Ball = Wind Ball set(3)
Whirlwind Ball + Whirlwind Ball = Whirlwind Ball set(2) + WwB = WwB set(3)
Thunder Ball + Thunder Ball = Thunder Ball set(2) + Thunder Ball = TB set(3)
Fire protection pack + Fire protection pack = Blaze Shield
Lightning protection pack + Lightning protection pack = Thunder Shield
Ice protection pack + Ice protection pack = Freeze Shield
Wind protection pack + Wind protection pack = Typhoon Shield

^^
d)Equipment

coming soon

^^
e)Cyframe parts

You'll usually find the Cyframe parts in the dungeons mentioned in the list but if you miss one, you'll be able to find it somewhere else. To make sure you get all the Cyframe parts, open all the chests in all the dungeons, some may be hidden.

- Blind Relics (first dungeon Pannam Town) - Spinner parts Lv1 [Mag]
- Heaven Relics (second dungeon Pannam Town) - Axe parts Lv1 [Chain]
- Blaze Ruins - Boomerang parts Lv1 [Chain] (3F)
- Forest Depths -
- Crypt Maze -
- Bandit's Trap -
- Mystery Dungeon (Society dungeon) -

~~~~~  
7.                        -= P A R T Y M E M B E R S =-  
~~~~~

To power-up the talent of each character, simply use them a lot as soon as you can. Thanks to HyperTailsMan for the info.

Each time you power-up one of your Cyframe by 1 level, each of the skills of this Cyframe will take 1 less FP to use.

Thanks to Jake Mongan for some of Linear's TP Needed I was missing.
Alonoforest for Mag's Tease Talent.
SpikeVironata for 3 talents that were missing.
Grinvader for Chain's last talent.

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A)Mag Launcher

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a)Talents

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- >Present [Getting a gift from Linear boosts Mag's Defense]
Lovely present
Adored present [A present from Linear greatly boosts Mag's defense]
- >Flatter [Gre's flattery boosts Mag's Agility]
Cheer
Super Cheer [Gre's super cheer boosts Mag's Agility]
- >Tease
Provoke [Chain's provocation boosts Mag's Attack]
Really provoke
- >Cheer Up [Pepper's cheering restores Mag's HP]
Console [Pepper's consolation restores Mag's HP]
Nurse [Pepper's kind nursing greatly restores Mag's HP]
- >Give Spirit [Carcano giving Mag spirit restores FP]
Give Courage [Carcano giving Mag a tough time restores FP]
The Usual [Carcano giving Mag confidence greatly restores FP]

=====

Talent outside battles

- >Give the breakable walls a punch with his Cyframe to reveal hidden rooms in dungeons. (Press A next to the wall)
(The Dowsing Stone will rumble when you're near one of these walls)
See Valuable items section for how to get the Dowsing Stone
- >Give crates and pillars a punch with his Cyframe to reveal hidden treasure chests in dungeons.
(Often when you break a pillar an enemy falls on you, and the enemy is pulled from somewhere else on the map. This happens with the traps that throw you into battle too. So if you kill all the enemies on the map then neither of these will work.) *Thanks to Psion Omikron for this*

=====

b)Skills (Cyframe)

=====

*****	*****	*****
HAMMER PARTS	*HAND PARTS*	*SPINNER PARTS*
*****	*****	*****
>Magna Hammer FP Used : 23 TP Needed : 0	>Magna Punch FP Used : 19 TP Needed : 0	>Magna Spin FP Used : 15 TP Needed : 0
>Crash Hammer FP Used : 28 TP Needed : 200	>Magna Snap FP Used : 26 TP Needed : 12	>Loop-the-Loop FP Used : 17 TP Needed : 700
>Swing Hammer FP Used : 33 TP Needed : 600	>Magna Combo FP Used : 31 TP Needed : 300	>Pinwheel FP Used : 25 TP Needed : 1250
>Strike Hammer FP Used : 52 TP Needed : 1000	>Mach Punch FP Used : 36 TP Needed : 900	>Brain Twister FP Used : 33 TP Needed : 1800
>Trip Hammer FP Used : 65 TP Needed : 3400	>Dive Punch FP Used : 46 TP Needed : 2500	>Barrel Roll FP Used : 30 TP Needed : 3000
>Bottom Hammer FP Used : 79 TP Needed : 7600	>Magna Rave FP Used : 76 TP Needed : 5400	

>Sledgehammer
FP Used : 114
TP Needed : 9999

>Giant Knuckle
FP Used : 76
TP Needed : 7000
>Magna Reverse
FP Used : 87
TP Needed : 9999

SPRAYER PARTS

>Sloth Spray
FP Used : 28
TP Needed : 0
>Exhaustion Spray
FP Used : 28
TP Needed : 400
>Bad Luck Spray
FP Used : 28
TP Needed : 800
>Smoke Screen Spray
FP Used : 28
TP Needed : 1200
>Single Blow Spray
FP Used : 36
TP Needed : 3200

MEGAPHONE PARTS

>Echo Voice
FP Used : 15
TP Needed : 0
>Startle Voice
FP Used : 20
TP Needed : 480
>Damage Voice
FP Used : 25
TP Needed : 1200
>Silent Voice
FP Used : 40
TP Needed : 3100
>Final Voice
FP Used : 45
TP Needed : 5400

MIND PARTS

>Mind Sleep
FP Used : 33
TP Needed : 0
>Mind Stop
FP Used : 40
TP Needed : 500
>Mind Break
FP Used : 36
TP Needed : 1400
>Mind Shock
FP Used : 40
TP Needed : 3400
>Mind Control
FP Used : 50
TP Needed : 7200

LIGHT PARTS

>Penlight
FP Used : 10
TP Needed : 0
>Bright Light
FP Used : 20
TP Needed : 110
>Spotlight
FP Used : 25
TP Needed : 3200
>Mirror Ball
FP Used : 45
TP Needed : 5300
>Angel Light
FP Used : 60
TP Needed : 8000

BOWLING PARTS

>Magna Shot
FP Used : 54
TP Needed : 0
>Great Bomb
FP Used : 63
TP Needed : 1300
>Cycle Bomb
FP Used : 84
TP Needed : 4200
>Divine Bomb
FP Used : 110
TP Needed : 7100
>Ultimate Bomb
FP Used : 142
TP Needed : 9999

^^
B)Linear Cannon

=====
a)Talents
=====

>Talk to Them [Talk to low-level enemies so they leave; EXP bonus]
 C'mon, please! [Ask low-level enemies to leave; EXP bonus]
 Persuade Them [Persuade low-level enemies to leave; EXP bonus]

=====
Talent outside battles

>none

=====

b)Skills

=====

Health Recovery

>A Little First Aid

FP Used : 15

TP Needed : 0

>First Aid

FP Used : 28

TP Needed : 300

>Serious First Aid

FP Used : 35

TP Needed : 900

>Welcome Home

FP Used : 40

TP Needed : 1800

>Major First Aid

FP Used : 45

TP Needed : 4300

>Welcome Home, Dear!

FP Used : 60

TP Needed : 6800

>Intensive Care

FP Used : 100

TP Needed : 7500

Status Restoration

>Wake Up Touch

FP Used : 10

TP Needed : 0

>Antidote Touch

FP Used : 10

TP Needed : 150

>Unblocking Touch

FP Used : 15

TP Needed : 800

>Refresh Everyone

FP Used : 24

TP Needed : 1200

>Hello Touch

FP Used : 31

TP Needed : 1500

>Energize Everyone

FP Used : 31

TP Needed : 3000

>Restoration Touch

FP Used : 42

TP Needed : 5000

Spells

>Protection Spell

FP Used : 28

TP Needed : 0

>Strength Spell

FP Used : 28

TP Needed : 300

>Quickness Spell

FP Used : 28

TP Needed : 600

>Luck Spell

FP Used : 28

TP Needed : 1200

>Prevention Spell

FP Used : 30

TP Needed : 3000

>Super Spell

FP Used : 50

TP Needed : 4200

Prayers

>I Give You Health

FP Used : 15

TP Needed : 0

>You Go First !

FP Used : 60

TP Needed : 400

>I Give You Spirit

FP Used : 0

TP Needed : 1100

>Give Me Spirit

FP Used : 0

TP Needed : 2000

>I Give You More Life

FP Used : 0

TP Needed : 4300

>I Give You Life

FP Used : 0

TP Needed : 6800

Ocarina

>Sad Melody

FP Used : 15

TP Needed : 0

>Inviting Melody

FP Used : 13

TP Needed : 190

>Shivery Melody

FP Used : 13

TP Needed : 500

>Sorry Melody

FP Used : 31

TP Needed : 1100

>Slow Melody

FP Used : 40

TP Needed : 3500

>Boastful Melody

FP Used : 47

TP Needed : 6000

>Final Melody

FP Used : 73

TP Needed : 7600

^^

C)Gre Nade

=====

a)Talents

=====

>Concentrate! [Concentration boosts Gre's max HP in 1 battle]

Do concentrate

Open Your Eyes! [Open eyes greatly boosts Gre's max HP in 1 battle]

=====

Talent outside battles

>none

=====

b)Skills

=====

Manners

>Wake Up !

FP Used : 10

TP Needed : 0

>Cheer Up !

FP Used : 20

TP Needed : 300

>Buck Up !

FP Used : 15

TP Needed : 800

>Get a Grip !

FP Used : 28

TP Needed : 1600

>Sit Up Straight !

FP Used : 25

TP Needed : 3700

>Stand Up !

FP Used : 40

TP Needed : 5400

>Perfect !

FP Used : 60

TP Needed : 7000

Cuisine

>Mushy Soup

FP Used : 28

TP Needed : 0

>Phage Casserole

FP Used : 28

TP Needed : 120

>Funny Veggie Salad

FP Used : 32

TP Needed : 600

>Escargot Pasta

FP Used : 35

TP Needed : 1200

>Matango Steak

FP Used : 47

TP Needed : 3000

>Roasted Sea Urchin

FP Used : 60

TP Needed : 5600

Store Up

>Store Up a Little !

FP Used : 27

TP Needed : 0

>Store Up More !

FP Used : 32

TP Needed : 850

>Store Up a Lot !

FP Used : 38

TP Needed : 2000

>Store Up Thoroughly !

FP Used : 45

TP Needed : 3700

>This is the END !

FP Used : 53

TP Needed : 6000

Custom

>Boost

FP Used : 43

TP Needed : 0

>Critical

FP Used : 38

TP Needed : 780

>Special Machining

FP Used : 51

TP Needed : 1400

>Speed Up

FP Used : 62

TP Needed : 3000

>Auto Charge

FP Used : 85

TP Needed : 5200

>Energy-Saving

FP Used : 140

TP Needed : 7800

>Full Power

FP Used : 160

TP Needed : 9999

Mag Only

>Encourage

FP Used : 35

TP Needed : 0

>After You

FP Used : 80

TP Needed : 900

>I won't Let You

FP Used : 40

TP Needed : 1500

>Rouse

FP Used : 60

TP Needed : 3700

>Incite Anger

FP Used : 70

TP Needed : 5000

>Morning Call

FP Used : 80

TP Needed : 6800

^^

D)Chain Gun

=====

a)Talents

=====

>I've had it! [I've had it! Ups your own Attack]
Can't stand it!
Chaps My Hide! [Chaps my hide! Greatly ups your Attack]

=====

Talent outside battles

>Press A to speed up in dungeons using her Cyframe. (Twice the normal speed)

=====

b)Skills (Cyframe)

=====

*****	*****	*****
MURASAME PARTS	*BLADE PARTS*	*HEAVY BLADE PARTS*
*****	*****	*****
>High-Speed Slash	>Double Blade	>Once Blade
FP Used : 33	FP Used : 20	FP Used : 25
TP Needed : 0	TP Needed : 0	TP Needed : 0
>Full Moon Slash	>Line Double Blade	>Line Once Blade
FP Used : 45	FP Used : 26	FP Used : 34
TP Needed : 1000	TP Needed : 460	TP Needed : 800
>Supersonic Slash	>V Blade	>Slash Blade
FP Used : 65	FP Used : 38	FP Used : 53
TP Needed : 3000	TP Needed : 2120	TP Needed : 3200
>Trashing Slash	>Air Blade	>Heavy Blade
FP Used : 60	FP Used : 54	FP Used : 67
TP Needed : 5000	TP Needed : 4200	TP Needed : 6500
>Saber Slash	>Hyper Air Rave	>Hyper Strike
FP Used : 40	FP Used : 60	FP Used : 72
TP Needed : 7000	TP Needed : 7500	TP Needed : 8000
>Mighty Slash		
FP Used : 100		
TP Needed : 9999		
*****	*****	*****
LIGHT BLADE PARTS	*BOOMERANG PARTS*	*AXE PARTS*
*****	*****	*****
>Triple Blade	>Rush Cutter	>Front Axe
FP Used : 18	FP Used : 20	FP Used : 25
TP Needed : 0	TP Needed : 0	TP Needed : 0
>Line Triple Blade	>Moon Cutter	>Back Axe
FP Used : 26	FP Used : 25	FP Used : 31
TP Needed : 500	TP Needed : 300	TP Needed : 800
>W Blade	>Circle Cutter	>Chain Axe
FP Used : 30	FP Used : 30	FP Used : 40
TP Needed : 1100	TP Needed : 800	TP Needed : 1800
>Quick Raid	>Zigzag Cutter	>Front Cyclone
FP Used : 43	FP Used : 38	FP Used : 57
TP Needed : 3200	TP Needed : 2100	TP Needed : 3000
>Hyper Typhoon	>Screw Cutter	>Back Cyclone
FP Used : 40	FP Used : 49	FP Used : 62
TP Needed : 6500	TP Needed : 3600	TP Needed : 4200

```

*****
*JET PARTS*
*****
>Dash Attack
FP Used : 22
TP Needed : 0
>Reverse Attack
FP Used : 22
TP Needed : 600
>Dash Tackle
FP Used : 33
TP Needed : 1000
>Reverse Tackle
FP Used : 33
TP Needed : 2600
>Dash Charge
FP Used : 44
TP Needed : 3100
>Reverse Charge
FP Used : 44
TP Needed : 4000

*****
*WING PARTS*
*****
>Speed Wing
FP Used : 20
TP Needed : 0
>Through Wing
FP Used : 20
TP Needed : 500
>High-Speed Wing
FP Used : 35
TP Needed : 1600
>Guard Wing
FP Used : 30
TP Needed : 2400
>Eternal Wing
FP Used : 43
TP Needed : 5200

```

^^

E)Pepper Box

=====

a)Talents
=====

>Pepper Attack [All-or-nothing attack; maybe big damage to enemy]
 Pepper Crash
 Pepper Flash

=====

Talent outside battles

>Press A to shoot with her Cyframe which will react the same way as an alarm trap making the enemies notice you. Will also stops the nearby ones for a very short time.

=====

b)Skills (Cyframe)
=====

*****	*****	*****
WIND BLAST PARTS	*FIRE BLAST PARTS*	*ICE BLAST PARTS*
*****	*****	*****
>Wind Shot	>Fire Shot	>Cold Shot
FP Used : 20	FP Used : 20	FP Used : 20
TP Needed : 0	TP Needed : 0	TP Needed : 0
>Wind Cannon	>Burst Cannon	>Cold Cannon
FP Used : 35	FP Used : 35	FP Used : 35
TP Needed : 1000	TP Needed : 1000	TP Needed : 1000
>Air Storm	>Burning Typhoon	>Freezing Tempest
FP Used : 48	FP Used : 48	FP Used : 48
TP Needed : 5000	TP Needed : 5000	TP Needed : 5000
*****	*****	*****
LIGHTNING BLAST PARTS	*LASER BLAST PARTS*	*HOMING BLAST PARTS*
*****	*****	*****
>Plasma Shot	>Smart Laser	>Point Homing
FP Used : 20	FP Used : 25	FP Used : 32

TP Needed : 0	TP Needed : 0	TP Needed : 0
>Plasma Cannon	>Double Laser	>Twin Homing
FP Used : 35	FP Used : 30	FP Used : 45
TP Needed : 1000	TP Needed : 210	TP Needed : 1000
>Electric Tornado	>Triple Laser	>Hyper Homing
FP Used : 48	FP Used : 35	FP Used : 50
TP Needed : 5000	TP Needed : 1600	TP Needed : 3500
	>Super Beam	>Random Homing
	FP Used : 58	FP Used : 63
	TP Needed : 5200	TP Needed : 5100
	>All-Range Laser	>All Homing
	FP Used : 72	FP Used : 82
	TP Needed : 7400	TP Needed : 7200
	>Grand Beam	>Homing Rush
	FP Used : 96	FP Used : 120
	TP Needed : 9999	TP Needed : 9999

*****	*****
RECOVERY BLAST PARTS	*SPECIAL BLAST PARTS*
*****	*****
>Naolin Blast	>Forget Blast
FP Used : 25	FP Used : 35
TP Needed : 0	TP Needed : 0
>More Naolin Blast	>Snooze Blast
FP Used : 30	FP Used : 35
TP Needed : 500	TP Needed : 1500
>Naolin+ Blast	>Sticky Blast
FP Used : 35	FP Used : 40
TP Needed : 1400	TP Needed : 3000
>Super Naolin Blast	>Confusion Blast
FP Used : 40	FP Used : 40
TP Needed : 3300	TP Needed : 5200
>Viper Blast	>Rollover Blast
FP Used : 50	FP Used : 45
TP Needed : 4900	TP Needed : 7600
>Super Viper Blast	>Staggering Blast
FP Used : 55	FP Used : 50
TP Needed : 8500	TP Needed : 9000

^^

F)Carcano

=====

a)Talents

=====

>Gimme [Gimme an item the enemy has]
 I'll Take That [I'll take an item the enemy has]
 Smash'n Dash [Smash'n Dash grab for an enemy item]

=====

Talent outside battles

>In the Society Dungeon, you'll notice white poles each side of some large holes. Make Carcano stand between the hole and the pole, face to the pole. Press A and Carcano will use his Cyframe to go from a pole to the other over the hole.

=====

b)Skills (Cyframe)

=====

DRILL PARTS

>Drill Attack
 FP Used : 35
 TP Needed : 0
 >Penetration Drill
 FP Used : 40
 TP Needed : 0
 >Drill Mixer
 FP Used : 48
 TP Needed : 1300
 >Rock Bringer
 FP Used : 65
 TP Needed : 2100
 >Tower Bringer
 FP Used : 93
 TP Needed : 4700
 >Final Drill
 FP Used : 130
 TP Needed : 7500

WIRE PARTS

>Wire Hook
 FP Used : 20
 TP Needed : 0
 >Wire Push
 FP Used : 20
 TP Needed : 0
 >Wire Catch
 FP Used : 25
 TP Needed : 1000
 >Wire Drive
 FP Used : 25
 TP Needed : 1500
 >Wire Whip
 FP Used : 40
 TP Needed : 3800

ROLLER PARTS

>Roller Press
 FP Used : 45
 TP Needed : 0
 >Double Press
 FP Used : 52
 TP Needed : 600
 >Mega Press
 FP Used : 64
 TP Needed : 1200
 >Giga Press
 FP Used : 80
 TP Needed : 3300
 >King Roller
 FP Used : 100
 TP Needed : 6800

SHOVEL PARTS

>Act Hole
 FP Used : 32
 TP Needed : 0
 >Trance Hole
 FP Used : 32
 TP Needed : 500
 >Black Hole
 FP Used : 32
 TP Needed : 1200
 >Sleep Hole
 FP Used : 32
 TP Needed : 1600
 >Poison Hole
 FP Used : 32
 TP Needed : 2000
 >Dust Hole
 FP Used : 45
 TP Needed : 3600

PROPELLER PARTS

>Suck You In !
 FP Used : 30
 TP Needed : 0
 >Blow You Away !
 FP Used : 30
 TP Needed : 500
 >Take That !
 FP Used : 37
 TP Needed : 1900
 >How About That !
 FP Used : 50
 TP Needed : 3500
 >This Is It !
 FP Used : 68
 TP Needed : 5900

VACUUM PARTS

>Power Draw
 FP Used : 40
 TP Needed : 0
 >Guard Draw
 FP Used : 40
 TP Needed : 500
 >Speed Draw
 FP Used : 54
 TP Needed : 1600
 >Life Draw
 FP Used : 13
 TP Needed : 4800
 >Energy Draw
 FP Used : 0
 TP Needed : 7000

~~~~~  
 8.                    == T I P S / S E C R E T S ==  
 ~~~~~

Tips/Secrets section. I may add more soon as I find more. You can submit your own tips/secrets by sending me a mail (wishingtikal@hotmail.com). Don't submit tips/secrets about something that is already in this section. I may decide if your tips/secrets are worth being in this section. (You get credit for them) Thanks for all your contributions!

^^
 TIPS

 =====
 Saving money

When you're done with a assignment, you receive money from the Society. However, if you had Chain/Pepper/Carcano with you when you defeated the dungeon boss, they will take money from your reward. So from a great reward you will end up with a little one... If you want to keep all the reward for you, when you reach the top floor of a dungeon, save and escape the dungeon. Change Chain/Pepper/Carcano for Gre and re enter the dungeon on the last floor. Beat the boss and get the reward. Linear won't take any money and neither Gre so you will be able to keep the reward all for yourself! You can't do this in random dungeons though.

=====
Saving FP in battle

When a skill you want to learn is in yellow, you can now learn it but wait to be in a battle to learn it since you will be able to use in the battle without losing any FP.

=====
Finding secret rooms in dungeons

If you have the Dowsing Stone, (bring an Old Doll to the Adventurer's Hut and he will trade it for a Fashionable Chain. Bring the Chain to the Item Shop and the shopkeeper will trade it for a Meissen Ornament. Take the Ornament to Anita in the Lottery Shop and she will trade it for the Dowsing Stone.) which makes your controller rumble when you get past a breakable wall in a dungeon, you can find secret passageways to secret rooms. If your controller starts to rumble, press A next to the wall with Mag and he will break the wall with his Cyframe.

=====
Finding secret treasure chests

In a dungeon, you will something come to see crates, pillars or others in your way. You can break them with Mag's Cyframe by pressing the A button next to them. This usually reveals a hidden treasure chest.

=====
Free Santa Maria and Upgrade Kit

You must have access to the Top Hunter Mode in order to do this. For the Upgrade Kit, it's simple, simply defeat the boss Blocker and you'll get an Upgrade Kit each time you beat him. For the Santa Maria, do the same thing defeating Storm Bird. So each time you do the Top Hunter Mode you'll get these two items. You can do this as many time as you want. You can sell the Upgrade Kit for 1000 Dinales and the Santa Maria for 100 Dinales (or keep it). You must clear the Top Hunter Mode each time to keep your items though.

=====
Unlimited Naolin Royal and Ichthyol

On the 24th lvl of the final dungeon you get these two items right by the save point and dungeon exit. Just get them, use the dungeon exit, and go right back in into the 24th lvl and they will be there again. Royals are really useful for the final boss and plus you can sell them for money if you still need to power up a little.

Submitted by SaiyanGirl

^^
SECRETS

=====
Hidden items

In Museville:

- Press A on a crate next to the restaurant in front of the hotel to find a Naolin.
- Press A next to a tree between two houses with red roofs behind the restaurant to find another Naolin.
- In between two building there is a small gap. Press A on the gap and you will get a Red Viper. Make sure that you press A on the gap, not the windows next to it. (Thanks to Taylor Kostal for this one)

In the Society Courtyard:

- Right to the entrance of the museum is 4 bushes. The third one has a Naolin+ hidden in it.
- Inside the Society garage to the right of the museum is 3 blue barrels. Next to them is a crate. There is a Mokana Ampoule in it.
- Next to the blue truck filled with barrels is a crate containing Musty Herbs.
- In the barrel next to the black/yellow stridden thing is another Naolin+.

In the Station:

- Right to the entrance is a Venomol in one of the 2 crates.
- Next to the fence is a Purol in a crate.

In Pine Village:

- Next to the ladder leading to Carcano's room is 2 crates. One is containing a Naolin+Gold.
- In Carcano's room is a Musty Herb hidden in a crate at the back.

=====
Secret Naolin

Before going to Crypt Maze, go in Valeria's House and talk to her kid. He will ask you a quiz which its answer is "Anita". You will get a Naolin or a Coconut for answering the right answer. (Thanks to Golden Mystic and PurpleCow Lauren for this)

=====
Top Hunter Mode

Finish the game once and then restart a new one. In this new game, you will be able to access to the Top Hunter Mode next to the Tower of Despair.

~~~~~  
9.                                == H I G H   S C O R E S ==  
~~~~~

Share your high scores !

When you finish the game for the first time, at the end of the credits, you get your Game Data Score results. (Take them in note as you won't be able to see them again!) Wanna share yours ?

Send them to wishingtikal@hotmail.com (your results and name/nickname)
Can you get an overall S rank...?

- Overall C = Adventurer
- Overall B = HotShot Adventurer
- Overall A = First-Class Adventurer
- Overall S = Cyframe Master

Name	Appraisal Items	# Battles	# Rescues	Clear Level	Clear Time	Overall
*****	*****	*****	*****	*****	*****	*****
Wishing	178/200	795	0	59	32:30:58	B

Tikal		(S)		(D)		(S)		(A)		(B)		
*****		*****		*****		*****		*****		*****		*****
Ascended		119/200		1134		0		63		46:39:10		
Pikachu		(B)		(E)		(S)		(B)		(C)		C
Zero												
*****		*****		*****		*****		*****		*****		*****
Tails64		151/200		248		0		47		07:35:43		S
		(S)		(S)		(S)		(S)		(S)		
*****		*****		*****		*****		*****		*****		*****
Frieveta		77/200		544		4		59		29:16:38		B
		(C)		(A)		(A)		(A)		(B)		
*****		*****		*****		*****		*****		*****		*****
Jake		105/200		762		0		55		30:29:40		B
		(B)		(D)		(S)		(A)		(B)		
*****		*****		*****		*****		*****		*****		*****
Valerie		58/200		611		0		57		21:45:09		B
		(D)		(C)		(S)		(A)		(S)		
*****		*****		*****		*****		*****		*****		*****
Tyty		70/200		538		0		57		20:01:01		B
		(C)		(A)		(S)		(A)		(S)		
*****		*****		*****		*****		*****		*****		*****
Cabbit		73/200		628		0		62		24:58:55		B
		(C)		(C)		(S)		(B)		(A)		
*****		*****		*****		*****		*****		*****		*****
MagTheIn-		88/200		788		0		61		24:19:26		C
vincible		(C)		(D)		(S)		(B)		(A)		
*****		*****		*****		*****		*****		*****		*****
Super		156/200		310		0		49		09:00:11		S
Sonic		(S)		(S)		(S)		(S)		(S)		
*****		*****		*****		*****		*****		*****		*****
Katato-		102/200		725		0		54		28:58:49		B
nius		(B)		(D)		(S)		(A)		(B)		
*****		*****		*****		*****		*****		*****		*****
Mag		144/200		1024		0		84		24:05:54		
Launcher		(A)		(D)		(S)		(B)		(A)		B
777												
*****		*****		*****		*****		*****		*****		*****
Game		186/200		798		0		71		09:07:46		S
Junkie		(S)		(S)		(S)		(S)		(S)		
*****		*****		*****		*****		*****		*****		*****

congratulations to all our Cyframe Masters!

~~~~~  
10.                        -- C R E D I T S / E N D --  
~~~~~

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Special Thanks

Special thanks to : Sting/ESP/Ubisoft
Nintendo
GameFAQ
All the people from the Evolution Worlds board
All of you for reading my FAQ
All the people who contributed to this FAQ

