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1.) Introduction (xxintxx)  
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Howdy howdy. Welcome to my Tales of Symphonia Walkthrough. I picked up the game today (thank goodness for reservations) and started to play it when I got home. And I must say, this game is really good. Although a bit confusing at first, it's still fun.

This will be my first real walkthrough for a game, so try to bear with me. I did write a Chris Speed Guide for Resident Evil for the Gamecube, but that wasn't an official walkthrough.

Don't worry. Once I complete this, and beat the game at least twice, I'll add more sections to this FAQ, like a weapon section, an enemy and boss section, and a more detailed battle section. Stuff like that, but for now, I'm going to concentrate on the basics of the game.

If you see something I missed, then please do e-mail me, telling me. My e-mail is at the top of the page. Due to mass amounts of joke accounts and fake questions, and being warned even after helping someone, I decided to close off my AIM. Please do not IM me on AIM anymore with any questions. If you do, I'll just block you. So please stick to e-mailing me. Thank you.

Also take note that there are MASSIVE SPOILERS in this Walkthrough, so if you don't want anything spoiled, don't read past the parts you haven't completed yet.

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2.) Legal Stuff (xxlexx)  
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3.) Characters (xxchxx)  
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I got these from an illustration book I got for free when I reserved it.

-Name: Lloyd Irving  
-Gender: Male  
-Age: 17  
-Height: 5'8"  
-Weight: 128 lbs.  
-Class: Swordsman  
-Race: Human  
-Hair: Dark Brown/Short  
-Build: Average  
-Weapon: Two single-edged swords.  
-Occupation: Student

Lloyd is a swordsman. Kratos looks at him as a clumsy swordsman, though. Lloyd doesn't like to think straight when faced in battles, and takes action before thinking. He gets angry too easily, and again will act before he thinks. He does, however, care about those in his life.

-Name: Colette Brunel  
-Gender: Female  
-Age: 16  
-Height: 5'2"  
-Weight: 97 lbs.  
-Class: Chosen  
-Race: Human  
-Hair: Platinum Blond/Long  
-Build: Slender  
-Weapon: Chakram  
-Occupation: Student/Chosen

An uplifting type of personality she has. She'll always try to lift everyone's spirits if the situation seems down. She cares too deeply for others that she doesn't want them getting in the way of her journey, namely Lloyd. She and Lloyd have been friends since childhood.

-Name: Genis Sage  
-Gender: Male  
-Age: 12  
-Height: 4'8"  
-Weight: 64 lbs.  
-Class: Mage  
-Race: Elf  
-Hair: Silver  
-Build: Slender  
-Weapon: Kendama  
-Occupation: Student

Him and Lloyd are really close friends. Genis goes to the same school as Lloyd and Colette, and is pretty much the smartest kid in the class. He's a master at magic, and this often makes him look down on others. He also likes to say some wrong things at the wrong time.

-Name: Raine Sage  
-Gender: Female  
-Age: 23  
-Height: 5'5"  
-Weight: 108 lbs.  
-Class: Mage  
-Race: Elf  
-Hair: Silver  
-Build: Average  
-Weapon: Staff  
-Occupation: Teacher

She's the teacher of Lloyd, Colette, and Genis. She's also the older sister of Genis. She too is also a master of magic, and is fascinated with Archaeology. This tends to make her lose control of herself sometimes and start babbling on about some history of something. She also has a thing for smacking people upside their heads. I'd keep her in the party as long as she's around to use.

-Name: Kratos Aurion  
-Gender: Male  
-Age: 28  
-Height: 6'1"  
-Weight: 172 lbs.  
-Class: Mage/Swordsman  
-Race: Human  
-Hair: Dark Brown  
-Build: Average  
-Weapon: Double-Edged Sword  
-Occupation: Mercenary

Kratos is mainly a mercenary, as his occupation states. He'll do a job for money. But he's paid, depending on what job he uses. Kratos looks down on Lloyd because of his lackness in any good Swordsmanship. Lloyd usually gets pissed at Kraots a lot. Mainly because Kratos is always criticizing Lloyd on his skills, and his personality. And at times, it seems like he's hiding a dirty little secret.

-Name: Sheena Fujibayashi  
-Gender: Female  
-Age: 19  
-Height: 5'5"  
-Weight: 106 lbs.  
-Class: Summoner  
-Race: Human  
-Hair: Black  
-Build: Voluptuous  
-Weapon: Infused Magical Cards  
-Occupation: Assassin

Sheena's an assassian sent by her world, Tethe'alla, so assassinate Colette from regenerating Sylvarant. She fails at it. Twice, and then joins the party. She has a good heart, and her battle skills aren't bad, either. Sheena's personally my favorite character.

-Name: Zelos Wilder  
-Gender: Male  
-Age: 22  
-Height: 5'10"

-Weight: 150 lbs.  
-Class: Mage/Summoner  
-Race: Human  
-Hair: Red  
-Build: Average  
-Weapon: Double-Edged Sword  
-Occupation: Chosen of Tethe'alla

Can we say 'Pretty boy?' That's pretty much what Zelos is. His good looks and charm seems to have a way with most ladies, except with Sheena and Raine. Zelos often likes to come on to women a bit too much, and shuns Lloyd and Genis when they first meet. Due to his charms, he's often arrogant. He has the same skills as Kratos.

-Name: Presea Combatir  
-Gender: Female  
-Age: Looks 12  
-Height: 4'6"  
-Weight: 53 lbs.  
-Class: Axwoman  
-Race: Human  
-Hair: Pink  
-Build: Child's build, but a tad small for her age  
-Weapon: Ax  
-Occupation: Woodcutter

Presea is obviously the youngest of the group. She barely speaks, and is pretty much emotionless. She acts cold most of the time. She's a woodcutter. She lugs around a huge axe, that most adults couldn't pick up. But she can do this, because she carries an exsphere. Why she does? You'll just have to wait and find out. ;)

-Name: Regal Bryant  
-Gender: Male  
-Age: 33  
-Height: 6'2"  
-Weight: 187 lbs.  
-Class: Fighter  
-Race: Human  
-Hair: Blue  
-Build: Large, Muscular  
-Weapon: Greaves  
-Occupation: Former aristocrat

Regal is a big man. A very very big man. He's after the Chosen at first, but once he tries to attack your party, he sees Presea with them, and is startled. He then joins your party to learn more about her, pretty much.

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4.) Controls (xxcoxx)  
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FIELD MAP CONTROLS

Control Stick: Move character

Control Pad: Open map  
A button: Enter Towns/Dungeons  
B button: Cancel/Board Rheaird/Embark/Disembark EC  
X button: Mount/Dismount Noishe/Activates Long-Range Mode  
Y button: Open main menu  
Z button: Start skit  
L/R Buttons: Rotate camera left or right  
Start/Pause button: Toggle world map

#### TOWN/DUNGEON MAP

Control Stick: Move character  
Control Pad: Rotate controlled player 45 degrees [standing still]  
A button: Action/Confirm  
X button: Use Sorcerer's Ring [No use until Sorcerer's Ring is acquired]  
Y button: Open main menu  
Z button: Start skit

#### BATTLE

Control stick: Move character(s) [(s) only if multiplayer]  
Control Pad: Select strategic orders  
A button: Attack  
B button: Perform magic or technique  
C Stick: Magic and technique shortcut  
X button: Guard/Cancel magic and techniques  
Y button: Open battle menu  
Z button: Initiate Unison Attack  
L button: Delay magic or technique  
R button: Change target [hold to select target]  
Start/Pause button: Pause the game

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5.) Disc One Walkthrough (xxdlwxx)  
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[NOTE: This is assuming that you're going to be playing as Lloyd throughout the game.]

Once upon a time, there existed a giant tree that was the source of all mana. A war, however, caused this tree to wither away, and a hero's life was sacrificed in order to take its place. Grieving over the loss, the goddess disappeared unto the heavens. The goddess left the angels with the edict: "You must wake me, for if I should sleep, the world shall be destroyed." The angels bore the Chosen One, who headed towards the tower that reached up unto the heavens. And that marked the beginning of the regeneration of the world.

And that, my folks, begins the game.

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CLASSROOM/VILLAGE  
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When the game first starts, we see someone saying out Lloyd's name twice, with the screen black. When the screen lightens up, we see Lloyd sleeping in

class, with Raine throwing something at his head to wake him up, and wonders how he can fall asleep standing up. After a bit, she then starts asking questions about different things, and after a bit, some light occurs. After a bit of more talking, Raine takes off, telling everyone to study by themselves. Now's some time to practice the controls a bit. Talk with your classmates, and go examine the hole in the wall by the chalkboard. With that done, go through the door against the left wall, and head for the exit.

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ISELIA  
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Once you walk out, you'll engage in a scene with Colette's father. He tells you that everyone is hiding, and whatnot. After that, head up to the northern exit, where you'll encounter your first fight.

Your first fight will be very easy, but now's a good time to go over the basics. Colette and Genis will most likely be in the back, casting magic upon the monster, or you could let them get close to whack it. Your choice. Either way, press Y to open the battle menu, and you can look over your techs for each character. You'll notice that the Unison option is blocked off. You can't use that yet, but be patient.

However, don't waste your TP [MP] on this guy. Just use the A button to get a good 3,4 or 5 hit combo in. If you're using the semi-auto setting, hold X and press up to jump. X is to guard, which will come in handy. And holding X and pressing the opposite direction of the monster will let you take a quick step backwards.

After you kill the monster, another one will pop up, but this time, you'll see Genis saying how magic will be more effective against one monster. Pay attention to that. He's talking about the ghost. So let's get started.

This is like the last battle, except the zombie has a new partner. Here's another basic tip. Hold the R button and press left or right to choose your target. You should concentrate on the zombie while Genis and Colette concentrate on the ghost. Again, don't waste your own TP. If the ghost is still alive by the time you kill the zombie, then whack away on the ghost.

After the battle, head through the exit.

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WORLD MAP  
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Save your game while you're out here. Press Y, and go under System. Gain a few levels out here, and go to Colette's house if you need healing. After that's done, head north until you come across the Shrine.

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MARTEL SHRINE  
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Now you'll come across another scene. Hopefully you're healed for this fight. Because after the conversation, you'll be in a fight with three Desian soldiers. This battle is pretty easy. They like to guard a lot, though. So just jump behind them to break their guard.

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BOSS FIGHT

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00000000000000000000  
0 Vidarr 0  
0 HP: 4000 0  
0 TP: 30 0  
00000000000000000000

After you kill them, you'll be fighting your first boss. It doesn't matter if you're at full health. You'll be on your knees soon, but then someone steps in in front of you. After a bit of talking, you'll be fighting the boss again, but this time, you have your new partner. He heals you and your other party members and himself if anyone gets hurt. That doesn't mean you can't lose, though. The best tactic here is to attack and guard. Use your techs on him if you have to. He should fall pretty soon.

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END BOSS FIGHT  
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After the fight, the man will reveal himself as Kratos, and will also imply that he's a mercenary. After some talking, Colette will decide to go in, and Lloyd will offer to go in with her, so Colette, Genis, Lloyd, and your new buddy, Kratos, joins you.

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INSIDE THE SHRINE  
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Be prepared, since you won't be healed when you enter, and there are some monsters to fight. Anywho, when you first enter, go straight until you come to a blue barrier type thing. When you get near it, everyone will wonder what it is, until the Sorcerer's Ring is brought up. So guess what we're going hunting for?

Run back down the stairs, and face the entrance, and take the right path. Fight the monsters if you have to, and work your way to the staircase.

Go straight and you should be on a blue plated floor with holes in it. Go to the center of it, and a rock monster will appear. Fight it. After it's dead, it'll turn into a block, and Colette will trip and push it over one of the holes, which will cover up a gap on the left side. HINT HINT. So guess what he have to do now?

Another rock monster will appear. Kill it, and push that block over the top hole. Fight another one, and push that over the top hole again. Fight another one, and push it over one of the right holes. After that, run down the stairs, and save. Now head over the blocks, and go to the stand. It's the Sorcerer's Ring! Hooray! Get it, and head back to the entrance. Careful, there are some monsters down where you are now.

One neat thing about the Sorcerer's Ring is that it can freeze enemies long enough for you to get by. Anywho, head back to the Blue Barrier thing, and press X to use the Sorcerer's Ring, and get rid of the barrier. Take the warp point to the top floor, and another scene will start. An angel will come down, and start telling Colette about how she is the chosen one, and accepts her job to regenerate the planet. After a bit more talking, the angel will reveal himself as Colette's real father. DUN DUN DUNNNNNNN. When the scene is over, there will be another scene, and then Kratos and Colette leave the tower, just leaving Genis and Lloyd. Run around for a minute, and a skit



should be available. After that's done, use the teleporter, and head for the exit. But before you can leave, Raine's there, and is surprised to see Genis and Lloyd. She gets pissed, and spanks Genis. Teehee. Raine then tells Lloyd that it's his turn, and Lloyd tries to avoid it, but instead, he gets Raine's boot to his face. After the rest of the scene, exit and head back to Iselia.

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ISELIA  
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Now you can freely explore the town. There's not much to do, though, except buy some stuff from the shop. That might be a good idea, though. Buy some boots for Genis and Lloyd, and buy a few Apple Gels too. Once you're done with that, head to the school, and talk with Raine. After that, go to Colette's house, which is the right path from the school. Kratos will be there, and they'll explain what's happening, and how Colette will be on her journey. Lloyd says he'll go with her, but then Kratos snaps at him, saying he'll get in the way, and Lloyd gets pissed. After that, Genis wants you to stop by his house. To get to his house, head back to the school, and take the downward path. Go to where the soldiers are by the gate, and take the dirt path until you come across a house with towels and stuff outside. That's Genis' house.

He'll pack some things to make Sandwichs, and say that you'll need them since you have no restorative magic, which is true. After all that's done, go back to the two guards, and a weird creature will stroll in to the gate. This is Lloyd's pet, Noishe. After some idle chit-chat, head through the gate, and if you want, gain a few levels. Before we go on, here's an important option in battle, the ESCAPE option. Press Y, and go to the far right option, which is escape. When you choose it, a meter at the top will appear, and it'll start to fill up. Once it does, you'll escape. Use this when you think you can't win a fight.

Once you exit Iselia, head to the right to enter Iselia Forest.

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ISELIA FOREST  
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Another scene will pop up. After it's done, follow the path up. You'll find a save point, but Genis will point out first that his home is the left way. So go to the left, but make sure to save your game first. Now go left.

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ISELIA HUMAN FARM  
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Here you'll see a scene with humans pushing blocks, and getting whipped for being 'slackers.' Then an old lady will notice Genis, and asks if Lloyd is his friend. Lloyd introduced himself to the old lady, and the lady introduces herself as Marble. Lloyd notices an Exsphere in Marble's hand, but it doesn't have a Key Crest in it. Genis gets confused, and Lloyd explains to him what a Key Crest is. Then you have a choice to make. I chose to leave. Before you try to escape, you notice Marble being taken away by guards. Lloyd suggests finding higher ground. Once you regain control, head to the right to find a little ledge. Press A to jump, and then A to jump to the next ledge. Once on the second ledge, jump on the right ledge, and open the chest. Now jump back down, and take the left ledge.

You'll then come across another scene, in which Marble is being whipped by the guards, and Marble starts crying. Lloyd then comes up with the plan of having Genis shoot the guards in the back with his magic while Lloyd will distract them, without showing his face, while Genis makes a break back to his village. Genis shoots off his magic, and Lloyd then hops onto the gate ledge, and jumps down and starts running. Genis then will get down from the ledge, but as he tries to sneak by, he falls over and catches the guards attention. Lloyd runs back to Genis, and Lloyd is left alone to fight the two guards.

Kill them, and then Lloyd and Genis will make a break for it. A blue haired man will then appear, and will wonder how a human has the ability to jump from a ledge like that. Genis will then blame himself for Lloyd having to do that, and Lloyd tries to calm him down by saying it wasn't his fault. Lloyd will then tell Genis to head back to the village while he heads back to his home.

Once you regain control, save your game. Now head up the path. Take the right path to come across two chests. One containing 500 Gald, and the other a Apple Gel. After the second chest, head up some more, and you'll see a bag on a tree. If you want, take the left path from the entrance to get a couple more chests. After you're done here, find the exit and leave.

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WORLD MAP  
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Take the short path over to Dirk's House.

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DIRK'S HOUSE  
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Once you enter, you'll get a few quick shots of the place, and a gravestone, but you'll learn about that in a few minutes. Once you regain control, enter the house, and you'll see Lloyd's father. Another scene will begin. Lloyd will ask about a Key Crest not being in a Exsphere, and then his dad gets curious, and asks him why. He then gets furious that Lloyd went to the Farm, when he knew that he wasn't supposed to. Then his dad brings up his mothers' death, and Lloyd gets super pissed about why he's just learning about it now. Lloyd learns that his mother was killed by Desian soldiers. That's right. Dirk isn't Lloyd's real father. Dirk found him by a cliffside or something of the sort, and took him as his own. After a bit more talking, Dirk 'hits' Lloyd, and Lloyd gets pissed again and leaves.

Once he leaves the house, he notices Genis, Colette, Kratos and Raine outside. He knows they heard what happened. Lloyd and Colette then go up to the Terrace after a bit of talking, to talk more. Colette tells Lloyd about her mission and whatnot. After some more talking, Lloyd agrees to meet Colette at her house tomorrow at noon.

Tomorrow comes, and Lloyd's 'dad' isn't in sight. Go save your game, and exit the house.

Go over to the gravestone, and talk to Dirk. Dirk agrees to let Lloyd go on his journey with Colette, but before he leaves, Genis comes in, saying where Lloyd was, and that Colette has already left, and Lloyd looks really surprised. After some more talking, you're instantly back in Iselia.

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ISELIA  
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Once Lloyd and Genis enter the village, one of the soldiers says that Colette's grandma [or mother, I kinda forgot] is looking for you. So head off to Colette's house.

Once you enter, Colette's grandma [or mom] will notice you, and tell you that Colette already left, and she left behind a letter.

Lloyd then takes it and reads it (I found it a bit touching) and then says it sounds like a will. HINT HINT.

After the letter, you'll hear something burning, and it'll show two Desian soldiers burning down a house. So guess what we have to do? Go over to them and fight them.

If you need healing, go back to Colette's house. And make sure to use the save point by her house. After that, head back down to where the two guards are by the exit.

A blue haired man will walk in. His name is Forcystus or something of the sort. (Why do they have to have such big names?) He'll come in, and say how Lloyd broke the peace treaty, and then a villager scolds Lloyd. Then a boss fight will occur.

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BOSS FIGHT  
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0 Exbelua           0  
0 HP: 5000           0  
0 TP: 38             0  
00000000000000000000

It's only Lloyd and Genis for this fight, so be prepared for a fight. Before you start, go to the Strat option and make it so that Genis's magic option is on Moderate. That'll slow down the TP loss for a bit. The best technique for this fight is run in, and take a few swipes (or use a tech) and then run back. Or you can run it, attack, and guard. Either way works. Just make sure to have a few Apple Gels on hand, since when Genis runs out of TP, he'll run in to smack it. It'll take a few minutes, but it'll be dead soon enough.

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END BOSS FIGHT  
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After the fight, the guards are stunned by what happened, and then the green monster gets back up, and grabs Forcystus from behind, and it tells Lloyd and Genis to escape. Wait... that voice sounds familiar. Is it? It couldn't be... but it is. It's Marble! What the hell did they do to her?! Marble will tell Genis on how he was like a grandson to her, and then she'll say goodbye and just blow up. Just like that. The guards will go over to protect Forcystus, and then will retreat.

The mayor will then tell Lloyd it's his fault that the village is in ruins, and then the Mayor will tell Lloyd that he's exiling him. Genis will step in and try to take the blame for it, but Lloyd tells Genis to stop, saying that it wasn't his [Genis'] fault. Genis then says that if they're going to banish Lloyd, they might as well banish him. And well, he does.

So now off we go to the south.

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WORLD MAP  
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Travel south until you run into a House of Salvation.

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HOUSE OF SALVATION  
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Go over to the man standing by the fence, and he'll teach you about Long Range. That's when you push X on the world map, and the camera will zoom out. Also, in the mode, the enemies won't move if you do, but you won't be able to find any treasure while zoomed out. Anyways, head through the double doors near you, and go upstairs. You can rest here for a 100 Gald. A good deal. This might be a good time to get a level in. After you're done with this place, head back to the World Map.

Take note, you won't be able to use the Long Range mode until you find some Marker Stones out on the map. Once you find it, it'll tell you that Long Range is active in that area. Marker Stones are usually hidden around the area, so explore all around the area you're in to find them.

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WORLD MAP  
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Head to the South, crossing the desert, until you come across a town in it. This is your next destination, Triet.

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TRIET  
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When you enter, you'll notice three Desian soldiers talking about Lloyd, and how he's now a wanted man, and they stick a wanted poster against a wall. Go to the wall, and examine it. It's got your face on it, poorly drawn. Anywho, while you're here, it's best to visit the shops to upgrade your weapons and armor. So go over to the left side of the area, and you'll see the shops. One shop to note is the Customization shop. This is sorta like the Synthesis Shop in Final Fantasy IX, in which you give them items, and they'll create new armor and weapons for you. But this time, it's free. The first time you talk to the Customization guy, he'll ask for a Beast Hide. If you don't have one, I suggest going out to get one. You can usually get them from Wolves. If you have one, give it to him, and he'll make some Leather for you. Equip this on Lloyd. If you don't have the money to buy the items, armor, or weapons you want, then if you want, fight the monsters out in the desert, but they don't give a lot of Gald.

Search around the town for a bit and talk with the townsfolk. After you're done in town, rest at the inn if you have to, and save if you want. Now go exit the town.

But before you can, Desian soliders come, and you must do battle with them.

Once they're dead, Lloyd will tell Genis about being careful, and then Lloyd gets shot in the back with an electrical ball. Then he'll pass out, and Desian soldiers will come in and take Lloyd and Genis to a different place,

the Sylvarant Base. They'll let Genis go, however. Genis tells him thanks. Hmmm... does Genis have something up his sleeve?

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SYLVARANT BASE  
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Lloyd will overhear two Desian soldiers talking about how they have pity on him, saying there's no way he'd be able to escape an execution, and Lloyd gets startled. Now comes somewhat of a mini game.

There will be a guard that walks back and forth in front of your cell, and you're supposed to hit him with the Sorcerer's Ring. Do so, and your cell gate will open. Now go open the second cell, and open the chest. Now go open the third cell for a save point. But let's get your equipment first. Head past your cell, and just run until you come across a chest. That has your equipment in it. Keep following the path until you run into two soldiers. If you upgraded your armor, this battle should be cake, since they'll only be doing about 20ish points of damage. After they're dead, if you need to heal, go rest in the bed in the cell you were in, and then save your game.

Head up to the next room, past the two guards you fought, and you'll come across a puzzle. Go check the pillar right by you, but two Desian soldiers will come in, looking for you. Then they'll say how it's a pain to open the doors by electrocuting those silver things. When they leave, go to the pillar to examine it, and then your Sorcerer's Ring should be able to shoot Lightning balls. Now to advance to the next room, wait until one of the gray bots are over either platform, then shoot it with the Sorcerer's Ring. Do the same thing with the other one, and the door will open. Hurry and get through it, since they don't stay electrocuted for too long.

Now here's something good. If you didn't get something called a Memory Gem from the soldiers you fought, you should get one from the soldier in the next room. A memory gem is a gem that can create a save point for you in a dungeon when you use it at the right spot. One of these will appear in every dungeon, so make sure to fight at least a few enemies every dungeon. Now in this hall, head all the way left, until you come to a room with a huge Gamecube in the center of the room. The memory gem will also act up in here, so make the save point, and save.

The point of this puzzle, is to hit the spinning rods with the Sorcerer's Ring which will move the buttons, opening the doors if they line up. All you have to do though, is get the green button to match up with the top door, and exit through the top door. Again, make sure your game is saved.

Once in the room, go up, and a guard will see Lloyd, and Lloyd will make a break for it. Lloyd will then be in a room which he thinks is vacant, but actually isn't. Another blue haired man appears. They start chit chatting about who he is and his Exsphere. Then a big, beefy man, comes in. His name is Botta. Guess we need to kick his ass.

But before we do, Genis runs in with Colette and Kratos. Hooray! Party members! This should make this battle easier, right? Maybeeeeeee.

=====  
BOSS FIGHT  
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00000000000000000000  
0 Botta 0

0 HP: 4200 0  
0 TP: 224 0  
00000000000000000000

00000000000000000000  
0 Foot Soldier 0  
0 HP: 823 0  
0 TP: 0 0  
00000000000000000000

Once the battle begins, you can either take out the two guards that are with him, or take on the big man himself. I took out the guards first, since they gave me somewhat trouble. But it's your choice. Anyways, Botta has short range attacks, which will hurt Lloyd a lot. Kratos still has First Aid though, so that should help you out. Be careful for when he goes into Overlimit. He WILL hurt you. A lot. All in all, just attack when Kratos does, and run back when he does, and guard against the rocks that somehow come flying out of the ground from Botta, and you should win this fight.

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END BOSS FIGHT  
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After the fight, Botta will retreat, but he'll leave behind some kind of staff. Staff? I wonder what it's for. Hmmm. Anywho, you and your party should leave then.

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TRIET  
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You'll arrive back in Triet after the fight. It'll take you to another cutscene, and then it'll take you to night time. It's still night time once you regain control. Go find Kratos and talk to him. After you're done with Kratos, go find Raine and Genis' room and talk with Raine. When you're done in there, leave. Kratos should be walking outside now when you leave Raine's room, so go follow him, and talk with him again. Kratos teaches Lloyd about something, and then it should be daytime.

Save if you want. Now head up the stairs, and go past the second door. You should see the action button now. Press A, and the Wonder Chef should appear. He'll teach you a new recipe [I'm not entirely sure if it's random or not, so I won't say what he gave me.] One thing to note, the Wonder Chef will appear randomly in places. He'll be usually disguised as an item, so keep a sharp eye.

Now exit the inn, and Raine will give you the Monster List, and she'll join your party. Now this leaves you with Lloyd, Colette, Genis, Raine, and Kratos. But we can only have four people travelling at the same time. I recommend using Lloyd (since you have to use him), Raine (healing powers), Kratos (Melee fighter and healing powers), and Colette (you'll be needing her soon anyways, so stick her in.) Don't worry about Genis. He'll still level up if he's not in your main party. Since you have new party members, and you have some Gald, let's go upgrade their equipment, and buy some items if you need to. When you're all set, let's take off.

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WORLD MAP  
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Head Southwest to the Triet Ruins.

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TRIET RUINS  
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Once in, you'll encounter a cutscene, and then after that's done, you'll get into a battle. Take out the enemies and some more chatting will occur. Now you'll learn a very important tech for Lloyd, Guardian. This will reduce the damage by physical and magical attacks. I suggest sticking this on one of the shortcut keys (C-Stick Up and C-Stick Down). Either one is up to you. If you also have Sword Rain, also stick that on the other shortcut key. However, Raine and Genis get Forcefield, and Colette gets Reduce Damage or something of the sort.

Head up the stairs, and Raine will turn into schoolgirl mode. She'll lust over what's in front of you, and start babbling. Then Kratos, being the smartass he is, asks if Raine is always like that. Raine will now get a new title once the cutscene is over. In case you're wondering what a title does, go to the main menu, and choose Status. Push down, and you'll highlight your current title. Press the A button to open up a new menu and it shows you what titles you have. Each title gives you a strength and a weakness. What I mean is, if something is in green, then that stat will go up during a level up. If it's red, then it will go down during a level up. If it's grey, it stays the same.

Colette opens the door, and now we head down, looking for our first seal.

You can go either right or left first. If you take the right branch, DO NOT TRY TO OPEN THE CHEST. The chest is actually a monster called a Fake [or a Mimic] and IT WILL KILL YOU. It knows Thunder, which does well nearly 200 damage, and you can't take that kind of damage for now. So do yourself a favor, and don't even try to kill it. Come back later for it if you want. Or if you think you're skillful enough, take it on. Whatever you want, but don't say I didn't warn you.

If you kill the chest, go back to the entrance, and take the left path first. Once in, use the Sorcerer's Ring on the torch that's up the stairs and on the left, and then use the Sorcerer's Ring again on the torch to the right. You should see a chest with some rocks on it. Use the Sorcerer's Ring to clear the rocks, and claim your prize. Now head back out to the main hall.

Head for the center door. See those blocks? Push them off the west edge. It should be by another torch. Head up the stairs and grab the three chests. There's another one down from where you came in from, and up from where you came from are two more chests, behind some pillars. Once done, head back out to the main hall, and take the right door (where the Fake treasure chest is).

Go around west, and push the block next to a chest and another torch. Light it, and then go up the stairs and use the save point [assuming you got the memory gem, if there was one.] Once you're ready, head up through the warp pad next to the save point.

You'll see the seal, and then when you get close to it, you'll be in a boss fight.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Ktugach 0  
0 HP: 5000 0  
0 TP: 50 0  
00000000000000000000

00000000000000000000  
0 Ktugachling 0  
0 HP: 1500 0  
0 TP: 180 0  
00000000000000000000

The boss here is Ktugach, and he has two little buddies with him, named Ktugachling. A lot of people say that you need Genis in this fight to win, but I didn't use him, and I fared really well. Once the battle begins, it's wise to take out the two Ktugachlings, since they'll cause some problems for you. They only have 1500 Hit Points a pop, so take them out. After the two minions are gone, you [I'm assuming you're controlling Lloyd] and Kratos should attack the big monster, while Raine heals you. If you have Sword Rain, do a normal three hit combo with Lloyd, and then perform a Sword Rain right after the third hit to get a good 9, 10 hit combo in with Lloyd alone. If needed, use Apple and Orange Gels to heal HP and TP. He should die in a bit.

=====  
END BOSS FIGHT  
=====

After he's dead, Remiel (the angel back from the Martel Shrine) will come in, and help Colette get the first step into turning an angel. Colette will then learn Angel Feather, a very useful magic attack. Once done, step on the warp, and you'll have to get out of the dungeon yourself unlike the Martel Shrine. Ha. Thought you'd have a joyride, didn't you? Once you, Colette will fall down, and everyone starts to panic, until they realize it's part of the trial she's under for becoming an angel.

So you'll set up camp outside of the ruins. Talk with everyone once you regain control, but talk to Colette last. Doesn't matter how you answer their questions. Just do so, and talk to Colette when finished with everyone else. After talking with Colette, you'll be in another scene, and then you should be back on the World Map.

-----  
WORLD MAP  
-----

A skit should appear. Read it, and it'll tell you to return to Triet. Follow the text's advice.

-----  
TRIET  
-----

Once in Triet, another scene will appear, and Raine will get yet another title which is Sisterly Love. Love my ass. She spansks and slaps Genis. Anywho, do some shopping if you need to. You probably need to, because you probably used some Gels back in the Ruins. Stock up as needed, and head for the inn to refill. Save, and then depart.

-----  
WORLD MAP



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So where to next? Don't know? Well, here's a handy little tip. Go to the main menu, and go over to Synopsis, or however it's spelled. Sorry. It's pretty much a journal of what you've done. Sometime it'll give you hints on where to go next. So if you're stuck, use that. But that's what I'm here for, silly goose. Anywho, our next destination is the Ossa Trail. If you didn't have any problems in the Ruins, then go on ahead. If you had a lot of trouble fighting the monsters and boss, then I suggest gaining a few levels at the Ruins, since a somewhat tough fight is ahead. Whenever you're ready, save, go past Triet, and go into the Ossa Trail.

-----  
OSSA TRAIL  
-----

I love the Ossa Trail. Why do I love it? Sheena, my favorite character, makes her introduction here. She'll tell you to Stop, and start walking towards you, asking who is the Chosen. Once Colette answers, Sheena tells her it's time to die, and she starts moving towards her, but before she gets there, Colette, being the little klutz she is, falls down, and triggers a switch that sends Sheena falling. After a bit, Genis starts spewing this witchcraft math stuff. Anywho, once in control again, head up the mountain trail.

It's best to avoid enemy contact, since you'll want to be fully healed. If you do happen to get into a fight, just kill the enemies anyways. You can always use the experience. Follow the path until you come across a chest. Open it and follow the path again until you come across a save point and two more chests. Make good use of the save point. Just keep following the path, and you should come across yet another chest. Keep following the path. Once you're in an area with a green fence, get ready. Sheena will push over the fence, talk, and then a battle starts.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Clumsy Assassin 0  
0 HP: 1800 0  
0 TP: 131 0  
00000000000000000000

00000000000000000000  
0 Guardian-Wind 0  
0 HP: 2000 0  
0 TP: 400 0  
00000000000000000000

I love this battle music. I really do. Anyways, Sheena comes along with a WindGuardian, which makes this battle somewhat tough. When you get rid of it, Sheena will be a breeze to beat. Concentrate on the WindGuardian, but keep an eye on your partner's Hit Points. Use Gels when needed, and guard when needed. Once the WindGuardian is dead, help your partners with Sheena, if she isn't gone already. She likes to guard, so jump behind her, and hit her from the back to do a Guard Break. Just keep wailing on her, and Raine will be healing (if you kept her in your party, if not, use Gels), and she'll be gone soon.

=====  
END BOSS FIGHT  
=====

Once done, head towards where the fence used to be standing, and enter the cave. Get all the chests here. You may notice a sitting skull by two of the chests. DO NOT FIGHT HIM YET. He will kill you if you fight him now. Come back later, say after the third seal, which is when I fought him. Anywho, once done, leave the cave. When you're about to leave the Ossa Trail, you'll get notification that you can finally use Unison Attacks. It'll give you an explanation on what it is and how to perform one. Once ready, make haste.

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WORLD MAP  
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If you want, go look for the Marker Stone out here so you can get the Long Range mode. While you're looking, you may notice a glowing circle type thing on the ground. These indicate skits, but you can control the speed of it, and you'll be able to answer questions this time. I'm not sure if they have any relevance to the story or not [on how you answer the questions], but once I find out, I'll let you know.

If you're going to build up for a few minutes, try looking for the marker stone, which should be far north. You should come across a bridge, but don't cross it. Instead, follow the mountainside and activate the marker stone. When ready, head back to where you exited the Ossa Trail, and follow the short and linear path to Izoold.

-----  
IZOOLD  
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If you're in need of healing, enter the first house you see, which is an inn. Rest, and save if you need to. Exit the inn, and talk with the townspeople, as sometimes they can leak some valuable information. See the stand with the Katz crew? There should be a house by them. Enter it, and run around it until you find the Wonder Chef. He'll teach you a new recipe and whatnot. Now head for the docking area. Now here's something useful. Do you see someone that looks like that they're from Katz down there? Talk with him, and he'll ask you to play a game of EB with him. EB? Emotional Balloon. It's really simple. Play, and pick the easy mode. I'd tell you the controls, but it's random everytime. If you get 10/10, he gives you some Apple Gels. And free Apple Gels this early in the game is great.

Head back into the town, and go to the top leftern most house. You'll see someone named Lyia. She'll talk about how she's fallen in love and stuff, and then she runs off. Follow her to the dockside. She'll be talking with a man by his boat, asking him to deliver her letter to him. You should be given a choice. Pick the first answer, and talk to the boating man [Max], and row on over to Palmacosta.

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PALMACOSTA  
-----

A beautiful city this is. A scene will happen once you arrive. Once you regain control, take a few seconds to look at the well done backgrounds. When ready, talk with everyone on the docks, and a skit should be available. After the skit, you should get Battle Tips added to your Training Manual. Do a

little shopping if you have the extra Gald. There's also a customization shop here, so go check that out. Buy what weapons and armor you need, and refill on any items if you need to. Once ready, make haste to the town itself.

Once in town, yet another scene will occur. You'll bump into some people, and they drop their potion, and start yelling at Colette and whatnot. Colette tries apologizing, and then says she'll buy them a new potion. So guess what we have to do?

Head across the bridge, and head into the second building. Once you enter, you'll encounter yet another scene. There are two Desians in the store, being scolded at by Chocolat [pronounced Chock-O-Lot] about how she won't sell anything to Desians. After some more talking, the Desians make haste. Once that's over with, talk with Chocolat's mom, straight ahead of you, to buy a Palma Potion. It's 1,000 Gald. If you don't have enough, then sell some of the stuff you have since you can't leave town just yet. Once you get it, go back to the group of people, and give it to them, and they'll leave. You can leave also, but we have more to do.

Head back across the bridge, and keep heading right until you reach another area. You'll see yet another scene here. Once you regain control, for an additional scene, head down to where you see that big boat is. Talk with everyone, and another scene should start, and this one involves Sheena. Nothing else to do down there, so make haste back up the steps. Head over to the rightmost building.

This is supposedly a college, and supposedly Genis got a recommendation to come here. Two students will overhear Lloyd and Genis talking, and they'll talk down on Genis and whatnot, and the smartest kid will challenge to Genis to a test or something. It's like a study-off, really. Anywho, Kratos will suggest finding an empty classroom to study. Head up to the second floor, and enter the first door. Raine will suggest that everyone studies and stuff. Then she'll ask questions [that you'll have to answer] that relates to what you've done so far, or what you've learned so far in the game. Answer them accordingly, and Raine says that you're ready. Head for the classroom next to you.

The smart kid will already be in there, waiting for you. Everyone will have to take the test, but don't worry. You don't have to answer this time. You'll get everyone's results back, and Lloyd gets the lowest score. Quite funny, when it's on a scale of 400. Colette gets the fifth highest, I think. Then Kratos gets the fourth highest, I think. Raine, of course, is high up on the list, with the third highest score. Now depending on how well you answered the three questions before this will determine Genis' score. If you answered all three correctly, then Genis will get a score of 400. If you answer two right, 398, etc etc. After that's done, if you tied, or scored higher than the other person, he'll apologize to you, and Genis will gain the title of Honor Roll.

With that done, you can go to the bottom of the stairs, and check by them to find the Wonder Chef. Get the recipe, and head for the cafeteria. Talk to the guy by the counter, and he'll offer Colette a job for it. All you have to do is memorize who ordered what, and where they sit. It's not really hard if you have a method of doing it. Don't try to make too many mistakes. At the end, Colette should gain the title Turbo Waitress. Now leave the college.

Now head over to the church, where the two guards are standing. Enter it, and holy christmas, another scene occurs. Surprised, eh? After a bit more talking, head off from town. Our next destination; Hakonesia Peak.

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WORLD MAP  
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If you head east, you'll run into Nova's Caravan. This will play an important somewhat role later on, so always go into one whenever you see it, and talk with the people. Anywho, go in, talk with the people, and leave. Now head off for Hakonesia Peak. On the way there, you may notice a House of Salvation. Enter it to find Sheena. After the chit chat, rest and save if needed. Also might be a good time to get a few levels in if you need it, since the monsters around the HoS give some good experience. When ready, head for Hakonesia Peak.

-----  
HAKONESIA PEAK  
-----

Head up the trail, and enter the house and talk with the old man. He'll offer you a road pass for like, 100,000,000 Gald and stuff. Lloyd gets pissed, and more dialouge goes on. The old man says that he has the Book of Regeneration the imposters took from Palmacosta, impersonating your group. He said he'll let you look at it if you get him a statue. So let's head back out, since there's nothing else to do here for now. Back to Palmacosta.

-----  
PALMACOSTA  
-----

Head to Dorr's place (where the two guards are standing) and you'll encounter another scene, and will be introduced to Magnus. Some more talking will occur, and then you'll do battle with some normal soldiers. Waste the pieces of garbage, and yet another scene takes place. Head for the item shop once you're in control again (where you bought the Palma Potion) and you'll come across yet another scene. I didn't tell you to come here for the scene. I told you to come here to refill up on items if needed. Head back to the college, and check under the stairs to find the Wonder Chef [he'll be disguised as a pole.] You can also go to the cafeteria in the college, and Colette can be a waitress to earn a new title. Once ready, let's head back out.

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WORLD MAP  
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If you didn't before, head north until you come across the House of Salvation, and enter it.

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HOUSE OF SALVATION  
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If you didn't enter last time, head for the church to see Sheena and a relatively short scene. Head upstairs and rest if you need to. Either way, save your game. When ready, let's head off.

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WORLD MAP  
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Our next stop, Palmacosta Human Ranch. To reach it, head for the Hakonesia Peak, and go Southeast from there.

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PALMACOSTA HUMAN RANCH  
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Once in, head up, and right and you'll encounter another scene. You'll have to pick between a choice here. Pick the first choice. Now we shall head up, do battle, and go through the gate.

See that Pillar? Doesn't that look like the one from Sylvarant Base? Well, get used to seeing those. You'll see them in most of the dungeons throughout the game, and they each have a unique effect. Anywho, push A near the Pillar to change your Sorcerer's Ring. Take the right door and use the Ring. Go over to the terminal, examine it, and get some White Silver, good for customizing. Now go over to the pedestal to create a bridge. To your right will be a vending machine that will sell you items. Buy some Apple and Orange Gels if needed. This machine can also heal you, so make sure to use it when needed.

Go over to the terminal at the top left and use the Sorcerer's Ring to claim an Orange Gel. Now go examine the top right one to create another bridge. Once on the other side, use the Sorcerer's Ring to pick up a Life Bottle. Now head back across the bridge, and kill the soldier by the healing/vending machine if you haven't already, to get a Purple Card. Now use your ring to turn off the upper bridge, and then take the left bridge, and then turn off that one as well. Head for the main hall now.

Take the left door, and defeat the guard in here. If he doesn't drop a memory gem, then fight every enemy you encounter until one does. Again use the Sorcerer's Ring to collect an Apple Gel, and then use your Sorcerer's Ring again and take the bottom-left path to collect two Orange Gels, and a Life Bottle. Hoozah for free items! Now head back to the main hall.

Alrighty, time to abuse the Sorcerer's Ring. Use it, and the warp pad above the pedestal should work. Use it. Save your game, and take the right door. Use the Sorcerer's Ring, and there should be a little sparkling thing by one of the boxes. Move the box guarding it, and collect it. It's an EX Gem Lv2. Now activate your Sorcerer's Ring again, and another sparkle should appear by another box. Move this box to get a Mage Cloak for Genis. Now head for the pedestal, use the ring, and take the warp pad. A scene occurs, and after it's done, you should get the Red Card. Head across the bridge, and then de-activate it, and go back to the room with the Save Point.

Head for the left door to claim the Blue Card, and exit back to the room with the Save Point.

Make sure to save, and activate the ring and take the warp pad to the north of the save point. Now we come across a very frustrating maze. But I'm here to ease your pain. When you use your Sorcerer's Ring, you may notice some sparkling floaters again. Don't touch these ones. Just about 98% of them are alarms, and we should be in top health for a battle coming up soon.

Remember, use your ring to activate the warp pads, and follow as so; LEFT PORTAL, UPPER PORTAL, UPPER PORTAL. If done right, you should be by a spiral path that leads to a Panacea Bottle. Use your sorcerer's ring to get it. Now head for the center warp pad, and choose the option that lets you go back to the connecting path. Go back to the save point, and save. Now head back up, and take the warp pad back up. Now follow these directions; LEFT PORTAL,

LEFT PORTAL, BOTTOM PORTAL, UPPER PORTAL, UPPER PORTAL, LEFT PORTAL, UPPER PORTAL, LEFT PORTAL.

If done right, you should encounter a scene, and then a fight after the scene. Take care of the scum, and follow Chocolat towards the upper warp pad, and take it. Now we're going heads up with Magnius.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Magnius 0  
0 HP: 8500 0  
0 TP: 120 0  
00000000000000000000

00000000000000000000  
0 Whip Master 0  
0 HP: 2300 0  
0 TP: 60 0  
00000000000000000000

00000000000000000000  
0 Bowman 0  
0 HP: 2100 0  
0 TP: 40 0  
00000000000000000000

First things first, take care of the company Magnius has with him before attacking Magnius, but make sure to try your best to avoid Magnius's attacks. Magnius isn't terribly hard. But if you don't pay attention to your health, you can find yourself dead in no time, so keep an eye on your health, especially Raine's [if you're using her.] Magnius likes to guard a lot, so jump behind him to do perform a Guard Break attack, and wail away on him. A good combo to use is a normal three hit combo, followed by a Tiger Blade (if you have it), which is 5 hits right there, followed by a Sword Rain attack which should total up for about a 13, 14 hit combo from Lloyd alone. Just be sure to heal when needed, and he should be dead in no time.

=====  
END BOSS FIGHT  
=====

With Magnius done for, another scene occurs, and you'll leave the ranch automatically. So where to now? Palmacosta.

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WORLD MAP  
-----

Head towards the House of Salvation if you need healing. If not, head for Palmacosta.

-----  
PALMACOSTA  
-----

Make sure to save your game at the inn before proceeding. And stock up on Gels if needed. When ready, head for Dorr's House. When you enter, it seems

that no one is home, but Colette hears something coming from the basement.  
So let's head down there.

Once down, you'll encounter a scene with Dorr and a Desian soldier, talking about some kind of cure. After the soldier leaves, Lloyd decides to butt in, asking what the hell's going on, and Dorr explains. Some more talking goes on. And after a bit, after Dorr agrees to help with Lloyd, Dorr's precious little daughter gives him a blow to the back. After some more talking, the little girl reveals who she really is.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Kilia                   0  
0 HP: 10,000           0  
0 TP: 400               0  
00000000000000000000

The only dangerous thing about Kilia is her Dark Sphere spell, which is like Raine's Photon spell, except Kilia's is a dark elemental one. Dark Sphere will add up damage quickly, but she casts it when she's getting low on HP, so try to keep your HP up before she starts casting. Just use your normal combos, and heal when needed, and she'll go down with ease.

=====  
END BOSS FIGHT  
=====

After the fight, yet more talking occurs. You'll come across another option. Choose the first one, and you'll get that pass to allow you to cross Hakonesia's Peak. Oh joyous day! So where's our next destination you ask? Thoda Dock. That's where. So let's head out, but heal and restock if needed.

-----  
WORLD MAP  
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To get to Thoda Dock, head for the Palmacosta Human Ranch, and go east. It should be along the shoreline.

-----  
THODA DOCK  
-----

If you need healing, head into the house, and rest upstairs. Save, and talk to the woman at the bottom of the stairs to get a boat. Another scene will occur, and then we're off for Thoda Geysers.

-----  
THODA GEYSER  
-----

Once you arrive, head over to the save point on the docks, and save if you wish, and then head over towards the pedestal. You'll notice the statue on the other side of the Geysers, and Genis freezes over the Geysers. You have to go in the directions Genis tells you to. So I hope you have some good reflexes. Once you have the statue, you'll be back with the party. Now

go examine the pedestal to open a gate to the Water Seal Cavern. Once ready, run across the walkway, and enter the Water Seal Cavern.

-----  
WATER SEAL CAVERN  
-----

First off, be warned, that some of the monsters in this place don't like to play nice, so try to keep everybody alive. Of course, being the water seal, the enemies would be weak against electricity. Either Genis' or Kratos' Lightning will work nice in here. I'd use Kratos, since he can also heal. Anywho, head down the stairs and open the chest to get a Mermaid's Tear. Keep going down the stairs, and go left and up to get a Life Bottle and Circlet, but don't examine the pedestal yet. Head to the bottom and head for the right. Open the chests. One contains a Stun Bracelet, and the other contains another Circlet. Also fight the fish out here, since it should have the memory gem. Now head for the room to left left, and you should see a box, and a switch under the door. Push the box on the switch, and go back to the room with the pedestal, and head for the lower-left door.

In this room, head to the right to enter a door, and open the chests to get White Silver, and an Orange Gel. Now head back to the left, and use your Sorcerer's Ring to light up the two torches. Go back to the pedestal, and change the function if your Sorcerer's Ring. Now it shoots water! Now go out the bottom left door again. Do you see a scale? It should be right by an urn like object. Shoot water into the scale, and the door should close, but it'll stop short because of the box underneath it. Now go back down to the door where you pushed the box under, and go to the scale on this level. Shoot water at this scale too, and another platform should raise. Head back to the room where you change your Sorcerer's Ring, and head straight down from the lower left door. There should be a place to use your memory gem. So use that to create a save point. Now save your game, and use the warp pad.

Once up, a scene occurs, and you'll be asked to organize your party so that Colette is in it. If she's not, put her in now. If she is, then get ready.

=====  
BOSS FIGHT  
=====

00000000000000000000

0 Adulocia 0

0 HP: 10,000 0

0 TP: 248 0

00000000000000000000

00000000000000000000

0 Amphitra 0

0 HP: 2300 0

0 TP: 120 0

00000000000000000000

Be prepared for a fight, because this isn't going to be a cake walk like the other few boss fights. If you want any chance of survival, take out the Amphittra's first, which will be her little two minions. You should have either Kratos or Genis in. Let whoever you have in go crazy with Lightning while you should do the normal three hit attack, Tiger Blade, and Sword Rain combo to get some damage in. Make sure to block when needed, and keep an eye on everybody's HP, and mostly, TP. Hopefully nobody will die in this fight. But if someone does, use a Life Bottle, then immediately use an Apple Gel when



you can use items again. After some time, she should fall.

=====  
END BOSS FIGHT  
=====

Whew. Take a sigh of relief while watching the scene. Once that's over, make your way back to the entrance, and leave.

-----  
THODA GEYSER  
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Colette will collapse, which induces yet another scene. Once you get control again, save your game, and head back to Thoda Dock.

-----  
THODA DOCK  
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Head back out to the world map.

-----  
WORLD MAP  
-----

Now it's time to head for Hakonesia Peak. I'm assuming you remember where it is.

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HAKONESIA PEAK  
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Now head up to the gate, and the guards will notice your road pass, and you'll be all set to continue your journey.

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WORLD MAP  
-----

Head north to reach another House of Salvation. And then from there, head west to reach Asgard.

-----  
ASGARD  
-----

Alrighty. A new town, which means new weapons and armor. Hopefully you've been saving up your Gald, because the things here are not cheap. One thing you may notice is that there are three inns in this town. I recommend the one right by the entrance to town, since it's the cheapest. To reach the equipment shop, head north from the top of the first set of stairs that you come across.

If you keep going right until you reach a new section of the map, and head up a large set of stairs to the north, there should be a house to your right with a female named Aisha. Go upstairs, and examine around the room and you should bump into the Wonder Chef.

Now before continuing, I HIGHLY recommend going to any inn and saving your

game. When ready, head back to the main area of town (where you first came in) and head up the rather large stairway to the north. You'll come across a huge stone slab type of thing, and Raine will just fall in love with it. With Raine babbling, you can still move. So go check the other side to see two guys trying to blow up the thing. Raine overhears the three talking, and well, she doesn't take too kindly of the idea of blowing it up. So she uses her super duper elf crime fighting kicks and knocks them on the ground. After some more talking, and once you regain control, head back to Aisha's house (where you found the Wonder Chef.) You'll learn that one of the guys that was trying to blow up the thing has a sister that is going to be sacrificed to the monster in it, and he didn't want it to happen. Raine then offers to become the sacrifice, and dresses up in some pretty nifty clothes. After some more babbling, the monster reveals itself.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Windmaster 0  
0 HP: 10,000 0  
0 TP: 220 0  
00000000000000000000

This boss fight isn't terribly hard, but you need to pay attention to see when he starts to spin around, since that's an attack that can add damage up quickly. So get ready to block it when needed. Other than that, if you're using Genis, make sure to disable his Wind spells. Do the normal 3 attack/Tiger Blade/Sword Rain combo with Lloyd, and have the other characters do what they do best. Nobody should die in this fight, so just block when needed and you should be fine.

=====  
END BOSS FIGHT  
=====

After the fight, another scene will occur, and you'll get a Map of Balacruf. Go back to Aisha's (or Linar's) house again to get another scene, and then leave and go rest at the inn if you're not completely healed. Save your game, and head off.

-----  
WORLD MAP  
-----

Our next destination is going to be Luin. How do we get there? See that House of Salvation from Asgard? Go to it, then head Northwest. It's a good long run there, so fight some enemies while going there.

-----  
LUIN  
-----

Not much to do in this city. You should've upgraded your weapons and armor in Asgrad, so you shouldn't have to buy anything here. But if you head all the way left, you'll run into another scene with Sheena, and you'll be given a choice on what to say to her, but it doesn't matter what you saw. I went with saying she's cute. (because she is, silly goose) After that's done, head back to the World Map.

-----  
WORLD MAP  
-----

Now it's time to head off to the Balacruf Mausoleum. To get there, head to the House of Salvation, and go east until you see a bridge. Cross it and continue on. But before heading there, stop by Lake Umacy to watch a scene that will come into importance soon. When ready, head for your destination.

-----  
BALACRUF MAUSOLEUM  
-----

If you go to the left, you'll find a chest under a tent with 1800 Gald. Other than that, when you're ready, head up the little set of stairs, watch a scene, and enter the cavern.

Once you enter, head to the right to find a save point and a chest. Open the chest, and save your game if you wish. You may notice that if you try to light the torch, the wind will blow it out. We have to stop it somehow. Well, let's head left, and up some stairs. You may notice two metal things on the floors with holes on them. Try to run across, and spikes will shoot up, and will hurt you. Walk slowly over them so you don't get hurt. Now head over the bridge, and light the torch you see. Read the plaques (make sure to read all the plaques you come across) and head down, and then to the left for another plaque. Go over to the box in your sight, and push it off the edge, and go down some stairs to the right, and fight the enemy here, since it should carry a Memory Gem. When you reach the bottom, go over to where the box fell, and push it on the square to stop the wind. Now head all the way right (where the save point is) and light the torch, and read the plaque.

Now go down the hall until you see a hallway with spikes from the walls that close together. Make your way down that hall, making sure not to get caught between the spikes. Once you reach the other side, head up the stairs and head to the left and then up towards another plaque. Make your past another floor-spike trap. If you want, light the two torches sitting by a door. If you do, don't go through the door. Whatever you do, keep going to the right, then head down some stairs, and read the plaque there. Also push the box on the square tile again to stop the winds. Go up to get two treasure chests, then head down to light yet another torch, and collect another chest. Did you see a pillar underneath the stairway going up to the next room? Make your way down to it [avoiding the traps], to change your Sorcerer's Ring so it shoots wind. Save your game if you wish, then head through the door, and watch a scene.

You'll notice five pinwheels in this room, each of a different color. The key is to use the Sorcerer's Ring to spin them, but you have to spin them in a certain order. Well, I told you to read all the plaques so you'd know the answer for yourself, but I guess it wouldn't be fair of me to not give the answer here, since it is a Walkthrough after all. Anywho, there's three different combinations you can use. Two reveals two treasure chests, and the other reveals the passage to the boss. I'll list which one leads where.

To get the first treasure chest, hit the pinwheels in this order; BLUE, RED, YELLOW, WHITE, GREEN.

To get the second treasure chest, hit the pinwheels in this order; RED, GREEN, YELLOW, WHITE, BLUE.

To open the door that leads to the boss, hit the pinwheels in this order; RED,

YELLOW, GREEN, WHITE, BLUE.

Once ready, head up the stairwell, and get ready for a boss fight.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Iapyx 0  
0 HP: 14,000 0  
0 TP: 88 0  
00000000000000000000

I really wouldn't say this battle will be as tough as the last seal boss you fought, but it won't be easy. Make sure to disable all techs for Colette, except for Angel Feathers. This boss likes to shoot little spikes out, and it'll hit you about 5, 6 times, so block those to minimize damage. Use high ground attacks, like Tempest, and use your best techs during a Unison Attack. If you're going melee, you should be keeping it busy, so it won't hurt your other partners too badly. Just guard and heal, basically, and it'll be dead in minutes.

=====  
END BOSS FIGHT  
=====

Now watch the scenes, and head for the exit. Try to stay fully healed while you're trying to exit, because before you reach the exit, Sheena's back, and she's not playing around this time.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Res. Assassin 0  
0 HP: 4500 0  
0 TP: 164 0  
00000000000000000000

00000000000000000000  
0 Guardian-Lit 0  
0 HP: 5500 0  
0 TP: 400 0  
00000000000000000000

Sheena comes along with another Guardian this time, but it's a Lightning Guardian this time. This battle may be a bit tougher from the last one you had with Sheena, namely because the Lightning Guardian can knock you on your back, leaving you defenseless for a couple of seconds, so it would wise to go after the Guardian so it doesn't interfere with you fighting Sheena. Just use the same strategies you used last time against the Guardian, and it'll be dead. Sheena should be about halfway gone after the Guardian is gone, so finish her off.

=====  
END BOSS FIGHT  
=====

Once you exit, Colette will collapse again, and you'll set up camp. A touching scene occurs, and then we're off.

-----  
WORLD MAP  
-----

Let's head back to Luin to see what's up.

-----  
LUIN  
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Holy crapola! What happened?! To find out, head all the way left to another section of the city, and you'll see... SHEENA! She'll explain what happened, and then wants to help rescue the people, and wants to call a truce. If you have ANY KIND OF HUMANITY in you, you WILL pick the first option. If you don't, I'll find out who you are, and I'll strangle you with a belt. Now that you have Sheena. Make sure to give Sheena some equipment, since she won't have much equipped. Once ready, talk with the old man you see to trigger a skit, and run around a bit to trigger yet another one. Alright. When ready, leave the town.

-----  
WORLD MAP  
-----

Our next stop, the Asgard Human Ranch. Head Northeast from Luin to get there.

-----  
ASGARD HUMAN RANCH  
-----

Once you arrive, you'll notice that the security is top notch, and that there's no way of sneaking in. But luckily, you have that sexy brain Raine has, and she'll come up with a plan. After some more talking, the plan will go into action, and you'll have to fight a few Desian soldiers. Fight the simple battle, and you'll make camp. After some more talking, you'll have control again. Once you enter, head uppish-rightish until you come to an opening. Go in to get a chest. Now head all the way up, and enter the ranch. Follow the path, and go into the only available door. Now some more scenes occur and stuff. Once you regain control, save your game, and head over to the door to your left, which should lead you to a room with Conveyor belts. Grab the chest you first see, and ignore the pillar. That'll come into play soon. Run down the stairs, and fight the soldiers if you wish. Head up the stairs you come across, then go to the other side, and run down those stairs. Keep going up until you see a path to go left. Take it, grab a chest, and fight the soldier there. Now head back down to where you were going, and follow the path up to trigger a scene. Watch some more talking, blah blah blah. Soon you'll regain control. Exit the ranch.

-----  
WORLD MAP  
-----

Let's head back to Luin.

-----  
LUIN  
-----

Upon entering, you'll come across \*gasp\* ANOTHER SCENE! Some more talking will occur, and when given the choice, pick the first option. Now when you regain control, head down until you see a man between two bridges. Talk with him and he'll tell you about a man to escaped from the Ranch, and is hiding in Hima. Now head back to the other part of town, talk to the man standing by the debris, and agree to train with Kratos. Now exit.

-----  
WORLD MAP  
-----

Our next destination, Hima, which lies far to the west. Just look for a sloping hill that stands out if you can't find it.

-----  
HIMA  
-----

Head for the inn, and rest if needed. Save your game, and talk with the woman on the stairs. After some talking, exit, and reenter the inn. Head up the stairs and enter the door, and check the item with yellow steam coming from it to find the Wonder Chef where he will give you yet another recipe. Now exit the inn.

If you go to the right, you'll find a man under a tent that customizes and sells items and equipment. He has some equipment you may be able to use, so customize and buy as needed. When ready, head up the slope behind the inn. Keep going up, and you'll trigger a scene. A man comes stumbling in, and then he's introduced at Pietro. The hell? I thought he died. The woman will explain what the situation is. After that's done, keep going up the slope, and you'll trigger another scene, but you'll want this one, since it'll come into importance soon. Anyways, when ready, it's time to head off.

-----  
WORLD MAP  
-----

Time to head back to the Asgard Human Ranch.

-----  
ASGARD HUMAN RANCH  
-----

Once you enter, you'll see that huge boulder. Examine it to trigger a short scene. After the scene, you'll be in the control room, and then you'll have to do battle. Kill the lowlifes, and then you'll watch another scene, and then you'll have to split up into two groups, the Infiltration Group, and Deactivation Group. The Infiltration Group will have Lloyd in it. I recommend having Kratos and Sheena or Kratos and Genis on the Infiltration team. Once you make your teams, use the refresher in the middle of the room if you have to heal, then save your game. If needed, buy items from the refresher, and head through the top most left door. Run down the hall you're in to get a chest. Now go to the other side of the room and run down that hall to get two more chests. Now run back, and you may notice a device on the left. Use that to deactivate the Conveyor belts. Now head back out to the Control Room.

Now take the lower left door. You'll recognize this room. Now go to the pillar to change the effect on your Sorcerer's Ring, and go on to the right

Conveyor Belt. Shoot the three lit up things in the middle to deactivate them. Then go to the left side of the room, and do the same thing with the other three lit up things. Save your game before heading up. Now run up the top most conveyor belt, and before going through the door, get a chest behind the little wall to the right of you. Now head through the door, and use a memory gem if you have one, and attempt to use the warp pad. Now it'll switch over to the Deactivation team.

First things first, go to the lower-right door, and you'll encounter a fight. Nothing hard, since it's just a couple of Desian soldiers. Examine the door after the fight, and you'll realize it's locked. Well, guess where we're going? Head down, and you'll be back out in the Courtyard. Enter the first passage way on your right, and move the blocks around to enter the door. Head left first, then take the first passage way you see, and enter the door and you should be in a prison room. Kill the soldiers, and a scene will occur. Head back down into the room you were just in, and keep going left until you come across two areas, but one is being blocked. Take the path where the door is open, and activate the switch. The door will slide shut behind you. Take the door near you to enter the prison room again, take the bottom most door. Now go to the left again, and go through the open side again, fight a battle, and then activate the switch. Now exit through the door near you, and work your way back to the main room. Now this time, take the right until you find two more switches that need to be deactivated. Deactivate them, but make sure to grab the chest in the right room before activating that one. Once they'll both deactivated, it'll switch back to Lloyd's team.

Save your game, and take the warp pad. If you're using Sheena, make sure to equip the Card of Earth you found so her attack power will be up. Now use the warp pad, watch a rather long scene, and then get ready.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Kvar 0  
0 HP: 10,000 0  
0 TP: 340 0  
00000000000000000000

00000000000000000000  
0 Energy Stone 0  
0 HP: 5550 0  
0 TP: 100 0  
00000000000000000000

First things first, take out the energy stones. They have 5,500 HP each, so it might take a few minutes to take them all out. If you're using Genis, make sure to disable his Lightning type magic, since that's what Kvar uses. This battle will be hell if your HP isn't moderate to high. You need to keep an eye on your HP, because he can knock it down to a critical zone very fast. Use any combos you can use with Lloyd. I recommend using a normal three hit combo, and if you have it, follow it with a Sonic Sword Rain, and then follow that with a Beast which should be a double digit combo right there. Use Gels when needed, and stay away from Kvar when he's in Overlimit, and you should win.

=====  
END BOSS FIGHT  
=====

Now watch some more scenes, and then my favorite line comes up with Kratos saying "Feel the pain \*slash\* of those inferior beings \*slash\* as you burn in hell!" After that, Raine will make it blow up, and you'll be in Asgard after the scenes.

-----  
ASGARD  
-----

You'll be in an inn, and some scenes occur. When you regain control, leave, and head back up to the place where you fought the Windmaster. You'll encounter a scene with the imposters with them taking money from the villagers and then Linar comes up, saying that the people taking money are imposters, and they take off. Now go find Harley's house (it's near Linar's house) and find him and he'll give you six pellets and a figurine book. You'll need to visit Dirk to use these, but not right now. We have more important things to do. Once ready, let's make haste.

-----  
WORLD MAP  
-----

Head over to Lake Umacy.

-----  
LAKE UMACY  
-----

Another scene occurs, and then something about the summon, Undine (name sounds familiar, no?) and how she'll be able to help. Well, she's the summon of water. So guess where she'll be? That's right, the Wind Seal, you durface. But really, backtrack all the way back to the Thoda Geyser, and Water Seal Cavern.

-----  
WATER SEAL CAVERN  
-----

Save your game before entering, and make your way back to the seal. Don't worry, you don't have to solve the puzzles again. Just get back to the seal. Once there, Undine will reveal herself, and a scene occurs. If Sheena isn't in your party, the game will ask you to reorganize your party so she is. Before you exit the menu screen, YOU MUST HAVE A HEALER FOR THIS FIGHT. Take Raine. If you're going to use Genis, make sure to take off his Water/Ice type spells. Once ready, fight.

=====  
BOSS FIGHT  
=====

```
00000000000000000000
0 Undine           0
0 HP: 13,000      0
0 TP: 320         0
00000000000000000000
```

I like this battle music. I need to find the OST one day. Anyways, this fight is going to be your toughest yet. Her physical attacks are devastating if you don't guard, and her magic attacks are just as strong, if not stronger.



Meaning she'll whip your ass black and blue if you're not at a moderate level. You'll want to keep an eye on your HP and Raine's and Genis's TP at all times. If you see her cast Spread, and you see a blue circle under you, quickly jump back to avoid it, and run in to attack. Get a few swipes in, and guard. Get a few more swipes in, and guard. You just can't rush in and start going mad by attacking, because you'll end up dead like that. You need a good amount of gels for this fight, as well as a little bit of luck.

=====  
END BOSS FIGHT  
=====

Take a sigh of relief after that and watch the scenes and watch as Sheena makes a pact with Undine. Once in control, head for the exit of the cavern. Once you get back to Thoda Dock, and the world map, work your back to Lake Umacy.

-----  
LAKE UMACY  
-----

Watch the scene. Raine will gain the spell Ressurrection. After that, there's nothing else to do here. So let's exit.

-----  
WORLD MAP  
-----

Head to Luin. Why Luin? Trust me on this.

-----  
LUIN  
-----

Go to the fountain area of Luin (where you first got Sheena) and look for a man that looks like he's traveling. Talk with him, and agree to bring him to Hima, and you'll be taken there automatically.

-----  
HIMA  
-----

Head towards the inn to watch a scene. After it's done, you'll get the key to the Tower of Mana, where the last seal lies. So let's exit.

-----  
WORLD MAP  
-----

Now where's the Tower of Mana you ask? Head for Luin, then head north from Luin, and you'll find a huge tower. That's it.

-----  
TOWER OF MANA  
-----

Raine will go into schoolgirl mode once you enter, and start babbling. Once you regain control, enter through the door to the main hall. Guess what? Another scene! YAY! You'll be able to take only two people this time. It really doesn't matter who, but I took Kratos and Sheena. Once you have

control of Lloyd's party, head through the door to the right, and fight any monsters you come across until you get a memory gem. When you reach the top of the staircase, open the chest, and enter the next room. Run around until you find a curtain, and use your Sorcerer's Ring to burn it, and then push the block into the middle of the room to open the door. So use the door. If you got the memory gem, use it to make a save point to save, and then examine a tablet, and it'll switch over to your other party.

Once you regain control of your second party, head through the door behind you. Work your way up the stairs, and enter the door at the top. You'll be in a room that had a puzzle that looks like the one you did with Lloyd's party. So go find the curtain, burn it, and push the block in the middle of the room or wherever the door is. Once you do, it'll open. Go through the door, and you'll come across what seems like a very confusing puzzle. It really is confusing, but thanks to my memory, I can easily tell you to place which block where so all the orbs light up at once when you burn down the curtain.

In the room, there should be four blocks; one pointing upperleft, one pointing upperright, one pointing straight up, and one pointing lowerright. Start off by pushing the one pointing upperleft next to the most upper orb. Make sure to push it to the left of it. Then push the upperright one to the right of the most upper orb. Then push the one pointing straight up next to the right-middle orb. Make sure that block is to the right of it. Finally, push the one pointing lowerright below the one pointing upperleft, but not exactly below. If you need help, go burn the curtain, and then place the lowerright in the sunlight, making sure it's underneath the one pointing upperleft. All the orbs should light up now, making a bridge. So head up, and grab the chests and save your game, and head through the door, going up the stairs. Once you exit the stairwell, cross the bridge until another platform. You'll regain control of Lloyd's party.

Simply cross the newly formed bridge for Lloyd, and then cross the other bridge to meet up with the other party. Before taking the warp pad, organize your party so it has Colette, and then take the warp pad.

You'll be on the roof, with the seal, and then guess what? Yup. Boss fight.

```
=====
BOSS FIGHT
=====
```

```
00000000000000000000
0 Iubaris           0
0 HP: 16,800       0
0 TP: 1500         0
00000000000000000000
```

This battle is easy. It's nice to have a break from the tough battles every now and then, but that doesn't mean you should let your guard down. The one thing you'll want to watch out for is when he floats into the air, he'll shoot a beam that'll do some heavy damage. That's all the threats, though. Genis should be in this fight, but make sure to disable his Lightning and Fire magic. Attack with Lloyd, and guard when needed, and use Gels to restore Genis' and if needed, Raine's TP, and he should be gone soon.

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=====
END BOSS FIGHT
=====
```

Now watch a slightly different scene, and then Colette will learn the tech Sacrifice. I really wouldn't use this if I were you. So disable this tech. Once you regain control, work your way back down to the entrance of the tower. But before leaving, examine the bookshelves until you come across the Boltzman's Book. Watch a scene, and attempt to leave, to watch some more, but interesting scenes. Now exit.

-----  
WORLD MAP  
-----

Before heading back to Hima, we're going to get a couple more summon spirits. Our first destination, Balacruf Mausoleum, since that should be the closest to where you are right now. Make sure you're completely healed, and head off for it.

-----  
BALACRUF MAUSOLEUM  
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Again, all the puzzles are still solved, so just work your way back to the wind seal room, avoiding the traps in the process. Once you reach the top, you'll occur in a boss fight.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Fairress 0  
0 HP: 6190 0  
0 TP: 250 0  
00000000000000000000

00000000000000000000  
0 Yutis 0  
0 HP: 6480 0  
0 TP: 80 0  
00000000000000000000

00000000000000000000  
0 Sephie 0  
0 HP: 7320 0  
0 TP: 220 0  
00000000000000000000

Let me say, this boss fight will be HELL at the beginning. Each has over 6,000 HP, and have strong physical and magic attacks. Once you defeat one, the battle should go a bit easier, but it'll still be a bit of a challenge. I recommend taking out Fairress (the one with the shield) first since she has the lowest amount of HP among the three, and her magic is pretty much the strongest of the three. Once she's gone, concentrate on whoever has the least amount of life left. Hopefully you have a good amount of gels for this fight. Use your best combos and techs, and you should win.

=====  
END BOSS FIGHT  
=====

Well jesus, wasn't that tough? Another scene will start and more talking will

occur. Once ready, exit the Balacruf Mausoleum. Our next destination, Triet Ruins. To get there, go back to where Hima is, and explore the area until you come across a bridge. It leads you back to the Ossa Trail exit area (also where Izoold is). Take the Ossa Trail back to the desert, and when ready, enter the Triet Ruins.

-----  
TRIET RUINS  
-----

Work your way back to the fire seal room, but make sure to save your game before going on in. Once in, Efreet will make his appearance, and will challenge you to a fight, obviously.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Efreet 0  
0 HP: 18,000 0  
0 TP: 850 0  
00000000000000000000

This fight won't be as tough as let's say, Undine, but it can still be somewhat challenging if you're not prepared. The main attack you want to look out for is Explosion, because that can kill someone in a heart beat. You should have Raine in for healing purposes, and Genis in for ice/water magic techs. Just wail away on him with your best combos and techs, and use Apple and Orange Gels when needed, and he should be gone soon.

=====  
END BOSS FIGHT  
=====

Well, with those summon spirits out of the way, we have one more pit stop before going on to the Tower of Salvation. While you're in the desert area, let's give Dirk a visit.

-----  
DIRK'S HOUSE  
-----

Go talk with Dirk, and watch some talking occur. Remember the figurine book and pellets you got in Asgard from Harley? This is where you use them. Talk with Dirk to get an explanation of how to use the pellets and figurine book and whatnot. This is part of a sidequest, which I'll fill in later, once I'm done with the main walkthrough. Talk with Dirk before leaving to get some stuff, including an Ex Gem Lv.3. Equip it on anyone you like, and choose whatever effect you want. When ready, work your way back to Hima.

Before going to Hima, though, remember that skull in the Ossa Trail? Now would be a good time to fight it. To fight it, head back to the Ossa Trail, and go into the cavern, and head into the room where you found the sitting skull. Talk with it to start a fight.

=====  
BOSS FIGHT  
=====





this fight is, you're not healed when you start it, so he may waste you in a couple of seconds. Using your best combos and techs is a must, and make sure Genis is using his strongest set of spells (make sure to stick his strongest spell as his U. Attack attack.) Use gels if needed. You're going to be doing a lot of guarding in this fight, so guard when needed. If you follow that strategy, and have a bunch of luck on your side, you can possibly win.

=====  
END BOSS FIGHT  
=====

If you won, you'll get that Ex Gem Lv.3, and just a different small scene. After a bit more talking, ANOTHER angel comes down, and more talking occurs. And yet, another boss fight starts.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Yggdrasill 0  
0 HP: 40,000 0  
0 TP: 3000 0  
00000000000000000000

You can't win this fight, plain and simple. But witness what magic he has and whatnot, and then, well... die.

=====  
END BOSS FIGHT  
=====

After that, another scene will occur, and then Botta comes running in, talks, and then saves Colette and Lloyd and his party, and they warp off. We're now back in a place you may remember.

-----  
SYLVARANT BASE  
-----

Lloyd wakes up, and talking occurs. Raine tells Lloyd what the current situation is, and introduces him to the Renegades. Lloyd gets confused, and Raine explains to him who they are and how they're against the Desians. Then a renegade soldier comes in, and tells the party to follow him. Soon you'll be in a room with Botta, and another man. His name is Yuan. Botta and Yuan will explain the situation, about the Desians and Cruxis. After some more talking, Yuan says he has no use for Colette at this point, and wants Lloyd instead, but luckily, the wound Kratos gave Yuan back at Hima stops him, and Lloyd and the others run out.

So now we have control again, and now we have to get out of here. Head to the right and go up, and then follow the path until you come across a door. In this room, you should be able to buy items if you need to. Run down the walkway, and save your game, and enter the next room.

You may notice another pillar here. Ignore it for now. We've got some box moving to do. Start by lining up the two wooden boxes on a platform so you can run across them to push the silver box off of the ledge. See that blue square? That's where the silver box goes, but before pushing it there, we have another use for it. Go push it to the right, and stick it between the

most right platform, and a middle platform in the middle of the room. Push a wooden box next to the silver box, and then push the last wooden box into a small gap underneath the treasure chests. Now get on the boxes level, and run across them to get the two chests. Now push the silver box on the blue square, and line the two wooden boxes on the platform they were on at first vertically on the left. Now head back to the entrance of the room, but don't exit. Find the stairs you formed, and take them. Make sure to change your Sorcerer's Ring before going down, though.

You'll be in another puzzle room. Start off by going down the right set of stairs, and push the silver box into the water. Now take the left set of stairs, and go up to the blue spinning pillar and use your Sorcerer's Ring on it. Now go over to the computer, and use it to raise a platform. Run across the boxes, and take a right when you're on the other side, and examine behind the platform to find a treasure chest. Get it, and then go find another blue spinning pillar, and use your Sorcerer's Ring on that, and use the blue computer near you to drain the water. Now run down the steps leading down to where the water used to be, and put the silver box on the blue square to lower a wall. Run over to that side, and use your Sorcerer's Ring on the pillar again, which will unlock the door. Now get back up, and go through it.

Now watch a scene, and then head up to find what you're looking for, and you'll be taking off. Some talking occurs in the air, and then you'll crash into Fooji Mountains. Welcome to Tethe'alla.

-----  
FOOJI MOUNTAINS  
-----

Watch the scenes, and when in control again, head down the spiral path for a save point. Save and head on. Fight the monsters here if you wish. You may notice that the battle music has changed. This is some kickass battle music. Anyways, follow the path until you come across a chest. Open it, and keep going down the path, opening chests as you come across them. Along the way, you may notice the path branches off. Take the branched off path to get another chest. Anyways, reach the bottom of the mountain for another scene, and then head off for Meltokio, which is North from the Fooji Mountains.

-----  
MELTOKIO  
-----

Once you enter, you'll encounter a scene with Sheena, saying how she has to go back to her village to report what's been going on. The team makes their outros, and then we have control again. This is a big town. From where you're standing, if you go to the left (onto the next screen), the item shop is there, and they sell much important Lemon and Pineapple Gels. Lemon Gels heal 60% of your HP, and Pineapple Gels heal 60% of your TP. But they're pricy. Lemon Gels cost 1,000 Gald, and Pineapple Gels cost 1,200 Gald. From there, go to the right from the entrance to find the inn.

Head up the steps, and you'll encounter a scene, involving your soon to be new playable character, Zelos. He's with a bunch of girls who start poking fun at Colette because of how she looks and how she's dressed as an angel. Zelos tries to get near her, but Colette tosses him aside. Some more talking occurs, and then Zelos leaves, and Genis calls him an ass. :) While you're here, head left for the weapons shop, and head right for the armor shop. It's all quite pricey, though. Also, in the weapon shop, there's a catlike object in there. That would be the Wonder Chef. Talk with him and get a new



recipe.

Once ready, head up the stairs to be in the castle area, and head towards the castle. You'll encounter a scene saying how the king won't see you, and how you need to go to the Church of Martel. To get to the church, simply head down the castle steps, and take a left. It's under a tent like thing. Head in, talk with the priest, and then your next playable character, Presea, comes in. More talking occurs, and then you'll go with Presea to the castle to sneak in. Once in, go to the right if you want, which leads to a save point. Then head up to the tallest section of the room, and exit through the left door, and you should be on the upper level of the castle, by some double doors with a guard near it. Talk with the guard, and another scene will occur. (If you're given a choice now or soon or before, pick the first option. I don't remember when you're given the choice.)

More talking occurs, and then you'll have to meet Zelos in the church. So leave the castle, and head for the church, talk with Zelos, and you should be on your way. Buy any equipment or items if you didn't already, and let us make haste. Also before leaving, visit the mansions by the castle (to the right before the castle steps), and enter the second mansion from the left, and explore it to find the Wonder Chef.

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WORLD MAP  
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Head for the Tethe'alla Bridge, which is to the North of Meltokio.

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TETHE'ALLA BRIDGE  
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A scene will occur once you enter. While running down the bridge, you may notice a Blue Katz. Talk with him to trigger a mini-game of Red Light Green Light with Genis. If you can win three times in a row with Genis, he'll get a new title. Other than that, nothing else to do here, so make your way to the end of the bridge.

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WORLD MAP  
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Sybak is due North from the bridge.

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SYBAK  
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A small scene will occur once you enter. Once in control, if you put Zelos in the lead, and talk with the women of the town, you'll usually get free goodies. So always put Zelos in the lead while in a new town, and talk with all the women in it. Anyways, head up and left, and you'll find a couple of stands. You can get a couple of new weapons here. If you have the spare Gald, get it. You may notice a building by the stands. Enter it, and explore the room until you come across a magazine rack between two bookshelves. That would be the Wonder Chef. Learn the recipe, and exit the building.

Once in the main town, go downish left until you come unto another portion of the town. Head left, and then up through the gates to enter the Academy. A scene will occur once you enter, and Colette will gain a new title. Once

in control again, head back out to the main portion of town, and talk to the guy in the stand to the left of the weapons stand. Another scene occurs. Head back to the Academy, and talk with the person in front of the door. Once in control, enter the left door, then the second door in that hall. A short scene occurs, and then you regain control. So leave the room, and head back to the front hall, and yet another scene occurs. Some guards come waltzing in, telling Zelos how they overheard them, and then they take Genis and Raine, saying they're... HALF ELVES?! Indeed. Raine and Genis are half-elves, and in Tethe'alla, they're treated as dirt, and are executed for their crimes. So they take Raine and Genis prisoner, and take them away. You'll then be in another conversation with a person named Kate, and how she says you're lying by wanting to save half-elves. After some more talking, take the passage Kate opens for you, save, and leave town.

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WORLD MAP  
-----

Head for the Tethe'alla Bridge.

-----  
TETHE'ALLA BRIDGE  
-----

Once in control, run down the bridge, activating the numerous skits if you want to, and keep going. You'll soon come across another scene with the drawbridge going up, with everyone trying to jump it, but they fall, but Sheena calls Undine to help them out, and they land safely. Another scene occurs, and you'll fight three soldiers. Take care of them, and Raine and Genis will be rescued. Well, since you can't go back across the bridge, we can only head in one direction. So exit.

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WORLD MAP  
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Backtrack to the Fooji Mountains.

-----  
FOOJI MOUNTAINS  
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Once here, you may notice zombies and ghosts as some enemies when climbing the hill. They beefed up. Anyways, work your way to the top of the mountain and save when you reach the save point, and head for the Rheards, and you'll fall into a trap, and another scene. After some more talking, you'll be in another battle.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Pronyma 0  
0 HP: 18,000 0  
0 TP: 750 0  
00000000000000000000

This fight is pretty easy. The only thing you have to watch out for is her attack that looks like Lloyd's Beast tech, because it'll knock you on your

back. Other than that, just wail away on her with your best combos and techs and she'll fall in no time.

=====  
END BOSS FIGHT  
=====

Watch some more scenes, and then head down the mountain.

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WORLD MAP  
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Head for Meltokio.

-----  
MELTOKIO  
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Welly well. It seems we can't get through the front gate. Oh what shall we do? Luckily, we have Zelos. You'll be by the sewers entrance after a bit of talking. Head inside.

-----  
MELTOKIO SEWERS  
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Follow the path until you come across a Sorcerer's Ring pillar. Press A near it to change the effects. You grow small this time. One thing to note, if you're going to fight, which I would suggest until finding a memory gem, then shrink yourself down so you only have to fight one or two rats. Your attack power won't go down, and your defense won't go down either. So don't worry about it. Anyways, during the demonstration, you see those Blue Squares return you to your normal height. Once in control, walk towards the spider web, and you'll shrink, and you'll walk across it. HINTHINT.

Once you cross, make yourself big so you can climb the stairs, and once you reach the top of the stairs, go right, and then down, and you should encounter a short scene. Grab the chest, and then go back to the stairs you came up. Go down those, and check behind them for a chest, and then go back up the stairs, take a right, and then head up the two sets of stairs and go to the machine to trigger another scene. But first, before doing anything, shrink yourself, and along the left side of the wall, you'll notice a small hole. Go in it to get a Great Ax for Presea. Now exit, return to normal height, and examine the levers on the machine to get a box out. Pull the box, and then push it to the left, and push it over the gap that's below the top one, and it'll create a bridge for later use.

Now go use the lever again to create another box, and pull it and push it down and push it over the gap that lines up with the machine. Go make another box, and push that one over the gap to the right of the one you just used.

Now head back down the stairs, down to the very first set of stairs (where the chest was secretly hidden) and shrink down and walk the tiny little path along the wall until you reach the end. Return to normal height, and turn the wheel to open a door. Backtrack up to that door, and enter it.

There should be a save point straight in front of you. So go save your game, and take a left, and head down the stairs. Shrink, and use the wooden box to head back to the section you were just in. Once out, return to normal size,

turn the wheel, shrink again, jump on the box onto the little passageway, cross it, and return to normal size again. Now head back up to the first door you opened, but don't go in. Head up the stairs, back to the trash compactor, and enter the door along the wall.

You'll see another trash compactor here. So make a box, and push it down until you come across the ledge, but don't push it over. Shrink, walk over the web, return to normal size, and then pull the block back one space. Shrink again, and then walk back across the web to the other side and return to normal size. Now push the block from the left side until you reach the ledge. Push it over the right ledge, and it should fall into a gap. So guess where we have to go now? Exit this room by using the door you entered with.

Head back down to the first door you opened (by the treasure chest you can clearly see under the stairs) and enter it. Save if you want, and head right and down the stairs. Shrink and walk the path, and take a left at the fork and keep going until you can grow again. Go up the stairs, and shrink yourself to get between the bars, and then grow again, and step in the middle of the cage to make a bridge, but when you step off of it, it disappears. Well, guess what we have to do? Go to the door of the cage to open it, and exit out of this room back to the main room. Once here, head back up the stairs and enter the other door you opened.

Make another block in here, and then use the same strategy you used to push the last one, except this time, there will be a web where you pushed the last block off. So push the block over to where you last pushed the last one, but don't push it off. Shrink and use the web to get on the other side, and then return to normal size. Pull the block up one space, and then shrink and use the web again to get on the other side, and grow again, and then push the block up but not over the ledge. Shrink, cross the web to the other side, grow, and pull it back on space. Shrink again, then use the web to get around again, grow again, and push the block from the left side, and push it off the next right edge you come to. It should land by the cage you just opened. So exit this room, and then go back into the room with the cage.

Follow the path until you get to the box, and push it onto the middle to form the bridge. Don't cross it yet, but return to the ceiling area room.

Once here, make one more block, and keep pushing it around until you get to the very last ledge, and push it off the right ledge. Now exit, and get back into the room with the cage. Take a right at the save point, and follow the path and go up the stairs to find the block. Don't push it yet. Shrink, and enter a hole for yet another goodie. Now exit that hole, return to normal size, and push the block over the gap. Now head back up to the save point, and take the left route this time, cross the bridge and head down the stairs. Shrink, and follow the path until you see another wheel. Return to normal size, and turn the wheel to open the final door. Make your way back to the save point, and save your game. Now head back to over where you pushed the last block, and head left and go through the door.

In this room, head left for a chest containing 2500 Gald, and then follow the path, going down the stairs. Once down the stairs, shrink, and run along the wall until you come across another hole. Enter it for another item, and exit. Now keep following the path, and you'll grow again. Get off the blue platform, shrink again, and follow the wall for yet another hole. Enter it for one last goodie, and exit. Stay small, because you need to be small to cross the passage under the waterfall. Once on the other side, when you reach the blue squares, you'll come across a scene with three convicts, which you have to do battle with. Take them out, and watch another scene. When in control again, follow the path, and you'll see another chest. Don't open it

yet. Trust me. Now head up the last set of stairs, run down the path, and climb the stairs to exit the sewers.

-----  
MELTOKIO  
-----

Once here, head for the inn to heal and save. Now head back to the sewers and open the chest to fight yet another Fake. Physical Attacks are crap in this fight, so let your magic users go crazy. Once done, rest if needed, and put Zelos in the lead and talk with all the women in town, and most of them will give you some free items and Gald. Now for our next destination, head for the inn, and go right, and then up to find the research building. Watch a scene, and Zelos will invite you to his mansion for the night. To get there, head up the stairs, leading to the second story of town (weapons and armor) and take the middle stairs again going up, and you'll be in the castle area. But hang a right before the castle to enter another portion of town. Zelos's mansion is the second one you see. Enter it, talk with everyone. If you can't find Genis and Presea, they're at the top of the stairs. Talk with Genis to watch a humorus scene (poor Genis) and then talk with the Butler to rest.

Now head back for the research building, watch a short scene, and now it's time to leave. How to leave? Head back to the sewers exit, and you'll be given of an option of "Quick Jump". Select Yes, and you'll be at the entrance of the sewers in town. So now follow the path, and exit town.

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WORLD MAP  
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Head for the Tethe'alla Bridge.

-----  
TETHE'ALLA BRIDGE  
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Enter the bridge, and take the first right, head down the steps, and find Kuchinawa. Watch another scene, and then some instructions of how to operate the EC will come up. If you somehow need help with it, the directions are as follows;

A Button: Move forward

B Button: Embark/Disembark the EC (Docks only)

Control Stick: Tilt left and right to turn

C Stick: Tilt up and down to move forward and backward.

Once ready, head follow the side of the bridge until you come across a dock. Push B near it to get off. Now go to Sybak.

-----  
SYBAK  
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You'll see Kratos here, and watch a short scene here. OK, I really don't get this here. After Kratos leaves, Zelos calls Kratos an SOB, and Sheena scolds him for the language, and yet, Lloyd has been using 'Dammit', 'Hell', and 'Bastard' in front of Sheena, and she hasn't said anything to him. Meh, go figure. Anyways, head back to the sewer that you came out of earlier, and talk with Kate when you're back in there to trigger another scene, and she'll

suggest you go see a dwarf named Altessa. Now exit the town.

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WORLD MAP  
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Our next destination is the Gaoracchia Forest, which is Northeast from Sybak.

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GAORACCHIA FOREST  
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You'll encounter a battle when you enter with some soldiers, so lay waste to them. Before you continue on, let me warn you, the monster you want to watch out for is the Boxing Iris. These things will uppercut you like there's no tomorrow, meaning you'll be pressing X quite a few times in this forest. With that said, head straight to enter the forest.

Examine the pillar to change the function of your Sorcerer's Ring. It'll shoot a light beam out now, which is used to clear way of vines, or what I like to call, really bad weeds. Take the right path at the fork. Once here, keep going to the right until you see some flowers with a light beam over them. Stand on the flowers to regenerate your Sorcerer's Ring power until it's full. Once it's full, head up, and you'll be able to see the bottom of a treasure chest covered with vines. So shine your light on the vines to clear them away to get the Phoenix Rod, a new weapon for Raine. Now head to the right. Go down the path and there should be a vine to your right. Use your light to get rid of it, and get a Witches Robe for either Raine or Sheena. See those vines just above you? Get rid of those, and go to the right. There should be yet another treasure chest covered in vines along your path, so get rid of the vines to claim your prize, and keep going down the path, and then take a right.

There should be another recharge station here, so recharge, and then get rid of the vines in your path. Go down, and then downright (Southwest) through a vine. You should see yet another fork. Take the Southeast path this time, and you should see another chest covered by vines next to the path. You can't open this chest yet. You'll be able to open it later, though. Now keep going southwest and ignore the branched path to the left until you come across a save point. Save your game. The second Sword Dancer is also here. He's only here if you beat the first one back at the Ossa Trail. If you want to fight him, head back up the path you were going, but the left path this time, and the skull should be sitting there down the path. If you wish to fight him now, talk with him, but I'd wait until you get a little stronger. Nonetheless, here's a strategy for him still.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Sword Dancer 2 0  
0 HP: 33,333 0  
0 TP: 4444 0  
00000000000000000000

You MUST block against his attacks if you want a good chance of winning this battle since they can do some heavy damage if not blocked. Also beware of his magic, as that is strong as well. Just like the last battle, have Raine go crazy with Photon and Ray/Holy Lance to get some good damage in. This battle

will take awhile, since he has a lot more HP than he had last time, so hopefully you have a good amount of gels and life bottles. Just guard when needed, use your best combos and techs, and heal when needed, and he should fall.

=====  
END BOSS FIGHT  
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From the save point, go down, and another scene will occur. The convict from earlier (the sewers) comes down, and wants to talk with Presea, but Genis and Lloyd won't let him, so we must do battle.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Convict           0  
0 HP: 12,000       0  
0 TP: 320           0  
00000000000000000000

This fight is too easy. His attacks are pretty much weak, and he has a mere 12,000 hit points, so he should be dead in no time. So just wail with your best combos and techs, and he should fall in a matter of minutes.

=====  
END BOSS FIGHT  
=====

After the fight, another scene occurs. Once in control, take the lower exit and you'll be back on the world map.

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WORLD MAP  
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Explore this area until you run into Mizuho. You seriously can't miss it.

-----  
MIZUHO  
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A scene will trigger once you enter. Once you regain control, put Zelos in the lead and talk with all the females in the village. Then put Lloyd back in the lead. You can do a little shopping here. To do so, cross the bridge near the entrance, and you should see a stand. This is an item/equipment shop. Buy as needed, and then head for the chief's house.

Now another, yet semi-important scene, occurs, and Lloyd gains a new title at the end of it. Once in control, re-enter the chief's house and examine a wooden object up from the door to find the Wonder Chef. While you're here, go back to the item/equipment stand, and buy a Mizuho potion. This is for later. Trust me on this. When ready, let us make haste.

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WORLD MAP  
-----

Head back into the forest.

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GAORACCHIA FOREST  
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Head up and then take a right to be in the Ozette region.

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WORLD MAP  
-----

Cross the bridge, and then go straight to find Ozette.

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OZETTE  
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Presea will run off, and you'll be left to wander town. Again, put Zelos in the lead, and talk with the women in town to get items and Gald. Now put Lloyd back in the lead, and from the middle of the town, go left and down some stairs to enter the inn. Examine the parrot here to find the Wonder Chef yet again. Rest and save if you need to, and then explore the other houses until you come across an armor shop. Buy as needed, and then run around the town until you come across a vine that leads up to another house, and a scene will occur.

A villager yells at you for bringing Presea back, and you'll be given an option on what to say. I picked the second option. Anyways, once in control, enter the house and buy items if you need to, then head back down to town. Now go to the bottom right of the town to enter a new part of the town, and to find Presea's house. You'll be in it after some talking, and another scene occurs. Once done, you'll be outside of Presea's house. Just go down until you get the option of going onto the field. Do so.

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WORLD MAP  
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Next stop, Altessa's House. It's right by Ozette, literally.

-----  
ALTESSA'S HOUSE  
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Head for the entrance of the house, and go through the door to trigger a scene and watch Altessa reject you. Well, since you can't get the old fart's help, looks like you'll have to do it yourself. Regal will suggest going to the Toize Valley Mines. So head back out.

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WORLD MAP  
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Go back through Ozette, and go through the other exit in town, and cross the bridge and explore the area until you find a docking area. Get in the EC, and head for the southern continent. If you can't find the dock, just drive around the bottom half of the continent and you'll eventually bump into it. Get off at the dock, and then wander around for the mine. You can't miss it.



-----  
TOIZE VALLEY MINE  
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Once you enter, go up a little bit to trigger a scene, and a fight.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Defense System 0  
0 HP: 12,000 0  
0 TP: 100 0  
00000000000000000000

00000000000000000000  
0 Auto Repair U. 0  
0 HP: 5500 0  
0 TP: 0 0  
00000000000000000000

00000000000000000000  
0 Orbit 0  
0 HP: 3000 0  
0 TP: 500 0  
00000000000000000000

Take out the two Orbits first, and then take out the Repair Unit. After that, just concentrate on the Defense System. You shouldn't have any trouble in this fight, so just wail away on it until it dies. But if you attack the system itself, it'll fight back, but it won't do too much damage.

=====  
END BOSS FIGHT  
=====

After that, head back to find a treasure chest hidden behind a mine cart, and then proceed into the mines.

When you first enter, head to the right, and turn on the little machine thing you see to activate the platform. Once on the platform, and face up. Shoot your Sorcerer's Ring at the little sign with the arrow to switch the direction so that the platform goes up instead of across. It may take a few tries. Once over there, kill the monster here, since it should have the memory gem. Take a right, and ride the platform to the bottom. Once down, head to the left and take the ramp up, and get the chest. Go back down the ramp, and keep going on straight until you run into a Sorcerer's Ring pillar. Change the function of it. It can drop bombs now. But be careful, because you can get hurt if you stand too close to it. Now before going back to the platform, head up to a boarded area and grab another chest. Now go back to the platform you got off on, and then head straight until you run into a boulder. Place a Mana Bomb there to blow it up. Don't jump across the ledge yet. Go back to the Sorcerer's Ring pillar to change the function back to normal, and then go back to where the boulder was. Jump over the gap, and then go over to the moving platform. Get on, and shoot the sign so that the platform goes right instead of up. Don't get off yet, though. Now get off where you got on, jump over the ledge again, and go back to the Sorcerer's Ring pillar to get the bomb function again. Now head back to the moving platform, get off at the other side, and enter the door.

You'll see another boulder once you enter. Blow that up, and go up and left to find a chest. Then wander around the area, blowing up all the boulders you see. Once they're all gone, run around until you find two ramps. Start off by going down the one where you see a little man walking. Talk with him, and he'll give you some lip. He says that he's looking for a potion to... eat... yea. Anyways, remember that Mizuho Potion that you bought in Mizuho? Well, this is where you use it. Give it to him, and he'll leave. Now grab the chest. Head back up, go down the other ramp, and grab the chest. Now wander around the area again until you find two machines. Activate them, and then wander around until you find a memory circle. Use a memory gem to activate it, and save your game.

Now run down the path, and you'll trigger a switch, and a boulder will come after you. Don't worry, you'll run to safety automatically... this time. Remember where it is, and then follow the path (don't push in the switch yet) until you come across a spinny object, which triggers a scene. How to destroy it? Slowly lure it, but not too slowly, or else you'll wind up taking damage. But slowly lure it over the way you came, and up the boulder path until it can't go up anymore. Then quickly run up (it'll be much easier if you Ex Gem Lv.2 on Lloyd set to Personal) to the switch that triggered the boulder, and run to the little safety gap, and it should trigger a scene in which the spinning block falls, and the boulder crushes it. Here's a nifty little shortcut now. You COULD take the elevator down the path to the place below, but instead, activate the boulder, and let it hit you. You'll wind up down there, where you want to be, and it'll only do 200 damage. You can take the damage, so stop whining.

Once in control, grab the chest near you, and examine the broken pieces from the spinning block to get a Darkness Weapon. Head up to get a Thunder Cape, and now take the elevator. Once in control, head across to the right, and dodge the boulder when it rolls. Now go back to the hall where the spinning block used to be, and de-activate the boulder trap. Now just follow the path to get into the next room.

Go down the stairs and turn right to get another chest, and then head back up and follow the path until you trigger a scene. Just blow up the right most boxes to get the Inhibitor Ore. Now watch a small scene, and backtrack to the entrance to watch another scene, and then exit the mines.

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WORLD MAP  
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Our next destination, Ozette. I trust you remember where it is.

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OZETTE  
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Once here, you'll encounter another scene with some guards, and then a fight with them. Rid of the lowlifes, and watch another scene. Once given the choice, choose the top option. Now you'll be asked if you want a Quick Jump. Choose No. Trust me. Now head for Presea's house, and head into the left room, and examine the bear statue to find the Wonder Chef. Now exit, head into the forest, and head for Mizuho.

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MIZUHO  
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Head for the chief's house to trigger a scene about the Rheairds, but before you get those, we must make haste to form another pact with another summon spirit. So let us head off.

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WORLD MAP  
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Head through the forest again, into the Ozette region, but go to the dock, and get in the EC and head north to find the Temple of Lightning.

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TEMPLE OF LIGHTNING  
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There are a few things in this place that can knock your HP down, so be careful. Anyways, once in, you'll come across a fork in the road. Take the right path first, and press A near the little machine up the stairs to activate the Lightning Rod. Now head back down the stairs, and go back to the fork, and take the middle path. Step on the switch (it would've hurt you if you hadn't raised the Lightning Rod on the right) and then deactivate the Lightning Rod here. Now head back to the right Lightning Rod, and deactivate it. Now head back up to the middle one, and step on the switch, and watch the box on the left side go boom. Run back down the steps, take the left path this time, and head up to the Sorcerer's Ring pillar. It'll shoot blue lightning out, which can only destroy the blue blocks. Now head back to the fork, and take the right path, and destroy the blue blocks you see, and go open the chest. Head back to the fork, take the left path, and go save your game. Now head up the middle path, and head up the stairs behind the Lightning Rod.

Go up the stairs on either the right or left side (doesn't matter) and once you reach the top, destroy the blue box. Now head back down the stairs, and go destroy the blue box guarding the doorway, and enter the door.

You may notice how dark the room is in here. You'll get occasional lightning strikes to help you out with navigation, but some of the walkways are narrow, so you'll have to be careful. Anyways, just follow the path until you come across another door. Enter it. Once you come out, go to the right and you should see a floating blue box. Use your Sorcerer's Ring to destroy the box to drop the chest. Now go to the left to get activate the Lightning Rod, and it'll drop you down a level. Grab the chest. Run around to the other side to destroy another blue box that drops another chest, then activate the Lightning Rod. Drop, and grab the chest. Now go destroy any blue boxes you may see on this level, and then activate the Lightning Rod. Once you can't fall anymore, activate the Lightning Rod so that the one at the bottom doesn't absorb the lightning, and exit through the door.

Once in here, follow the path until you go down some stairs, with some stairs next to those. Don't go up the stairs, but turn right and go up to find a treasure chest. For a neat shortcut, fall off the edge. It won't hurt you one bit, and it'll return you to the room with those three stacked boxes. Go through the northern door again, and now you can go down the stairs in this room and not get hurt. Head across the water until you see another pair of stairs. Take them, and use the Sorcerer's Ring pillar so that your Sorcerer's Ring shoots out yellow electricity.

Now head back down the stairs, through the water, and up the other stairs, and enter the room with the three stacked boxes. Take the left set of stairs,

kill the monsters if you want, and destroy the yellow boxes with your Sorcerer's Ring, then head to the top of the room, and destroy the yellow box at there, leaving only the red one left. Now take the door on the right stairs. Follow the path, and exit through the door, and you should see a floating yellow box. Destroy it, and watch a Lightning Rod land on top of a machine. Now head back into the dark room, and fall off the edge.

Once in control again, head back into the very first room, and then take a left at the fork, save your game, and destroy the two yellow blocks below you to claim another treasure chest. Now go back to the fork, take the middle path and go up the stairs. Go straight in this room and exit through the door. Once in this room, take a right, and you'll notice a machine with a Lightning Rod sitting on top of it. Examine the machine, and the Lightning Rod should be activated. Now go left, and go up the stairs you see, and grab the chest at the top of them. Once you reach the top, go up some small steps across the bridge to the right, and then head down for the door. Follow the path in the dark room (becareful not to fall off) and exit through the door once you come across it. Deactivate the Lightning Rod here, and then lighting should strike the Lightning Rod on the machine, making it work. Now return to the dark room, but don't fall this time. Follow the path until you come to the door, and exit.

Don't cross the bridge here, but take the steps near you, and then go to the machine, but don't start it, 'cause it'll get all angry and shock you and stuff. Anyways, the key of this, is to leave the right path of yellow blocks for the current to travel. Head up the stairs near you, then climb up to the first level of the yellow block maze (which is what I call it) and destroy the monster for a memory gem. Now for the correct method, destroy all the boxes, except for the first two pairs you see, and then go to the machine, and start it up. If done correctly, a boulder should roll off the ledge up there, and destroy the bridge, making a ramp. Go down it, and then follow the path until you come to a door.

Enter it, and you'll be in the water area, with another Sorcerer's Ring pillar. This time, it'll turn red. There's a few things we can do with this before facing off against the boss of this temple. This will allow you to destroy red blocks. Now backtrack all the way back to the very first room in the temple, and head back to the fork, and take the right path, and destroy the red blocks in here to get another chest. Now head back up the steps in the middle path. Once in this room, take the left stairs, and enter the door that used to have yellow blocks guarding it. Follow the path until you reach the door, and exit. Destroy the red blocks you see in the room, and open the chest. Now head back into the darkness room, and work your way back to the door. Head through the door on the lowest section of the room, and use a memory gem, and save your game.

Now head back into the room you were just in, and head up either the left or right staircase, and destroy the red block, and activate the Lightning Rod to make Volt appear. Some talking occurs, and then watch as Volt goes ballastic and goes to attack Sheena but.. Corrine gets in the way. Corrine then mutters his last words, and dies. :( Sheena gets pissed, and then we enter battle.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Volt 0  
0 HP: 24,000 0

0 TP: 240 0  
00000000000000000000

This guy is mean. He has multi-hit electric attacks, which add damage very quickly. If you're using Genis, turn off all his magic except for Spread. You should already have Raine in for healing purposes. Use your best combos and techs with Lloyd, and make sure Sheena doesn't have the Card of Lightning equipped, because she'll heal him instead of hurt him, and in this fight, that'll come back to bite you in the ass, hard. Keep a constant eye on everybody's HP and TP, and heal when needed. He should fall soon.

=====  
END BOSS FIGHT  
=====

Watch some more scenes, and Sheena will gain a new title. Now exit the temple.

-----  
WORLD MAP  
-----

Our next destination, you ask? If you look on the world map, do you see a cluster of white spots on the northeastern end of it? That's our next destination, which is in the midst of the rocks. If you need help finding it, it's in the southwestern area of the white spots.

-----  
TETHE'ALLA BASE  
-----

Just a little bit more until we have air transportation. Anywho, watch the scenes, and soon you'll be in a somewhat control room, and you'll have control. If you need healing, talk with Orochi. There's also a little vending machine in the lower left corner of the room, so stock up as needed. Change the function of your Sorcerer's Ring in here, save your game, and leave this room, and head right in the next room.

In here, you'll notice a blue block and two laser grids. Fit the block anywhere (except the very bottom) so that it cuts off the laser, and run all the way to the right, and enter the door. Beat down the guard in here to obtain the first part of the password. Remember it, since I won't be able to help you with it, since the complete password is chosen randomly every game. Head back out the door, and head left, and then push the blue box on the upper laser grid, and run past it and go through the door.

Go to the right to spot a chest. Open it. Push the blue box over to the left and place it on the laser grid, and then run past it. Now pull the box back a couple of spaces, and then push it up to block that laser grid, run up, and go through the door. There should be two guards in this room. Beat down on the purple one for the second part of the password. Now go up the little set of stairs near you, shoot the blue pillar with your Sorcerer's Ring to activate the platform. Head back down the steps, go to the little blue panel next to the platform, examine it, and make the lift go up. This will come into play shortly. Now backtrack all the way to the room with Orochi, and heal if needed, and save your game.

Take the left door this time, and place the blue block on the laser grid so you can run by to the left. Enter the first door for a chest, exit, run to the left some more, and enter another door for another chest. Exit and run

back to the right, and place the blue box on the upper laser grid, and run by it, going through the door at the top. In this room, take the first left you see, and head through the door. Beat down on the blue guard in here for the third part of the password, and open the chest. Now exit, and go up this time at the intersection. You should be in the room where you got the second part of the password. Go grab the box from the platform, and pull it back to the stairs, but not against the stairs. Now push it over the ledge near the stairs, destroying the laser grids completely. Also, on your way out, fight the enemy to get a memory gem. Now exit.

Backtrack to the room with Orochi, and heal if needed and save. If you need a password reminder, talk with him (he heals you too) and he'll give you the password. Remember it, and exit. Take the right door again, and find the room where you got the second password at, and grab the two chests. Exit, and block the beam if it isn't blocked already, and head up the path and into the door.

Use a memory gem to save your game in here. Alright, first things first, grab a box, and drag it to the left, and you should see a place where you can slide in two boxes so that you can run across them to the chest you see. Well, slide one box into one slot, and another box in the other slot. Now head up the stairs, run across the boxes, and open the chest. Stand behind the chest now, and shoot your Sorcerer's Ring at the blue pillar to activate one of the platforms.

Now run back across the boxes and back up the stairs, and then down the set of stairs that leads to the memory circle. Grab one of the boxes you pushed in those two slots, and drag and push it onto the working platform (push it on the upperright corner, and stand on the upperleft corner) and make the platform go up. Once up, run behind the block, and push it up one space, and then make the platform go down (with you on it). Now head to the stairs to the right, and grab the chest. Now run to the left, and take the stairs to the left and keep going up until you can't anymore. Then run to the right and find the box that you brought up here via platform, and drag it as far right as you can. Then get behind it, and push it over the far right ledge, behind the chest you opened. Stand on it, shoot the blue pillar with your Sorcerer's Ring, and head back to the ground floor.

Save your game, and leave the room and re-enter so that the boxes reset. Grab the two boxes, and push them over to the lowerright platform. Place one on the lowerleft corner, and one on the lowerright corner, and stand on the platform, and make it go up. Now drag and push one block against the right wall into it falls into a gap. Now get the other one, and push it in front of the treasure, off the edge, and open the chest. Now head back down to the platform, but don't get on. Head all the way left from the platform, and follow the path and you'll come across one more platform, and a chest. Open the chest, then shoot the blue pillar with your Sorcerer's Ring, and make the platform go down with you and a box on it. Now push the box into a little gap to the right to get a chest. Save your game down here if you want, then head back up, and then go back right, and across the gap above the right platform. Take the last platform you see up, and put in the passcode and enter.

Watch a few scenes, and we'll be in battle.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Yuan 0

0 HP: 16,000 0  
0 TP: 652 0  
00000000000000000000

00000000000000000000  
0 Botta 0  
0 HP: 12,000 0  
0 TP: 580 0  
00000000000000000000

This fight really isn't as hard as it's supposed to look, but both have attacks to keep your party members busy. Take out Botta first, since he has less HP. He really hasn't changed much from the last time you fought him, except for a new spell or two, but lay waste to him. For Yuan, use your best combos and techs, heal when needed, and they'll both be down for the count.

=====  
END BOSS FIGHT  
=====

Watch a little more talking, and then you'll take off on the Rhearids.

-----  
WORLD MAP  
-----

If you need healing, stop by any place to rest up. When ready, head Southeast and looking for a cloudy floating island.

-----  
NEST OF FLYING DRAGONS  
-----

You'll encounter a scene once you enter, and then you'll have a fight.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Winged Dragon 0  
0 HP: 18,000 0  
0 TP: 400 0  
00000000000000000000

00000000000000000000  
0 Baby Dragon 0  
0 HP: 12,000 0  
0 TP: 800 0  
00000000000000000000

Take out the two baby dragons first. If you're not leveled enough, this fight will show it. Use your strongest combos and techs against them. They have 12,000 HP each, so keep your guard up. Once they fall, the big boy himself should be easy to take out.

=====  
END BOSS FIGHT  
=====

Some more scenes follow. Once the island crashes and burns, you'll be in a forest with Presea nearly unconscious, and she'll... SMILE! YAY! Anyways, we'll be on the world map. Our next destination is right behind you, the Temple of Earth. But if you need healing, go heal first, and stock up on items as needed. When ready, head inside.

-----  
TEMPLE OF EARTH  
-----

Head up to the Sorcerer's Ring pillar to change the function. You can make earthquakes now! Use it wisely, though, because enemies will fall from the sky if you just use it randomly. Anyways, head up and destroy the four pillars to get them out of the way. Go talk with the munchkin ahead. Now if you listened to me earlier, you should've given that munchkin in the Toize Valley Mines that Mizuho potion. If you did, you'll be able to advance into the dungeon. So head on in.

You'll notice a little fork in the road here. Take the upper path to a chest. Now go back and talk with another gnome. He'll want something 'spicy.' You don't have anything like that. So where to? Exit the dungeon, find Altessa's House, and talk with Tabatha to get the recipe for Curry. Now return to the temple, change the function of your Sorcerer's Ring so that it creates earthquakes, and go back to the gnome. Now you'll be given a choice on who to cook (Lloyd won't be able to), so pick your best cook. I'd go with Genis, but the choice is yours. Don't talk with the gnome here yet. Go back to the fork room, and take the different paths to get some chests. I'll leave the exploring up to you, though, since the paths are very linear, and you can't miss the chests.

Talk with the gnome in front of the door, and he'll move, so leave that room, and you may recognize this room. He'll lead you down to the bottom of a hill, but you need to fight three monsters on the way so they don't touch him. Do so, and when you reach the bottom, let him go in first, then follow.

Now talk with him, and you'll start up somewhat of a mini-game. You have to use your Sorcerer's Ring the exact same time he lands. Wait for him to jump in the air, and then use the Sorcerer's Ring. Do this 3 times, and the bridge should collapse. Use the save point, and get ready.

Head up, and we are introduced to Gnome. Gnome's a perky little feller. He really doesn't like all that thy and thou stuff Sheena spews out, but nonetheless, like the other summons, he challenges you to a fight.

=====  
BOSS FIGHT  
=====

```
00000000000000000000
0 Gnome                0
0 HP: 28,000           0
0 TP: 682              0
00000000000000000000
```

He has multi-hit physical attacks, so be prepared to guard against those, because they can do some heavy damage if your armor isn't up to date or your levels are low. His spells are also nasty, especially Ground Dasher. It's important to keep an eye on everybody's HP at all times, and heal when needed. If you're using Genis, have him use only Wind magic, and you should have Raine in, so keep an eye on their TP's. Smack him with your best combos



and techs, avoid his magic, and guard when he uses a physical attack, and he should be gone soon.

=====  
END BOSS FIGHT  
=====

Now with Gnome in your party, shall we make haste? Exit the Temple.

-----  
WORLD MAP  
-----

Our next destination? Flanoir, which is in the middle of the snowy fields. You can reach there with your Reharids, so go.

-----  
FLANOIR  
-----

Once you enter, look for a man huddled on some stairs on a closed building. He has the key to open chests that contain the Darkness Weapons. Now carry on.

I like this city. It's really pretty, and it has a nice soothing sound to it. Anywho, as usual, in a new town, put Zelos in the lead, and talk with all the females to get some items. Also go find the equipment shop to upgrade your armor if you need to. The customization option isn't available yet. You can also purchase some customizing items with your GRADE here, but don't waste your grade. The equipment here is pricey, so if you need to, head outside to get some Gald. It might be a good idea to head outside now anyways, and keep fighting enemies until you get three penguinist quills total. What do you do with these? Well, enter the town and go straight until you come across a new screen. Then wander around until you come into a house with an old man standing near a fireplace. Talk with him, and he'll make some much needed gloves for you (you don't have to equip them, though.) Leave the house here, and find the church. In the upperleft portion of the church is the Wonder Chef, so talk with him to learn a new recipe. Now that you're done here for now, exit town.

-----  
WORLD MAP  
-----

Just simply get on your Rhearids and fly South to the Temple of Ice.

-----  
TEMPLE OF ICE  
-----

Compared to the other Temples so far in the game, this place isn't all that big. Head up, and then go to the right to find two chests. Now head left and you should run into another chest that's somewhat hidden. Nothing else to do out here, so head into the Temple itself.

One enemy you'll want to make a note of to avoid here is the Lobo. Lobos are oversized dogs, and pack quite a punch. They usually come in packs of two, and have 7,000 HP, so do yourself a favor if you see one, and run. You'll want to keep your HP high to full. With that said, examine the Sorcerer's Ring pillar to make your Sorcerer's Ring shoot ice. You can still freeze

enemies this way, so it's not a huge loss. Now just follow the path and you'll come across another chest. Just keep following the path, opening chests as you come across them, until you come across a ramp going up. Go up it, and grab the chest there, and exit through the cave there.

Once out here, follow the ledge, and you'll see some water dripping. What to do, is use your Sorcerer's Ring on it, and it'll form a block for you to cross. Cross it, and then enter the cave.

You'll be in a room with another chest, and a little flower. Open the chest, and examine the flower. Remember when I told you to get those penguinist quills so you could get some gloves? This is what you have to use the gloves for. So now that you have the flower, it's time to finish this temple. So exit this room, back out onto the ledge.

Follow the ledge and head into the cave at the other side. Run down the ramp, and keep going on straight ahead, and cross the ice bridge, and run between the little gap, and up the right ramp and you'll see another place where water is dripping. Use the Sorcerer's Ring on it, and drag and pull the ice block into the little gap, and cross it, and you'll get a view of below on what your next clue is.

Head back across the gap, and run down the ramp below you to find yet another place where water is dripping. Use your Sorcerer's Ring to form the ice block and push it into the gap to the left of you. Run across the gap and keep going until you run into a place where you see the water coming out. Use your Sorcerer's Ring to trigger a scene, and then examine it again and you'll freeze it completely by using the flower. Now time to do some ice skating.

Start off by lining yourself up with the leftmost passage way, and follow these directions;

UP  
LEFT  
UP  
RIGHT  
DOWN  
LEFT

That should lead you to a treasure chest. Now from here, line yourself up with the lowest passageway, and follow these directions;

RIGHT  
UP  
LEFT  
DOWN  
RIGHT  
UP  
RIGHT  
UP

Grab the chest here, and then head up to see four statues. You need to set them in a certain direction. This is how they should be facing;

Top Statue should be facing the Left.  
Left Statue should be facing the Right.  
Right Statue should be facing Down.  
Bottom Statue should be facing Right.

If done right, the door to the summon spirit should be open. So enter, and

watch a scene, put Sheena in your party if she isn't already, and get ready for a fight.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Celsius           0  
0 HP: 18,000       0  
0 TP: 600           0  
00000000000000000000

00000000000000000000  
0 Fenrir            0  
0 HP: 12,000       0  
0 TP: 300           0  
00000000000000000000

If you're using Genis, make sure all of his spells are off except for Fire based elementals, especially Raging Mist. If you have that, make him use it non-stop. Make sure to turn off all summons for Sheena except Efreet, and Raine should be your main healer. Go after Fenrir first, since in my opinion, I think he poses as a bigger threat than Celsius. So use your best combos and techs on him while keeping an eye on everybody's HP and TP, and use Gels when needed. If you get the U.Attack gauge full, save it for Celsius. Once Fenrir is gone, Celsius should be a push over, but she does have a nasty spell or two up her sleeve, so don't let your guard down.

=====  
END BOSS FIGHT  
=====

Celsius certainly has an attitude, doesn't she? Well, watch the scenes, and then you'll have the summon spirit, Celsius. Only a couple more to go. Now attempt to leave the Temple, and you may think your game has frozen, but it's loading another scene. You'll see some grey clouds form over Ozette, and then you'll wonder what the fuggems happened. So you'll automatically be in Ozette now.

-----  
OZETTE  
-----

Holy crapola, seems like this place got slammed by an angry fist from the heavens. Once you enter, Presea will be startled, and then you'll see a small boy on the ground, unconscience. Soon another scene will occur, and the boy introduced himself as Mithos. MITHOS?! The legendary hero?! It couldn't be. Anyways, watch some more talking, and Altessa will pop in, recognize that Presea is back to her normal self, and then Altessa will head back to his house. So now let's head for Altessa's House.

-----  
ALTESSA'S HOUSE  
-----

Go talk with Altessa, and he'll talk about Ozette being destroyed is his fault and he'll head inside his house. Follow him, and talk with him and he'll tell you the story of him and Cruxis. When given the chance, pick the first option, and you'll all be resting for the night.

Morning time comes, ready to head off, but wait... Colette wakes you saying that Raine ran off. Well, guess what we have to do? Tabatha tells you she saw a Rhearid heading off to the South, so let's go.

-----  
WORLD MAP  
-----

Our next destination, Altamira. It's not hard to miss. Just fly southward and you'll run into a city on a lone island.

-----  
ALTAMIRA  
-----

This place is also purdy. Anyways, head into the hotel, and go to the second floor. It's an item and equipment shop place, so upgrade your equipment as needed and restock on items as needed. When you're all set and done, head back down to the first floor, and save your game, and exit the hotel.

Talk with some of the people, and then head straight up and then to the right to find a man standing by a grave, to trigger a scene. Presea seems to resemble someone named Alicia, but Presea only has a younger sister... so what gives? Hmmm... Anywho, once in control, head left and over the bridge and down the elevator, and talk with the man in the boat and pick the first destination.

Once there, head for the elevator, and some guard will try to stop you, but he'll realize you have George's pass, so go on to the Sky Terrace.

Head for the grave to watch a scene involving Presea's sister, Alicia. She'll talk about how her master, Master Bryant killed her and whatnot, and how she wants him to come back here. Bryant... hmmm. With that done, exit down to the first floor, and you'll trigger another scene with two people talking, and the place they mention will be our next destination, so leave Altamira.

-----  
WORLD MAP  
-----

Head directly east until you come across a tiny island with little stones on it. That's your next destination.

-----  
OTHERWORLDLY GATE  
-----

Here, watch a scene with Raine, and you'll learn that she and Genis were born in Tethe'alla and how she and Genis, as a newborn, were abandoned at this very spot. I found the scene to be touching. Then Kuchinawa comes in, and he's angry at Sheena for something that happened awhile back (when she first tried making a pact with Volt.) and then you'll enter a simple battle. Beat them, and watch a scene, and you're now back in Sylvarant.

-----  
WORLD MAP  
-----

Head for Palmacosta, which is right behind you, so you can't miss it.

-----  
PALMACOSTA  
-----

As usual, put Zelos in the lead of your party and talk with all the females (including little girls) to get some items, and then stick Lloyd back in the lead. Head for Dorr's place (or Neil's now) and watch a short scene. He'll tell you about how the Palmacosta Ranch was rebuilt and whatnot, so guess where our next destination is?

Heal if you need to and save, and exit.

-----  
WORLD MAP  
-----

Get on your Rhearids and head off to the Palmacosta Human Ranch.

-----  
PALMACOSTA HUMAN RANCH  
-----

Once here, you'll see Botta and then Yuan in a bit, but you won't have to fight them this time, but instead, they want to join forces with you. Now watch a long scene, and then when you regain control, talk with Botta and tell him you're ready.

-----  
REMOTE ISLAND HUMAN RANCH  
-----

This place is freakin' confusing. It took me nearly 30 minutes to figure out how to beat one of the parts in here.

Anyways, follow the path straight ahead once you regain control, which will bring you to another room. Go straight here also, since the left and right doors don't open up. Once in here, you'll stumble across two slightly confusing puzzles. Luckily, I wrote down what I did, so for the first one, follow these directions;

3 STEPS RIGHT  
2 STEPS UP  
2 STEPS LEFT  
4 STEPS DOWN  
2 STEPS RIGHT  
1 STEP UP

With that one out of the way, cross the newly formed bridge, and you run into a bigger, more confusing puzzle. Follow these directions;

3 STEPS RIGHT  
2 STEPS UP  
2 STEPS RIGHT  
2 STEPS DOWN  
2 STEPS RIGHT  
8 STEPS DOWN  
4 STEPS LEFT  
2 STEPS DOWN  
2 STEPS RIGHT



you see. There will be another white warp pad. Change it to blue, and step on it. Go behind the stairs to find another chest, and then head up the stairs, and run past the warp pad, and examine the computer to disengage the final lock. Now head back down to the warp pad, and change it to red and step on it to find another chest. Step back on the warp pad.

Now change it to blue, and step on it, and head down the stairs to find yet another chest. Head up the stairs for another chest, and keep heading up the stairs until you run into another white warp pad. Change it to red and step on it.

Now you should be in a room with a door and save point in front of it. This is where we want to be. Woo. Finally done. If this doesn't work out, you may want to try yourself, because it's kind of hard to remember an exact order with so much warping, you know? Anyways, save your game, and head through the door. Take the elevator, head through the door, and watch a scene with Rodyle. After the scene, we're forced to fight.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Rodyle 0  
0 HP: 35,000 0  
0 TP: 500 0  
00000000000000000000

He packs quite a punch, he does. His physical attacks can do some heavy damage if not guarded, and his magic is just as strong, so get ready to use a few gels in this fight. He can knock you into the air, and slam you into the ground, which is very annoying. Use your best combos and techs with whoever have you have in your party, and try to keep your HP up at all costs.

=====  
END BOSS FIGHT  
=====

After the fight, watch Rodyle talk all funny like, and then activate the self destruct system. Another scene occurs near the machine, and then Botta comes in telling you to leave and to let you handle it. So head up, and after some more talking, Botta... dies. :( You'll then do battle with three baby dragons. That's why I told you to keep your HP up while fighting Rodyle. They only have 7,000 HP this time, so it shouldn't be a problem. It should only be a problem if you are were hurt too much during the Rodyle fight. Now with them gone, watch some more scenes, and then you'll be in Palmacosta.

-----  
PALMACOSTA  
-----

Watch yet another scene, and when it's done, heal if you need to, and save your game. When you try to exit, it'll ask if you want to automatically jump back to the Sylvarant Base. Select Yes.

-----  
SYLVARANT BASE  
-----

Now watch another scene with Yuan, and he'll tell you that you'll be able to

transport back and forth between Sylvarant and Tethe'alla with ease now. That's good. To transport, fly into the little blue circles above the Sylvarant Base, and the Tethe'alla Base. Once the scene's done, you'll be at Altessa's House.

-----  
ALTESSA'S HOUSE  
-----

More talking! YAY! Soon Regal will ask you to take him to Altamira, so do so.

-----  
ALTAMIRA  
-----

Head up to the Sky Terrace, and watch a scene, revealing Regal as Alicia's murderer, but she was killed the same way Marble was, so they don't look heavily down on Regal for it. Now watch the rest of the touching scene, and when given a choice, choose the first option, and Regal will gain a new title. Nothing else to do here for now, so exit Altamira.

-----  
WORLD MAP  
-----

So where to next? The Temple of Darkness, the place that players hate very much. Where is it? Fly to Meltokio, and fly south from there (it's on the southern tip) and look for a landing spot on the little mountain gap, and enter.

-----  
TEMPLE OF DARKNESS  
-----

You try to go in, but it's too dark to see, so leave the Temple for now.

-----  
WORLD MAP  
-----

Head back to Meltokio.

-----  
MELTOKIO  
-----

Go to the sewers, and make a quick jump, and head for the Elemental Research Laboratory. If you don't remember where it is, it's by the inn. Once in, talk with the people in the building, to learn what happened to Kate. Now let us make haste.

Now head to where the weapons shop is, and enter the arena. Now talk with the women at the counter to enter the arena. Who you choose to fight with is your call. Fight with whoever you've been using the longest, and who you can use the best combos with, because you won't be able to use items once you fight.

Pick your person, and you'll be in the waiting room. Talk with the guard near the gate, and tell him you're ready. Fight the battle, win, and then go to



the right, and enter the door. Head down the hall until you encounter a scene with Kate. Do as she says, and then you'll get the blue candle. Now exit Meltokio.

-----  
WORLD MAP  
-----

Next stop, Temple of Darkness.

-----  
TEMPLE OF DARKNESS  
-----

Man. This place is a breeding ground for hate. Anyways, watch the short scene once you enter. Once in control, follow the path, and keep going straight past the ramp and search behind one of the stone slabs for a treasure chest. Open it, and now go down the ramp, and into the next room.

You'll be introduced to the most annoying characters in the game, the Shadow figure. There's five in all in the dungeon, and they're dumb as hell, so this dungeon can get on your nerves. Anyways, watch the scene with it, and once in control again, head for the door to the right. Work your way down the steps and you may notice a light coming from a portion of the wall. Examine it, and Lloyd will jump in. In this room is the Sorcerer's Ring pillar. Lloyd will shoot a block with a face on it, and you can now pull or push it. Pull it out one space. One thing to note about these, is that one of these blocks is connected to another, as shown when you pull it out. Now exit this room.

Don't go up the stairs yet. Run down the rest of the stairs you're on, and examine behind them to find a treasure chest. Now run back up the stairs, and into the room with the first shadow figure. Once here, touch it so that it will start following you, and head to the left with it, slowly walking, or else it'll get stuck behind a corner or something else. Once you come across the light (it's right by him), shoot it with your Sorcerer's Ring and continue on to the left. Run past the block, and down the stairs. Once at the bottom of the stairs, go down until you see two more blocks with faces. Shoot the right block first, and push it in, which knocks off a block with another shadow figure on it. Now shoot the left block, and push it in to clear a path to place the shadow figures. Now head up, and go through the path the block was previously blocking, and keep heading right, past the ramp, to get a chest. Also defeat the monster here, as it carries the memory gem. Now shoot the light, and head down the ramp with the shadow figure behind you. It'll show a small scene to show you that it's down there. Save your game while you're down here. Now head back up the ramp.

At the top of the ramp, head left, up the stairs, and down to where the two blocks are. On the left side, there's another shadow figure, so bring him with you, and head back to the ramp, and go down it to place that shadow figure with the other one. Two down, three to go.

Head back up the ramp, and head towards the stairs where the block is, but instead of going up the stairs, head to the left of them, and then down, and you should see the block with another shadow figure on it. Push this block to the right three times, and then all the way up until it walks off. Now head back up to where it is, and then head to the right to the ramp, go down it, and then go down to where the other two shadows are to place that one there. Save your game if you like.

Now instead of heading back up the ramp, head down the right stairway and

exit through the door. (Don't worry, if any of the shadow figures followed you, they'll be back in the spot you left them off at.) Now head up the stairs until you come across the wall with the light coming from it (where the Sorcerer's Ring pillar is.) and enter it. Shoot the block with your ring, and then pull it out one space. Now exit. Once back in this hall, head all the way up the stairs, and into the top door here. Run all the way to the left until you come across the block on the stairs, and push it all the way in. Now head back through the door you came from, and head all the way down the stairs, and exit through the door. Run up the stairs, and then up the ramp and to the left, past the stairs. Run down across the block, and then walk along a pathway to your right, and then across the block that's pulled out to get the shadow figure there. Take it, and backtrack to the ramp, and go down it to place that shadow there. Woo. One more to go. Now save your game, since I know you don't want to go through all of this again if something happened to your game.

To get the last one, head back up the ramp, and to the left, past the stairs, and you'll see that block sticking out. Don't walk across it. But stand in front of it, and use your Sorcerer's Ring, and push it all the way in. Now head back to the right, to the ramp, and go down the ramp, and down the right staircase. Head all the way up the stairs, and exit through the top door, and go down, across the block. Grab the chest, and make the shadow figure go up past the block. Now exit through the right door again. Run down the stairs and examine the light in the wall to enter the room, and use your Sorcerer's Ring on the block, and pull it out one space. Now exit, and head back up the stairs. Once in the room, grab the shadow figure, and go all the way left, and then down to the two blocks next to each other. Shoot the left block, and push this block in (if not push, pull), and then go up, and down the first set of stairs you see to your right. Head for the ramp, go down it, and then you should have all five shadow figures down there. Save your game, and head for the left stairwell. On the way down, a scene will trigger and you'll see the shadow figures head down the stairwell. So follow them.

Follow the path until you come into a place that has three roads. The east and south paths lead to treasure chests. Once you get them, go back to the middle, and take the north path, and follow it. You'll soon come across a broken save point, so your a memory gem, and save your game, and take the path to the left from the save point, but before reaching the bottom, make sure Raine has Photon set as her Unison attack. Now proceed to the bottom, watch the little figures gather, and Shadow will form. Stick Sheena in your part if she isn't already, and get ready to fight.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Shadow            0  
0 HP: 30,000        0  
0 TP: 800           0  
00000000000000000000

Shadow isn't really all that tough. The only thing that makes him annoying is that he likes to warp a lot. He'll warp from one spot, appear behind someone, and do a multi-hit physical attack on them, and then do it again and hit someone else. So be on guard when he warps. Other than that, use your best combos and techs, and have Raine go crazy with using Photon or Ray, and heal when needed, and he'll be gone.

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END BOSS FIGHT

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Watch the scene, and Bob Almighty, get out of this temple!

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WORLD MAP

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So where are we heading next? The Linkite Tree. Head over to the Tethe'alla Base to warp over to the Sylvarant side, and the Linkite three should be just a tad northeast from the base. If not northeast, then explore a bit, but it's in the desert region.

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LINKITE TREE

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Just go up to the tree and examine it. Now exit.

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WORLD MAP

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Next stop, Nova's Caravan. To get there, fly towards Hakonesia Peak, and go a little south, and then east to find Nova's Caravan.

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NOVA'S CARAVAN

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If you followed this, you should've gotten the Linkite Nut already, and should've gotten the summon spirit Sylph to avoid a lot of backtracking. With those in possession, talk with the father (standing most right) to watch some scenes. Once ready, head to Dirk's House.

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DIRK'S HOUSE

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Talk with Dirk to get an Exsphere Shard, and then return to the Linkite Tree.

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LINKITE TREE

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Go examine the tree again, and watch a series of events take place. Soon Aska will come down, and Sheena will want to form a pact, but he wants to be with Luna first. Remember Luna? She was at the Tower of Mana when you first beat it. Well, guess where we're going?

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TOWER OF MANA

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All the puzzles are solved still, so just make your way up to the top, but make sure to save your game first. Now head for the warp pad, and you'll see Kratos, and another scene will unravel. You'll take the warp pad automatically, and will see Luna, and then Aska. Put Sheena in the party if she isn't already, and get ready to rumble.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Luna 0  
0 HP: 18,000 0  
0 TP: 720 0  
00000000000000000000

00000000000000000000  
0 Aska 0  
0 HP: 19,650 0  
0 TP: 600 0  
00000000000000000000

These two aren't as hard as you think they may be. Take out Aska first to get rid of that one problem. Aska really doesn't have any strong attacks, so just block when needed, and wail on him with combos and techs. If you get your U. Attack gauge full, save it for Luna. Once Aska is done for, concentrate on Luna. Make sure Raine's Photon and Ray techs are disabled. Luna's Photon attack hits for quite a bit of damage, but nothing a First Aid can't fix. The only thing you should watch out for is her Light Ray (or something like that) attack, because it'll place the status effect Curse on whoever's hit by it, preventing you from using techs. Use a Panacea Bottle to cure it. Just wail on her with your best combos and techs, and she'll fall soon.

=====  
END BOSS FIGHT  
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With that done, watch them join your team, and watch the first anime cutscene since the opening of the game. Then we'll see some talking, and then Kratos will join your party, and gain the title Traitor. After some more talking, you'll automatically be at the Iselia Human Ranch.

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ISELIA HUMAN RANCH  
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Once in control, head through the gate, and then down the stairs, and examine the Sorcerer's Ring pillar to change the function. Save your game while you're at it. Now head up, avoiding the moving red beams, and then you'll be forced to split up into groups. You won't be controlling the rescue team at all during this. I had Lloyd, Raine, Kratos, and Presea as my main group, and everyone else on the rescue group, but it's your choice on who you want. I recommend sticking your weakest characters on the rescue team. Anywho, once in control again, you may see two circular machines ahead of you. The left one heals you, and the right one sells you items. Stock up on items as needed (you'll need them, trust me.) Now head towards the lower wall for a chest. Once you're ready, take the upper path.

Take the right path to claim two treasure chests, and then the left path for three treasure chests. Now head back down to the room you were just in, and take the left door. Use your Sorcerer's Ring on the little things by the door to open it, and go through. Avoid the moving red lasers, and exit through the door here.

You'll see two prisoners, one of them being Chocolat. Fight the battle, and then the prisoner and Chocolat will escape. Once in control, head down the stairs, and go to the right, and head through the door. Run forward until you come across some stairs. Open the chest, and then head left, and activate the little pillars by the doors to go in it to get three more chests. Exit, and when back at the intersection, take the northern path, activate the pillars by the door, and go in for three more chests. Now head back down to the intersection and go right. Once in here, take the stairs into a room which contains two more chests. Now go back up, and go down the northern stairs. Head into the door, and take the warp pad.

You'll be in the control room, but Forcystus steps in. Remember him? You last saw him at Iselia, when you had to fight Exbelua. Well, you have to fight him now.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Forcystus 0  
0 HP: 20,000 0  
0 TP: 400 0  
00000000000000000000

00000000000000000000  
0 Exbone 0  
0 HP: 6000 0  
0 TP: 320 0  
00000000000000000000

This battle is going to be hell. My first time playing I died two times. I have 2x Exp this time around, and I was Level 60, and I still had trouble with him. It doesn't matter if you go after Forcystus first, or the two Exbones. Both have powerful magic, but I'd go for the Exbones, so you can concentrate on Forcystus without any interruptions. The strongest spell Forcystus has to offer is Air Blade, which hits you four, or five times for 500+ HP a pop, so it adds up to nearly 2,000 damage, if not that much, and he just loves using it. Another thing, even if you use combos on him, you can't interrupt when he's trying to cast a spell, or attacking. You're going to be doing a lot of healing in this fight, and reviving, so I hope you got a nice amount of Gels and Life Bottles. Just keep wailing on him, and healing and reviving when needed, and he should fall.

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END BOSS FIGHT  
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Glad that's over with. Watch Forcystus fall off the edge, and then backtrack all the way to the entrance. Make sure to buy any items in here if needed, and head out.

You'll meet up with the rest of your party, and start talking, but Forcystus decides he doesn't want to die, so he shoots Lloyd in the back, then aims for Chocolat, but Colette dives in the way, revealing some.. monster.. skin. After that, watch some more talking, and watch Lloyd kill Forcystus, and then watch some more talking, and then watch two very purdy scenes. After some more talking, it's time to... guess what? Switch to Disc 2! YAY!

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SWITCH TO DISC 2

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6.) Disc Two Walkthrough (xxd2wxx)  
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ISELIA  
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Yup. That's right, you're in Iselia. Once you gain control again, head over to the school house, and save your game. Once you do, head over to the huddled villagers, and a scene will occur. The mayor decides to blame Lloyd for the failure of world regeneration, and then snaps at Genis saying he's the one who probably told the Desians to attack because he's half-elf. Chocolat will soon step in, to protect Lloyd and Genis, and to make the mayor look like an ass. Soon everyone will start saying nice things about Lloyd, Colette, Genis, and Raine, and Raine will run off, overcome with emotion. Once in control, go to Genis's house to find Raine, and then stick Zelos in the lead and talk with all the females. Once ready, stick Lloyd back in the lead, and head for the entrance of the town to trigger a scene, and you'll be at Dirk's House.

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DIRK'S HOUSE  
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Watch some scenes, and once in control, talk with everyone, saving Colette for last, and process some Pellets while you're here. Then go talk with Colette, watch some scenes, and then lead's head off to Altessa's Place.

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ALTESSA'S HOUSE  
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Now watch some talking, and here's a little something extra you can do. All it does is just expand a bit on the story. Once you exit Altessa's House, go back in, and examine a red Exsphere on the table. It'll trigger another scene and you'll be in the Toize Valley Mine. Head for the waterfall at the end to trigger another scene, and then you'll be back at Altessa's House. Now leave, and head for Sybak.

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SYBAK  
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Once here, head for the Library (where the Wonder Chef was) and you'll see Sheena, Raine, Presea, and Regal looking through a book, and Raine will spot something. When given a choice, choose the top option, and then head off. You can talk to the man standing by the dog near the research building to trigger another optional thing, but that's it. Head for Meltokio.

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MELTOKIO

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Head for the sewers entrance as usual, and then do a quick jump, but you'll notice you're still in the sewer. Walk forward a bit to find Vharley, saying how he poisoned the king, and then Presea will kill him. Now once in control, exit the sewers, and enter the church. Head all the way back, and then to the left and enter a door to see the Pope. He'll try to act like he doesn't know what you're talking about, but then breaks down and tells you where the antidote is, so Colette snags it. After some more talking, Colette will be an angel of death for a bit for some guards, and then after that's over, she'll gain the title Spiritua Reborn. Now another scene starts, but it's with the king this time. Watch it.

Once in control, leave the room, and head right, and down the stairs and into the double doors you see. Another scene with everybody searching through books occurs, and then when they're about to give up, Colette falls and knocks over all sorts of books, and one special book comes floating down, giving you the things you need to cure Colette. One of the items you need is Zircon, and Regal brings something up about some being at his company in Altamira. After you get control, head down the stairs, and to the left to find the Queen. Talk with her to get a letter, and then exit. There's yet another optional thing you can do, but it relates to Presea this time. Go to the right most mansion in the mansion area, and talk with the woman near a window. Pick the first option when you exit.

Well, with two items to get, let's get the Zircon first. So Altamira, here we come.

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ALTAMIRA  
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Once here, head to the little boat thing that takes you to the Lezaren Company, and take the elevator to the President's Office. Speak with George (red jacket) and he'll tell you about the records on the second floor. Speak with him again to get Regal a new title. Now head for the second floor and watch a scene. After that, head for the exit, but stop by the hotel first and choose to rest, even if you don't need to. Now when given the choice, choose to stay up late. Now head for the 4th floor and examine the pumpkin to find the Wonder Chef. Learn the recipe, and then head for the top floor and go to your room and rest. Now exit and head for Sybak.

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SYBAK  
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Go to the Research Facility for an event, and the person will tell you where the Zircon is. Once in control again, take the doors to your left, and enter the first door in this hall. Open the chest to get the Zircon. Also make sure to talk to any women you haven't yet with Zelos. Once ready, head off for Ymir Forest, which is South from the Tower of Salvation in case you forgot.

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YMIR FOREST  
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Head straight to the Sorcerer's Ring pillar to change it's function. It plays music now! Weeee! Jump on the tree stump and use the ring and a baby boar will charge into the tree. Once in control, check behind the tree for a

chest. Now head back down, and take the right path.

You should come across a fork. Take the bottom path, and jump on the tree stump with the flower, and use your ring, and a baby boar will charge, and unlock the chest. Now open it. Now head up the path all the way, and check behind the tree for another chest. Now go back down, and take the left path, and then up for the next section. Take the first left you see here, and jump on the tree stump, and play your flute. A baby boar will crash into the boulder, only cracking it. How to break it? Be patient. Now go back to the right.

Now head up and then right, jump on the tree stump, use the ring, and grab the Blue Seed that drops from the tree. Also grab the chest behind the tree. Now backtrack to the Sorcerer's Ring pillar, and plant the Blue Seed to the left of the pillar. Now head back down, and to the left and head up the branch to reach higher ground. Take it up to reach the next section of the forest.

Now go down the tree and you should come across a split. Head left and you'll come across nothing but a lily. Jump on it, and use your ring. Head right, and take the path all the way around and keep going until you come across another split in the tree. Go south, and it'll take you to a save point. Check behind the tree for a chest, and save your game. Now head up the bridge and talk with the elf child to figure out what you need to find. Now head back, jump on the lily and open the chest for the White Seed. Now backtrack to the Sorcerer's Ring pedestal. Plant the white seed. We're almost finished.

Go back left and follow the path to the section you just came from. Follow the path until you come across the split. Head for the save point, then right for the next section of the forest. Head up the tree on the left, and jump on the branch with the white flower and use your ring. A bird will pick you up and drop you off at another section. Now head right, and then jump on the tree stump and use your ring, and watch the baby boar run into the boulder, breaking it altogether. Now head back left, go to the white flower, use your ring, and backtrack to the Sorcerer's Ring pillar.

Head back to the entrance, and take the right path from it, and climb up the tree, and look for a branch with a white flower on it. Jump on it, use your ring, and then the bird will drop you off somewhere else. Jump off the branch here, and push the box over the ledge. Now head back to the tree branch, and use the ring to return. Jump off the branch, and head up. Now go down the tree on the right side and head up for the next section of the forest.

Take the first right you see, and then the second right on this path and go left up a tree. Now go up, and climb down the tree at the corner, and go right and cross the box and jump on the tree stump and use the ring to drop a Ymir Fruit. Well, you can't reach it. Looks like it's a job for some fishies. Jump off the stump, and head back up into the tree, and down the path and head up when you step off the tree. Jump on the tree stump and use your ring and a baby boar will smash into the tree, dropping a bug into a water, keeping the big fish busy with the munchies. Now run back and turn right and follow the path until you come across a lily. Jump on it, and use your ring and the fishie will move the fruit past the big fish, under another tree.

Now head back into the tree, and head down the path that leads to where the fruit first fell, but take a left this time, and jump on the tree stump and use your ring. Three bugs will fall out, and it'll move the fruit down. Go back up the tree and go south on it and down the other end. Head back for



the bottom entrance, and on the way, you should notice a lily. Jump on it and use your ring and the fish will move it left. So jump off the lily, and go left, and take the bottomleft exit. Once here, you'll see a big fish swimming back and forth. Jump on the lily, and then wait until the fish is swimming, and use your ring, and the little fishie will swim by, going down. If you use your ring when the big fish has the three dots above his head, it'll see the small fishie, and it'll eat the fruit, and you'll have to do it all over again, But since you did it right, backtrack to the Sorcerer's Ring pillar. Go to the pillar, and take the left path, and then go down at the split you come across. Follow the path until you come across another lily. Jump on it, and use your ring and the small fishie will place it in reaching distance somewhere else. Now backtrack to the Sorcerer's Ring pillar, and grab the fruit. Now head for the save point, save, and give the fruit to the elven child, and enter the village.

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HEIMDALL  
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Watch a few scenes when you enter. The first building you see should be an equipment shop, so upgrade as needed. Exit, and keep going up in the town and you should come across the inn. Rest if you need to, and save your game. Now exit, and head left from the inn for another section. At the top of this part is the elder's house. Enter the house, and go through the door at the right first to find the Wonder Chef disguised as a painting. Now go talk to the elder, and exit the town. Select Yes for the Quick Jump.

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WORLD MAP  
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Next destination, Latheon George, which is to the Southeast.

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LATHEON GORGE  
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Once in control, go straight up and open a chest. Now head back down, and then to the right and find the Sorcerer's Ring pillar to change the function. Now head to the right, and up the path for another chest. Now head up the hill, and you'll notice a flower shooting out some white rings. Stand in front of the flower, and time yourself so that when you're in the green bubble, you'll float across. Do so, and you'll be on the other side. Head up the path to the tree and examine it and take as many Kirima fruits as you can carry. Now head back down, and examine the dead flower, and feed it a Kirima fruit and it'll revive. Now let it blow you onto the other side and head down and follow the path and then cross the bridge.

Run past the hill here, and open the chest. Now go down, up the hill, and head left for another chest. Go right and up the hill and down the hill to the north. Give the dead flower here a Kirima fruit so that it's active, and head back to the flower by the hill that you came up. Let the flower blow you across the gap, and then you should be going up if you revived the dead flower. You'll drop onto a higher hill. Follow the path and you'll run into another tree, but it has different fruits this time. These are Amango fruits and they kill plants. Grab as many as you can carry, and then head up.

Head up from here, and grab the chest by hidden behind a hill and by a dead flower. Head up and left to find a dead flower. Use a Kirima fruit to get it active again. Head back right and head up the hill. Revive the dead

flower here. If you go down, you'll see another active flower. Go up in front of it, and let it blow you across. Once you land, go up and get blown across by the flower near you. Grab the chest here, and go to the right and open another chest. Go up to revive another dead flower, and head for the lower left flower, and let it blow you across to the other side. You may notice a different kind of flower here. It's big and blue. Let it blow you across to the next section.

You should see a five-way split here. Doesn't really make it much easier, does it? Anywho, go up the southeast hill and ride the flower to the upperleft. Once you land, examine the flower on the right of the ledge, and kill it off by feeding it an Amango fruit. Then use the left flower and ride it. Head back to the split paths, and head up the southeast hill again. Kill the flower off here by feeding it an Amango fruit. Head back to the middle of the split paths and go down and up the hill to the left. Go to the flower on the right, and feed it an Kirima fruit, and let it blow you across.

Once in control again, follow the path and revive the flower. Head up the hill on the left and let the flower blow you across to the next section of the map. Ride the flower here, and then up the path until you find two flowers. Ride the blue one, and it'll send you flying over to a ledge. Ride the lone flower on the ledge, and then revive the dead flower on the ledge you land on, and ride the other flower on the ledge. You should be on a ledge leading to a cave. Revive the dead flower here, and enter the cave. You'll notice a treasure chest. If you're going to open it, put Genis in your party first. Open it to fight a Fake, and let Genis go crazy with his spells. It has more HP than the other two, much more, but Genis should be able to handle it with ease. Once it's dead, you'll get an Elixir. Now let's continue.

Take the left path, and then go right at the top. Head up the hill and beat up on the slug monster for the memory gem. Head left, and then up for a chest. Head back down to where the Fake was, and go to the ledge above it, and head to the left. You'll come across another split. Head up to stock up on more Kirima fruits. After that, head down to exit. Once outside, revive the flower, and let it blow you across. Once you land, line up in front of the blue flower and let it blow you across to another ledge. Ride the flower up to a path. Head up the path.

Follow the linear path, and revive the two dead flowers you pass, but don't ride them yet. Keep following the path and you'll find a house with a save point. Enter the house, and you'll see the Storyteller. Examine the house for a bunnylike object and examine it to find the Wonder Chef. Talk with the Storyteller, and once you regain control, save your game. Now head back to the right, and go across the bridge. Stand in front of the flower, and let it blow you across. The flower on the left side will blow you up higher, and then one last flower at the top will blow you to the right and you'll land on a huge boulder that blocks the flow of the water. Once you land, head across the bridge, save your game, and then down, but before taking the path with the gate, go to the right for a chest. Now go through the gate.

Head to the right, and ride the flower to the ledge. Head inside the cave. Watch some talking, and then we'll be in battle.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Plantix 0

0 HP: 36,000 0  
0 TP: 400 0  
00000000000000000000

Easy. That's all I have to say. You should be able to get a high combo count in this fight. Both times I fought him, I got over a 60 hit combo. Have Genis use his fire elemental based spells, while you corner him and wail away on him with your best combos. The best combo that worked for me was a normal four hit attack (I had the Add Combo feature on one of the Exspheres), followed by a Sonic Sword Rain, and followed that with a Beast Sonic Sword Rain, which added up to nearly 20 hits from Lloyd alone. Just wail away on it and it'll be dead quickly.

=====  
END BOSS FIGHT  
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Woo. Finally done with this mountain. Watch the scenes that follow and you'll be in front of the Storyteller's house. Save your game, and enter. Talk with the Storyteller, and the Storyteller will tell you about Mithos, Kratos, and two others saying how they ended the Ancient War 4,000 years ago. When the talkings over with, you'll be back at the entrance of the mountain. So leave, and head for the SE Abbey, which is southeast from the Toize Valley Mine.

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SE Abbey  
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Talk with the people, and enter the church. Head straight up the stairs and watch Zelos and Seles talk. After Zelos leaves, a small scene occurs with Lloyd, Colette, Genis, and Seles. After that's done, head for the Tower of Salvation.

-----  
TOWER OF SALVATION  
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Head in and watch a scene. After the talkings done, head up, and another scene will trigger about the coffins and how the place looks familiar. After the talking, Kratos appears, and he draws his sword.

=====  
BOSS FIGHT  
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00000000000000000000  
0 Kratos Aurion 0  
0 HP: 25,000 0  
0 TP: 980 0  
00000000000000000000

I'm pretty sure you have to beat him this time. He has a new spell on his side this time, Judgment. This spell can devastate you if it hits. So you'll immediately want to heal if someone gets hit by it. Kratos also has a few nasty combos. If you get close enough to him, he'll either do a three strike hit, followed by a Double Demon Fang or three hits followed by a Lightning Strike followed with three more hits followed by a S. Lightning Strike. Point is, you'll want to block when going melee. He still has his Light Spear tech, so that'll add up damage as well. Just keep healing and

using your best combos and techs and he should be gone soon.

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END BOSS FIGHT  
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Watch the scene, and then we'll be in a place called Welgaia.

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WELGAIA  
-----

Watch the scenes that take place, and use the elevator to cross the gap. Head to the left and save your game, and attempt to warp, but you can't, because it's blocked. Colette will fly up to examine it, and as Colette, simply pull the block off the warp pad.

Now warp up, and head for the clearly visible door you see. Enter it, and look through the left door in this room to find Regal's Darkness Weapon. Now exit back into the hall with the angels, and then enter the door up the small set of stairs. Talk with the Angel here for a short scene, and the Mana Fragment. Now leave, and head for the Conveyor belt. Once you come across a fork, take the right that leads to another Conveyor belt. In this room is a refresher, and a machine that lets you shop, so find them and make good use of them. If you look on the bottom sections, you'll notice a few computers. Find one that's turned off, and examine it. Then head right until you can't anymore, and then examine that computer. Now you should be able to use the emergency exit. Head down to the platform that carries you over there, and take the warp pad.

Head left, save, and go down the steps. Go left, and keep going as it curves downward and take the stairs down. Keep following the path until you see a door on your right. Enter it, and you'll be introduced to 'Weightlessness.' Raine tells Lloyd to be careful, and then Zelos comes floating across the screen and crashes, doing a 'demostration.' Anyways, now comes a puzzle room that involves you to slide around different parts of the rooms.

Alright, in this room, follow these directions;

RIGHT  
DOWN  
LEFT  
UP  
LEFT  
UP  
LEFT  
DOWN  
LEFT  
UP  
LEFT  
DOWN  
RIGHT  
DOWN  
RIGHT  
DOWN  
RIGHT  
UP  
RIGHT

Go through the door once you reach it. Follow the path to reach a treasure

chest at the bottom, and a red switch. Examine the switch and the Red Gates will be no more. Head back to the weightless room you were in, and navigate your way back to the door you first came in from. Backtrack to the save point, save, and head back down the stairs. Head up, and don't bother with the door that'll be on your left. At the bottom of some stairs, head down the paths you see to come across two more chests. Head for the top left of the room and you'll find another switch. Examine this one, and the blue gates will be gone. Backtrack to the save point, save, and then head for the Weightlessness room. Now follow these directions;

RIGHT  
DOWN  
LEFT  
UP  
LEFT  
UP  
LEFT  
DOWN  
LEFT  
UP  
LEFT  
DOWN  
LEFT  
DOWN  
RIGHT  
UP  
RIGHT

You should be at an elevator now. Examine it, and select Yes. You'll be in ANOTHER weightless room. Ugh. Now follow these directions;

RIGHT  
DOWN  
LEFT  
DOWN  
RIGHT  
UP  
LEFT  
UP  
RIGHT  
UP  
RIGHT  
DOWN  
RIGHT  
DOWN  
RIGHT  
UP  
LEFT  
UP

Go through the door and follow the path up and head to the right at the fork to find a chest. Now take the path down and keep going into the same room again. You'll be on the middle right wall. Follow these Directions;

UP  
LEFT  
DOWN  
RIGHT  
DOWN  
RIGHT

DOWN  
RIGHT  
UP  
LEFT  
DOWN

Examine the elevator and select Yes. Now in the next weightless room, go;

LEFT

Use the elevator, and follow these directions;

LEFT  
UP  
RIGHT  
UP  
RIGHT  
DOWN  
RIGHT  
DOWN  
LEFT  
DOWN  
LEFT  
UP  
LEFT  
DOWN  
LEFT  
UP  
RIGHT  
DOWN  
RIGHT  
UP  
RIGHT

Now go through the room, follow the linear path, grab the chest at the bottom, and examine the machine to get the Elevator Keycard. Now head back into the weightless room, go to the elevator you came from. Once in the next room, slide right, and then up and then to the left to exit the room, and the weightless rooms for good. Backtrack to the save point, and save your game. Head back down the stairs, and take the upper path. Head into the door on the right and then head up to the find the elevator door. Examine the little panel to the left of the elevator door, and enter the room. Examine the blue orb to go down. Now just follow the linear path, take the warp pad, and watch the scene. Yggdrasill tells you that he wants to create a world that has no discrimination, and then a fight begins.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Yggdrasill 0  
0 HP: 40,000 0  
0 TP: 3000 0  
00000000000000000000

You can't kill him still, but you still need to stay alive. So just keep attacking him and heal if you need to until the screen blackens.

=====



To find the Doctor's house, head to the right and up the path, up the stairs. You'll see Zelos pondering, and then enter the Doctor's house. After some talking, Lloyd will be in his hotel room, and his door will be knocked on.

Before I go on, if you want Kratos, then read this next section. If not, skip it.

```
 /      GETTING KRATOS      \  
 \  
 /
```

To get Kratos, you should've have broughten him with you way back when you fought Kvar. If you did, then you'll recive some knocks on your doors. The first will be Colette. Decline her. The second will be Genis. Decline him. The third will be Sheena. Decline her. Now Lloyd will stare out his window, and he'll hear a voice. Kratos's voice. He'll head outside, and then a long scene between Lloyd and Kratos starts. It's mainly about how Kratos meet Lloyd's mom and whatnot. Also, if you want, you can view each of the other characters scenes, but make sure to reset the game after each one until you get Kratos.

```
\-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-\
```

It appears that the people that knock on your door are the ones that have the highest relationships with you. Thanks to the several people who told me this.

```
\-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-/-\
```

After that, watch a scene, and then head off for the exit. Next stop, Tower of Salvation.

But before heading for the Tower of Salvation, if you want to, head back to Sylvarant, and head to Iselia Forest from Dirk's side to find the third, and final Sword Dancer. If you want to fight him now, go ahead, but I would wait until you're at least Level 70 or so. But here's a strategy still.

```
=====  
BOSS FIGHT  
=====
```

```
00000000000000000000  
0 Sword Dancer 3 0  
0 HP: 99,999      0  
0 TP: 8888        0  
00000000000000000000
```

This will be one of the hardest fights in the game. His physical attacks are strong, as well as his magic. In other words, you're going to be doing a lot of work in this fight just to stay alive. If you have any All-Divides, now would be a good time to use one. The main attack you want to watch out for is Indignation. If you see a purple triangle-like thing surrounding you, GET OUT OF IT! It'll do 3,000+ damage if you don't have an All-Divide on, and even still, 1,500+ damage is still a lot. Also, guarding his attacks are a must in this fight. To sum it up, be well prepared, or be prepared to die. Just use your best combos and techs as usual, and have Raine go crazy with Photon and Ray/Holy Lance, and heal and revive when needed, and after a long time of fighting, he'll fall.

```
=====  
END BOSS FIGHT  
=====
```



That's it, the Sword Dancer is no more. You now have Lloyd's Strongest Weapon in the game. Now continue on with the game.

-----  
TOWER OF SALVATION  
-----

Run over and watch a short scene, and reach the other end for a startling scene. Zelos tricks Colette into following him, and then some angels take her to Pronyma. Now whether or not you got Kratos determines the next boss fight. If you got Zelos, you'll fight;

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Gatekeeper 0  
0 HP: 18,000 0  
0 TP: 800 0  
00000000000000000000

00000000000000000000  
0 Angel Swordian 0  
0 HP: 7480 0  
0 TP: 130 0  
00000000000000000000

Take out the two Angel Swordians first. After that, the Gatekeeper is a total wuss. His attacks are really weak, so just wail away on him.

=====  
END BOSS FIGHT  
=====

If you got Kratos, then you'll fight;

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Zelos Wilder 0  
0 HP: 28,000 0  
0 TP: 1200 0  
00000000000000000000

Zelos fights like Kratos, so you can expect a few cheap shots every now and then. He'll abuse his Light Spear attack like no other, and he'll also smack you around with Double Demon Fang a lot. His attacks are powerful, too, so expect to heal in this battle. Don't be surprised if someone gets KO'ed either. He's not to be underestimated. Just smack him with your best combos and techs, and he'll be done for.

=====  
END BOSS FIGHT  
=====

If you fought Zelos, you'll get a slightly different scene. You'll watch him

die, and then you'll be in another place.

Once in control, head straight, and use your Sorcerer's Ring to get rid of the branches. Now go on ahead and go through the door. You'll see a platform you can jump on. Attempt to jump on it, and it'll tilt over. Once in control again, grab the chests, then run up the stairs, and jump on the platform again. Run up it this time, and run to the other side, and it'll tilt the other way. Jump off it and go through the door. Head south and follow the path until you come to the first fork. Turn right, and burn the branches down. Grab the three chests in the room behind the branches. Head back, and take the upper path this time, and follow the path down and then up some stairs.

Head left and activate the computer which opens the doors near it. Now go back up and up the stairs. Follow the path until you reach a large area that forks up and down. Take the down path, and open the chest. Head back up, and keep heading up past the fork, and burn some more branches to claim another chest. Now head back and take the first right you see and keep going right until you see another another fork with one path going down, and one going up. Head up and claim the two chests in here. Now head back to the fork, and take the bottom path through the door.

You should be in a room with a huge boulder that's contained by vines. Go over and grab the chests, and then shoot your Sorcerer's Ring at it three times to burn the branches, and drop the rock. Now head back out the door. Head all the way back down to the next part and down some stairs. Head through the door you opened when you activated the computer. Head back down to the save point, and save. Now head up and through the door. Go down the stairs, and then jump on the platform. Walk across it, and jump off when you reach the end of the platform. Open the chest, and head up the stairs and use the warp pad. Head down the stairs to watch a scene, and then a fight. After the fight, Regal will tell you to make a break for it, and then he closes off the path, and tells you to run. Now Regal's gone from the party.

Save your game here, and head up for a treasure chest. Now head down to find a shopping machine and a chest. Stock up on items as needed, and then head back up to the working warp pad, and use it. Run down the stairs, and watch another scene. Sheena will call upon the summon spirits, and then it'll blow the tree up, but leave a big hole. The tree will grab Sheena, and then she'll tell you to go. Then Sheena's gone from the party. I was sad. :(

Head up until you reach a corner at the top. Head to the right until you find a treasure chest. Open it, then head down and save your game. Keep going down and take the warp pad. Watch a scene with Raine. She'll open the gates and you'll have to fight two easy battles. Then after some more talking, Raine is gone from the party. Well, there goes my main healer. Once in control again, follow the path until you come upon a fork. Take the southeastern pass for a save point, and then the southwestern pass for a chest. Now take the northwest path and follow it until you reach the warp pad. Take it, and watch the scene with Presea. Once in control, you'll lose Presea from the party. :( Now it's just Genis and Lloyd.

Once through the warp pad, head southeast once, northeast, and then southeast once more to find another chest. Head northeast to save your game, and then from the save point, go northeast, and then northwest and follow the path until you reach yet another treasure chest. Now head northeast to find the warp pad. Run past it, and take the bottom path and to the left to find a chest. Now take the warp pad. Head up from here, and then left to find another treasure chest. Head for the opposite end to find ANOTHER chest, and then head for the warp pad, and watch Genis be left behind now. Good lord.

Head southeast, and then northeast from a blocked off path and follow it to the left until you find another chest. Open it, and return to the warp pad and go up until you find an opening to the right, and follow it until you reach two rooms and there will be another chest. Head northwest, and save your game. Now go southeast to find the warp pad. Once up here, you'll encounter a scene with Lloyd pretending to be Indiana Jones, and then gets nailed by a dart from the wall in front of him. Once in control, save your game up the stairs, and examine the sword on the wall to enter. Watch the scene, and then you'll be in a fight.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Pronyma 0  
0 HP: 32,000 0  
0 TP: 850 0  
00000000000000000000

00000000000000000000  
0 Idun 0  
0 HP: 11,000 0  
0 TP: 0 0  
00000000000000000000

Take care of her minions first, and then the big girl herself. She hasn't changed from the last fight you had with her, but she still has a nasty spell or two up her sleeve, so wail away on her as much as you can. Just make sure to keep healed before you kill her.

=====  
END BOSS FIGHT  
=====

With her out of the way, watch a few more scenes, and then another fight.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Yggdrasill 0  
0 HP: 40,000 0  
0 TP: 3000 0  
00000000000000000000

You have to beat him this time. You can't lose. He has a lot of strong spells so you'll really want Raine for this fight. Make sure to do your best to avoid his spells, because he can usually follow up with them since he can cast really fast. If you see him casting, hit him with a Sonic Sword Rain to knock it off balance. Just heal and use your best combos and techs, and he'll be done for.

=====  
END BOSS FIGHT  
=====

Watch the scene, and exit the Tower of Salvation.

-----  
WORLD MAP  
-----

Heimdall is our next stop.

-----  
HEIMDALL  
-----

Talk with all your characters that are spread throughout the village, and then talk with Colette near the entrance to the inn to rest. When ready, head up to the section of the map where the elder's house is, and talk with the man guarding the forest. Let's go.

-----  
TORENT FOREST  
-----

This place is really easy if you just shoot the stump to let the little fox thing run. Also, before heading out, explore the area you're in everytime for chests, since the areas are usually small. Once ready, hit the trunk, and watch the little critter run. Follow it and do it again on the next screen. Just keep doing it until you reach Kratos. One thing to note, the Gold Dragon here gives 1,000+ experience. That means 10,000 experience if you're using 10x Exp. Anyways, once you see the save point, use it, and then follow the little critter again to find Kratos. After some talking, be ready.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Kratos Aurion 0  
0 HP: 12,000 0  
0 TP: 1400 0  
00000000000000000000

It's going to be one on one for this fight. I know what you're thinking, but because of this, Kratos only has 12,000 HP this time. All you have to do is try to corner him, and unleash your best combos and techs on him while he's in the corner, and you should be able to beat him easily. Just try to avoid him when he goes into Overlimit (if he does.)

=====  
END BOSS FIGHT  
=====

Well, after that's done, watch Origin come up, and watch some more talking, and stick Sheena in your party if she isn't and get ready to fight.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Origin 0  
0 HP: 40,000 0  
0 TP: 800 0

00000000000000000000

Don't let the appearance fool you. This guy is nothing but a big wuss. He has somewhat poor defense, and if you have Genis in your party, you'll be able to make sure he can't guard at all. So just wail away on him, and if necessary, heal, but just keep wailing on him and he'll be done for.

=====  
END BOSS FIGHT  
=====

Watch some more talking, and you'll be back in Heimdall.

-----  
HEIMDALL  
-----

Time to rescue some elves. There's only four (including the elder). They're easy to find, so find them, and get out. Next stop, Dirk's House.

-----  
DIRK'S HOUSE  
-----

Watch some scenes, and then Lloyd will get the Material Blade. A very great weapon indeed. It's now time for the final battle. So return to the Tower of Salvation.

-----  
TOWER OF SALVATION  
-----

Run all the way to the end of the hall, watch some talking, and we'll be warped to Derris-Kharlan.

-----  
DERRIS-KHARLAN  
-----

Just go straight ahead from when you enter to find a chest. Take the only available other path for you to take and keep following it around until you find another chest. Now head back to the entrance, and take a right from there to head up a little ramp for the next section. Head straight for a chest. Head left, and then after awhile, take the next left you see, then take a right to claim another chest. Head back to the second fork you came across and go right from there and keep going right until you see another fork and take the upper parth. You can head to the right for two more chests, but it's a long walk, and you should have enough Ex Gems. Anywho, step on the green symbol, and watch your party members go bye bye. Time to do some hunting. Head up the warp pad above you, watch another scene involving Colette and then head up the other warp pad above you.

-----  
WELGAIA  
-----

No weightless rooms this time. Don't worry. It doesn't matter the order of who you get first. But the closest ones would be Sheena and Kratos (or Zelos if you got him.) Head up, and over the left bridge and follow the path and over the conveyor belt. A scene with Sheena and Kratos (or Zelos) will begin.

After a bit more talking, both of them go down the black hole, and are reunited with Lloyd. You may notice a blue circle that you can examine. Don't examine it. Let's get everybody first.

Now in this room, head left, and then down to find a warp pad to the jail cells you were in earlier. Go down, and take the pad over to the other side to trigger a scene with Presea and Regal. Alicia appears, trying to trick Presea into killing Regal, and then Lloyd interferes. After some more talking, you'll regain Presea and Regal. Now for Genis and Raine, head back to the conveyor belt, and just keep going straight ahead into the purple bridge room. Remember where those mirrors were your first trip here? Go to those, and examine the right one.

This will trigger a scene with the Mayor and Genis's and Raine's mother, but of course, it's an illusion. Watch the erm... hateful... scene, and then you'll regain Genis and Raine. Before the final step, we have to take care of three enemies. Examine the broken glass near you to start a fight with The Neglected. Just waste him. He's too easy and doesn't deserve a boss fight slot. With him gone, head back to where you found Sheena and Kratos (or Zelos) and examine the blue circle there to trigger a fight. And now, head back down to where you found Presea and Regal and examine the blood to trigger a fight. Kill it, and you'll be able to enter the final place of the game. Make sure to head back to the refreshers and shopping machine to heal and stock up as needed, save your game, and head back to the purple bridge room and head towards the green symbol. Watch some talking, and you'll now be in Vinheim.

-----  
VINHEIM  
-----

This place may look confusing, but it's not. Just big. Anyways, go save your game on the right. Now if you want to get the treasure chests, then examine the doors on the left or right, and go through all the doors you see to find the chests. It's that simple and very linear to find them, so I really don't need to say where they are. Once ready, head up the stairs to fight the Dark Dragon.

=====  
BOSS FIGHT  
=====

```
00000000000000000000
0 Dark Dragon      0
0 HP: 19,000      0
0 TP: 0           0
00000000000000000000
```

Total wuss. Just beat the living crap out of him.

=====  
END BOSS FIGHT  
=====

Now head back down to save your game, and head through the doors the Dark Dragon was guarding, and watch a long scene containing all the characters. Once you're ready, take the warp pad up.

Here you'll find Yggdrasill just sitting there, like a puppet, but the Cruxis Crystal decides to fly to him, and revive him. Yggdrasill then changes to the

form of Mithos after some talking. After some more talking, get ready.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Mithos 0  
0 HP: 55,000 0  
0 TP: 5000 0  
00000000000000000000

This fight is HARD. He has the spells Judgment and Holy Lance, and those will just eat you alive if you're not at a high enough level. Hell, even if at a high enough level, those attacks will still hurt. You don't HAVE to have Genis for this fight, but due to Mitho's high defense, it wouldn't hurt. See, Mithos loves to warp from one spot, and cast Judgment or any other kind of spell to annoy the living hell out of you, and he'll do it often, too. Use a Sonic Sword Rain to interrupt his spell casting most of the time, though. Another annoying thing about this is that he goes into Overlimit a lot during this fight. I highly recommend having Raine in this fight. If you've been using her throughout the game, you should have gotten her best healing spells. Mithos isn't done yet. He has an attack called Retribution, which will put status effects on your characters. The main one seems to be Curse, so use Panacea bottles to cure that and Paralysis if it happens, and use Miracle Bottles if another kind of status effect that can't be cured with any other item occurs. He has a lot of HP too, so this fight can take awhile. It took me about 5 tries to beat him for the first time. If you're having trouble still, use an All-Divide to ease it up a bit.

He also uses Indignation Judgment, but that's only if you're fighting him on Mania mode.

=====  
END BOSS FIGHT  
=====

Get ready. No breaks.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Mithos 0  
0 HP: 60,000 0  
0 TP: 1500 0  
00000000000000000000

This fight will be challenging, but it won't be as hard as the last one. The only thing you'll want to watch out for is Judgment and his physical attacks. Use an All-Divide at the beginning of the battle if you think you won't be able to handle him, and corner him. See, Mithos is a great source for combos. I got about three 80+ hit combos on him. My highest was either 86 or 89. Anyways, once you corner him, you should just wail away with your best combos and techs and heal when necessary, and Mithos will be no more.

=====  
END BOSS FIGHT  
=====

You did it! Now watch the ending you deserve after those hellish fights.

Once the credits are done, and a picture of all the characters you're using comes up on the screen, press A and save your game in an open slot. Now when you go to load it, you'll be able to purchase little features from the GRADE Shop like transferring over your Gald, and the most sought out, 10x Exp. Hope you enjoyed the game, because I sure as hell did.

=====  
7.) Optional Gameplay (xxogxx)  
=====

Author's Note: I'm aware I don't have every sidequest up yet, people. Please stop e-mailing me telling me that and stop trying to rush me to add everything as soon as possible.

In most RPG's, we have optional things we can complete in the game. Some of the things are rewarding, while others are non-rewarding, but people still do them for a completed game. So here's some optional gameplay for Tales of Symphonia.

=====  
VIRGINIA  
=====

To do this sidequest that involves Genis' and Raine's mother, you need to be on Disc 2 first, and once you start Disc 2, I recommend doing it ASAP before you forget. Once on the world map, fly around until you find a floating city. This is Exire. You'll always start out at a random point on Exire. Go find the elder's house, and talk with him, and he'll confuse Raine for her mother. After some talking, go find a house with a lady in front that tells you not to go in. Well, forget her and just go in. We'll see Virginia, Genis' and Raine's mother. Watch the rather disturbing scene. After it, the Elder will offer Virginia's diary to you. Go to his house to read it and find out the real reason why Genis and Raine were abandoned. That's it.

\\ \\ \\ \\ \\ \\ \\ \\

=====  
DINNER PARTY; Pt. I  
=====

To activate the first part of this sidequest, you must beat the Latheon Gorge first. After doing so, go to Zelos' house, and talk with his butler to learn about the Princess being kidnapped. Now head for the castle, and after the scene's done, head for the Grand Tethe'Alla Bridge. Watch a scene, and then when in control, head for the Gaoracchia Forest via the Mizuho side. Once there, watch the scenes, fight the simple battle, and gain a new title for Zelos. Now the first part is done.

=====



=====

Now for the actual dinner party itself. After getting the doctor in Flanior, head back to Zelos' house (Zelos MUST be in your party) and you'll learn about the dinner party. It seems that your costume didn't show up. Well, head for the castle, and then after some talking, Lloyd will get the title 'Nobleman' and the outfit he's wearing, which is personally my favorite Lloyd outfit. Anyways, once you regain control, you'll be in the dinner party hall. You'll be given a choice of who's waiting for you on the balcony. Whoever you pick gets their costume, and then after you choose, talk with any three of your party members to gain their costumes. After you talk with the three, watch the scene with the character on the balcony and that's it.

\\\/\\\/\\\/\\\/\\\/

=====

YUAN'S RING

=====

This has no reward, but like I said, those who want a complete game should do it. After beating down Rodyle at the Remote Island Ranch, head to Hima to find Yuan looking for something. Once he leaves, head for Tethe'alla and go to the Fooji Mountains and climb to the top to find Yuan once again. Now once you beat the Latheon Gorge, head to the Palmacosta Human Ranch to find Yuan one last time. Talk with him to give him back his ring that he dropped in Hima before going to the Tower of Salvation, and you'll learn that Yuan and Martel were engaged. That's it.

\\\/\\\/\\\/\\\/\\\/

=====

THE BOYS [AND GIRLS] OF SUMMER

=====

Once you get the doctor in Flanior, head for Altamira and talk with the woman outside of the hotel. She'll ask you to find her four girls. Agree to it, and start the hunting. Head for the amusement park first, and talk with the girl, Beth, near the entrance. Talk with her one more time, then head back to the woman. Talk with her, then go back to Beth and talk with her again and she'll return. Now head back to the hotel and go inside it. Go to the second floor, and talk to Diana (near the billboard) with Zelos. (Kratos also works for her.) Now head back out, and go to the beach. Head down to the furthest part of the beach until you spot a kid near water. Talk with her, and then head for the drink stand and talk with the last girl. Head back to the woman, talk with her, and then enter the hotel and talk with the receptionist. Now Lloyd will have his bathing suit costume. You'll then get a list of your current characters. Whoever you pick gets theirs, and the two people with the highest relationships with Lloyd will get the other two. Now head to the beach and enjoy the scenes. That's it.

\\\/\\\/\\\/\\\/\\\/

=====

DUEL OF VENGEANCE

=====

After getting the doctor in Flanior, and having all eight characters in your party, head to Mizuho to learn about the whereabouts of Kuchinawa. You'll be in the chiefs house. Watch some talking, and when given the choice, choose the second option. Once you regain control, whenever you're ready, go talk with Orochi, and you'll set off to duel with Kuchinawa. Once there, get ready to fight,

=====

BOSS FIGHT

=====

00000000000000000000  
0 Kuchinawa 0  
0 HP: 10,000 0  
0 TP: 60 0  
00000000000000000000

You should be at least in the mid 60's to mid 70's for this fight. Kuchinawa has some strong attacks, so you'll want to guard often, and attack carefully. I found the best time to attack, is when he backflips into the air and throws down some blades. When you see him backflip, quickly run in Kuchinawa's direction so you avoid the blades, and then when he lands, give him a few quick hits and back off. His most used attack though is his Raiden attack, which is similiar to Genis'/Kratos'/Zelos' Lightning attack, so you can't guard against it. All in all, keep your distance away from him, and when you get the chance, attack him. You'll need some patience for this battle.

Be warned. If you lose this fight, you can't fight him again, so make sure to beat him.

=====

END BOSS FIGHT

=====

Once you win, Kuchinawa will turn a dagger on himself. When given the option, choose to save him. Even if you choose not to, Sheena will save him anyways. So the only consequence is having Sheena's relationship with you go down a bit. Anyways, watch some talking, and then you'll be back in Mizuho. Go to Orochi and talk with him, and he'll tell you that he heard sounds from the chief. Head inside, and talk with Tiga. Once in control, head for the Temple of Lightning, and go to where you found Volt. Watch a scene with the chief, and then you'll be back in Mizuho. Go to the chief's house, and then watch a small scene. Once outside, they'll tell you that they'll want to keep Sheena overnight, so looks like you'll be camping. Talk with any of your three characters here, then you'll go to sleep. Once you awaken, you'll be in Mizuho and you'll see Sheena with a new outfit. That's it.

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NIFLHEIM

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In order to reach Niflheim, the underworld, you first must have the Sacred Stone from Vinheim. Once you have it, head to Heimdall, and head to the

section where the Elder's House is, and talk with the elf wandering around. He'll tell you about a book and it being cursed and whatnot. Once in control, head to Sybak, and enter the Library, and examine a book sticking out. You'll be given a choice to go in or stay out. Before going in, make sure you're at least Level 75 or so. If you think you're ready, go on in.

Your life in this dungeon is based on something called Soulfire. You can see how much you have left by glancing at the top left part of your screen. You start out with 100, and it starts to decrease once you begin the dungeon. However, there are ways to increase your Soulfire. The main one is defeating the enemies you run across. Depending on the length of your battles, will determine how much your Soulfire will increase, or maybe even decrease. The other thing, and most vital one, is lighting Fire pots you run across. You'll gain 30 Soulfire for each one you light, and as an added bonus, once you light one, examine it. You can either get stat boosts, items, extra soulfire, and sometimes a chance to exit the dungeon. Also make sure not to miss when you shoot your Sorcerer's Ring though, since shooting your Sorcerer's Ring decreases your Soulfire by 10. And also, the layout of each floor is totally random, so you'll have to find the Fire pots and warp pads yourself.

Sometimes in order for a warp pad to appear, you'll have to defeat a certain enemy, or all enemies on the floor, which can be a good thing, since defeating enemies means more Soulfire, or less, depending on what you fight. Before reaching the few final floors (There are 15), make sure to have at least 900 Soulfire, since you need that much to burn the book down. So in other words, light all Fire pots and kill all the enemies you need to in order to get that high. But it's really easy. I had 1,900 or so when I reached the final floor.

You may notice the world 'Stratum' at above the word Soulfire. What exactly is a Stratum? After every fifth floor, you'll be in a small, circular room. Once you warp from that room, you'll be in the next stratum. There's 3 in all.

Also, you may notice that the color of the floor is sometimes different. These colors indicate on what you need to do to make the warp pad appear, if needed. If the floor is red, you need to defeat all the enemies on this floor if you want to make the warp pad is. If it's green, bridges will be automatically made, and enemies will reappear if you kill them. If it's blue, you'll need to make your own bridges by shooting pillars near the ledges and enemies will also reappear if you defeat them.

You can get several bonuses on each floor, wether it's more Exp earned after battles, or more Gald after battles to gaining HP and TP by walking. There's also negative affects too. Once I find out all of the bonuses, both positive and negative, I'll make out a list.

Also on some floors, you'll be able to choose which effect you want. Your soulfire increases pending on the effect you choose. The choices and soulfire increase are as follows;

```
--No menu use [+50]
--Choose a single character to battle [+120]
--Randomly select single character to battle [+180]
--Randomly select single character to battle and no menu use [+240]
--No effect [+0]
```

I'd recommend going with No menu use, since by the end of the dungeon, you should have more than enough Soulfire to burn the book. Or if you want a challenge, choose to randomly select a character without menu use or just

randomly selecting a character.

Also, when you light a Fire pot, you may notice that the flames are different colors. Red flames give you items, Green flames give you temporary stat boosts and a chance to exit the dungeon sometimes, and the Blue flames heal your HP, TP, or fully heal you, and sometimes an increase in Soulfire. Once I find out the items that are up for grabs, I'll make a list of them.

Once you reach Floor 10, you'll have to do battle with the Hell Knight.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Hell Knight 0  
0 HP: 88,000 0  
0 TP: 9800 0  
00000000000000000000

This guy isn't terribly hard, but since his freakin' sword stretches from the North Pole to the South Pole, he'll be able to hit your spellcasters, so you'll want to keep a close eye on Raine's and if you're using him, Genis' HP. His HP may say 80,000, but he'll go down a lot faster if all your melee fighters gang up on him. Just keep wailing on him with your best combos and techs, and keep an eye on everybody's HP and TP and he should die.

=====  
END BOSS FIGHT  
=====

Now continue your journey to the bottom. Once you reach the 15th floor, you'll do battle with the boss, Living Armor.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Living Armor 0  
0 HP: 120,000 0  
0 TP: 0 0  
00000000000000000000

If you scan him, you may notice that his TP says 0, but don't be fooled. He can cast spells with no casting time whatsoever, meaning you'll most likely be hit with his spells. The main one he used on me was Dreaded Wave. Anyways, try your best to corner him and wail away on him, since he easily staggers. His 120,000 HP is a lot, meaning he'll go into Overlimit a lot. It's very frustrating when he goes into Overlimit, since he broke up my Combos when I got into the 60's everytime. Anywho, once he's in Overlimit, STAY AWAY FROM HIM, because he will hurt you. Keep Raine's Revitalize on a C-Stick shortcut and use it when needed, and corner him and use your best combos and techs and he should fall soon.

=====  
END BOSS FIGHT  
=====

Now you'll be given a choice to burn the book. If you have 900+ Soulfire,

and if you want to be rid of the book for good, do it. If you want to keep it alive, and go back through the floors again to gain some more levels, then don't burn it. Once you burn it, it's gone for good, and that ends this sidequest.

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=====  
MAIDEN RAINE  
=====

To get one another of Raine's alternate costumes, after getting the Doctor in Flanior, and with Zelos in your party, head for Asgard and go to where you fought the Windmaster and talk with the Mayor. You'll perform the dance again and get the Maiden title and costume for Raine.

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=====  
MAXWELL  
=====

To get Maxwell, you first must have the Derris-Emblem. Now head for Exire, and for the Elders house. Don't go in the door, however. Go right from the door (while on the higher ground still), and then run along the side and you'll find a path behind the Elder's house. Follow the path, and read the tombstone. Equip the correct accessories it tells you to equip, and get ready.

=====  
BOSS FIGHT  
=====

00000000000000000000  
0 Maxwell           0  
0 HP: 60,000       0  
0 TP: 800           0  
00000000000000000000

This guy is pretty difficult, regardless his looks. He has spells Genis has, and has the all powerful, Meteor Storm. Whenever he casts it, hold down the block button and hope that you survive it, because it does critical damage, even when blocking. After it's done, heal if needed, and unleash your best combos and techs, and keep blocking against Meteor Storm, and he'll be no more.

=====  
END BOSS FIGHT  
=====

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=====  
METEOR STORM

=====  
To get Meteor Storm for Genis, first get the Derris-Emblem, and then head for Heimdall and head for the park to watch a scene. After it, Genis will have learned Meteor Storm, and have gotten his best TP increasing title, Mana Master.

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=====  
MASKED ZELOS  
=====

To get a costume for Zelos, after talking with Seles, head for Meltokio and attempt to enter Zelos' mansion, and you'll stumble onto a scene. Watch it, and when it's all done with, Zelos will have a new costume.

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=====  
DREAM HOTTY... TRAVELLER PRESEA  
=====

In order to gain a costume for Presea, after being the Latheon Gorge, head for Altamira and head for the President's Office. Talk with George, and you'll learn that the company needs a new mascot. Presea will be it, and after it's done, she'll gain the Dream Traveller title and costume.

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=====  
THE GENIUS CAT, GENIS  
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After getting the doctor in Flanior, head over to the slums in Meltokio. You'll see a boy running after a Katz. Soon the Katz will lose him and go somewhere. Head for the item shop and speak with the Katz. He'll tell you about a man named Noah. Now exit Meltokio, get on your Rhearids and head for Sylvarant. Head for the northwest island on your map and enter Katz Village. Talk with the elder Katz (head up the stairs and look for a purple Katz going around in circles.) and talk with him. He'll give Genis a Katz costume. Now head back to Tethe'alla and back to Meltokio. Head back to the slums and talk with Noah, and he'll disappear. Now Genis will have a Katz costume.

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=====  
COLETTE THE MAID  
=====

After getting the doctor in Flanior, head over to Meltokio and go inside the castle. Wander around until you see two maids by a set of stairs. Talk with

them to learn that one of them won't be able to clean, so Colette volunteers to help out. Watch the scenes, and once it's over, you get her ugly green maid costume.

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=====  
CLARA  
=====

Anytime after starting disc 2, go to Izoold, and go towards the beach to encounter a scene with those warriors from Hima and Clara. You'll use the Unicorn horn on her, and she'll return to normal.

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=====  
CHEF REGAL  
=====

After getting the Derris-Emblem, head back to Meltokio and head towards the castle but don't go in it. On the left side of the stairs near the castle, you'll see two wonder chefs. Talk with one of them to start a scene. Watch some more scenes, and after it's all done, Regal will have a chef outfit.

=====  
8.) Darkness Weapons (xxdwxx)  
=====

Darkness Weapons, or known otherwise as Devil Arms, are weapons that grow stronger as you use them. Most people like to think that they are the strongest weapons in the game. I wouldn't know, since in my opinion, I think it's pretty cheap to use them and deal 6,000+ damage to the final boss. But anyhow, here's a list for you collectors.

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LLOYD  
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To obtain Lloyd's Darkness Weapon, the Nebilim, simply talk with Abyssion in Flanior once you enter it for the first time.

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COLETTE  
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To obtain Colette's Darkness Weapon, head for the Toize Valley Mine, and do you remember that grey spinning block in the mine? Head down to the shattered pieces of it and examine it to get the Evil Eye.

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RAINE

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To obtain Raine's Darkness Weapon, talk with Abyssion in Flanior after gathering eight of the nine, and then head for Hakonesia Peak and talk with Koton (the old man in the little hut) and get Raine's Darkness Weapon, the Heart of Chaos, from him.

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GENIS

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To obtain Genis' Darkness Weapon, after getting all but Raine's Darkness Weapon, go to Altamira and spend the night in the inn and choose to stay up for the nighttime. Now head to where the amuseant park is during the day, and keep following the path until you see a man leaning over a railing. Talk with him to get Genis' weapon, the Disaster.

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KRATOS/ZELOS

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To get the first Darkness Weapon for these two, head for the Gaoracchia Forest and enter from the Mizuho side. Head up and left and keep going until you see some vines covering a chest. Get rid of the vines to claim the Fafnir.

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KRATOS/ZELOS

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To claim the other Darkness Weapon, head for Triet, and talk with a man near the stands and he'll tell you about a huge worm. Head up one screen and talk with the person standing next to the dog. Now head out, and go northwest to find a skit point. Touch it to start a battle. Beat him to get the Soul Eater.

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SHEENA

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For Sheena's, go to Altessa's House after beating the Temple of Earth and talk with the Gnomelette. Now head back for the Temple of Earth, and go into the room with the Dragon, and go past him to find the other Gnomelettes. They'll move. Head up the ramp and claim the Gates of Hell.

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PRESEA

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For Presea's, head for Latheon Gorge. Go to the second screen here, and go up the first hill, and then left to find the Diablos.

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REGAL

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To find Regal's, during your first visit to Welgaia, head through the northern most door after warping up from the jail cells, and go through the left door. Open the chest for the Apocalypse.

Once you gather them all, head for the Temple of Darkness and head down to where you fought Shadow. This will trigger a scene with Abyssion, and then you'll be in a fight.

=====  
BOSS FIGHT

=====  
00000000000000000000  
0 Abyssion 0  
0 HP: 120,000 0  
0 TP: 2250 0  
00000000000000000000

This is the toughest boss fight in the game. You should be above Level 70 if you plan on fighting him. He also has the most HP of any boss in the game [120,000 HP] so this fight is going to take awhile, especially if you use an All-Divide. Speaking of, it would be wise to use one if you don't think you'll be able to handle him. Now for the fight itself, it's HIGHLY RECOMMENDED to have Raine and Genis for this fight. The fourth character is your choice, but I picked Presea for more power. Abyssion has a quick casting time, meaning he can cast really really fast, so you'll want to be on your toes for attacking and dodging. His physical attacks are also strong, so you must guard against those, and to top it all off, you won't be able to make him stagger most of the time. The most important thing is NOT TO LET HIM CORNER YOU. If he corners you, you're pretty much screwed. So do your best to get behind him whenever you can and try to keep him away from Raine and Genis so he doesn't corner them. You should have a full stock of Lemon Gels, Pineapple Gels, Life Bottles, and if needed, Miracle Gels. Use your best combos and techs on him, and make sure to heal when needed, and after a lot of fighting, and some luck, he'll fall.

=====  
END BOSS FIGHT

=====  
Watch some more scenes and that's the end of Abyssion.

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9.) Tech/Magic List (xxtmxx)  
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Lloyd

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Demon Fang [Basic]  
Tiger Blade [Basic]  
Sword Rain [Basic]  
Sonic Thrust [Basic]  
Tempest [Basic]

Demonic Circle [S]  
Fierce Demon Fang [S]  
Heavy Tiger Blade [S]  
Twin Tiger Blade [S]  
Sonic Sword Rain [S]  
Super Sonic Thrust [S]  
Psi Tempest [S]  
Hunting Beast [S]

Double Demon Fang [T]  
Demonic Chaos [T]  
Tiger Rage [T]  
Sword Rain Alpha [T]  
Sword Rain Beta [T]  
Hurricane Thrust [T]  
Omega Tempest [T]  
Raging Beast [T]

Demonic Tiger Blade [Advanced]  
Demonic Thrust [Advanced]  
Raining Tiger Blade [Advanced]  
Tempest Thrust [Advanced]  
Tempest Beast [Advanced]  
Beast Sword Rain [Advanced]  
Rising Falcon [Advanced]

Guardian [Special]

Colette

-----

Ray Thrust [Basic]  
Pow Hammer [Basic]  
Ring Whirlwind [Basic]  
Item Thief [Basic]

Ray Satellite [S]  
Triple Ray Satellite [S]  
Para Ball [S]

Torrential Para Ball [S]  
Whirlwind Rush [S]

Dual Ray Thrust [T]  
Triple Ray Thrust [T]  
Pow Pow Hammer [T]  
Hammer Rain [T]  
Ring Cyclone [T]

Item Rover [Advanced]  
Grand Chariot [Advanced]  
Stardust Cross [Advanced]  
Toss Hammer [Advanced]  
Ice Hammer [Advanced]

Angel Feathers [Special]  
Holy Song [Special]  
Judgment [Specail]  
Sacrifice [Special]  
Damage Guard [Special]

Genis

-----

Aqua Edge [Basic]  
Fire Ball [Basic]  
Wind Blade [Basic]  
Stone Blast [Basic]  
Lightning [Basic]  
Icicle [Basic]

Aqua Laser [S]  
Flame Lance [S]  
Air Blade [S]  
Grave [S]  
Spark Wave [S]  
Freeze Lancer [S]  
Atlas [S]  
Absolute [S]  
Earth Bite [S]  
Prism Sword [S]

Spread [T]  
Tidal Wave [T]  
Eruption [T]  
Explosion [T]  
Air Thrust [T]  
Cyclone [T]  
Stalagmite [T]  
Ground Dasher [T]  
Thunder Blade [T]  
Indignation [T]  
Ice Tornado [T]  
Raging Mist [T]  
Gravity Well [T]

Indignant Judgment [Advance]

Meteor Swarm [Special]  
Force Field [Special]

Raine

-----

First Aid [Basic]  
Recover [Basic]  
Dispel [Basic]  
Sharpness [Basic]  
Barrier [Basic]  
Photon [Basic]  
Charge [Basic]

Heal [S]  
Cure [S]  
Revive [S]  
Restore [S]  
Anti-Magic [S]  
Keenness [S]  
Permaguard [S]  
Holy Lance [S]

Nurse [T]  
Healing Circle [T]  
Revitalize [T]  
Purify [T]  
Acuteness [T]  
Field Barrier [T]  
Ray [T]

Resurrection [Special]  
Force Field [Special]

Kratos

-----

Demon Fang [Basic]  
Sonic Thrust [Basic]  
Light Spear [Basic]  
Fire Ball [Basic]  
Wind Blade [Basic]  
Stone Blast [Basic]  
Lightning [Basic]  
First-Aid [Basic]

Fierce Demon Fang [S]  
Super Sonic Thrust [S]  
Light Spear Cannon [S]  
Grave [S]  
Thunder Blade [S]  
Lightning Blade [S]  
Healing Stream [S]

Double Demon Fang [T]  
Hurricane Thrust [T]  
Eruption [T]  
Air Thrust [T]  
Hell Pyre [T]  
Healing Wind [T]

Demon Spear [Advanced]

Super Lightning Blade [Advanced]  
Grave Blade [Advanced]

Judgment [Special]  
Guardian [Special]

Sheena

-----

Power Seal [Basic]  
Serpent Seal [Basic]  
Pyre Seal [Basic]  
Mirage Seal [Basic]  
Life Seal [Basic]  
Spirit Seal [Basic]  
Force Seal [Basic]  
Purgatory Seal [Basic]  
Cyclone Seal [Basic]  
Guardian Seal [Basic]

Power Seal Absolute [S]  
Serpent Seal Absolute [S]  
Mirage Seal Absolute [S]

Power Seal Pinion [T]  
Serpent Seal Pinion [T]  
Mirage Seal Pinion [T]

Demon Seal [Advanced]

Sylva Seal [Special]  
Tethe Seal [Special]

Fire [Summon]  
Water [Summon]  
Wind [Summon]  
Ice [Summon]  
Lightning [Summon]  
Earth [Summon]  
Light [Summon]  
Dark [Summon]  
Origin [Summon]  
Maxwell [Summon]  
Corrine [Summon]

Zelos

-----

Demon Fang [Basic]  
Sonic Thrust [Basic]  
Light Spear [Basic]  
Fire Ball [Basic]  
Wind Blade [Basic]  
Stone Blast [Basic]  
Lightning [Basic]  
First-Aid [Basic]

Fierce Demon Fang [S]  
Super Sonic Thrust [S]  
Light Spear Cannon [S]

Grave [S]  
Thunder Blade [S]  
Lightning Blade [S]  
Healing Stream [S]

Double Demon Fang [T]  
Hurricane Thrust [T]  
Eruption [T]  
Air Thrust [T]  
Hell Pyre [T]  
Healing Wind [T]

Demon Spear [Advanced]  
Super Lightning Blade [Advanced]  
Grave Blade [Advanced]

Guardian [Special]

Presea

-----

Destruction [Basic]  
Punishment [Basic]  
Infliction [Basic]  
Devastation [Basic]  
Beast [Basic]  
Earth Protection [Basic]

Fiery Destruction [S]  
Finality Punishment [S]  
Resolute Infliction [S]  
Mass Devastation [S]  
Eternal Devastation [S]

Deadly Destruction [S]  
Infinite Destruction [S]  
Dual Punishment [S]  
Rising Punishment [S]  
Dual Infliction [S]  
Endless Infliction [S]  
Finite Devastation [S]

Fiery Infliction [Advanced]  
Eternal Damnation [Advanced]

Regal

-----

Crescent Moon [Basic]  
Spin Kick [Basic]  
Triple Kick [Basic]  
Wolverine [Basic]  
Swallow Kick [Basic]  
Eagle Dive [Basic]  
Rising Dragon [Basic]  
Heaven's Charge [Basic]  
Healer [Basic]  
Crescent Dark Moon [Basic]  
Mirage [Basic]  
Bastion [Basic]

Dragon Dance [S]  
Eagle Fall [S]  
Dragon Rage [S]  
Grand Healer [S]

Swallow Dance [T]  
Eagle Rage [T]  
Dragon Fury [T]  
Chi Healer [T]

Super Swallow Dance [Advanced]

=====  
10.) Unison Attack (xxuaxx)  
=====

A unison attack is when the four members of your party lets loose with a tech each without TP consumption. Unison Attacks don't become available until after the first trip through the Ossa Trail, after beating Sheena for the first time.

How to activate a Unison Attack? You'll notice a bar like thing above your characters pictures. It fills up when you get in multiple hits on enemies, and once it reaches red, press Z to activate it, and let loose with any one of the four techs that's assigned to that control.

Control? Well, open the main menu, and go to the U. Attack section. You'll notice a slot for a tech in an Up slot, Down slot, A, B, X, or Y slot, and a Left/Right slot. Put any tech that's not grey shaded in it, and once the time comes, hold the direction of the control stick in that direction, and push whatever button the character is designed too.

You can also perform Combo Unison attacks. What that is, is that if you use two certain techs with two certain characters, they sometimes match up and you'll be able to combine those two techs together for one final attack.

The best time to use a Unison Attack is when you're about finished with a huge combo, so you can add more damage on to it. Another good time is if your opponent is casting a strong spell, if you push Z and the U. Attack buttons come up, you'll itnerrupt the spell and it won't happen.

{UNISON COMPOUND ATTACKS:}

=====  
LLOYD + COLETTE  
=====

Pow Blade  
-----

Tiger Blade + Pow Hammer  
Heavy Tiger Blade + Pow Pow Hammer  
Tiger Rage + Pow Pow Hammer  
Twin Tiger Blade + Hammer Rain

Stardust Rain

-----

Sword Rain: Alpha + Hammer Rain

=====

LLOYD + GENIS

=====

Fiery Beast

-----

Beast + Eruption

Beast + Flame Lance

Hunting Beast + Explosion

Raging Beast + Explosion

Lightning Tiger Blade

-----

Tiger Blade + Lightning

Heavy Tiger Blade + Thunder Blade

Heavy Tiger Blade + Spark Wave

Tiger Rage + Thunder Blade

Tiger Rage + Spark Wave

=====

LLOYD + RAINE

=====

Photon Tempest

-----

Tempest + Photon

Psi Tempest + Photon

Omega Tempest + Photon

=====

LLOYD + SHEENA

=====

Power Thrust

-----

Sonic Thrust + Power Seal

Hurricane Thrust + Power Seal Pinion

Super Sonic Thrust + Power Seal Absolute

Dark Serpent

-----

Sonic Thrust + Serpent Seal

Hurricane Thrust + Serpent Seal Pinion

Super Sonic Thrust + Serpent Seal Absolute

Mirage Thrust

-----

Sonic Thrust + Mirage Seal

Hurricane Thrust + Mirage Seal Pinion

Super Sonic Thrust + Mirage Seal Absolute

=====



LLOYD + KRATOS/ZELOS

=====

Cross Thrust

-----

Sonic Thrust + Sonic Thrust  
Hurricane Thrust + Hurricane Thrust  
Super Sonic Thrust + Super Sonic Thrust

Lightning Tiger Blade

-----

Tiger Blade + Lightning  
Heavy Tiger Blade + Thunder Blade  
Tiger Rage + Thunder Blade

Thunder Tiger Blade

-----

Tiger Blade + Lightning Blade  
Heavy Tiger Blade + Lightning Blade  
Tiger Rage + Lightning Blade  
Twin Tiger Blade + Super Lightning Blade  
Demonic Tiger Blade + Super Lightning Blade

Fiery Beast

-----

Beast + Eruption

----

=====

COLETTE + GENIS

=====

Mjollnir

-----

Pow Hammer + Lightning  
Pow Pow Hammer + Thunder Blade  
Pow Pow Hammer + Spark Wave  
Hammer Rain + Indignation

=====

COLETTE + KRATOS/ZELOS

=====

Pow Spear

-----

Pow Hammer + Light Spear  
Pow Pow Hammer + Victory Light Spear  
Pow Pow Hammer + Light Spear Cannon  
Hammer Rain + Victory Light Spear  
Hammer Rain + Light Spear Cannon

Mjollnir

-----

Pow Hammer + Lightning  
Pow Pow Hammer + Thunder Blade

=====  
COLETTE + RAINE  
=====

Photon Blast  
-----  
Ring Whirlwind + Photon  
Ring Cyclone + Photon  
Whirlwind Rush + Photon

=====  
COLETTE + PRESEA  
=====

Pow Devastation  
-----  
Pow Hammer + Devastation  
Pow Pow Hammer + Finite Devastation  
Pow Pow Hammer + Mass Devastation  
Hammer Rain + Mass Devastation  
Hammer Rain + Finite Devastation

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=====  
GENIS + RAINE  
=====

Prism Stars  
-----  
Ray + Tidal Wave  
Ray + Explosion  
Ray + Cyclone  
Ray + Ground Dasher  
Ray + Indignation

=====  
GENIS + PRESEA  
=====

Lightning Punishment  
-----  
Lightning + Punishment  
Spark Wave + Finality Punishment  
Thunder Blade + Dual Punishment

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=====  
RAINE + KRATOS/ZELOS  
=====

Plasma Blade

-----  
Photon + Lightning Blade  
Photon + Super Lightning Blade

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=====  
KRATOS/ZELOS + SHEENA  
=====

Power Thrust  
-----  
Sonic Thrust + Power Seal  
Hurricane Thrust + Power Seal Pinion  
Super Sonic Thrust + Power Seal Absolute

Dark Serpent  
-----  
Sonic Thrust + Serpent Seal  
Hurricane Thrust + Serpent Seal Pinion  
Super Sonic Thrust + Serpent Seal Absolute

Mirage Thrust  
-----  
Sonic Thrust + Mirage Seal  
Hurricane Thrust + Mirage Seal Pinion  
Super Sonic Thrust + Mirage Seal Absolute

=====  
KRATOS/ZELOS + PRESEA  
=====

Lightning Punishment  
-----  
Lightning + Punishment  
Thunder Blade + Dual Punishment

Arch Wind  
-----  
Hell Pyre + Punishment  
Hell Pyre + Dual Punishment  
Hell Pyre + Rising Punishment

=====  
11.) Bosses (xxbosxx)  
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This section will list the bosses in the game.

00000000000000000000  
0 Vidarr 0

0 HP: 4000 0  
0 TP: 30 0  
00000000000000000000

After you kill them, you'll be fighting your first boss. It doesn't matter if you're at full health. You'll be on your knees soon, but then someone steps in in front of you. After a bit of talking, you'll be fighting the boss again, but this time, you have your new partner. He heals you and your other party members and himself if anyone gets hurt. That doesn't mean you can't lose, though. The best tactic here is to attack and guard. Use your techs on him if you have to. He should fall pretty soon.

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00000000000000000000  
0 Exbelua 0  
0 HP: 5000 0  
0 TP: 38 0  
00000000000000000000

It's only Lloyd and Genis for this fight, so be prepared for a fight. Before you start, go to the Strat option and make it so that Genis's magic option is on Moderate. That'll slow down the TP loss for a bit. The best technique for this fight is run in, and take a few swipes (or use a tech) and then run back. Or you can run it, attack, and guard. Either way works. Just make sure to have a few Apple Gels on hand, since when Genis runs out of TP, he'll run in to smack it. It'll take a few minutes, but it'll be dead soon enough.

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00000000000000000000  
0 Botta 0  
0 HP: 4200 0  
0 TP: 224 0  
00000000000000000000

00000000000000000000  
0 Foot Soldier 0  
0 HP: 823 0  
0 TP: 0 0  
00000000000000000000

Once the battle begins, you can either take out the two guards that are with him, or take on the big man himself. I took out the guards first, since they gave me somewhat trouble. But it's your choice. Anyways, Botta has short range attacks, which will hurt Lloyd a lot. Kratos still has First Aid though, so that should help you out. Be careful for when he goes into Overlimit. He WILL hurt you. A lot. All in all, just attack when Kratos does, and run back when he does, and guard against the rocks that somehow come flying out of the ground from Botta, and you should win this fight.

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00000000000000000000  
0 Ktugach 0  
0 HP: 5000 0  
0 TP: 50 0  
00000000000000000000

00000000000000000000

0 Ktugachling 0  
0 HP: 1500 0  
0 TP: 180 0  
00000000000000000000

The boss here is Ktugach, and he has two little buddies with him, named Ktugachling. A lot of people say that you need Genis in this fight to win, but I didn't use him, and I fared really well. Once the battle begins, it's wise to take out the two Ktugachlings, since they'll cause some problems for you. They only have 1500 Hit Points a pop, so take them out. After the two minions are gone, you [I'm assuming you're controlling Lloyd] and Kratos should attack the big monster, while Raine heals you. If you have Sword Rain, Do a normal three hit combo with Lloyd, and then perform a Sword Rain right after the third hit to get a good 9, 10 hit combo in with Lloyd alone. If needed, use Apple and Orange Gels to heal HP and TP. He should die in a bit.

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00000000000000000000  
0 Clumsy Assassin 0  
0 HP: 1800 0  
0 TP: 131 0  
00000000000000000000

00000000000000000000  
0 Guardian-Wind 0  
0 HP: 2000 0  
0 TP: 400 0  
00000000000000000000

I love this battle music. I really do. Anyways, Sheena comes along with a WindGuardian, which makes this battle somewhat tough. When you get rid of it, Sheena will be a breeze to beat. Concentrate on the WindGuardian, but keep an eye on your partner's Hit Points. Use Gels when needed, and guard when needed. Once the WindGuardian is dead, help your partners with Sheena, if she isn't gone already. She likes to guard, so jump behind her, and hit her from the back to do a Guard Break. Just keep wailing on her, and Raine will be healing (if you kept her in your party, if not, use Gels), and she'll be gone soon.

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00000000000000000000  
0 Magnius 0  
0 HP: 8500 0  
0 TP: 120 0  
00000000000000000000

00000000000000000000  
0 Whip Master 0  
0 HP: 2300 0  
0 TP: 60 0  
00000000000000000000

00000000000000000000  
0 Bowman 0  
0 HP: 2100 0  
0 TP: 40 0  
00000000000000000000

First things first, take care of the company Magnius has with him before attacking Magnius, but make sure to try your best to avoid Magnius's attacks. Magnius isn't terribly hard. But if you don't pay attention to your health, you can find yourself dead in no time, so keep an eye on your health, especially Raine's [if you're using her.] Magnius likes to guard a lot, so jump behind him to do perform a Guard Break attack, and wail away on him. A good combo to use is a normal three hit combo, followed by a Tiger Blade (if you have it), which is 5 hits right there, followed by a Sword Rain attack which should total up for about a 13, 14 hit combo from Lloyd alone. Just be sure to heal when needed, and he should be dead in no time.

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```
00000000000000000000000000000000
0 Kilia                0
0 HP: 10,000          0
0 TP: 400              0
00000000000000000000000000000000
```

The only dangerous thing about Kilia is her Dark Sphere spell, which is like Raine's Photon spell, except Kiliias is a dark elemental one. Dark Sphere will add up damage quickly, but she casts it when she's getting low on HP, so try to keep your HP up before she starts casting. Just use your normal combos, and heal when needed, and she'll go down with ease.

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```
00000000000000000000000000000000
0 Adulocia            0
0 HP: 10,000          0
0 TP: 248              0
00000000000000000000000000000000
```

```
00000000000000000000000000000000
0 Amphitra            0
0 HP: 2300            0
0 TP: 120              0
00000000000000000000000000000000
```

Be prepared for a fight, because this isn't going to be a cake walk like the other few boss fights. If you want any chance of survival, take out the Amphirtra's first, which will be her little two minions. You should have either Kratos or Genis in. Let whoever you have in go crazy with Lightning while you should do the normal three hit attack, Tiger Blade, and Sword Rain combo to get some damage in. Make sure to block when needed, and keep an eye on everybody's HP, and mostly, TP. Hopefully nobody will die in this fight. But if someone does, use a Life Bottle, then immediately use an Apple Gel when you can use items again. After some time, she should fall.

-----

```
00000000000000000000000000000000
0 Windmaster          0
0 HP: 10,000          0
0 TP: 220              0
00000000000000000000000000000000
```

This boss fight isn't terribly hard, but you need to pay attention to see when he starts to spin around, since that's an attack that can add damage

up quickly. So get ready to block it when needed. Other than that, if you're using Genis, make sure to disable his Wind spells. Do the normal 3 attack/Tiger Blade/Sword Rain combo with Lloyd, and have the other characters do what they do best. Nobody should die in this fight, so just block when needed and you should be fine.

-----

```
000000000000000000000000000000000000
0 Iapyx 0
0 HP: 14,000 0
0 TP: 88 0
000000000000000000000000000000000000
```

I really wouldn't say this battle will be as tough as the last seal boss you fought, but it won't be easy. Make sure to disable all techs for Colette, except for Angel Feathers. This boss likes to shoot little spikes out, and it'll hit you about 5, 6 times, so block those to minimize damage. Use high ground attacks, like Tempest, and use your best techs during a Unison Attack. If you're going melee, you should be keeping it busy, so it won't hurt your other partners too badly. Just guard and heal, basically, and it'll be dead in minutes.

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```
000000000000000000000000000000000000
0 Res. Assassin 0
0 HP: 4500 0
0 TP: 164 0
000000000000000000000000000000000000
```

```
000000000000000000000000000000000000
0 Guardian-Lit 0
0 HP: 5500 0
0 TP: 400 0
000000000000000000000000000000000000
```

Sheena comes along with another Guardian this time, but it's a Lightning Guardian this time. This battle may be a bit tougher from the last one you had with Sheena, namely because the Lightning Guardian can knock you on your back, leaving you defenseless for a couple of seconds, so it would wise to go after the Guardian so it doesn't interfere with you fighting Sheena. Just use the same strategies you used last time against the Guardian, and it'll be dead. Sheena should be about halfway gone after the Guardian is gone, so finish her off.

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```
000000000000000000000000000000000000
0 Kvar 0
0 HP: 10,000 0
0 TP: 340 0
000000000000000000000000000000000000
```

```
000000000000000000000000000000000000
0 Energy Stone 0
0 HP: 5550 0
0 TP: 100 0
000000000000000000000000000000000000
```





00000000000000000000  
0 Sephie 0  
0 HP: 7320 0  
0 TP: 220 0  
00000000000000000000

Let me say, this boss fight will be HELL at the beginning. Each has over 6,000 HP, and have strong physical and magic attacks. Once you defeat one, the battle should go a bit easier, but it'll still be a bit of a challenge. I recommend taking out Fairess (the one with the shield) first since she has the lowest amount of HP among the three, and her magic is pretty much the strongest of the three. Once she's gone, concentrate on whoever has the least amount of life left. Hopefully you have a good amount of gels for this fight. Use your best combos and techs, and you should win.

-----

00000000000000000000  
0 Efreet 0  
0 HP: 18,000 0  
0 TP: 850 0  
00000000000000000000

This fight won't be as tough as let's say, Undine, but it can still be somewhat challenging if you're not prepared. The main attack you want to look out for is Explosion, because that can kill someone in a heart beat. You should have Raine in for healing purposes, and Genis in for ice/water magic techs. Just wail away on him with your best combos and techs, and use Apple and Orange Gels when needed, and he should be gone soon.

-----

00000000000000000000  
0 Sword Dancer 1 0  
0 HP: 8888 0  
0 TP: 38 0  
00000000000000000000

This far into the game, you should be able to whip on him with no problems whatsoever. If you have trouble, which you shouldn't if you're fighting him now, then guard and attack when needed. Have Raine go crazy with Photo and Ray/Holy Lance (whichever one you have, but I prefer Holy Lance since it does more damage) and he should fall soon. He only has 8,888 HP this time around. If you need to heal, do so, and just wail away on him.

-----

00000000000000000000  
0 Remiel 0  
0 HP: 16,000 0  
0 TP: 258 0  
00000000000000000000

This boss fight isn't really all that hard, but you still need to be on your toes. He has a few nasty spells on him, but that's all he has to offer. So just use your strongest combos and techs, and have Genis use his strongest magic and Raine heal, use gels when needed, and he'll be gone in no time.

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00000000000000000000  
0 Kratos Aurion 0  
0 HP: 22,500 0  
0 TP: 1500 0  
00000000000000000000

First off, you don't HAVE to win this fight, but you should try to, since you get an Ex Gem Lv.3 if you do. This battle is going to be tough. One of the spells he loves to cast is Lightning Blade, which will add up damage. He also has Light Spear, which can also do some devastating damage, and finally, he loves to hit you three times, and follow up with a Lightning Strike attack. That'll knock off a good amount of HP also. See, the biggest problem with this fight is, you're not healed when you start it, so he may waste you in a couple of seconds. Using your best combos and techs is a must, and make sure Genis is using his strongest set of spells (make sure to stick his strongest spell as his U. Attack attack.) Use gels if needed. You're going to be doing a lot of guarding in this fight, so guard when needed. If you follow that strategy, and have a bunch of luck on your side, you can possibly win.

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00000000000000000000  
0 Yggdrasill 0  
0 HP: 40,000 0  
0 TP: 3000 0  
00000000000000000000

You can't win this fight, plain and simple. But witness what magic he has and whatnot, and then, well... die.

-----

00000000000000000000  
0 Pronyma 0  
0 HP: 18,000 0  
0 TP: 750 0  
00000000000000000000

This fight is pretty easy. The only thing you have to watch out for is her attack that looks like Lloyd's Beast tech, because it'll knock you on your back. Other than that, just wail away on her with your best combos and techs and she'll fall in no time.

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00000000000000000000  
0 Sword Dancer 2 0  
0 HP: 33,333 0  
0 TP: 4444 0  
00000000000000000000

You MUST block against his attacks if you want a good chance of winning this battle since they can do some heavy damage if not blocked. Also beware of his magic, as that is strong as well. Just like the last battle, have Raine go crazy with Photon and Ray/Holy Lance to get some good damage in. This battle will take awhile, since he has a lot more HP than he had last time, so hopefully you have a good amount of gels and life bottles. Just guard when needed, use your best combos and techs, and heal when needed, and he should fall.



00000000000000000000  
0 Botta 0  
0 HP: 12,000 0  
0 TP: 580 0  
00000000000000000000

This fight really isn't as hard as it's supposed to look, but both have attacks to keep your party members busy. Take out Botta first, since he has less HP. He really hasn't changed much from the last time you fought him, except for a new spell or two, but lay waste to him. For Yuan, use your best combos and techs, heal when needed, and they'll both be down for the count.

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00000000000000000000  
0 Winged Dragon 0  
0 HP: 18,000 0  
0 TP: 400 0  
00000000000000000000

00000000000000000000  
0 Baby Dragon 0  
0 HP: 12,000 0  
0 TP: 800 0  
00000000000000000000

Take out the two baby dragons first. If you're not leveled enough, this fight will show it. Use your strongest combos and techs against them. They have 12,000 HP each, so keep your guard up. Once they fall, the big boy himself should be easy to take out.

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00000000000000000000  
0 Gnome 0  
0 HP: 28,000 0  
0 TP: 682 0  
00000000000000000000

He has multi-hit physical attacks, so be prepared to guard against those, because they can do some heavy damage if your armor isn't up to date or your levels are low. His spells are also nasty, especially Ground Dasher. It's important to keep an eye on everybody's HP at all times, and heal when needed. If you're using Genis, have him use only Wind magic, and you should have Raine in, so keep an eye on their TP's. Smack him with your best combos and techs, avoid his magic, and guard when he uses a physical attack, and he should be gone soon.

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00000000000000000000  
0 Celsius 0  
0 HP: 18,000 0  
0 TP: 600 0  
00000000000000000000

00000000000000000000  
0 Fenrir 0  
0 HP: 12,000 0

0 TP: 300 0  
00000000000000000000

If you're using Genis, make sure all of his spells are off except for Fire based elementals, especially Raging Mist. If you have that, make him use it non-stop. Make sure to turn off all summons for Sheena except Efreet, and Raine should be your main healer. Go after Fenrir first, since in my opinion, I think he poses as a bigger threat than Celsius. So use your best combos and techs on him while keeping an eye on everybody's HP and TP, and use Gels when needed. If you get the U.Attack gauge full, save it for Celsius. Once Fenrir is gone, Celsius should be a push over, but she does have a nasty spell or two up her sleeve, so don't let your guard down.

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00000000000000000000  
0 Rodyle 0  
0 HP: 35,000 0  
0 TP: 500 0  
00000000000000000000

He packs quite a punch, he does. His physical attacks can do some heavy damage if not guarded, and his magic is just as strong, so get ready to use a few gels in this fight. He can knock you into the air, and slam you into the ground, which is very annoying. Use your best combos and techs with whoever you have in your party, and try to keep your HP up at all costs.

-----

00000000000000000000  
0 Shadow 0  
0 HP: 30,000 0  
0 TP: 800 0  
00000000000000000000

Shadow isn't really all that tough. The only thing that makes him annoying is that he likes to warp a lot. He'll warp from one spot, appear behind someone, and do a multi-hit physical attack on them, and then do it again and hit someone else. So be on guard when he warps. Other than that, use your best combos and techs, and have Raine go crazy with using Photon or Ray, and heal when needed, and he'll be gone.

-----

00000000000000000000  
0 Luna 0  
0 HP: 18,000 0  
0 TP: 720 0  
00000000000000000000

00000000000000000000  
0 Aska 0  
0 HP: 19,650 0  
0 TP: 600 0  
00000000000000000000

These two aren't as hard as you think they may be. Take out Aska first to get rid of that one problem. Aska really doesn't have any strong attacks, so just block when needed, and wail on him with combos and techs. If you get your U. Attack gauge full, save it for Luna. Once Aska is done for,

concentrate on Luna. Make sure Raine's Photon and Ray techs are disabled. Luna's Photon attack hits for quite a bit of damage, but nothing a First Aid can't fix. The only thing you should watch out for is her Light Ray (or something like that) attack, because it'll place the status effect Curse on whoever's hit by it, preventing you from using techs. Use a Panacea Bottle to cure it. Just wail on her with your best combos and techs, and she'll fall soon.

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```
00000000000000000000000000000000
0 Forcystus          0
0 HP: 20,000         0
0 TP: 400            0
00000000000000000000000000000000
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```
00000000000000000000000000000000
0 Exbone             0
0 HP: 6000           0
0 TP: 320            0
00000000000000000000000000000000
```

This battle is going to be hell. My first time playing I died two times. I have 2x Exp this time around, and I was Level 60, and I still had trouble with him. It doesn't matter if you go after Forcystus first, or the two Exbones. Both have powerful magic, but I'd go for the Exbones, so you can concentrate on Forcystus without any interruptions. The strongest spell Forcystus has to offer is Air Blade, which hits you four, or five times for 500+ HP a pop, so it adds up to nearly 2,000 damage, if not that much, and he just loves using it. Another thing, even if you use combos on him, you can't interrupt when he's trying to cast a spell, or attacking. You're going to be doing a lot of healing in this fight, and reviving, so I hope you got a nice amount of Gels and Life Bottles. Just keep wailing on him, and healing and reviving when needed, and he should fall.

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```
00000000000000000000000000000000
0 Plantix           0
0 HP: 36,000        0
0 TP: 400           0
00000000000000000000000000000000
```

Easy. That's all I have to say. You should be able to get a high combo count in this fight. Both times I fought him, I got over a 60 hit combo. Have Genis use his fire elemental based spells, while you corner him and wail away on him with your best combos. The best combo that worked for me was a normal four hit attack (I had the Add Combo feature on one of the Exspheres), followed by a Sonic Sword Rain, and followed that with a Beast Sonic Sword Rain, which added up to nearly 20 hits from Lloyd alone. Just wail away on it and it'll be dead quickly.

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```
00000000000000000000000000000000
0 Kratos Aurion     0
0 HP: 25,000        0
0 TP: 980           0
00000000000000000000000000000000
```

I'm pretty sure you have to beat him this time. He has a new spell on his side this time, Judgment. This spell can devastate you if it hits. So you'll immediately want to heal if someone gets hit by it. Kratos also has a few nasty combos. If you get close enough to him, he'll either do a three strike hit, followed by a Double Demon Fang or three hits followed by a Lightning Strike followed with three more hits followed by a S. Lightning Strike. Point is, you'll want to block when going melee. He still has his Light Spear tech, so that'll add up damage as well. Just keep healing and using your best combos and techs and he should be gone soon.

-----

```
00000000000000000000000000000000
0 Yggdrasill          0
0 HP: 40,000          0
0 TP: 3000            0
00000000000000000000000000000000
```

You can't kill him still, but you still need to stay alive. So just keep attacking him and heal if you need to until the screen blackens.

-----

```
00000000000000000000000000000000
0 Sword Dancer 3     0
0 HP: 99,999         0
0 TP: 8888           0
00000000000000000000000000000000
```

This will be one of the hardest fights in the game. His physical attacks are strong, as well as his magic. In other words, you're going to be doing a lot of work in this fight just to stay alive. If you have any All-Divides, now would be a good time to use one. The main attack you want to watch out for is Indignation. If you see a purple triangle-like thing surrounding you, GET OUT OF IT! It'll do 3,000+ damage if you don't have an All-Divide on, and even still, 1,500+ damage is still a lot. Also, guarding his attacks are a must in this fight. To sum it up, be well prepared, or be prepared to die. Just use your best combos and techs as usual, and have Raine go crazy with Photon and Ray/Holy Lance, and heal and revive when needed, and after a long time of fighting, he'll fall.

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```
00000000000000000000000000000000
0 Gatekeeper         0
0 HP: 18,000         0
0 TP: 800             0
00000000000000000000000000000000
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```
00000000000000000000000000000000
0 Angel Swordian    0
0 HP: 7480           0
0 TP: 130            0
00000000000000000000000000000000
```

Take out the two Angel Swordians first. After that, the Gatekeeper is a total wuss. His attacks are really weak, so just wail away on him.

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00000000000000000000  
0 Zelos Wilder 0  
0 HP: 28,000 0  
0 TP: 1200 0  
00000000000000000000

Zelos fights like Kratos, so you can expect a few cheap shots every now and then. He'll abuse his Light Spear attack like no other, and he'll also smack you around with Double Demon Fang a lot. His attacks are powerful, too, so expect to heal in this battle. Don't be surprised if someone gets KO'ed either. He's not to be underestimated. Just smack him with your best combos and techs, and he'll be done for.

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00000000000000000000  
0 Pronyma 0  
0 HP: 32,000 0  
0 TP: 850 0  
00000000000000000000

00000000000000000000  
0 Idun 0  
0 HP: 11,000 0  
0 TP: 0 0  
00000000000000000000

Take care of her minions first, and then the big girl herself. She hasn't changed from the last fight you had with her, but she still has a nasty spell or two up her sleeve, so wail away on her as much as you can. Just make sure to keep healed before you kill her.

-----

00000000000000000000  
0 Yggdrasill 0  
0 HP: 40,000 0  
0 TP: 3000 0  
00000000000000000000

You have to beat him this time. You can't lose. He has a lot of strong spells so you'll really want Raine for this fight. Make sure to do your best to avoid his spells, because he can usually follow up with them since he can cast really fast. If you see him casting, hit him with a Sonic Sword Rain to knock it off balance. Just heal and use your best combos and techs, and he'll be done for.

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00000000000000000000  
0 Kratos Aurion 0  
0 HP: 12,000 0  
0 TP: 1400 0  
00000000000000000000

It's going to be one on one for this fight. I know what you're thinking, but because of this, Kratos only has 12,000 HP this time. All you have to do is try to corner him, and unleash your best combos and techs on him while he's in the corner, and you should be able to beat him easily. Just try to avoid him when he goes into Overlimit (if he does.)



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```
00000000000000000000000000000000
0 Origin                0
0 HP: 40,000            0
0 TP: 800                0
00000000000000000000000000000000
```

Don't let the appearance fool you. This guy is nothing but a big wuss. He has somewhat poor defense, and if you have Genis in your party, you'll be able to make sure he can't guard at all. So just wail away on him, and if necessary, heal, but just keep wailing on him and he'll be done for.

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```
00000000000000000000000000000000
0 Dark Dragon           0
0 HP: 19,000            0
0 TP: 0                  0
00000000000000000000000000000000
```

Total wuss. Just beat the living crap out of him.

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```
00000000000000000000000000000000
0 Mithos                0
0 HP: 55,000            0
0 TP: 5000              0
00000000000000000000000000000000
```

This fight is HARD. He has the spells Judgment and Holy Lance, and those will just eat you alive if you're not at a high enough level. Hell, even if at a high enough level, those attacks will still hurt. You don't HAVE to have Genis for this fight, but due to Mitho's high defense, it wouldn't hurt. See, Mithos loves to warp from one spot, and cast Judgment or any other kind of spell to annoy the living hell out of you, and he'll do it often, too. Use a Sonic Sword Rain to interrupt his spell casting most of the time, though. Another annoying thing about this is that he goes into Overlimit a lot during this fight. I highly recommend having Raine in this fight. If you've been using her throughout the game, you should have gotten her best healing spells. Mithos isn't done yet. He has an attack called Retribution, which will put status effects on your characters. The main one seems to be Curse, so use Panacea bottles to cure that and Paralysis if it happens, and use Miracle Bottles if another kind of status effect that can't be cured with any other item occurs. He has a lot of HP too, so this fight can take awhile. It took me about 5 tries to beat him for the first time. If you're having trouble still, use an All-Divide to ease it up a bit.

He also uses Indignation Judgment, but that's only if you're fighting him on Mania mode.

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```
00000000000000000000000000000000
0 Mithos                0
0 HP: 60,000            0
0 TP: 1500              0
00000000000000000000000000000000
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This fight will be challenging, but it won't be as hard as the last one. The only thing you'll want to watch out for is Judgment and his physical attacks. Use an All-Divide at the beginning of the battle if you think you won't be able to handle him, and corner him. See, Mithos is a great source for combos. I got about three 80+ hit combos on him. My highest was either 86 or 89. Anyways, once you corner him, you should just wail away with your best combos and techs and heal when necessary, and Mithos will be no more.

-----  
OPTIONAL FIGHTS  
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00000000000000000000  
0 Kuchinawa 0  
0 HP: 10,000 0  
0 TP: 60 0  
00000000000000000000

You should be at least in the mid 60's to mid 70's for this fight. Kuchinawa has some strong attacks, so you'll want to guard often, and attack carefully. I found the best time to attack, is when he backflips into the air and throws down some blades. When you see him backflip, quickly run in Kuchinawa's direction so you avoid the blades, and then when he lands, give him a few quick hits and back off. His most used attack though is his Raiden attack, which is similiar to Genis'/Kratos'/Zelos' Lightning attack, so you can't guard against it. All in all, keep your distance away from him, and when you get the chance, attack him. You'll need some patience for this battle.

Be warned. If you lose this fight, you can't fight him again, so make sure to beat him.

-----  
00000000000000000000  
0 Hell Knight 0  
0 HP: 88,000 0  
0 TP: 9800 0  
00000000000000000000

This guy isn't terribly hard, but since his freakin' sword stretches from the North Pole to the South Pole, he'll be able to hit your spellcasters, so you'll want to keep a close eye on Raine's and if you're using him, Genis' HP. His HP may say 80,000, but he'll go down a lot faster if all your melee fighters gang up on him. Just keep wailing on him with your best combos and techs, and keep an eye on everybodys HP and TP and he should die.

-----  
00000000000000000000  
0 Living Armor 0  
0 HP: 120,000 0  
0 TP: 0 0  
00000000000000000000

If you scan him, you may notice that his TP says 0, but don't be fooled. He can cast spells with no casting time whatsoever, meaning you'll most likely be hit with his spells. The main one he used on me was Dreaded Wave.

Anyways, try your best to corner him and wail away on him, since he easily staggers. His 120,000 HP is a lot, meaning he'll go into Overlimit a lot. It's very frustrating when he goes into Overlimit, since he broke up my Combos when I got into the 60's everytime. Anywho, once he's in Overlimit, STAY AWAY FROM HIM, because he will hurt you. Keep Raine's Revitalize on a C-Stick shortcut and use it when needed, and corner him and use your best combos and techs and he should fall soon.

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```
00000000000000000000000000000000
0 Maxwell                0
0 HP: 60,000             0
0 TP: 800                0
00000000000000000000000000000000
```

This guy is pretty difficult, regardless his looks. He has spells Genis has, and has the all powerful, Meteor Storm. Whenever he casts it, hold down the block button and hope that you survive it, because it does critical damage, even when blocking. After it's done, heal if needed, and unleash your best combos and techs, and keep blocking against Meteor Storm, and he'll be no more.

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```
00000000000000000000000000000000
0 Abyssion               0
0 HP: 120,000           0
0 TP: 2250              0
00000000000000000000000000000000
```

This is the toughest boss fight in the game. You should be above Level 70 if you plan on fighting him. He also has the most HP of any boss in the game [120,000 HP] so this fight is going to take awhile, especially if you use an All-Divide. Speaking of, it would be wise to use one if you don't think you'll be able to handle him. Now for the fight itself, it's HIGHLY RECOMMENDED to have Raine and Genis for this fight. The fourth character is your choice, but I picked Presea for more power. Abyssion has a quick casting time, meaning he can cast really really fast, so you'll want to be on your toes for attacking and dodging. His physical attacks are also strong, so you must guard against those, and to top it all off, you won't be able to make him stagger most of the time. The most important thing is NOT TO LET HIM CORNER YOU. If he corners you, you're pretty much screwed. So do your best to get behind him whenever you can and try to keep him away from Raine and Genis so he doesn't corner them. You should have a full stock of Lemon Gels, Pineapple Gels, Life Bottles, and if needed, Miracle Gels. Use your best combos and techs on him, and make sure to heal when needed, and after a lot of fighting, and some luck, he'll fall.

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=====
12.) Titles (xxtixx)
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The following section will list all the titles each character can get and what its statistical boosts are.

-----  
LLOYD  
-----

Swordsman - Obtained at the start.

Drifting Swordsman - Once you get exiled from Iselia.

Eternal Swordsman - Once you receive the Eternal Sword.

Gourmet King - Receive all the Recipes.

Nobleman - Get during a sidequest (see Sidequest section)

Arrgh, Me Hearties - Get during a sidequest

Beach Boy - Get during a sidequest

Gentle Idealist - Once you talk with the Chief of Mizuho.

Peeping Tom - Go to Hot Springs with Zelos in your party and choose Females.

Midlife Crisis - Beat the Uncle game in Triet.

Sword of Swords - Beat Advanced Single Mode at the Coliseum.

Tactical Leader - Beat Party Mode at Coliseum.

Grand Swordsman - Once you reach Level 20.

Master Swordsman - Once you reach Level 40.

Holy Swordsman - Once you reach Level 100.

Combo Newbie - Once you get a 10 Hit Combo.

Comboist - Once you get a 30 Hit Combo.

Combo Expert - Once you get a 60 Hit Combo.

Combo Master - Once you get a 100 Hit Combo.

Tetra Slash - Once you get a combo using three normal attacks and then a Lv. 1, 2, or 3 Special Attack.

Brave Soul - Beat Yuan without running from any battles.

Lone General - Defeat a group of enemies alone.

Boorish General - Once you use 10 Shortcuts in battle.

Gung Ho - Beat Rodyle with 4 characters whose levels equal less than 145.

Eternal Apprentice - Beat Kilia by using only the Wooden Sword until then.

Berserker - Once you fight 256 consecutive battles on Hard or Mania mode.

-----  
 STAT BOOSTS  
 -----

TITLE	HP	TP	STR	DEF	INT	EVA	ACC
----	--	--	---	---	---	---	---
Swordsman	0	0	0	0	0	0	0
Drifting Swordsman	1	0	2	2	0	0	0
Eternal Swordsman	7	0	7	6	0	0	6
Gourmet King	0	0	0	5	4	5	0
Nobleman	0	0	0	0	0	0	0
Arrgh, Me Hearties	0	0	0	0	0	0	0
Beach Boy	0	0	0	0	0	0	0
Gentle Idealist	0	1	0	4	4	0	0
Peeping Tom	0	0	0	0	5	5	0
Midlife Crisis	0	1	0	0	6	0	0
Sword of Swords	4	3	4	4	4	4	4
Tactical Leader	0	3	0	0	5	5	5
Grand Swordsman	4	0	4	3	0	0	0
Master Swordsman	5	0	5	4	0	0	4
Holy Swordsman	0	0	0	10	0	10	0
Combo Newbie	0	0	3	0	0	0	2
Comboist	0	1	4	0	0	0	4
Combo Expert	6	2	6	0	0	0	2
Combo Master	0	5	0	0	0	0	10
Tetra Slash	2	0	2	0	0	0	0
Brave Soul	5	0	5	4	0	5	0
Lone General	0	0	0	2	0	3	0
Boorish General	0	1	0	0	3	0	0
Gung Ho	6	2	0	5	0	0	0
Eternal Apprentice	3	0	2	2	0	4	3
Berserker	10	0	10	0	0	0	6

-----

-----  
COLETTE  
-----

Fledgling Chosen - Obtained at the start.

Spiritua Reborn - During when you try to find the Pope.

Klutz - Examine the broken wall in the classroom.

Charismatic Chef - Master all recipies.

Fair Lady - Get during a Sidequest.

Maid - Get during a Sidequest.

Mermaid - Get during a Sidequest.

Ill-fated Girl - Once you learn of Colette's sickness.

Dog Lover - Name all 30 dogs.

Ironing Board - Go to the Hot Springs with Zelos and choose Females.

Turbo Waitress - Once you complete the Waiter minigame in Palmacosta.

Super Girl - Beat Advanced Single Mode at the Coliseum.

Chosen - Once you reach Level 20.

Tiny Angel - Once you reach Level 40.

Angelic Maiden - Once you reach Level 100.

Little Pickpocket - Once you use Item Thief/Rover 400 combined times.

Oblivious - Once you enter a battle poisoned and finish it without curing it.

Single-Minded - Once you use the same Lv. 1 Special Attack ten times during a battle.

Self-Control - Once you complete a battle without using special attacks.

Don't Run - Once you complete a battle without running away.

Friendship First - No party members can die until you beat Iubaris.

-----  
STAT BOOSTS  
-----

TITLE	HP	TP	STR	DEF	INT	EVA	ACC
Fledgling Chosen	0	0	0	0	0	0	0
Spiritua Reborn	4	0	5	0	0	3	0

Klutz	1	0	1	0	0	0	1
Charimastic Chef	0	0	0	5	4	5	0
Fair Lady	0	0	0	0	0	0	0
Maid	0	0	0	0	0	0	0
Mermaid	0	0	0	0	0	0	0
Ill-Fated Girl	3	0	3	0	0	0	0
Dog Lover	0	0	0	0	4	4	4
Ironing Board	5	0	0	4	0	0	0
Turbo Waitress	0	0	0	2	2	0	0
Super Girl	4	3	4	4	4	4	4
Chosen	0	2	0	0	3	0	2
Tiny Angel	0	0	4	0	4	0	3
Angelic Maiden	10	0	0	10	0	0	0
Little Pickpocket	6	0	6	6	0	0	0
Oblivious	3	0	0	0	0	0	0
Single-Minded	0	1	0	0	0	0	2
Self-Control	0	0	0	1	1	0	0
Don't Run	0	1	0	0	0	1	0
Friendship First	3	3	3	3	3	3	3

-----  
 -----  
 GENIS  
 -----

- Magic User - Obtained at the start.
- Honor Roll - Get best score during the sidequest at the Academy at Palmacosta.
- Friend - Obtained after completeing the Genis and Mithos sidequest.
- Little Chef - Obtained after mastering all recipes.
- Easter Sunday - Obtained through sidequest.
- Katz Katz Katz - Obtained through sidequest.

Beach Comber - Obtained through sidequest.

Brotherly Love - Obtained after talking to Raine in Iselia after the Martel Temple.

Item Collector - Obtained after finishing the Collector's Book.

Figurine Collector - Obtained after finishing the Figurine Book.

Strategist - Obtained after beating the Red Light Green Light game.

Ultimate Kid - Obtained after beating the Advanced Single Mode at Coliseum.

Mana Master - Obtained after learning Meteor Storm.

Sorcerer - Obtained after reaching Level 20.

Warlock - Obtained after reaching Level 40.

Experimental - Obtained after changing weapons 5 times.

Study Harder! - Obtained after using magic that a enemy is strong against 10 or more times.

Dependent - Obtained after not attacking or recieving damage in battle.

Magic Cycle - Obtained after using every elemental spell in one battle.

I Hate Gels! - Obtained after not using Gels until after the first Pronyma battle.

-----  
STAT BOOSTS  
-----

TITLE	HP	TP	STR	DEF	INT	EVA	ACC
-----	--	--	---	---	---	---	---
Magic User	0	0	0	0	0	0	0
-----							
Honor Roll	0	0	0	0	1	0	1
-----							
Friend	0	0	4	3	0	0	0
-----							
Little Chef	0	0	0	5	4	5	0
-----							
Easter Sunday	0	0	0	0	0	0	0
-----							
Katz Katz Katz	0	0	0	0	0	0	0
-----							
Beach Comber	0	0	0	0	0	0	0
-----							
Brotherly Love	1	0	0	1	0	0	0
-----							
Item Collector	10	0	10	0	0	0	0
-----							
Figurine Collector	0	0	10	10	0	0	0
-----							
Strategist	2	0	3	0	0	0	0
-----							



Ultimate Kid	4	3	4	4	4	4	4
Mana Master	0	3	0	0	5	5	2
Sorcerer	2	1	0	0	0	0	0
Warlock	3	2	0	0	1	0	2
Experimental	1	0	1	0	0	0	2
Study Harder!	0	0	0	0	0	2	2
Dependent	0	0	1	1	0	0	0
Magic Cycle	0	1	0	0	2	0	0
I Hate Gels!	3	1	3	3	3	2	3

-----

-----  
 KRATOS  
 -----

Mercenary - Obtained from the start.

Traitor - Obtained after Kratos joins you at the Iselia Ranch.

Dad - Obtained after the skit titled "Childhood Memory".

Gourmet Master - Obtained after mastering all recipes.

Judgment - Obtained after Kratos joins your party.

Conqueror - Obtained after beating Advanced Single Mode at the Coliseum.

Magic Swordsman - Obtained after reaching Level 20.

Battle God - Obtained after reaching Level 40.

War God - Obtained after reaching Level 100.

Tetra Slash - Obtained after performing a combo using three different types of normal attacks followed by a Level 1, 2, or 3 Special attack.

-----  
 STAT BOOSTS  
 -----

TITLE	HP	TP	STR	DEF	INT	EVA	ACC
Mercenary	0	0	0	0	0	0	0
Traitor	0	2	0	2	2	0	0
Dad	0	0	0	0	3	3	2

Gourmet Master	0	0	0	5	4	5	0
Judgment	0	0	0	0	0	0	0
Conqueror	4	3	4	4	4	4	4
Magic Swordsman	2	1	0	0	1	0	0
Battle God	3	0	2	0	1	0	0
War God	10	0	0	0	10	0	4
Tetra Slash	2	0	2	0	0	0	0

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RAINE

-----

Teacher - Obtained from the start.

Archeological Mania - Obtained from the Triet Ruins.

Grand Healer - Obtained after learning Resurrection.

Passable Chef - Obtained after mastering all recipes.

Glamorous Beauty - Obtained from sidequest.

Maiden - Obtained from sidequest.

No, Not the Sun! - Obtained from sidequest.

Sisterly Love - Obtained after going to Triet after finishing the Triet Ruins.

Monster Collector - Obtained after completing the Monster List.

Gladiator Queen - Obtained after beating Advanced Single Mode at the Coliseum.

Researcher - Obtained after reaching Level 20.

Professor - Obtained after reaching Level 40.

Wisewoman - Obtained after reaching Level 100.

Item Keeper - Obtained after using same item 5 times in battle.

Crimson Rose - Obtained after using a party of 4 females during a battle.

Never Say Never - Obtained after dying 5 or more times in a battle.

Survivor - Obtained after finishing a battle with Raine only alive at the end.

-----

STAT BOOSTS

```

-----
TITLE                HP    TP    STR    DEF    INT    EVA    ACC
-----
Teacher              0    0    0    0    0    0    0
-----
Archeological Mania  0    1    0    0    2    0    0
-----
Grand Healer         0    1    2    2    0    0    0
-----
Passable Chef        0    0    0    4    4    5    0
-----
Glamorous Beauty    0    0    0    0    0    0    0
-----
Maiden               0    0    0    0    0    0    0
-----
No, Not the Sun!    0    0    0    0    0    0    0
-----
Sisterly Love       0    0    1    0    0    0    1
-----
Monster Collector   0    3    0    0    10   0    0
-----
Gladiator Queen     4    3    4    4    4    4    4
-----
Researcher           2    0    0    0    2    0    0
-----
Professor            4    0    7    0    4    1    0
-----
Wisewoman            10   0    0    0    10   0    0
-----
Item Keeper          0    0    0    3    0    3    0
-----
Crimson Rose         0    0    0    0    3    3    0
-----
Never Say Never      5    0    3    0    0    0    0
-----
Survivor             2    1    2    2    2    1    2
-----

```

-----

SHEENA

Mysterious Assassin - Obtained from the start.

Summoner - Obtained after making pacts with Undine and Volt.

Elemental Summonor - Obtained after making pacts with Efreet, Undine, Volt, Celsius, Gnome, and Sylph.

Master Summoner - Obtained after making pacts with all Summon Spirits.

You Look Great! - Obtained from sidequest.

Successor - Obtained from sidequest.

Queen of the Beach - Obtained from sidequest.

Master Cook - Obtained after mastering all recipes.

Treasure Hunter - Obtained after finding every chest in every dungeon.

Wow! - Go to Hot Springs with Zelos in party and choose Females.

Rose of Battle - Obtained after beating Advanced Single Mode at the Coliseum.

Acrobat - Obtained after reaching Level 40.

Ultimate Summoner - Obtained after reaching Level 100.

Chicken - Obtained after running away 50 times with Sheena in party.

Indecisive - Obtained after cancelling escape attempts 3 times.

Party Comboist - Obtained after Sheena starts two Unison Attacks in one fight.

Combo Conductor - Obtained after winning a battle only using Unison Attacks.

-----  
STAT BOOSTS  
-----

TITLE	HP	TP	STR	DEF	INT	EVA	ACC
-----	--	--	---	---	---	---	---
Mysterious Assassin	0	0	0	0	0	0	0
-----							
Summoner	0	1	0	0	3	0	0
-----							
Elemental Summoner	0	2	0	0	4	0	3
-----							
Master Summoner	0	3	0	0	5	0	4
-----							
You Look Great!	0	0	0	0	0	0	0
-----							
Successor	0	0	0	0	0	0	0
-----							
Queen of the Beach	0	0	0	0	0	0	0
-----							
Master Cook	0	0	0	5	4	5	0
-----							
Treasure Hunter	0	0	5	5	10	0	0
-----							
Wow!	5	0	0	4	0	0	0
-----							
Rose of Battle	4	3	4	4	4	4	4
-----							
Acrobat	2	0	3	2	0	0	0
-----							
Ultimate Summoner	10	0	0	10	0	0	0
-----							
Chicken	0	1	0	0	2	3	0
-----							
Indecisive	1	0	0	2	0	0	0
-----							

Party Comboist	0	0	2	0	0	0	2
-----							
Combo Conductor	1	0	3	0	0	0	3
-----							

-----

-----

ZELOS

-----

Magic Swordsman - Obtained from start.

Princess Guard - Obtained from sidequest.

Gigolo - Obtained after talking with every female with Personal Ex-Skill on.

Gourmet Prince - Obtained after mastering all recipes.

Narcissist - Obtained from sidequest.

Masked Swordsman - Obtained from sidequest.

Pickup Artist - Obtained from sidequest.

Idiot Chosen - Obtained from skit titled "Mizuho, the Mystical Village".

Grand Champion - Obtained after beating Advanced Single Mode at the Coliseum.

Gleaming Knight - Obtained after reaching Level 40.

Elegant Swordsman - Obtained after reaching Level 100.

Tetra Slash - Obtained after performing a combo using three types of normal attacks followed by a Lv. 1, 2, or 3 Special Attack.

Casanova - Obtained after fighting with 3 females in party.

Gilgamesh - Obtained after winning a battle with Excalibur, Golden Helm, Golden Armor, Blue Shield, and Jet Boots equipped.

Commander in Chief - Obtained after performing 4 party commands in a battle.

Loudmouth - Obtained after Zelos speaks too much in one battle.

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STAT BOOSTS

-----

TITLE	HP	TP	STR	DEF	INT	EVA	ACC
-----	--	--	---	---	---	---	---
Magic Swordsman	0	0	0	0	0	0	0
-----							
Princess Guard	0	0	4	2	0	0	0
-----							
Gigolo	2	1	2	2	2	2	2
-----							

Gourmet Prince	0	0	0	0	5	4	5
Narcissist	0	0	0	0	0	0	0
Masked Swordsman	0	0	0	0	0	0	0
Pickup Artist	0	0	0	0	0	0	0
Idiot Chosen	0	0	3	0	0	3	0
Grand Champion	4	3	4	4	4	4	4
Gleaming Knight	3	2	2	0	1	0	0
Elegant Swordsman	10	0	0	10	0	0	0
Tetra Slash	2	0	2	0	0	0	0
Casanova	0	0	0	2	2	2	0
Gilgamesh	7	1	7	7	0	0	0
Commander in Chief	0	1	0	0	3	0	0
Loudmouth	0	0	0	0	3	2	2

#### PRESEA

Taciturn Girl - Obtained from the start.

Mature Kid - Obtained after talking to Wells in Ozette during your first visit.

Empty Soul - Obtained after beating Abyssion.

Master Chef - Obtained after mastering all recipes.

Little Madam - Obtained from sidequest.

Dream Traveler - Obtained from sidequest.

First-timer at Sea - Obtained from sidequest.

Paw Mania - Obtained after the skit titled "Poke Poke"

Deadly Flower - Obtained after beating Advanced Single Mode at the Coliseum.

Axman - Obtained after reaching Level 40.

Bursting Girl - Obtained after reaching Level 100.

Fragile Shield - Obtained after guard breaking 10 times or more in a battle.

Lone Girl - Obtained after winning a battle with Presea as the only female in the party.

Associate - Obtained after winning a battle with a party of characters from Tethe'alla.

Hunter - Obtained after battling over 5 times with the same Monster type.

-----  
STAT BOOSTS  
-----

TITLE	HP	TP	STR	DEF	INT	EVA	ACC
-----	--	--	----	----	----	----	----
Taciturn Girl	0	0	0	0	0	0	0
-----							
Mature Kid	7	2	0	0	0	0	3
-----							
Empty Soul	4	3	4	4	4	4	4
-----							
Master Chef	0	0	0	4	4	4	0
-----							
Little Madam	0	0	0	0	0	0	0
-----							
Dream Traveler	0	0	0	0	0	0	0
-----							
First-timer at Sea	0	0	0	0	0	0	0
-----							
Paw Mania	0	1	0	0	5	0	0
-----							
Deadly Flower	3	2	3	3	3	3	3
-----							
Axman	2	1	0	3	0	0	0
-----							
Bursting Girl	10	0	10	0	0	0	0
-----							
Fragile Shield	2	0	0	2	0	0	0
-----							
Lone Girl	0	0	0	2	2	2	0
-----							
Associate	0	0	0	3	3	0	0
-----							
Hunter	0	0	3	0	0	0	3
-----							

-----  
REGAL  
-----

Convict - Obtained from the start.

El Presidente - Obtained when Regals reveals himself as the President of Lezareno.

Eternal Sinner - Obtained after killing Vharley.

True Chef - Obtained after mastering all recipes.

Dandy - Obtained through sidequest.

God of the Kitchen - Obtained through sidequest.

Swimmer - Obtained through sidequest.

Paw Dandy - Obtained after the skit titled "Aw"

King of the Coliseum - Obtained after beating Advanced Single Mode at the Coliseum.

Battle Artist - Obtained after reaching Level 40.

Perfect Battler - Obtained after reaching Level 100.

Testosterone - Obtained after winning a battle with all four party members as males.

Potion King - Obtained after using 5 or more potions on Regal during a fight.

Way of the Jungle - Obtained after defeating an enemy with over 8 levels in difference.

Pratfall King - Obtained after getting knocked down 3 times in a battle.

-----  
STAT BOOSTS  
-----

TITLE	HP	TP	STR	DEF	INT	EVA	ACC
----	--	--	---	---	---	---	---
Convict	0	0	0	0	0	0	0
-----							
El Presidente	0	0	5	5	4	0	0
-----							
Eternal Sinner	0	2	0	0	0	5	5
-----							
True Chef	0	0	0	5	4	5	0
-----							
Dandy	0	0	0	0	0	0	0
-----							
God of the Kitchen	0	0	0	0	0	0	0
-----							
Swimmer	0	0	0	0	0	0	0
-----							
Paw Dandy	0	1	0	0	5	0	0
-----							
King of the Coliseum	4	3	4	4	4	4	4
-----							
Battle Artist	5	0	5	0	0	0	0
-----							
Perfect Battler	10	0	10	0	0	0	0
-----							
Testosterone	0	0	0	0	4	4	0
-----							



Potion King	0	0	3	3	0	0	3
Way of the Jungle	4	0	0	3	0	3	0
Pratfall King	2	0	0	4	0	4	0

=====  
13.) Enemy List (xxelxx)  
=====

This section will list the enemies in the game and all their stats and what they drop.

-----  
No. # - Enemy's Number  
Name: Enemy's name  
HP: Enemy's Hit Points  
TP: Enemy's Technical Points  
Exp: Experience the Enemy gives  
Gald: Gald the Enemy Gives  
Atk: Enemy's Attack  
Def: Enemy's Defense  
Drops: Enemy's Drops  
Steal: Items that can be stolen from Enemy  
Weak: Enemy's Weakness  
Strength: Enemy's Strength

-----  
No. 1  
Name: Torent  
HP: 7480  
TP: 0  
Exp: 228  
Gald: 321  
Atk: 1030  
Def: 90  
Drops: Appel Gel, Apple  
Steal: Apple  
Weak: Fire  
Strength: Water

-----  
No. 2  
Name: Orcrot  
HP: 6390  
TP: 0  
Exp: 183  
Gald: 382  
Atk: 856  
Def: 79

Drops: Red Bellebane  
Steal: None  
Weak: Fire  
Strength: Water

---

No. 3  
Name: Marcroid  
HP: 1850  
TP: 200  
Exp: 63  
Gald: 83  
Atk: 280  
Def: 32  
Drops: Melange Gel, Mushroom  
Steal: None  
Weak: Ice  
Strength: Water, Earth

---

No. 4  
Name: Minicoid  
HP: 470  
TP: 0  
Exp: 8  
Gald: 13  
Atk: 140  
Def: 8  
Drops: Apple Gel, Mushroom  
Steal: Orange Gel  
Weak: Ice  
Strength: Water, Earth

---

No. 5  
Name: Tentacle Plant  
HP: 500  
TP: 0  
Exp: 18  
Gald: 25  
Atk: 150  
Def: 12  
Drops: Lettuce, Cabbage  
Steal: None  
Weak: Fire  
Strength: Water, Earth

---

No. 6  
Name: Mocking Plant  
HP: 5980  
TP: 0  
Exp: 198  
Gald: 200  
Atk: 850  
Def: 94

Drops: Cabbage, Cucumber  
Steal: None  
Weak: Fire  
Strength: Water, Earth

---

No. 7  
Name: Mandragora  
HP: 870  
TP: 0  
Exp: 31  
Gald: 36  
Atk: 247  
Def: 19  
Drops: Cabbage  
Steal: None  
Weak: Fire  
Strength: Water, Earth

---

No. 8  
Name: Airaune  
HP: 8330  
TP: 100  
Exp: 258  
Gald: 331  
Atk: 1070  
Def: 99  
Drops: Red Savory, Radisy  
Steal: None  
Weak: Fire  
Strength: Water, Earth

---

No. 9  
Name: Insect Plant  
HP: 2990  
TP: 0  
Exp: 72  
Gald: 260  
Atk: 448  
Def: 21  
Drops: Melange Gel  
Steal: Melange Gel  
Weak: None  
Strength: None

---

No. 10  
Name: Carnivorous Plant  
HP: 19,250  
TP: 0  
Exp: 534  
Gald: 860  
Atk: 1190  
Def: 100

Drops: Red Sage  
Steal: None  
Weak: None  
Strength: None

---

No. 11  
Name: Bomb Plant  
HP: 6800  
TP: 0  
Exp: 176  
Gald: 289  
Atk: 930  
Def: 93  
Drops: Lavender, Mushroom  
Steal: None  
Weak: Fire  
Strength: Water, Earth

---

No. 12  
Name: Bomb Seedling  
HP: 4180  
TP: 0  
Exp: 168  
Gald: 188  
Atk: 890  
Def: 48  
Drops: Mushroom  
Steal: None  
Weak: Fire  
Strength: Water, Earth

---

No. 13  
Name: Pumpkin Tree  
HP: 2860  
TP: 0  
Exp: 83  
Gald: 137  
Atk: 490  
Def: 40  
Drops: Lemon Gel, Onion  
Steal: Lemon Gel  
Weak: Fire  
Strength: Water, Earth

---

No. 14  
Name: Bellpepper Head  
HP: 8130  
TP: 0  
Exp: 268  
Gald: 310  
Atk: 1100  
Def: 87

Drops: Lemon Gel, Onion  
Steal: Mystic Herb  
Weak: Fire  
Strength: Water, Earth

---

No. 15

Name: Boxer Iris  
HP: 3380  
TP: 150  
Exp: 98  
Gald: 183  
Atk: 545  
Def: 42  
Drops: Bellebane, Cucumber  
Steal: None  
Weak: Fire  
Strength: Water

---

No. 16

Name: Evil Orchid  
HP: 7200  
TP: 0  
Exp: 220  
Gald: 283  
Atk: 950  
Def: 97  
Drops: Grapes  
Steal: None  
Weak: Fire  
Strength: Water

---

No. 17

Name: Poison Lily  
HP: 6350  
TP: 0  
Exp: 183  
Gald: 286  
Atk: 836  
Def: 82  
Drops: Red Lavender  
Steal: None  
Weak: Fire  
Strength: Water, Earth

---

No. 18

Name: Wolf  
HP: 410  
TP: 0  
Exp: 8  
Gald: 13  
Atk: 130  
Def: 8

Drops: Beef Strips  
Steal: Beast Fang  
Weak: None  
Strength: None

-----  
No. 19  
Name: Night Raid  
HP: 1980  
TP: 0  
Exp: 62  
Gald: 100  
Atk: 396  
Def: 31  
Drops: Beast Hide  
Steal: Beast Fang  
Weak: None  
Strength: None

-----  
No. 20  
Name: Bear  
HP: 1200  
TP: 0  
Exp: 28  
Gald: 29  
Atk: 261  
Def: 21  
Drops: Beast Fang, Beast Hide  
Steal: Beast Hide  
Weak: None  
Strength: None

-----  
No. 21  
Name: Egg Bear  
HP: 2820  
TP: 0  
Exp: 76  
Gald: 121  
Atk: 450  
Def: 37  
Drops: Beef Strips, Juicy Meat  
Steal: Beast Fang  
Weak: None  
Strength: None

-----  
No. 22  
Name: Rabbit  
HP: 380  
TP: 38  
Exp: 6  
Gald: 11  
Atk: 139  
Def: 8

Drops: Beast Hide, Carrot  
Steal: None  
Weak: None  
Strong: None

---

No. 23  
Name: Hare  
HP: 1860  
TP: 0  
Exp: 58  
Gald: 72  
Atk: 362  
Def: 23  
Drops: Pork  
Steal: Beast Hide  
Weak: None  
Strength: None

---

No. 24  
Name: Bigfoot  
HP: 6120  
TP: 38  
Exp: 137  
Gald: 238  
Atk: 712  
Def: 65  
Drops: Life Bottle, Tofu  
Steal: None  
Weak: Fire  
Strength: Ice

---

No. 25  
Name: Sidewinder  
HP: 600  
TP: 38  
Exp: 13  
Gald: 12  
Atk: 219  
Def: 3  
Drops: Egg  
Steal: None  
Weak: Ice  
Strength: Fire

---

No. 26  
Name: Violent Viper  
HP: 2840  
TP: 0  
Exp: 73  
Gald: 131  
Atk: 290  
Def: 45

Drops: Chicken, Egg  
Steal: None  
Weak: Ice  
Strength: Fire

---

No. 27  
Name: Manticore  
HP: 4540  
TP: 320  
Exp: 168  
Gald: 313  
Atk: 764  
Def: 70  
Drops: Lemon Gel  
Steal: Lemon Gel  
Weak: Ice  
Strength: Fire, Lightning

---

No. 28  
Name: Chimaera  
HP: 2680  
TP: 180  
Exp: 67  
Gald: 111  
Atk: 418  
Def: 37  
Drops: Beef, Rune Bottle  
Steal: Rune Bottle  
Weak: None  
Strength: None

---

No. 29  
Name: Lobo  
HP: 7800  
TP: 260  
Exp: 137  
Gald: 238  
Atk: 709  
Def: 73  
Drops: Beast Hide, Super Pellets  
Steal: Super Pellets  
Weak: Fire, Lightning  
Strength: Water, Ice

---

No. 30  
Name: Sasquatch  
HP: 9800  
TP: 0  
Exp: 232  
Gald: 348  
Atk: 1300  
Def: 132



Drops: Juicy Meat  
Weak: Fire  
Strength: Ice

---

No. 31  
Name: Boar  
HP: 6840  
TP: 0  
Exp: 205  
Gald: 333  
Atk: 891  
Def: 82  
Drops: Milk, Pork  
Steal: None  
Weak: None  
Strength: None

---

No. 32  
Name: Baby Boar  
HP: 2760  
TP: 0  
Exp: 168  
Gald: 158  
Atk: 799  
Def: 37  
Drops: Pork  
Steal: None  
Weak: None  
Strength: None

---

No. 33  
Name: Basilisk  
HP: 3100  
TP: 0  
Exp: 100  
Gald: 180  
Atk: 504  
Def: 43  
Drops: Beef, Pellets  
Steal: None  
Weak: None  
Strength: Earth

---

No. 34  
Name: Sewer Rat  
HP: 2760  
TP: 0  
Exp: 78  
Gald: 99  
Atk: 335  
Def: 35  
Drops: Cheese

Steal: None  
Weak: None  
Strength: None

-----  
No. 35  
Name: Sewer Rat  
HP: 4800  
TP: 0  
Exp: 93  
Gald: 100  
Atk: 470  
Def: 39  
Drops: Cheese  
Steal: Cheese  
Weak: None  
Strength: None

-----  
No. 36  
Name: Armaboar  
HP: 8300  
TP: 0  
Exp: 315  
Gald: 334  
Atk: 949  
Def: 120  
Drops: Beef Strips  
Steal: None  
Weak: None  
Strength: None

-----  
No. 37  
Name: Zombie  
HP: 800  
TP: 0  
Exp: 8  
Gald: 12  
Atk: 130  
Def: 0  
Drops: Apple Gel, Black Quartz  
Steal: None  
Weak: Fire, Light  
Strength: Dark

-----  
No. 38  
Name: Ghoul  
HP: 2860  
TP: 0  
Exp: 79  
Gald: 128  
Atk: 499  
Def: 34  
Drops: Super Pellets

Steal: Super Pellets  
Weak: Fire, Light  
Strength: Dark

---

No. 39  
Name: Demon  
HP: 3330  
TP: 130  
Exp: 99  
Gald: 158  
Atk: 462  
Def: 40  
Drops: Melange Gel, Brass  
Steal: None  
Weak: None  
Strength: None

---

No. 40  
Name: Arch Demon  
HP: 9800  
TP: 0  
Exp: 291  
Gald: 381  
Atk: 1150  
Def: 158  
Drops: Miracle Gel  
Steal: None  
Weak: None  
Strength: None

---

No. 41  
Name: Skeleton  
HP: 2190  
TP: 0  
Exp: 53  
Gald: 68  
Atk: 370  
Def: 12  
Drops: Apple Gel  
Steal: Ring Mail  
Weak: Light  
Strength: Dark

---

No. 42  
Name: Gold Skeleton  
HP: 3950  
TP: 0  
Exp: 108  
Gald: 213  
Atk: 615  
Def: 55  
Drops: Melange Gel, Yellow Quartz

Steal: Melange Gel  
Weak: Light  
Strength: Dark

---

No. 43  
Name: Undertaker  
HP: 2440  
TP: 0  
Exp: 95  
Gald: 168  
Atk: 480  
Def: 43  
Drops: Pineapple Gel, Rune Bottle  
Steal: Rune Bottle  
Weak: Light  
Strength: None

---

No. 44  
Name: Coffinmaster  
HP: 3750  
TP: 200  
Exp: 158  
Gald: 226  
Atk: 738  
Def: 68  
Drops: Pineapple Gel, Sage  
Steal: None  
Weak: Light  
Strength: None

---

No. 45  
Name: Living Armor  
HP: 120,000  
TP: 0  
Exp: 13,000  
Gald: 25,000  
Atk: 3750  
Def: 410  
Drops: None  
Steal: None  
Weak: None  
Strength: Dark, Fire, Lightning

---

No. 46  
Name: Specter  
HP: 2000  
TP: 0  
Exp: 63  
Gald: 95  
Atk: 372  
Def: 20  
Drops: Black Quartz

Steal: None  
Weak: Fire, Light  
Strength: Dark

---

No. 47  
Name: Phantasm  
HP: 8800  
TP: 450  
Exp: 245  
Gald: 331  
Atk: 1080  
Def: 106  
Drops: None  
Steal: None  
Weak: Light  
Strength: Dark

---

No. 48  
Name: Death  
HP: 6880  
TP: 380  
Exp: 231  
Gald: 218  
Atk: 1030  
Def: 110  
Drops: Lemon Gel, Pineapple Gel  
Steal: None  
Weak: Light  
Strength: None

---

No. 49  
Name: Grim Reaper  
HP: 1980  
TP: 100  
Exp: 68  
Gald: 100  
Atk: 293  
Def: 18  
Drops: Apple Gel, Kirima  
Steal: Black Quartz  
Weak: Light  
Strength: None

---

No. 50  
Name: Ghost  
HP: 500  
TP: 0  
Exp: 10  
Gald: 9  
Atk: 128  
Def: 1  
Drops: Apple Gel, Panacea Bottle

Steal: None  
Weak: Light  
Strength: None

-----  
No. 51  
Name: Phantom  
HP: 2300  
TP: 400  
Exp: 92  
Gald: 168  
Atk: 456  
Def: 35  
Drops: Black Silver, Panacea Bottle  
Steal: None  
Weak: Light  
Strength: None

-----  
No. 52  
Name: Lamia  
HP: 3630  
TP: 290  
Exp: 99  
Gald: 201  
Atk: 557  
Def: 53  
Drops: Apple Gel, Orange Gel  
Steal: Orange Gel  
Weak: Ice, Light, Water  
Strength: Dark, Lightning

-----  
No. 53  
Name: Medusa  
HP: 7800  
TP: 680  
Exp: 268  
Gald: 318  
Atk: 1025  
Def: 138  
Drops: Panacea Bottle  
Steal: Panacea Bottle  
Weak: Ice, Light  
Strength: Dark

-----  
No. 54  
Name: Doom Guard  
HP: 8800  
TP: 250  
Exp: 268  
Gald: 158  
Atk: 1150  
Def: 115  
Drops: Black Quartz

Steal: Mirage Gel  
Weak: Light  
Strength: Dark

---

No. 55  
Name: Phantom Knight  
HP: 9570  
TP: 0  
Exp: 278  
Gald: 316  
Atk: 1750  
Def: 130  
Drops: Miracle Gel  
Steal: Rare Pellets  
Weak: None  
Strength: Everything

---

No. 56  
Name: Hell Knight  
HP: 88,000  
TP: 9800  
Exp: 11,000  
Gald: 30,000  
Atk: 2500  
Def: 325  
Drops: Force Ring  
Steal: None  
Weak: Light  
Strength: Dark, Fire, Lightning

---

No. 57  
Name: Samael  
HP: 8250  
TP: 1200  
Exp: 248  
Gald: 398  
Atk: 1080  
Def: 85  
Drops: Spirit Bottle, Fine Pellets  
Steal: Spirit Bottle  
Weak: None  
Strength: None

---

No. 58  
Name: Pharoah Knight  
HP: 5620  
TP: 0  
Exp: 161  
Gald: 294  
Atk: 814  
Def: 76  
Drops: Anti-Magic Bottle, Miracle Bottle

Steal: Miracle Bottle  
Weak: Light  
Strength: Dark

---

No. 59  
Name: Golem  
HP: 1210  
TP: 0  
Exp: 32  
Gald: 45  
Atk: 150  
Def: 12  
Drops: Apple Gel, Yellow Quartz  
Steal: Yellow Quartz  
Weak: Water  
Strength: Earth

---

No. 60  
Name: Rock Golem  
HP: 5520  
TP: 0  
Exp: 103  
Gald: 189  
Atk: 596  
Def: 49  
Drops: Melange Gel, Guard Bottle  
Steal: Guard Bottle  
Weak: Water  
Strength: Earth

---

No. 61  
Name: Clay Golem  
HP: 4730  
TP: 150  
Exp: 112  
Gald: 270  
Atk: 758  
Def: 51  
Drops: Yellow Quartz, Super Pellets  
Steal: None  
Weak: Water, Fire  
Strength: Earth

---

No. 62  
Name: Gentleman  
HP: 8000  
TP: 200  
Exp: 146  
Gald: 765  
Atk: 780  
Def: 70  
Drops: Miracle Gel



Steal: Miracle Gel  
Weak: None  
Strength: None

---

No. 63  
Name: Living Doll  
HP: 1790  
TP: 100  
Exp: 38  
Gald: 64  
Atk: 232  
Def: 20  
Drops: Energy Tablets, Milk  
Steal: None  
Weak: None  
Strength: None

---

No. 64  
Name: Evil Teddy  
HP: 7800  
TP: 800  
Exp: 287  
Gald: 483  
Atk: 1250  
Def: 230  
Drops: None  
Steal: None  
Weak: Fire  
Strength: None

---

No. 65  
Name: Living Sword  
HP: 1000  
TP: 38  
Exp: 60  
Gald: 96  
Atk: 340  
Def: 35  
Drops: White Silver  
Steal: White Silver  
Weak: None  
Strength: None

---

No. 66  
Name: Melting Pot  
HP: 1480  
TP: 0  
Exp: 47  
Gald: 71  
Atk: 293  
Def: 10  
Drops: Panacea Bottle

Steal: None  
Weak: None  
Strength: Earth

---

No. 67  
Name: Brown Pot  
HP: 810  
TP: 0  
Exp: 14  
Gald: 21  
Atk: 190  
Def: 10  
Drops: Apple Gel, Panacea Bottle  
Steal: None  
Weak: Water, Ice  
Strength: Fire

---

No. 68  
Name: Fire Element  
HP: 380  
TP: 120  
Exp: 17  
Gald: 22  
Atk: 75  
Def: 30  
Drops: Red Quartz  
Steal: None  
Weak: Water, Ice  
Strength: Fire

---

No. 69  
Name: Gargoyle  
HP: 1200  
TP: 0  
Exp: 52  
Gald: 92  
Atk: 348  
Def: 52  
Drops: Life Bottle, White Silver  
Steal: Black Silver  
Weak: None  
Strength: Earth

---

No. 70  
Name: Neviros  
HP: 2970  
TP: 150  
Exp: 123  
Gald: 217  
Atk: 621  
Def: 65  
Drops: Lemon Gel, Saffron

Steal: None  
Weak: None  
Strength: Earth

---

No. 71  
Name: Ice Warrior  
HP: 4320  
TP: 0  
Exp: 138  
Gald: 231  
Atk: 668  
Def: 59  
Drops: Blue Quartz, Beef  
Steal: Blue Quartz  
Weak: Fire, Lightning  
Strength: Water, Ice

---

No. 72  
Name: Fire Warrior  
HP: 1100  
TP: 0  
Exp: 24  
Gald: 25  
Atk: 215  
Def: 15  
Drops: Magic Lens, Red Quartz  
Steal: Red Quartz  
Weak: Water, Ice  
Strength: Fire

---

No. 73  
Name: Thunder Sword  
HP: 2180  
TP: 0  
Exp: 118  
Gald: 210  
Atk: 625  
Def: 51  
Drops: Brass  
Steal: Brass  
Weak: None  
Strength: None

---

No. 74  
Name: Fake  
HP: 400  
TP: 50  
Exp: 30  
Gald: 25  
Atk: 280  
Def: 250  
Drops: All-Divide

Steal: All-Divide  
Weak: None  
Strength: Everything

---

No. 75  
Name: Water Element  
HP: 1190  
TP: 120  
Exp: 32  
Gald: 68  
Atk: 300  
Def: 20  
Drops: Aqua Quartz, Pellets  
Steal: Aqua Quartz  
Weak: Lightning  
Strength: Water, Ice, Fire

---

No. 76  
Name: Wind Element  
HP: 1680  
TP: 120  
Exp: 58  
Gald: 84  
Atk: 300  
Def: 20  
Drops: Apple Gel, Green Quartz  
Steal: None  
Weak: Earth, Lightning  
Strength: Wind, Fire, Ice

---

No. 77  
Name: Earth Element  
HP: 3680  
TP: 120  
Exp: 120  
Gald: 182  
Atk: 590  
Def: 58  
Drops: Yellow Quartz  
Steal: Yellow Quartz  
Weak: Wind  
Strength: Fire, Earth, Ice

---

No. 78  
Name: Hammer Knuckle  
HP: 6000  
TP: 500  
Exp: 215  
Gald: 483  
Atk: 910  
Def: 95  
Drops: Brass

Steal: Brass  
Weak: None  
Strength: None

-----  
No. 79  
Name: Murder  
HP: 7750  
TP: 800  
Exp: 228  
Gald: 318  
Atk: 940  
Def: 100  
Drops: Metal Sphere  
Steal: Metal Sphere  
Weak: Lightning  
Strength: None

-----  
No. 80  
Name: Perfect Murder  
HP: 11,130  
TP: 2000  
Exp: 231  
Gald: 685  
Atk: 970  
Def: 105  
Drops: Mythril  
Steal: Mythril  
Weak: Lightning  
Strength: None

-----  
No. 81  
Name: Raybit  
HP: 665  
TP: 10  
Exp: 18  
Gald: 30  
Atk: 120  
Def: 15  
Drops: White Silver  
Steal: None  
Weak: Lightning  
Strength: None

-----  
No. 82  
Name: Cybit  
HP: 4000  
TP: 0  
Exp: 135  
Gald: 382  
Atk: 900  
Def: 20  
Drops: Orange Gel, Apple Gel

Steal: Melange Gel  
Weak: Lightning  
Strength: None

---

No. 83  
Name: Thief  
HP: 980  
TP: 0  
Exp: 19  
Gald: 35  
Atk: 204  
Def: 15  
Drops: Magical Cloth, Rice  
Steal: None  
Weak: None  
Strength: None

---

No. 84  
Name: Rogue  
HP: 2000  
TP: 38  
Exp: 85  
Gald: 102  
Atk: 400  
Def: 30  
Drops: Magical Cloth, Miso  
Steal: None  
Weak: None  
Strength: None

---

No. 85  
Name: Soldier  
HP: 1630  
TP: 0  
Exp: 31  
Gald: 80  
Atk: 280  
Def: 30  
Drops: Lid Shield, Rice  
Steal: Pasta  
Weak: None  
Strength: None

---

No. 86  
Name: Duelist  
HP: 5230  
TP: 0  
Exp: 191  
Gald: 343  
Atk: 820  
Def: 81  
Drops: Barley Rice, Lid Shield

Steal: None  
Weak: None  
Strength: None

-----  
No. 87  
Name: Warrior  
HP: 2800  
TP: 0  
Exp: 58  
Gald: 83  
Atk: 410  
Def: 42  
Drops: Panyan, Barley Rice  
Steal: None  
Weak: None  
Strength: None

-----  
No. 88  
Name: Heavy Armor  
HP: 5500  
TP: 0  
Exp: 194  
Gald: 280  
Atk: 516  
Def: 91  
Drops: Panyan  
Steal: None  
Weak: None  
Strength: None

-----  
No. 89  
Name: Dragon Rider  
HP: 2680  
TP: 0  
Exp: 68  
Gald: 91  
Atk: 425  
Def: 37  
Drops: Barley Rice, Pasta  
Steal: None  
Weak: None  
Strength: None

-----  
No. 90  
Name: Archer  
HP: 1050  
TP: 0  
Exp: 24  
Gald: 25  
Atk: 232  
Def: 19  
Drops: Roll

Steal: Magic Lens  
Weak: None  
Strength: None

---

No. 91  
Name: Ranger  
HP: 2120  
TP: 0  
Exp: 89  
Gald: 168  
Atk: 482  
Def: 43  
Drops: Rice  
Steal: None  
Weak: None  
Strength: None

---

No. 92  
Name: Witch  
HP: 980  
TP: 250  
Exp: 28  
Gald: 32  
Atk: 100  
Def: 15  
Drops: Orange Gel, Bread  
Steal: Orange Gel  
Weak: None  
Strength: None

---

No. 93  
Name: Sorceress  
HP: 1980  
TP: 250  
Exp: 89  
Gald: 100  
Atk: 312  
Def: 37  
Drops: Orange Gel, Bread  
Steal: Orange Gel  
Weak: None  
Strength: None

---

No. 94  
Name: Sorcerer  
HP: 2200  
TP: 300  
Exp: 58  
Gald: 43  
Atk: 300  
Def: 35  
Drops: Shell Bottle, Magic Lens



Steal: None  
Weak: None  
Strength: None

-----  
No. 95  
Name: Druid  
HP: 3810  
TP: 420  
Exp: 168  
Gald: 231  
Atk: 758  
Def: 70  
Drops: Savory, Fine Pellets  
Steal: None  
Weak: None  
Strength: None

-----  
No. 96  
Name: Ogre  
HP: 3120  
TP: 0  
Exp: 83  
Gald: 99  
Atk: 453  
Def: 30  
Drops: Beef, Pork  
Steal: None  
Weak: None  
Strength: None

-----  
No. 97  
Name: Beast Ogre  
HP: 3420  
TP: 0  
Exp: 83  
Gald: 99  
Atk: 578  
Def: 43  
Drops: Beef, Pork  
Steal: None  
Weak: None  
Strength: None

-----  
No. 98  
Name: Whip Master  
HP: 570  
TP: 10  
Exp: 14  
Gald: 10  
Atk: 120  
Def: 10  
Drops: Apple Gel

Steal: Apple Gel  
Weak: None  
Strength: None

---

No. 99  
Name: Bowman  
HP: 480  
TP: 10  
Exp: 50  
Gald: 40  
Atk: 130  
Def: 20  
Drops: Orange Gel  
Steal: Orange Gel  
Weak: None  
Strength: None

---

No. 100  
Name: Spearman  
HP: 800  
TP: 10  
Exp: 33  
Gald: 54  
Atk: 130  
Def: 20  
Drops: Melange Gel  
Steal: Melange Gel  
Weak: None  
Strength: None

---

No. 101  
Name: Foot Soldier  
HP: 600  
TP: 38  
Exp: 15  
Gald: 20  
Atk: 130  
Def: 10  
Drops: Apple Gel  
Steal: Apple Gel  
Weak: None  
Strength: None

---

No. 102  
Name: Commander  
HP: 4800  
TP: 150  
Exp: 123  
Gald: 184  
Atk: 598  
Def: 63  
Drops: Pineapple Gel

Steal: None  
Weak: None  
Strength: None

-----  
No. 103  
Name: Cardinal Knight  
HP: 4900  
TP: 150  
Exp: 380  
Gald: 200  
Atk: 530  
Def: 30  
Drops: None  
Steal: None  
Weak: Lightning  
Strength: None

-----  
No. 104  
Name: Commander Knight  
HP: 6900  
TP: 100  
Exp: 490  
Gald: 3500  
Atk: 710  
Def: 50  
Drops: Energy Tablets  
Steal: None  
Weak: Lightning  
Strength: None

-----  
No. 105  
Name: Evil Warrior  
HP: 3000  
TP: 0  
Exp: 64  
Gald: 51  
Atk: 420  
Def: 20  
Drops: Lemon Gel  
Steal: Lemon Gel  
Weak: None  
Strength: None

-----  
No. 106  
Name: Convict  
HP: 6300  
TP: 300  
Exp: 300  
Gald: 150  
Atk: 645  
Def: 33  
Drops: None

Steal: None  
Weak: None  
Strength: None

-----  
No. 107  
Name: Evil Sorcerer  
HP: 1250  
TP: 38  
Exp: 10  
Gald: 20  
Atk: 160  
Def: 18  
Drops: Melange Gel  
Steal: Melange Gel  
Weak: None  
Strength: None

-----  
No. 108  
Name: Angel Spearman  
HP: 7750  
TP: 150  
Exp: 236  
Gald: 348  
Atk: 970  
Def: 105  
Drops: Lemon Gel  
Steal: None  
Weak: None  
Strength: None

-----  
No. 109  
Name: Angel Swordian  
HP: 7480  
TP: 130  
Exp: 236  
Gald: 335  
Atk: 1040  
Def: 105  
Drops: Pineapple Gel  
Steal: None  
Weak: None  
Strength: None

-----  
No. 110  
Name: Angel Commander  
HP: 8130  
TP: 380  
Exp: 240  
Gald: 290  
Atk: 1000  
Def: 106  
Drops: Miracle Gel

Steal: None  
Weak: None  
Strength: None

-----  
No. 111  
Name: Angel Archer  
HP: 7250  
TP: 142  
Exp: 198  
Gald: 258  
Atk: 954  
Def: 98  
Drops: Life Bottle  
Steal: None  
Weak: None  
Strength: None

-----  
No. 112  
Name: Hawk  
HP: 480  
TP: 0  
Exp: 9  
Gald: 18  
Atk: 115  
Def: 6  
Drops: Chicken, Egg  
Steal: None  
Weak: Wind  
Strength: None

-----  
No. 113  
Name: Storm Claw  
HP: 4440  
TP: 0  
Exp: 199  
Gald: 301  
Atk: 748  
Def: 73  
Drops: Lemon Gel  
Steal: Rune Bottle  
Weak: Wind  
Strength: None

-----  
No. 114  
Name: Axe Beak  
HP: 780  
TP: 38  
Exp: 21  
Gald: 23  
Atk: 218  
Def: 15  
Drops: Chicken, Lemon Gel

Steal: None  
Weak: None  
Strength: None

-----  
No. 115  
Name: Dodo  
HP: 4980  
TP: 0  
Exp: 181  
Gald: 280  
Atk: 845  
Def: 78  
Drops: Chicken, Egg  
Steal: Egg  
Weak: None  
Strength: None

-----  
No. 116  
Name: Harpy  
HP: 1950  
TP: 100  
Exp: 51  
Gald: 99  
Atk: 358  
Def: 21  
Drops: Chicken, Green Quartz  
Steal: Magic Lens  
Weak: Earth  
Strength: Wind, Lightning

-----  
No. 117  
Name: Feather Magic  
HP: 3580  
TP: 68  
Exp: 138  
Gald: 225  
Atk: 603  
Def: 58  
Drops: Orange Gel, Egg  
Steal: None  
Weak: Earth  
Strength: Wind, Lightning

-----  
No. 118  
Name: Fire Bird  
HP: 910  
TP: 0  
Exp: 15  
Gald: 22  
Atk: 150  
Def: 8  
Drops: Red Quartz, Life Bottle

Steal: Life Bottle  
Weak: Water, Ice  
Strength: Fire

---

No. 119  
Name: Lightning Bird  
HP: 2530  
TP: 100  
Exp: 92  
Gald: 182  
Atk: 444  
Def: 41  
Drops: Purple Quartz  
Steal: None  
Weak: Water, Ice  
Strength: Lightning

---

No. 120  
Name: Penguinist  
HP: 3680  
TP: 145  
Exp: 119  
Gald: 210  
Atk: 525  
Def: 43  
Drops: Penguinist Quill  
Steal: Penguinist Quill  
Weak: Fire  
Strength: Water, Ice

---

No. 121  
Name: Penguiner  
HP: 3990  
TP: 0  
Exp: 141  
Gald: 21  
Atk: 645  
Def: 89  
Drops: Mizuho Potion, Palma Potion  
Steal: None  
Weak: Fire  
Strength: None

---

No. 122  
Name: Black Bat  
HP: 2200  
TP: 100  
Exp: 78  
Gald: 121  
Atk: 450  
Def: 29  
Drops: Chicken, Fine Pellets

Steal: None  
Weak: None  
Strength: None

-----  
No. 123  
Name: Cockatrice  
HP: 2420  
TP: 0  
Exp: 68  
Gald: 98  
Atk: 420  
Def: 35  
Drops: Apple Gel, Chicken  
Steal: Chicken  
Weak: Wind  
Strength: Earth

-----  
No. 124  
Name: Red Bat  
HP: 2300  
TP: 120  
Exp: 93  
Gald: 168  
Atk: 450  
Def: 39  
Drops: Beast Fang  
Steal: Energy Tablets  
Weak: None  
Strength: None

-----  
No. 125  
Name: Giant Bee  
HP: 320  
TP: 0  
Exp: 5  
Gald: 9  
Atk: 130  
Def: 0  
Drops: Panacea Bottle, Acuity Bottle  
Steal: None  
Weak: Ice  
Strength: None

-----  
No. 126  
Name: Killer Bee  
HP: 4780  
TP: 0  
Exp: 192  
Gald: 280  
Atk: 881  
Def: 76  
Drops: Life Bottle, Red Saffron



Steal: None  
Weak: Ice  
Strength: None

---

No. 127  
Name: Scorpion  
HP: 630  
TP: 0  
Exp: 14  
Gald: 21  
Atk: 172  
Def: 11  
Drops: Panacea Bottle  
Steal: Panacea Bottle  
Weak: Ice  
Strength: Fire

---

No. 128  
Name: Scarlet Needle  
HP: 2480  
TP: 0  
Exp: 90  
Gald: 193  
Atk: 505  
Def: 46  
Drops: Anti-Magic Bottle  
Steal: Anti-Magic Bottle  
Weak: Ice  
Strength: Fire

---

No. 129  
Name: Woods Worm  
HP: 1790  
TP: 0  
Exp: 34  
Gald: 48  
Atk: 285  
Def: 15  
Drops: Melon  
Steal: None  
Weak: Ice  
Strength: None

---

No. 130  
Name: Tropical Worm  
HP: 2970  
TP: 0  
Exp: 78  
Gald: 148  
Atk: 485  
Def: 42  
Drops: Apple Gel, Mystic Herb

Steal: None  
Weak: Ice  
Strength: None

-----  
No. 131  
Name: Sand Worm  
HP: 13,500  
TP: 0  
Exp: 999  
Gald: 5800  
Atk: 2500  
Def: 250  
Drops: All-Divide  
Steal: All-Divide  
Weak: Water  
Strength: Most

-----  
No. 132  
Name: Silver  
HP: 12,000  
TP: 0  
Exp: 780  
Gald: 891  
Atk: 1900  
Def: 250  
Drops: Rune Bottle  
Steal: Rune Bottle  
Weak: Fire  
Strength: Most

-----  
No. 133  
Name: Mantis  
HP: 3800  
TP: 0  
Exp: 138  
Gald: 159  
Atk: 620  
Def: 58  
Drops: Lemon Gel  
Steal: None  
Weak: Fire, Lightning, Ice  
Strength: Water

-----  
No. 134  
Name: Red Mantis  
HP: 2780  
TP: 0  
Exp: 92  
Gald: 180  
Atk: 520  
Def: 43  
Drops: None

Steal: None  
Weak: Fire, Lightning, Ice  
Strength: Water

---

No. 135  
Name: Spider  
HP: 460  
TP: 0  
Exp: 10  
Gald: 13  
Atk: 120  
Def: 7  
Drops: Magic Lens, Apple Gel  
Steal: Panacea Bottle  
Weak: Ice  
Strength: None

---

No. 136  
Name: Arachnid  
HP: 1870  
TP: 0  
Exp: 38  
Gald: 77  
Atk: 320  
Def: 31  
Drops: Onion  
Steal: Shell Bottle  
Weak: Ice  
Strength: None

---

No. 137  
Name: Giant Beetle  
HP: 1110  
TP: 0  
Exp: 31  
Gald: 58  
Atk: 272  
Def: 20  
Drops: Kirima, Cabbage  
Steal: Cabbage  
Weak: Ice  
Strength: None

---

No. 138  
Name: Gold Beetle  
HP: 2380  
TP: 0  
Exp: 70  
Gald: 150  
Atk: 479  
Def: 40  
Drops: Lemon Gel, Onion

Steal: Onion  
Weak: Ice  
Strength: None

---

No. 139  
Name: Grasshopper  
HP: 1480  
TP: 0  
Exp: 28  
Gald: 63  
Atk: 247  
Def: 21  
Drops: Apple Gel  
Steal: None  
Weak: Fire, Ice, Lightning  
Strength: Water

---

No. 140  
Name: Ice Spider  
HP: 3780  
TP: 0  
Exp: 119  
Gald: 250  
Atk: 617  
Def: 62  
Drops: Magic Lens, Blue Quartz  
Steal: None  
Weak: None  
Strength: None

---

No. 141  
Name: Deathseeker  
HP: 5880  
TP: 0  
Exp: 186  
Gald: 318  
Atk: 881  
Def: 93  
Drops: Panacea Bottle, Amango  
Steal: Panacea Bottle  
Weak: Ice  
Strength: Fire

---

No. 142  
Name: Starfish  
HP: 1820  
TP: 38  
Exp: 28  
Gald: 56  
Atk: 230  
Def: 25  
Drops: Kelp, Magic Lens

Steal: None  
Weak: Lightning  
Strength: Water, Ice

---

No. 143  
Name: Super Star  
HP: 2100  
TP: 0  
Exp: 69  
Gald: 110  
Atk: 440  
Def: 35  
Drops: Flare Bottle, Shrimp  
Steal: None  
Weak: Lightning  
Strength: Water, Ice

---

No. 144  
Name: Tortoise  
HP: 2800  
TP: 0  
Exp: 56  
Gald: 82  
Atk: 381  
Def: 20  
Drops: Syrup Bottle, Tuna  
Steal: None  
Weak: Lightning  
Strength: Water, Ice

---

No. 145  
Name: Crush Tortoise  
HP: 9400  
TP: 0  
Exp: 203  
Gald: 389  
Atk: 904  
Def: 121  
Drops: Acuity Bottle  
Steal: None  
Weak: Lightning  
Strength: Water, Ice

---

No. 146  
Name: Octoslime  
HP: 2310  
TP: 0  
Exp: 45  
Gald: 72  
Atk: 295  
Def: 20  
Drops: Octopus, Squid

Steal: Mermaid's Tear  
Weak: Lightning, Ice  
Strength: Water

---

No. 147  
Name: Kraaken  
HP: 7320  
TP: 0  
Exp: 240  
Gald: 319  
Atk: 834  
Def: 79  
Drops: Squid, Octopus  
Steal: None  
Weak: Lightning, Ice  
Strength: Water

---

No. 148  
Name: Fish  
HP: 920  
TP: 0  
Exp: 16  
Gald: 25  
Atk: 200  
Def: 10  
Drops: Seaweed  
Steal: None  
Weak: Lightning  
Strength: Water

---

No. 149  
Name: Seaspin  
HP: 2480  
TP: 0  
Exp: 76  
Gald: 125  
Atk: 450  
Def: 31  
Drops: Kelp, Seaweed  
Steal: None  
Weak: Lightning  
Strength: Water

---

No. 150  
Name: Float Dragon  
HP: 1630  
TP: 0  
Exp: 31  
Gald: 56  
Atk: 293  
Def: 25  
Drops: Aqua Quartz, Snapper

Steal: None  
Weak: Fire, Lightning  
Strength: Water

---

No. 151  
Name: Seahorse  
HP: 1890  
TP: 0  
Exp: 52  
Gald: 83  
Atk: 230  
Def: 32  
Drops: Aqua Quartz, Cod  
Steal: None  
Weak: Fire, Lightning  
Strength: Water

---

No. 152  
Name: Jellyfish  
HP: 2860  
TP: 0  
Exp: 79  
Gald: 154  
Atk: 482  
Def: 39  
Drops: Pellets, Fine Pellets  
Steal: Pellets  
Weak: Lightning, Ice  
Strength: Water

---

No. 153  
Name: Sea Jelly  
HP: 1290  
TP: 0  
Exp: 30  
Gald: 48  
Atk: 270  
Def: 20  
Drops: None  
Steal: None  
Weak: Lightning, Ice  
Strength: Water

---

No. 154  
Name: Mermaid  
HP: 3820  
TP: 250  
Exp: 132  
Gald: 287  
Atk: 640  
Def: 62  
Drops: None

Steal: None  
Weak: Fire, Lightning  
Strength: Water, Ice

---

No. 155  
Name: Evil Jelly  
HP: 3680  
TP: 0  
Exp: 141  
Gald: 133  
Atk: 718  
Def: 60  
Drops: Lemon Gel  
Steal: Lemon Gel  
Weak: Lightning, Ice  
Strength: Water

---

No. 156  
Name: Sea Dragon  
HP: 6800  
TP: 0  
Exp: 189  
Gald: 382  
Atk: 879  
Def: 86  
Drops: Mermaid's Tear  
Steal: Mermaid's Tear  
Weak: Lightning  
Strength: Water

---

No. 157  
Name: Sea Horror  
HP: 3800  
TP: 600  
Exp: 142  
Gald: 183  
Atk: 600  
Def: 85  
Drops: Mermaid's Tear, Snapper  
Steal: None  
Weak: Fire, Lightning  
Strength: Water, Ice

---

No. 158  
Name: Slime  
HP: 490  
TP: 10  
Exp: 10  
Gald: 10  
Atk: 132  
Def: 8  
Drops: Apple Gel



Steal: None  
Weak: Fire  
Strength: None

---

No. 159  
Name: Gold Slime  
HP: 3220  
TP: 10  
Exp: 103  
Gald: 189  
Atk: 531  
Def: 47  
Drops: Miso, Fine Pellets  
Steal: Fine Pellets  
Weak: Fire  
Strength: None

---

No. 160  
Name: Giant Leech  
HP: 2250  
TP: 0  
Exp: 63  
Gald: 98  
Atk: 400  
Def: 30  
Drops: Apple Gel, Melange Gel  
Steal: Apple Gel  
Weak: Fire  
Strength: None

---

No. 161  
Name: Giant Slut  
HP: 3600  
TP: 0  
Exp: 158  
Gald: 131  
Atk: 731  
Def: 65  
Drops: None  
Steal: None  
Weak: Fire  
Strength: None

---

No. 162  
Name: Roller Snail  
HP: 3200  
TP: 0  
Exp: 123  
Gald: 163  
Atk: 550  
Def: 41  
Drops: Fine Pellets, Potato

Steal: None  
Weak: Lightning  
Strength: None

---

No. 163  
Name: Giant Snail  
HP: 3770  
TP: 0  
Exp: 123  
Gald: 163  
Atk: 618  
Def: 49  
Drops: Lemon Gel, Fine Pellets  
Steal: Fine Pellets  
Weak: Lightning  
Strength: None

---

No. 164  
Name: Green Roper  
HP: 2310  
TP: 0  
Exp: 39  
Gald: 79  
Atk: 312  
Def: 38  
Drops: Shrimp  
Steal: Beast Fang  
Weak: None  
Strength: None

---

No. 165  
Name: Red Roper  
HP: 3440  
TP: 0  
Exp: 96  
Gald: 175  
Atk: 517  
Def: 46  
Drops: Lemon Gel, Rosemary  
Steal: None  
Weak: None  
Strength: None

---

No. 166  
Name: Bacura  
HP: 255  
TP: 1  
Exp: 500  
Gald: 1000  
Atk: 1  
Def: 1  
Drops: None

Steal: None  
Weak: None  
Strength: None

-----  
No. 167  
Name: Cutlass  
HP: 9800  
TP: 0  
Exp: 248  
Gald: 329  
Atk: 1010  
Def: 95  
Drops: Shell Bottle, Amango  
Steal: Rune Bottle  
Weak: None  
Strength: None

-----  
No. 168  
Name: Cave Worm  
HP: 6380  
TP: 0  
Exp: 128  
Gald: 241  
Atk: 635  
Def: 55  
Drops: Mizuho Potion  
Steal: Mizuho Potion  
Weak: Ice  
Strength: None

-----  
No. 169  
Name: Man-Eater  
HP: 6500  
TP: 0  
Exp: 210  
Gald: 300  
Atk: 1060  
Def: 100  
Drops: Lemon Gel, Rune Bottle  
Steal: None  
Weak: Fire  
Strength: None

-----  
No. 170  
Name: Sheldra  
HP: 7250  
TP: 0  
Exp: 210  
Gald: 399  
Atk: 916  
Def: 95  
Drops: Rune Bottle

Steal: None  
Weak: None  
Strength: None

-----  
No. 171  
Name: Spiked Snail  
HP: 6230  
TP: 0  
Exp: 198  
Gald: 245  
Atk: 999  
Def: 83  
Drops: Super Pellets  
Steal: Super Pellets  
Weak: Lightning  
Strength: None

-----  
No. 172  
Name: Wyvern  
HP: 4800  
TP: 0  
Exp: 152  
Gald: 250  
Atk: 457  
Def: 37  
Drops: Beast Fang, Shell Bottle  
Steal: None  
Weak: Ice  
Strength: Wind, Fire

-----  
No. 173  
Name: Drake  
HP: 11,8500  
TP: 1000  
Exp: 530  
Gald: 680  
Atk: 630  
Def: 54  
Drops: Rune Bottle  
Steal: None  
Weak: Ice  
Strength: Fire, Lightning

-----  
No. 174  
Name: Dragon  
HP: 10,000  
TP: 2000  
Exp: 728  
Gald: 10,000  
Atk: 1350  
Def: 230  
Drops: None

Steal: None  
Weak: None  
Strength: Fire

---

No. 175  
Name: Gold Dragon  
HP: 16,800  
TP: 450  
Exp: 1218  
Gald: 1052  
Atk: 1158  
Def: 38  
Drops: None  
Steal: None  
Weak: None  
Strength: Fire

---

No. 176  
Name: Dark Dragon  
HP: 19,000  
TP: 0  
Exp: 1418  
Gald: 534  
Atk: 1250  
Def: 48  
Drops: Dragon Mail  
Steal: None  
Weak: None  
Strength: None

---

No. 177  
Name: Dragon Knight  
HP: 13,500  
TP: 0  
Exp: 297  
Gald: 253  
Atk: 1485  
Gald: 250  
Drops: None  
Steal: None  
Weak: None  
Strength: None

---

No. 178  
Name: Velocidragon  
HP: 2300  
TP: 0  
Exp: 68  
Gald: 84  
Atk: 406  
Def: 30  
Drops: Pellets, Apple Gel

Steal: None  
Weak: Ice  
Strength: Fire

---

No. 179  
Name: Exbelua  
HP: 5000  
TP: 38  
Exp: 280  
Gald: 320  
Atk: 190  
Def: 10  
Drops: Panacea Bottle  
Steal: None  
Weak: None  
Strength: None

---

No. 180  
Name: Windmaster  
HP: 10,000  
TP: 200  
Exp: 1325  
Gald: 800  
Atk: 580  
Def: 85  
Drops: Map of Balacruf, Talisman  
Steal: None  
Weak: None  
Strength: Wind

---

No. 181  
Name: Ktugach  
HP: 5000  
TP: 50  
Exp: 628  
Gald: 85  
Atk: 300  
Def: 28  
Drops: Red Quartz  
Steal: None  
Weak: Water, Ice  
Strength: Fire

---

No. 182  
Name: Ktugachling  
HP: 1500  
TP: 180  
Exp: 60  
Gald: 15  
Atk: 130  
Def: 40  
Drops: None

Steal: None

Weak: None

---

No. 183

Name: Adulocia

HP: 10,000

TP: 248

Exp: 825

Gald: 765

Atk: 600

Def: 55

Drops: Mermaid's Tear

Steal: None

Weak: Lightning

Strength: Water, Ice

---

No. 184

Name: Amphitra

HP: 2300

TP: 120

Exp: 150

Gald: 200

Atk: 475

Def: 20

Drops: None

Steal: None

Weak: Fire, Lightning

Strength: Water, Ice

---

No. 185

Name: Iapyx

HP: 14,000

TP: 88

Exp: 1324

Gald: 2000

Atk: 690

Def: 100

Drops: Paralysis Charm, Spirit Badge

Steal: None

Weak: None

Strength: Wind, Lightning

---

No. 186

Name: Iubaris

HP: 16,800

TP: 1500

Exp: 2650

Gald: 2500

Atk: 860

Def: 80

Drops: Brass

Steal: White Quartz

Weak: Dark

Strength: Fire, Lightning, Light

---

No. 187

Name: Kilia

HP: 10,000

TP: 400

Exp: 500

Gald: 500

Atk: 490

Def: 65

Drops: Heal Bracelet

Steal: None

Weak: Light

Strength: Dark

---

No. 188

Name: Winged Dragon

HP: 18,000

TP: 400

Exp: 2450

Gald: 1200

Atk: 1400

Def: 86

Drops: Venom, Flare Cape

Steal: None

Weak: None

Strength: None

---

No. 189

Name: Baby Dragon

HP: 12,000

TP: 800

Exp: 1250

Gald 500

Atk: 1030

Def: 68

Drops: None

Steal: None

Weak: None

Strength: None

---

No. 190

Name: Guardian: Wind

HP: 2000

TP: 400

Exp: 250

Gald: 250

Atk: 280

Def: 38

Drops: Magic Lens

Steal: None



Weak: None  
Strength: None

-----  
No. 191  
Name: Guardian: Lightning  
HP: 5500  
TP: 400  
Exp: 250  
Gald: 250  
Atk: 471  
Def: 46  
Drops: Fine Pellets, Magic Lens  
Steal: None  
Weak: None  
Strength: None

-----  
No. 192  
Name: Sword Dancer  
HP: 8888  
TP: 38  
Exp: 150  
Gald: 2000  
Atk: 600  
Def: 75  
Drops: EX Gem Lv1, EX Gem Lv2  
Steal: EX Gem Lv3  
Weak: Light  
Strength: None

-----  
No. 193  
Name: Fenrir  
HP: 12,000  
TP: 300  
Exp: 2600  
Gald: 1380  
Atk: 860  
Def: 185  
Drops: Blue Quartz  
Steal: None  
Weak: Fire, Lightning  
Strength: Water, Ice

-----  
No. 194  
Name: Idun  
HP: 11,000  
TP: 0  
Exp: 1200  
Gald: 1200  
Atk: 1150  
Def: 220  
Drops: Black Quartz  
Steal: None

Weak: None  
Strength: None

-----  
No. 195  
Name: Rodyle  
HP: 35,000  
TP: 500  
Exp: 6240  
Gald: 5800  
Atk: 1350  
Def: 210  
Drops: None  
Steal: None  
Weak: None  
Strength: Earth

-----  
No. 196  
Name: Undine  
HP: 13,000  
TP: 320  
Exp: 2110  
Gald: 765  
Atk: 580  
Def: 88  
Drops: Guardian Symbol  
Steal: None  
Weak: None  
Strength: Water, Ice

-----  
No. 197  
Name: Gnome  
HP: 28,000  
TP: 682  
Exp: 5890  
Gald: 4280  
Atk: 1100  
Def: 255  
Drops: Holy Symbol  
Steal: None  
Weak: None  
Strength: Earth

-----  
No. 198  
Name: Efreet  
HP: 18,000  
TP: 850  
Exp: 2430  
Gald: 945  
Atk: 500  
Def: 35  
Drops: Attack Symbol  
Steal: None

Weak: None  
Strength: Fire

---

No. 199  
Name: Volt  
HP: 24,000  
TP: 240  
Exp: 3580  
Gald: 2800  
Atk: 950  
Def: 180  
Drops: Emerald Ring  
Steal: None  
Weak: None  
Strength: None

---

No. 200  
Name: Celsius  
HP: 18,000  
TP: 600  
Exp: 5120  
Gald: 5800  
Atk: 1020  
Def: 205  
Drops: Spirit Symbol  
Steal: None  
Weak: Fire  
Strength: Water, Ice

---

No. 201  
Name: Luna  
HP: 18,000  
TP: 720  
Exp: 3250  
Gald: 4800  
Atk: 1120  
Def: 292  
Drops: Moonstone  
Steal: None  
Weak: None  
Strength: Light

---

No. 202  
Name: Aska  
HP: 19,650  
TP: 600  
Exp: 3480  
Gald: 2800  
Atk: 1120  
Def: 245  
Drops: Rare Pellets  
Steal: None

Weak: None  
Strength: Most

-----  
No. 203  
Name: Shadow  
HP: 30,000  
TP: 800  
Exp: 6320  
Gald: 4500  
Atk: 1520  
Def: 232  
Drops: Dark Seal  
Steal: None  
Weak: None  
Strength: Dark

-----  
No. 204  
Name: Maxwell  
HP: 60,000  
TP: 800  
Exp: 10,800  
Gald: 8250  
Atk: 1550  
Def: 370  
Drops: Spirit Robe  
Steal: None  
Weak: None  
Strength: None

-----  
No. 205  
Name: Origin  
HP: 40,000  
TP: 800  
Exp: 10,240  
Gald: 9870  
Atk: 1450  
Def: 350  
Drops: Reflect Ring  
Steal: None  
Weak: None  
Strength: None

-----  
No. 206  
Name: Sephie  
HP: 7320  
TP: 220  
Exp: 880  
Gald: 320  
Atk: 713  
Def: 81  
Drops: Savory  
Steal: None

Weak: None  
Strength: Wind

---

No. 207  
Name: Yutis  
HP: 6480  
TP: 80  
Exp: 770  
Gald: 290  
Atk: 699  
Def: 76  
Drops: Sage  
Steal: None  
Weak: None  
Strength: Wind

---

No. 208  
Name: Fairress  
HP: 6190  
TP: 250  
Exp: 690  
Gald: 285  
Atk: 738  
Def: 84  
Drops: Saffron  
Steal: None  
Weak: None  
Strength: Wind

---

No. 209  
Name: The Fugitive  
HP: 20,000  
TP: 500  
Exp: 2800  
Gald: 3200  
Atk: 1950  
Def: 215  
Drops: Magic Ring  
Steal: None  
Weak: None  
Strength: Most

---

No. 210  
Name: The Neglected  
HP: 20,000  
TP: 500  
Exp: 2800  
Gald: 3200  
Atk: 1950  
Def: 215  
Drops: Defense Ring  
Steal: None

Weak: None  
Strength: Most

-----  
No. 211  
Name: The Judged  
HP: 20,000  
TP: 500  
Exp: 2800  
Gald: 3200  
Atk: 1950  
Def: 215  
Drops: Attack Ring  
Steal: None  
Weak: None  
Strength: Most

-----  
No. 212  
Name: Defense System  
HP: 12,000  
TP: 100  
Exp: 2350  
Gald: 0  
Atk: 800  
Def: 240  
Drops: Metal Sphere  
Steal: None  
Weak: None  
Strength: None

-----  
No. 213  
Name: Orbit  
HP: 3000  
TP: 500  
Exp: 180  
Gald: 800  
Atk: 650  
Def: 100  
Drops: None  
Steal: None  
Weak: Lightning  
Strength: None

-----  
No. 214  
Name: Guard Arm  
HP: 8000  
TP: 0  
Exp: 150  
Gald: 0  
Atk: 900  
Def: 20  
Drops: Mythril  
Steal: None

Weak: None  
Strength: None

-----  
No. 215  
Name: Auto Repair Unit  
HP: 5500  
TP: 0  
Exp: 1000  
Gald: 0  
Atk: 0  
Def: 100  
Drops: None  
Steal: None  
Weak: None  
Strength: None

-----  
No. 216  
Name: Kratos Aurion  
HP: 22,500  
TP: 1500  
Exp: 3280  
Gald: 2900  
Atk: 750  
Def: 150  
Drops: EX Gem Lv4, Life Bottle  
Steal: None  
Weak: None  
Strength: Light

-----  
No. 217  
Name: Magnius  
HP: 8500  
TP: 120  
Exp: 675  
Gald: 1700  
Atk: 450  
Def: 65  
Drops: Warrior Symbol, EX Gem Lv1  
Steal: None  
Weak: None  
Strength: Fire

-----  
No. 218  
Name: Kvar  
HP: 10,000  
TP: 340  
Exp: 1680  
Gald: 1500  
Atk: 410  
Def: 65  
Drops: Holy Ring, EX Gem Lv1  
Steal: None

Weak: None  
Strength: Lightning

---

No. 219  
Name: Energy Stone  
HP: 5500  
TP: 100  
Exp: 300  
Gald: 765  
Atk: 350  
Def: 20  
Drops: None  
Steal: None  
Weak: None  
Strength: Everything

---

No. 220  
Name: Vidarr  
HP: 4000  
TP: 30  
Exp: 115  
Gald: 25  
Atk: 210  
Def: 21  
Drops: Life Bottle  
Steal: None  
Weak: None  
Strength: None

---

No. 221  
Name: Forcystus  
HP: 20,000  
TP: 400  
Exp: 7100  
Gald: 5800  
Atk: 1200  
Def: 300  
Drops: Faerie Ring  
Steal: None  
Weak: None  
Strength: Wind

---

No. 222  
Name: Exbone  
HP: 6000  
TP: 320  
Exp: 0  
Gald: 0  
Atk: 1000  
Def: 250  
Drops: None  
Steal: None



Weak: None  
Strength: Wind

---

No. 223  
Name: Pronyma  
HP: 18,000  
TP: 750  
Exp: 3000  
Gald: 1500  
Atk: 1150  
Def: 150  
Drops: Rosemary, EX Gem Lv2  
Steal: None  
Weak: Light  
Strength: Dark

---

No. 224  
Name: Pronyma  
HP: 32,000  
TP: 850  
Exp: 7000  
Gald: 4800  
Atk: 1720  
Def: 350  
Drops: Red Savory  
Steal: None  
Weak: Light  
Strength: Dark

---

No. 225  
Name: Clumsy Assassin  
HP: 1800  
TP: 131  
Exp: 200  
Gald: 128  
Atk: 247  
Def: 48  
Drops: Holy Bottle  
Steal: None  
Weak: None  
Strength: None

---

No. 226  
Name: Resolute Assassin  
HP: 4500  
TP: 164  
Exp: 300  
Gald: 450  
Atk: 500  
Def: 62  
Drops: Dark Bottle  
Steal: None

Weak: None  
Strength: None

---

No. 227  
Name: Convict  
HP: 12,000  
TP: 320  
Exp: 2250  
Gald: 1500  
Atk: 800  
Def: 120  
Drops: Elixir  
Steal: None  
Weak: None  
Strength: None

---

No. 228  
Name: Kuchinawa  
HP: 10,000  
TP: 60  
Exp: 4800  
Gald: 2860  
Atk: 800  
Def: 125  
Drops: Asura  
Steal: None  
Weak: None  
Strength: None

---

No. 229  
Name: Botta  
HP: 4200  
TP: 224  
Exp: 475  
Gald: 1500  
Atk: 205  
Def: 35  
Drops: Poison Charm  
Steal: Yellow Quartz  
Weak: None  
Strength: None

---

No. 230  
Name: Botta  
HP: 12,000  
TP: 580  
Exp: 1680  
Gald: 2800  
Atk: 780  
Def: 205  
Drops: None  
Steal: None

Weak: None  
Strength: Earth

---

No. 231  
Name: Seles  
HP: 12,000  
TP: 800  
Exp: 8960  
Gald: 12,000  
Atk: 1300  
Def: 420  
Drops: Last Fencer, Elemental Circlet  
Steal: None  
Weak: None  
Strength: Most

---

No. 232  
Name: Garr  
HP: 20,000  
TP: 150  
Exp: 3200  
Gald: 4800  
Atk: 1650  
Def: 450  
Drops: Mumbane  
Steal: None  
Weak: None  
Strength: Most

---

No. 233  
Name: Farah Oersted  
HP: 20,000  
TP: 150  
Exp: 3300  
Gald: 2800  
Atk: 1805  
Def: 455  
Drops: Star Cloak  
Steal: None  
Weak: None  
Strength: Fire

---

No. 234  
Name: Meredy  
HP: 16,000  
TP: 1450  
Exp: 2100  
Gald: 2800  
Atk: 800  
Def: 390  
Drops: Krona Symbol  
Steal: None

Weak: None  
Strength: None

-----  
No. 235  
Name: Abyssion  
HP: 120,000  
TP: 8200  
Exp: 8000  
Gald: 6800  
Atk: 2250  
Def: 425  
Drops: Hyper Gauntlet, Jet Boots  
Steal: None  
Weak: None  
Strength: None

-----  
No. 236  
Name: Zelos Wilder  
HP: 28,000  
TP: 1200  
Exp: 9300  
Gald: 9800  
Atk: 1150  
Def: 365  
Drops: Mystic Symbol  
Steal: None  
Weak: None  
Strength: Lightning, Light

-----  
No. 237  
Name: Yggdrasill  
HP: 40,000  
TP: 3000  
Exp: 3000  
Gald: 0  
Atk: 1800  
Def: 350  
Drops: None  
Steal: None  
Weak: Dark  
Strength: Light

-----  
No. 238  
Name: Yggdrasill  
HP: 40,000  
TP: 3000  
Exp: 3000  
Gald: 0  
Atk: 1800  
Def: 350  
Drops: None  
Steal: None

Weak: Dark  
Strength: Light

---

No. 239  
Name: Yggdrasill  
HP: 40,000  
TP: 3000  
Exp: 8320  
Gald: 4800  
Atk: 1800  
Def: 380  
Drops: EX Gem Lv4, Energy Tablets  
Steal: None  
Weak: Dark  
Strength: Light

---

No. 240  
Name: Mithos  
HP: 55,000  
TP: 5000  
Exp: 8280  
Gald: 1690  
Atk: 2000  
Def: 410  
Drops: None  
Steal: None  
Weak: None  
Strength: Light

---

No. 241  
Name: Mithos  
HP: 60,000  
TP: 1500  
Exp: 0  
Gald: 0  
Atk: 2150  
Def: 265  
Drops: EX Gem Max  
Steal: EX Gem Max  
Weak: None  
Strength: Everything

---

No. 242  
Name: Kratos Aurion  
HP: 25,000  
TP: 980  
Exp: 7600  
Gald: 4800  
Atk: 1200  
Def: 400  
Drops: EX Gem Lv4, Energy Tablets  
Steal: None

Weak: None  
Strength: None

-----  
No. 243  
Name: Kratos Aurion  
HP: 12,000  
TP: 1400  
Exp: 9990  
Gald: 5520  
Atk: 1050  
Gald: 320  
Drops: EX Gem Lv4, Energy Tablets  
Steal: None  
Weak: None  
Strength: Lightning, Light

-----  
No. 244  
Name: Yuan  
HP: 16,000  
TP: 652  
Exp: 4890  
Gald: 3150  
Atk: 900  
Def: 215  
Drops: EX Gem Lv4  
Steal: None  
Weak: None  
Strength: Lightning

-----  
No. 245  
Name: Remiel  
HP: 16,000  
TP: 258  
Exp: 2795  
Gald: 1840  
Atk: 530  
Def: 112  
Drops: EX Gem Lv1, Rune Bottle  
Steal: None  
Weak: None  
Strength: Light

-----  
No. 246  
Name: Gatekeeper  
HP: 18,000  
TP: 800  
Exp: 8880  
Gald: 8970  
Atk: 1180  
Def: 210  
Drops: Mystic Symbol  
Steal: None

Weak: None  
Strength: Light

---

No. 247  
Name: Plantix  
HP: 36,000  
TP: 250  
Exp: 7500  
Gald: 1250  
Atk: 1300  
Def: 310  
Drops: Blue Sphere  
Steal: None  
Weak: Fire  
Strength: Earth

---

No. 248  
Name: Dark Spear  
HP: 9540  
TP: 200  
Exp: 270  
Gald: 381  
Atk: 1150  
Def: 112  
Drops: Lemon Gel, Black Quartz  
Steal: None  
Weak: None  
Strength: None

---

No. 249  
Name: Dark Sword  
HP: 8930  
TP: 180  
Exp: 283  
Gald: 210  
Atk: 1280  
Def: 115  
Drops: Pineapple Gel, Black Quartz  
Steal: None  
Weak: None  
Strength: None

---

No. 250  
Name: Dark Commander  
HP: 7890  
TP: 480  
Exp: 235  
Gald: 410  
Atk: 1120  
Def: 116  
Drops: Miracle Gel, Black Quartz  
Steal: None





Q: What's an S-Type and T-Type?

A: The S stands for Strike, while the T stands for Technical. Both have their own sets of techs.

Q: How do I determine if someone is an S-Type or T-Type?

A: If you look at the Ex Gems skills, you'll notice to the right of the description of the skill, it says either S-Type or T-Type. Majority rules in this game, so if you have three Ex Gems equipped, and you want to make that character an S type, set at least two of the Ex Gems to S-Type.

Q: Should I make [insert character name here] a T-Type or S-Type?

A: A lot of people will tell you different things, but I think it's just a matter of opinion, so go with what you want the most.

Q: I can't find the Sword Dancer!

A: The first two Sword Dancers will disappear after a certain amount of time. The first one disappears after beating the Tower of Salvation in Sylvarant, and the second one disappears after getting Luna and Aska. However, if you manage to get the third one, he'll be there until you beat the game.

Q: Why didn't you list treasure chests on the world map?

A: Because it's hard to remember where all of them are. If you want to find them, check out MysticWeirdo's Treasure Hunting Guide.

Q: Why can't I beat [insert boss name here]?!

A: Probably because you're not leveled enough. Go back and level up. Or you may need to restock on items.

Q: Can I beat Yggdrasill when I first meet him with 10x Exp?

A: No. NO NO NO NO NO. No, you can't. Once you deal enough damage, the screen blackens, and the game resumes as normal.

Q: Sheena won't join me at Luin. What'd I do wrong?

A: Nothing. You did nothing wrong. Just keep advancing in the game and she'll join you eventually.

Q: I went to the Asgard/Luin area first, and then when I went to see Max, he wasn't there! What did I do wrong?

A: There's your problem. You went to Asgard/Luin first instead of going to Izoold and seeing Max to take you over to Palmacosta. Just continue the game as the same and you'll get over to Palmacosta eventually.

Q: I can't open the dark colored chests. Why?

A: Because you don't have the appropriate key. In order to get it, refer to the walkthrough on how to find Colette's Darkness Weapon, and then go to Flanoir and talk with the man huddled on the steps. He'll then give you the key.

=====  
15.) Credits/Thanks (xxcrxx)  
=====

Credits and Thanks go here.

-A I e x: Huge thanks for letting me use histech and magic list.

-[http://www.rootsecure.net/?p=ascii\\_generator](http://www.rootsecure.net/?p=ascii_generator): For the ASCII.

-Bugbert989: For the tip for the floating platform part in the Remote Island Human Ranch.

-Firechild350: For pointing out my mistake of the cost of Pineapple and Lemon Gels.

-BiOhAzArD 14: For pointing out my mistake of the Unison List sections having different key words.

-Several People: For telling me about people with the highest relationships knocking on your door at Flanior. [Sorry... too many of you to name.]

-Namco: For giving me a new game to play to help me pass hours.

-TriadTrickster: For being someone I know and surprising me by writing a walkthrough also. Just had to toss this in, since he tossed my name in his.

-Lakeside View: My board. They really didn't do anything. I just thought I'd show my members some love.

And a big thanks to you, the readers.

=====  
16.) Version History (xxvhxx)  
=====

Version 0.1 - July 14, 2004 - Just started on it today. Finished up to Dirk's House.

Version 0.2 - July 16, 2004 - Finished up to beating Botta.

Version 0.21 - July 20, 2004 - Finished up to the first part of the Triet Ruins.

Version 0.22 - July 21, 2004 - Finished up to finishing the Ossa Trail, and changed the character descriptions a bit, and added a site to the allowed sites list.

Version 0.23 - July 22, 2004 - Finished up to finishing the first visit to Palmacosta, and changed a few typos I made.

Version 0.24 - July 23, 2004 - Finished up to the first part of the Palmacosta Human Ranch. Also, don't expect any updates this weekend, since I'm heading up to Baltimore with my dad to catch a baseball game. And I apologize if this is forming really slowly. I haven't had much PC time. When I get enough PC time one day, I'll make sure to get a huge update in.

Version 0.25 - July 26, 2004 - Finished up to finishing Asgrad and heading for Luin.

Version 0.30 - July 28, 2004 - Finished up to beating the Mana Tower.

Version 0.31 - July 29, 2004 - Finished up to entering the first part of

Tethe'alla.

Version 0.32 - July 30, 2004 - Finished up to the first visit to Ozette.

Version 0.33 - July 31, 2004 - Finished up beating the Temple of Earth.

Version 0.34 - August 1, 2004- Finished up to entering the Temple of Darkness.

Version 0.60- August 3, 2004- Finished up to entering Welgaia. I also plan on making the layout neater once the main walkthrough is finished.

Version 1.00 - August 4, 2004- Finished the walkthrough completely. I decided to nix the idea of sticking that weapons or enemy list, etc... in here because there are already other guides for that. So this concentrates on the game itself. But I still added a FAQ section. If I decide to add any more sections (weapon, enemy, etc) in the future, I'll add them.

Version 1.10- August 8, 2004- Changed some of my typos, and added a Tech/Magic List and a Unison Attack section.

Version 1.11 - August 10, 2004 - Bugbert989 sent me some info on the floating platform part of the Remote Island Human Ranch, so I added that in there.

Version 1.12- August 16, 2004- Added strategies for the Sword Dancers (to find them, do a Ctrl+F search and type in Sword Dancer), changed a few typos, and added another site on the allowed list to use this. A Darkness Weapons section will soon be up as well, as well as sidequests.

Version 1.13- August 19, 2004- Got the Darkness Weapons section up and changed some more typos, added some more to the FAQ, and added something about the Flanior scenes.

Version 1.20- August 28, 2004 - Started up the Optional Gameplay section. Not everything is complete in the section yet, so please don't e-mail or IM me saying that I forgot something.

Version 1.21 - September 30, 2004 - Re-did all of the boss sections in the walkthrough, fixed some typos, and added more to the Optional Gameplay section. I've been really busy as of late, so this probably will be my last update for awhile, unless I can find some spare time inbetween.

Version 1.22 - November 14, 2004 - Changed a few of my typos and added more to the optional gameplay section. I also added another question to the FAQ. And also, from now on, if I get an e-mail with a question that's already answered in the FAQ section, I'm going to delete that e-mail.

Version 1.23 - January 13, 2005 - First update of 2005, and first update in awhile. Added more sites to the allowed list and took out my AIM name. Also added in Lloyd's Compound Unison attacks. Please don't e-mail me saying I don't have all the compound unison attacks in. I know that already.

Version 1.24 - January 31, 2005- Added the rest of the Compound Unison attacks and changed a few typos. Also added another question to the FAQ section. Also added in a easier search function if you're looking for a specific section.

Version 1.25 - March 24, 2005 - Added a site to the allowed list.

Version 1.26 - May 11, 2005 - Fixed a small mistake on the price of Lemon and Pineapple Gels thanks to Firechild350. Also fixed another mistake on the

table of contents section thanks to BiOhAzArD14.

Version 1.27 - October 11, 2005 - Added in a Boss and Titles section, which is incomplete at the moment. Also changed a few things around and fixed some typos.

Version 1.28 - October 25, 2005 - Re-did the header and finished the Titles section. Also added in another question to the FAQ section.

Version 1.29 - December 16, 2005 - Added in an Enemy's List and moved the Version History to the bottom of the page as you can see.

Version 1.30 - January 2, 2008 - Fixed up the Tech list.

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