

Tales of Symphonia FAQ/Walkthrough

by TripleJump

Updated to v0.76 on Apr 15, 2008

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****FAQ/Walkthrough by TripleJump*****
****Created: Febuary 17th, 2006*****
****Last Updated: December 18th, 2006*****
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*****
**WARNING! THIS FILE CONTAINS SPOILERS! READ AT OWN RISK! THE AUTHOR OF THIS**
**GUIDE WILL PLACE THE SPOILERS ANYWHERE HE PLEASES, AND IS NOT RESPONSIBLE FOR*
**A RUINED PLOT AS A RESULT OF THIS. MAIN SPOILERS ARE IN THE WALKTHROUGH*****
**AND INFORMATION ON THE CHARACTERS. YOU HAVE BEEN WARNED.*****
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-----Introduction-----

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Welcome to My Tales of Symphonia FAQ/Walkthrough. Hopefully this one will provide help to you. I picked the game up during the summer of 05, with my birthday money, along with Spider-Man 2. Dang, was this game incredible or what? I would stay up late in the night and wake up earlier just to play this great RPG for the good ol' cube. If you do not have it yet, GO GET IT NOW. Its only \$29 CND at your Local EB Games. A good deal for the 80 hours of gameplay. (Time changes depending on skill level). Since then, I played it a ton until I completed it, then went through again. I stopped playing for a while, but now I have become re-addicted. I currently am on disc 1 for playthrough #4.

(Warning, The next part may contain spoilers, skip if you don't want the game spoiled, which it will be, thanks to my spoiler loaded walkthrough)

Tales of Symphonia is about a young lad named Lloyd Irving. Lloyd is stupid, hands down. But he does have his brilliant moments. Lloyd wants to travel with Colette Brunel, the Chosen of Mana to see his dieing land of Sylvarant be reborn as a flourishing world. The people of Iselia do not allow this to be. Lloyd and his best friend Genis get exiled from the village, and chase down the chosen's party to join them. A little bit into the game, a mysterious assassain trys to Eliminate Colette. But is saved by the people she had to destroy. She then joined up with the party and helped them greatly with another aspect..

They make it to the final test, but something happens that changes the course of the Journey, major plot twist number one. Lloyd finds himself on a quest to save the world.. both of them. (wink)

Personally, I think this is my best walkthrough. Why? I actually put my own feelings into this one. If you have read my FAQ's before, you know they are pretty much "all fact, no opinion".

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-----Version History-----

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Date: June 11, 2006
Version: 0.75
Percent Complete: 75%

Date: March 29th, 2006
Version: 0.75
Percent Complete: 75%

Date: March 28th, 2006
Version: 0.70
Percent Complete: 70%

Date: March 26th, 2006
Version: 0.64
Percent Completed: 64%

Date: March 14th, 2006
Version: 0.50
Percent Complete: 50%

Date: March 11th, 2006
Version: 0.45
Percent Complete: 45%

Date: March 7th, 2006
Version: 0.43
Percent Complete: 43%

Date: March 5th, 2006
Version: 0.40
Percent Complete: 40%

Date: March 4th, 2006
Version: 0.33
Percent Complete: 33%

Date: March 3rd, 2006
Version: 0.20
Percent Completed: 20%

Date: February 26th, 2006
Version: 0.06
Percent Completed: 6%

Date: February 25th, 2006
Version: 0.05
Percent Completed: 5%

Date: February 17th, 2006
Version: 0.01
Percent Completed: 1%

=====
-----Controls-----
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BATTLE CONTROLS

Control Stick - Move left and right, Up is jump*
Control Pad - Orders
C-Stick - Shortcut to Techniques
A - Standard attack
A + Jump - Aerial Attack
A + Down - Lower cut
A + Forward - Broader Cuts
B - Tech/Magic Attack
B + Direction - Different Tech/Magic Attack
X - Guard
X + Down - Guard Technique (Protect against magical attacks)
Y - In-Battle Menu
Z - Unison Attack/Taunt (Once learned)**
L - Spell Cancel
R - Change Target
Start - Pause Game

*If you are using Semi Automatic, Jump is X+Up

** Unison attacks are learned later in the game, and Taunt is from an Ex Skill.

DUNGEON/TOWN CONTROLS

Control Stick - Move
Control Pad - Rotate Character
C-Stick - Nothing
A - Action Button
B - Nothing
X - Use Sorcerer's Ring (Once Obtained)
Y - Bring up menu
Z - View Z Skit
R - Nothing
L - Nothing
Start - Pause

WORLD MAP CONTROLS

Control Stick - Move Character
Control Pad - Toggles Map Views
C-Stick - Rotate Camera/Move the Rheaird
A - Open Chests/Enter Town/Accelerate Vehicle
B - Leave Town/Get In Vehicle
X - Long Range Mode
Y - Menu
Z - View Z Skit
R - Move Camera Right
L - Move Camera Left
Start - Pause

=====
-----Characters-----
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o-----o
| Lloyd Irving |
o-----o

Lloyd Irving is the main character of our story. He is brawn, not brains. He rushes into situations without thinking, hoping he can reverse the outcomes and

make things better for everyone. Lloyd was raised by a Dwarf named Dirk, after his mother escaped from the Desian (Iselia) Human Ranch. Dirk found her at the bottom of a cliff with Lloyd and Noishe. Noishe is Lloyd's Dog. Lloyd has some pretty sad moments, like the one where he defends Genis against the smart kids by saying "Hey! Genis is smart too! He even knows his Multiplication Tables!".

Lloyd fights with Dual Blades. He is probably the easiest character to control, with a mix of speed, good techs, and power. Lloyd also makes a lot of decisions in the game, which will result in a special ending scene, depending on the decisions that you as the player make.

Lloyd is also quite rude. With his "Give me your name, and I'll give you mine". This goes along with Lloyd's Nickname Zelos gives him; "Hey You!". Lloyd can actually be intelligent about some things, such as Exspheres and Key Crests.

Lloyd has spiky brown hair and a red and blue outfit. He wears two belts and is always recognized by the Desians because of the red.

o-----o
| Colette Brunel |
o-----o

Colette is the Chosen of Mana. Her mission is to regenerate the world by turning into an angel. A process that holds many spoilers. Colette is friends with Lloyd and Genis, who were friends with her when nobody else would be. Colette is the clumsiest person alive. But it seems that her clumsiness is blessed, as almost whenever she falls nearly always something good happens to her. If you can find anyone in this world who apologizes more for anything than Colette, I'll print this file out and eat it. She even apologizes for apologizing too much!

Colette fights with Chakrams, spiked disks that can be thrown like Frisbees and Boomerangs combined. She is slow, weak and eventually learns some good techs. She also holds the keys to a huge comboing spree.

Colette has waist length blonde hair, and wears a huge white coat, with blue whatever you call them... Bloomers? Sweatpants? PANTS?!? She wears somewhat white shoes.

o-----o
| Genis Sage |
o-----o

Genis is Lloyd's best friend. Ever. He is probably the third shortest guy that has an important part in the game. (First being that sweet kid that throws rocks at Magnius, second the little elf boy). If Lloyd has a GPA of 0.31, then Genis's would be 4.00/4.00. He is a little genius, with a recommendation to the Palmacosta Academy. Genis is also quite a good chef. He can improvise the recipe quite well, as he usually doesn't have all the ingredients on hand.

Genis wields Magic via a Kendama. A Kendama is a kind of double sided toy hammer with a ball on a string. He hits the ball against each side to cast magic. Odd, I know. Genis comes with all the elemental spells except for Darkness and light. Which makes him an asset when it comes time to fight Elemental spirits.

Genis has a bluish grey outfit, shorts and a t-shirt. He has oddly shaped grey hair. He is actually a (SPOILERS) half elf. :O.

o-----o
| Kratos Aurion |
o-----o

Kratos Aurion is about the coolest guy in this game. He comes to help Lloyd and his friends at the Martel Temple. He turns out to be a mercenary, and agrees to protect the chosen. Kratos is more than he seems to be. He always tries to help Lloyd get better at fighting whenever he can. He turns out to be.... well... play the game and find out!

Kratos is a magic swordsman. He can use single swords and daggers, as well as heal and cast elemental spells. A good combination for a frontliner to have, as he can be used as a Long Range tool as well.

Kratos has Genis-like red hair. He wears a purple outfit with weird wing-like objects sticking out of the back, makes him feel like a bug when you use him as the display character.

o-----o
| Raine Sage |
o-----o

Raine is the professor of the Iselia school. She is the older sister of the shrimpy Genis. Raine is obsessed with anything old or with a historical background. He enjoys slapping peoples face's, or slapping ass. Well, she only spanks Genis a couple times in the ass. The professor is far from perverted though. She knows how to work around 98% of machines in the world.

Raine wields Staves, she has two damaging spells and many healing arts and support skills. She is one of the most valuable party members.

Raine wears an Orange vest, with brown pants. She has grey hair, that is shoulder length and elegant. She looks like she wears lipstick.

o-----o
| Sheena Fujibayashi |
o-----o

Sheena is our first appearing member of Tethe'alla. She lives in the village of Mizuho. Which is known to the general public as the village of weirdos and outcasts. Sheena is the granddaughter of the Cheif Igaguri, and will succeed him one day as Chief. Sheena is a "get out of the way or I'll hurt you" on the outside, but quite sensitive on the inside.

Sheena fights with Guardians, which are special cards with charms drawn onto them. She can also summon, so in the middle of a fight you can totally waste that fire creature with SUPER UNDINE OF DOOM!

Sheena wears an old japanese style clothing that is very revealing at the front. She has bluish black hair tied up in a ponytail at the back and hates Zelos.

o-----o
| Presea Combatir |
o-----o

Presea is a lumberjack from Ozette, that village out in the boondo....forest. She was sold to Vharley for Exsphere experiments with Rodyle. They made her into a sort of "Stoned" kid. She acts like she is on drugs. Literally. She drags the sacred wood to the church and doesn't ask questions.

Presea fights with axes. Hard to fight with as a human player who is used to Lloyd and Zelos, she has two strikes then her technique attacks have quite a few hits. So she can be an asset comboing.

attack. Dealing extra damage and attack.

=====
Using EX Gems

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To use EX Gems, go to the EX Gems under the Menu. Set the cursor on the "LVL _" part to set one. As long as you have a skill, you can use it. Once set, they cannot be taken back. Only replaced. If you want to change the skill chosen, set the cursor over the name of the skill. Then select the desired one.

Each Skill has a different Type. T or S. These control your Character's Type. The Type controls the Available Techs.

Compound EX Skills can also be discovered. Critical Up, for example, gives your character a better chance of a critical hit, and is composed of two EX Skills.

=====
Synopsis

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Using Synopsis lets you find out what the Character is doing, and lets you review what has happened in the past. Do so if in dire need.

=====
Techs

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To Set Techs to a character, go to the Tech Menu and press "A" on a manual or Semi Auto character's corresponding B button. Set the desired technique. You can also set CPU characters to only use one attack. Do this by pressing "Y" over the techniques you do not want them to use. You can also make characters forget them by pressing "X" out of battle.

To learn techs, usually you have to perform a LVL 1 or 2 Tech 50 times, then it occurs randomly.

=====
Strategy

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The difference between life and death can be the strategy your characters use. Here is a brief breakdown of each command. Ones marked with an Asterik are good ones to use.

Attack Freely - Characters Attack whoever they desire.

Attack Close - Characters attack the closest enemy.

Attack Far - Characters attack the farthest enemy.

Attack Same - Attacks the same enemy as a player *

Scatter - Party Members attack different Characters

Block Magic - Defeat Magic users

Reduce - Attacks are given to the enemies receiving the most damage *

Protect Friend - Attacks the enemy targeting the character with the lowest health

Use Skills Freely - Use the Skills based on the choices of the character

At Once - Use the skills without any regard to TP. * (Boss Battles Only)

Keep Reserve - Stop using Skills/Magic when TP is below 25%

Retain - Stop using Skills/Magic when TP is below 50% *

Save - Stop using Skills/Magic when TP is below 75% *

Do Not Use - Do not use Skills or Magic

Moderation - Use Skills Less Frequently when TP is below 50%

Heal - Priority is given to healing party members *

Support - Priority is given to support skills and magic *

Move Freely - Move based on Own Thought Patterns *

Frontlines - Approach the enemy as much as possible using short range *

Don't Pursue - Move with a distance from the enemy

Hold Position - Do not move (Useful against the Fake Boxes)

L-Range Skills - Mainly use long range techs

L-Range Magic - Mainly use long-range magic *

Skills/Magic - Only use skills/magic, no normal attacks (Useful in Combo Runs)

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Memory Gems

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In each dungeon there is a Memory Gem. There is also a broken Memory Circle. Find the Memory Gem by killing an Enemy, then press "A" on the broken circle. The broken circle becomes active, allowing you to save whenever you want.

=====

Guarding and Guardian Techs

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To guard, press the "X" button and hold. You will block the attack barrage. But, after a certain number of hits the guard will be broken. The guard also becomes less and less effective over time. To break an enemy's guard, you have to hit them where they aren't guarding. Most enemies this is behind them. But some, like the dragon in the Temple of Earth, have weak points. This one being the head.

To guard against most magic attacks, you have to press X and then push down on the Control Stick. A force field appears at the cost of 10% of your TP. It negates 80% of damage inflicted. Useful against attacks such as Holy Lance and Judgement.

=====

Display Character

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Going to the main menu, putting the cursor over a character and pressing "A" will set them as your display character. This just shows the character moving around town. It is also a must for some quests, such as "Dog Naming" and "Colette the Waitress".

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Long Range Mode

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Using Long-Range Mode gives you a wider view of the world. Your speed also doubles, and the enemies won't move when you are standing still. To get LR Mode for a certain area, you have to find one of the stone tablets around the world map.

To activate LR Mode, Press "X". If it is available, your character will hop up onto Noishe. The only downside to this mode is that you cannot find treasures on the world map.

=====

Playing With Friends

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Instructions for playing Multiplayer:

Lets say you want player two to be Zelos, and Zelos is set in character slot 3. You either have to move Player Two's controller into Port 3, or you have to move Zelos into Slot 2. So the controller port matches the character slot. Next, view the "Techs" menu. Go to Zelos's and set his status to "Manual". Zelos can now be controlled by the Player. Hooray.

The one downside to Multiplayer, is that if your friend is playing at a Frontline role, the camera only follows Player 1. So often they will find themselves wasting TP and attacks on nothing.

=====
Magical/Physical Ailments
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PHYSICAL:

Poison - HP begins to fall with every second. Get rid ASAP if you would like to live.

Deadly Poison: A more powerful version of Poison. Treat as normal

Paralysis: This makes most functions unuseable, such as Attacking.

Petrify: No movement whatsoever. If all party members are like this it is GAME OVER. Only way to get out is a Panacea Bottle or Raine healing you.

Curse: Pretty much the same as paralysis.

Heavy: Character moves really slow

Weak: Makes your Max HP half of what it is, temporarily. Heals after the fight.

KO: Knocked out, no action. Can be revived with a Life Bottle or Raine using Ressurrection.

MAGICAL:

Magical Ailments are all "Attack up, Attack Down, Evasion up, Evasion down" and things like that, so I am not going into any detail. The only one worth telling is Holy Song effect, which is a Butterfly Icon.

=====
Healing a Party Member Manually
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I had some confusion with this on my first playthrough. To heal a party member with Magic, use the spell. Then look at the portraits of the characters. A small writing will say "Target" below the first character, press left or right to change targets. If you are using an attack such as Healing Wind or Healing Circle, the circle appears around the selected character.

Chapter One: Drifting Swordsman - {100}

Iselia - {101}

Watch the opening cutscenes and wait for the Flash of Light from the classroom. Professor Sage leaves and you can now move around. Attempt to leave the room and choose the option "It's studying". Then go over to the front of the class and examine the hole in the wall to get Colette's "Klutz" Title. Then leave the

school. Watch the scene with Frank, and deal with the couple monsters that come. Exi too the world map and make your way down to the Church of Martel

Church of Martel - {102}

A Pastor comes down the steps and is out. Colette bravely feels she should go alone, but come with her. At the top of the steps, you find Botta and some "Desians". Eliminate them, then you have to fight Vidarr. (I'm not going to provide a general strategy however, as this is just too easy) Just for a little bit, however. As no matter how well you fight, he will still be too good for you.

Then a mysterious man shows up and joins the battle. With his healing techniques and strength, you will have almost no problem winning. If you are a newbie also, just follow his attack movements to avoid harm to yourself. After the fight, Genis will compliment this new man on his skills. He then reveals his name: Kratos Aurion, a travelling mercenary. (Or is he?). Then you should choose the option to enter the church. Go inside with them.

After you enter, take the path to the right. Get to the back, fight or dodge the monsters along the way until you reach a staircase. Slip down and onto the platform. You now have to fight a rock Golemn. Defeat it and it turns into a block. Colette the Klutz falls over into it and it gets pushed into a hole below, which covers up a space where you couldn't walk. Continue defeating the Golems and then pushing the blocks into holes, make sure to have a path to the other side, and to the left and right. As you can get some items to the side. Anyway, cross to the other side and pick up the Sorcerer's Ring. It shoots fire as a default use, but you can find more later. Anyway, go back upstairs, look out for the newer monsters. Go back to where you entered and take the left path. Get to the end for an item in a chest. Then go back down the middle path, blast the door with the Sorcerer's Ring and then enter the warp portal.

Colette the Chosen then meets with Remiel, an Angel of Cruxis. Colette asks him if he is her true father. I will not tell you yes or no yet, but he hints that he is. He also bestows the Tower of Salvation upon Sylvarant. Hooray! Colette thanks you for your help and Kratos escorts her back to Iselia. You have to leave now also. On your way out, who do you see? Raine! Now sit back and laugh at Genis, who gets the crap spanked out of his tiny butt. Literally. Now it's Lloyd's turn, BAM! Blow to the chest by Raine. He's down and out.

DING DING DING, we have a winner! Anyway, leave now and you hear a "MUAHAHAHA!". Don't ask, you learn later. So return to Iselia.

Iselia - {103}

You have some free time now (Well, Infinite free time) so why not go get some health items at the Shop? Visit Raine at the school house. Genis gets the title "Brotherly Love". Now go to Colette's. Colette's house is the one on the right hand side, top corner of one screen right of where you enter from the Church of Martel and the School. The Mayor and the rest of the important scmuks are saying that Kratos and Raine will protect the Chosen on her journey. Lloyd wants to go too, but Kratos tells him to go away and Lloyd gets mad. So he leaves with Genis and Colette comes out to apologize. Genis gives Colette some cookies, as it is her birthday. Lloyd... well, forgot. So he says he will go home to fix it. Genis wants to come for a bit also, but wants to go to his house to pick some stuff up. His house is down to the left of the school=house, up the steps by the pond and inside. He gets some things for a couple sandwiches. Which might come in handy because you can't heal for a long while now. So leave town, on the way, the guards complain about Lloyd's "Thing". The thing is Lloyd's Dog, Noishe. Leave and head directly East, to the Iselia Forest.

P.S. You also get the Collectors List once you visit Colette's house.

Iselia Forest - {104}

Go through the forest, the path is straight forwards. But you can veer off to get some items that will help you later. Around the Save point halfway, Genis will say to go left, to the Human Ranch. There is just someone he must tell about the Oracle. Lloyd agrees, but reluctantly.

Iselia Human Ranch - {105}

Once there, head left. Genis introduces you to Marble. Marble is an Elderly Lady who has an Exsphere without a Key Crest, which Lloyd points out is bad. Some Desians spot her away from the workplace and get mad at her. Run away to see her be dragged away. You then need to find a higher view, so go to the right side and Jump up the hill. Go to the right for an item, then left to get to the high ground. You see Marble getting whipped. Lloyd tells Genis to blast the guys with some Magic. Lloyd then hops around on the Gate to make it look like he did the attack, the Guards come outside and start following Lloyd. Who was to be the decoy to allow Genis to escape. Genis is a slow physical reactor, so he falls. The guards then see Lloyd's face, bad idea. So you have to take care of the two guards alone. Then more come, and Lloyd jumps off of a huge cliff. Forcystus (leader of the Iselia ranch) and some guards come out and look down the cliff. He orders them to check the ranch surveillance videos.

Iselia Forest - {106}

You see Genis running, and Lloyd falling down the cliff. They meet up and Genis thanks Lloyd. Lloyd tells him to do his homework for him and they will call it even. Genis parts with Lloyd and gives him his stuff. You can use his hat to make yourself stronger if you like. Anyway, exit the forest at the very top. Go over to the place on the map that is Dirk's House.

Dirk's House - {107}

Lloyd says "hello" to his mom's grave. Kind of sad actually. Anyway, enter the house and watch the cutscene. Lloyd want's a Key Crest for Marble, but doesn't tell him who it is for. Dirk asks, and Lloyd tells him he met a mercenary with an Exsphere without a Key Crest. Dirk tells him that that is rubbish, that the only way he could have gotten one was from a Desian, in which it would have a Key Crest. He then gets mad about Lloyd going to the ranch, and tells about how his mother was murdered by Desians. He then hits Lloyd and Lloyd leaves. Outside is the Chosen and her posse. Lloyd talks to Colette alone, and they have a long chat. Colette tells her when to come see her off. Lloyd also wants to finish her necklace by then. Colette just says she wants a happy birthday from him. So she leaves and Lloyd spends the night working on the necklace.

In the morning, go outside and talk to Dirk, by Lloyd's mother's grave. He gives him the Key Crest. Which is a happy moment for Lloyd. Until Genis shows up and asks him why the hell he wasn't at the village. It turns out Colette lied about when to come to Iselia. So now you go to Iselia.

Iselia - {108}

Head over to Colette's house. Frank gives you a letter, which is more like a will. He is about to tell you something they never told the others, but.. aloha. There is some commotion outside. Go and check it out. Some Desians are burning down the city. Go south and kill the ones at the house, then go back up and to the school. The town is in there, and it is being defended by one soldier. Help him, and he gives you some Gels or something. I am going by memory on the item

parts, so bear with me.

Now go towards the Town Gate, stopping at Genis's house if you want, for a cutscene. The Desians are calling for a Lloyd Irving. Lloyd comes forth and the Desians accuse him of violating the peace treaty. Lloyd argues that they already did when they attacked the Church of Martel. They laugh and Lloyd is left even more confused. As punishment, Lloyd must fight a creature called Exubela.

BOSS BATTLE: EXUBELA

Exubela is a green beast, twisted by exspheres. To defeat her, wait for her to attack, then hold down Guard, then press the control stick away from her. Lloyd will hop away. Then rush in and attack thrice, and if you have Sword Rain or Sonic Thrust (which you probably don't), use them at the end of your three hit. Then hit the guard button and back away again. Genis will attack Long Range with some magic. Repeat that process until you win, healing whenever health is low with some Gels.

After Exubela is defeated, she grabs Forcystus and you can hear Marble's voice cry out from the beast. It is in fact, Marble. She suicides herself to do damage to Forcystus, and the Desians retreat. Genis picks up her Exsphere and yells one of those "NOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOs" like Darth Vader does in Star Wars. The mayor then gets pissed at Lloyd and Genis for going near the ranch. The resulting conflict ends up getting Lloyd and Genis banned from Iselia forever. (Or will it?).

Lloyd and Genis leave Iselia, and set out in search of the Chosen and her group.

World Map - {109}

Head far south, fighting if you wish. If you feel you are hurt, stop at the House of Salvation for a rest, for the price of 100 Gald. Pretty Cheap actually. Anyway, keep going south into the desert. I hope you have some Panacea Bottles if you plan to fight. In the center of the Desert is Triet. By the way, sometime in the World Map, you find a scene where Dirk teaches you about EX Skills in a letter, you also get some pretty good items for the start.

Triet - {110}

You see some Desians putting up posters. Check it out. Its a really bad poster of the now Number One Wanted Man in Sylvarant's 10 Most Wanted. Now go to the left and get some weapon upgrades, and some armor if you can afford it. One man asks if you have a Beast Hide. If you have one, great, free armor. If you don't, you will soon. After making your purchases, go to the left building at the top. A hole in the shape of a Chosen, hmmm, I wonder who was here... Make sure you have 400 Gald before going to the next part.

Go back to the main part of Triet and go down the path to the back, then go left to the tent. Enter and get a fortune of where the Chosen is. Leave and then you get a cutscene where you then have to beat some Desians. Lloyd gets cocky and drops his guard, then they kidnap him and bring him to the Sylvarant Base. Genis manages to get away. But you will be going solo for a little.

Sylvarant Base - {111}

You will wake up in a prison cell. All your stuff is gone except for the sorcerer's ring. The guards are talking about how they feel sorry for Lloyd going to be executed. "Execution? What the Hell?". Now you have to torch the guard with the Sorcerer's Ring when he is in front of your cell. After, open the cell and head to the left. Remember that Beast Hide I promised you would get? Its in the cell. Get it, then go to the next one with the Memory Circle.

Save your progress and go to the right and open the chest by all of the tech things. You will get all of your equipment back!

Now continue forwards and you will have a fight with some soldiers. If you are dieing, visit your cell and sleep on the bed to heal yourself. Now go forwards to the huge room. Some guards are coming, so Lloyd hides in the gap in the floor. The guard complains about having to shock the Robots onto the pads to open the door. HINT HINT. So get up and go see the Roundish thing with the floating ball. The Sorcerer's Ring now shoots electricity. Shock the Robots when they are on the pads at both sides to open the door. Go through fast, as the electricity is temporarily. Kill the soldier in the next room for a Memory Gem. This will open a faulty Memory Circle later on. Go to the very end of the hallway. Now there is a Nintendo Gamecube in the Middle of the room, besides yours. The memory circle is also here.

For this challenge, there are three pillars you can zap. Each has a matching point on the floor. The gamecube dots on the inner rim will travel in the amount of degrees that the floor has. Match the Green ones together and enter the opened room. Oh no! You have been spotted by a guard, RUN! Or let the game auto run for you. You go into a room. Phew, that was a close one, until you hear "And just who the hell are you?". Dun dun dun, some blue haired idiot standing there asking for your name. He spots your Exsphere and knows who you are. Then Botta from the Church shows up and reports that the Chosen's group is here. The blue haired man runs, leaving Botta with some thugs, Collette, Kratos and Genis then come in. Now you can beat the hell out of Botta.

BOSS BATTLE: BOTTA

Botta is here with some soldiers. If you haven't already, set the "All Out" strategy as so:

Lloyd: Attack Same
 At Once
 Frontlines

Kratos: Attack Same
 At Once
 Frontlines

Colette: Attack Same
 At Once
 Frontlines

Genis: Attack Same
 At Once
 L-Range Magic

Now set the strategy to All Out and attack the two soldiers. Once they are gone, beat the pulp out of Botta. If you are still a newbie, follow Kratos's actions. He will soon fall.

Botta is injured, he runs away and leaves behind a secret staff. Cool. This is also the end of chapter one. :).

Chapter Two: To Become An Angel - {200}

Triet - {201}

You end up at Triet after the boss battle. Raine finds a broken Key Crest in her

artifact supply. Lloyd volunteers to fix it for her. So he spends the night doing that. After the cutscene, go upstairs. Enter the first room. It will be Raine and Genis's. The Professor will be awake and compiling data on battled monsters. You give her the Key Crest and she thanks you. You can go over to Genis (asleep) and honk his nose if you want a laugh. On the way out, you see Raine go crazy over the Key Crest, I first thought that she was evil because of that scene.

You will see Kratos exiting the room. You can choose to follow him if you want, he just hangs out with Noishe and yells at Lloyd for his crappy fighting skills.

If not, go to the next room. It is Colette's. So go into a girl's room in the middle of the night you pervert. Colette will be awake if you choose to talk to her or something of the sort. Out in the hall at the very end is some Lamp or something. Talk to it, it becomes the Wonder Chef. Wonder Chef is going to teach you Cabbage Rolls. Lucky you. Go back in your room and sleep now. In the morning, you receive the Monster List that Raine was working on last night. You also now must head out to the Fire Seal. So head over to the Triet Ruins.

Triet Ruins - {202}

As you enter, Lloyd complains that he is tired, and Noishe runs away. Kratos will now teach you Guardian, and Genis gets Force Field, and Colette gets Damage Guard. To perform one of these moves, Guard and push Down on the control stick.

Now you go up to a slab of stone and the Professor goes mad over the Magitechnology. She gains the title "Archaeological Maniac" and you gain access into the ruin. So enter. Run down the main path and head towards the left fork. Blow the junk off of the chest and open it. Go in the door and light the torch. Head back around to the right side. DON'T OPEN THIS CHEST UNLESS YOU WANT GAME OVER! It contains a fake, which doesn't take any damage except from Magic and a later character's techs. It is also very strong. Anyway, enter the door and push them off the edge near the staircase. Light all the torches and open all the chests and such. Now go into the center door and light the next torch. Go back to the right and go to the very top. Save and enter the warp portal.

BOSS BATTLE: KTUGACH

You now have to fight a fairly difficult boss battle. If Genis knows Aqua Edge, he is a must in this battle. Go into his Tech's and set it so that the only attack that isn't locked is Aqua Edge. Do this by pressing "Y". Now use the "All Out" setting and attack the Ktugachlings first. They are weaker and will give you much less trouble after they are DEAD. Raine is also a must to heal your weak characters. If you bought newer armor you should be fine, but if you didn't, it's only slightly harder. Attacks such as Sword Rain and Demon Fang will ease this skirmish.

After the Battle, Colette speaks with Remiel. He grants her more powers from Cruxis, namely... WINGS! She now flies in battle. Genis gets excited at this news. Now leave.

Camp - {203}

You get to have another Campfire scene as Colette falls down again. Talk to some of the other party members and answer the best to improve relations with them. Colette comes last. She goes for a walk, you ask to come with her, but she refuses. As good-ol' Genis says: Haha, You got re-jec-ted. After the scene, set your sights to Triet for some refreshments.

Triet - {204}

Raine gains a "Sisterly Love" Title upon entrance of the city. Now go buy some items for later, because you will need them. If you are weakened from the trip back, stay at the Inn. But now we have to go to the Ossa Trail. The Ossa Trail is in the grassier regions of the desert.

Ossa Trail - {205}

You enter and then some scadily dressed woman demands who is the Chosen. She charges at Colette, who stumbles back and opens a secret mining trap, she then falls down and Colette is sad. Choose that you feel sorry for her and Genis will make Colette feel better. This is like another Iselia Forest, so just collect the items in chests and get to the bottom.

The assassain comes again for another round with you.

BOSS BATTLE: CLUMSY ASSASSAIN

This battle is only hard because of the Guardian. Take it out ASAP, as the assassain herself is a pansy. The only thing you must worry about now is the "Pyre Seal" attack. Which won't do much damage, but will blow you back and leave you down for a few seconds, giving the enemy a chance to attack your troops in smaller numbers. Defeat her and finish this.

Enter the mine that she just came out of. There are many chests in here and two at the back. There is also a black Skull, come back around LVL 20 characters and pick a fight with it then, as you will be blown out of the water now. This is a sword dancer, it will hurt you a lot at the state you are at now.

Once done, leave the Ossa Trail. Head to the only town there, Izoold.

Izoold - {206}

Once you enter, Go straight ahead to the house at the end of the road, but not down the right path. Talk to Lyla in there. Then the Grandma. Now go into the house to the left and examine the Pelican Carving to gain the Rice Ball recipe.

Now exit the house and go to the right. Stock up on supplies from a vendor if needed. Talk to Max at the bottom, then the man outside of Lyla's house. Go back in and talk to Lyla, she leaves to the docks. Follow her to gain passage from poor Max. You can now travel across the sea. Lucky you.

Palmacosta - {207}

Hooray, Palmacosta! A nice little city, to bad it blows up later on... Now go away from the docks and through the street vendors, some sell weapons and armor, so buy some for your guys. Leave the vendor area and you run into some guys, you break a valuable potion they own and have to replace it, it is 1000 Gald. Go to the right over the bridge and enter the shop. A girl named Chocolat refuses to sell some Gels to the Desians and they get pissed off. You can buy the Potion here if you want, or you can earn one for free. If you don't feel like paying, go to the right, the Palmacosta Academy should be around here. Enter and a scene ensues, saying that Genis had a scholarship. Some nerds come by and make fun of Genis for his height, and Lloyd sets them up on a quiz-off. You have to find an empty class to study in, so it should be the bottom floor to the right at the back. You now are faced with a practice quiz, and your results will affect Genis's.

Question 1:

What does Lloyd learn from Kratos in the Triet Ruins?

Answer: Guardian

Question 2:

What does Genis refer to as "9.8" in the Ossa Trail?

Answer: Acceleration Due to gravity

Question 3:

Where was Lloyd Born?

Answer: I don't know.

Getting 3/3 will result in Genis trashing the stupid Mighty in the quiz. Now go back to the main room and look at the pillar thing with balls on it to gain the Omelet recipe. Now go to the right side and go into the door with the sign outside of it. Talk to the cook as Colette and play a waitress minigame. You have to remember the students/proffessors, what they ordered and how they wanted it. You get paid and if you did well enough, you get a Palma Potion. Now head back to the guys and give them the potion. Head back into the main are to the right and watch the scene if you haven't already with the kid talking about Dorr saving his daddy. Enter the main building on the left and talk with Dorr to have a conversation, he says he gave the Book of Regeneration to the Chosen already, and that their group was fake. But it was really the group that you smashed the potion from. Colette brings out her wings and they believe you, but the book with the information is with the other guys. Raine recalls hearing them going to Hakonesia Peak. So head out of town and towards it. On the map it is farther north, past the House of Salvation and across the bridge.

(Note: If you cannot play the minigame, then try giving the potion first, worked for me)

Hakonesia Peak - {208}

Upon entrance, enter the hut. Talk to the man inside and he says that he will only let you view the book if you can get him the Spiritua Statue. Upon exit, you see some people afraid of Palmacosta, which is under Desian Siege. So it is time to play the hero and go save them.

Chapter Five: The Liberation of Palmacosta - {300}

It is time for a short chapter before a really LOOOOONG chapter.

Palmacosta - {301}

When you enter, move into the main area with the school, cathedral and Gov. Office. Magnius, some Desians and Cacao will be there. Only things won't be looking to bright for Cacao, as she is about to be hung at the noose. One man will exclaim in horror that Magnius is there, but apparantly you must call him "Lord" Magnius. So the poor guy gets his neck broken. He is about to hang Cacao when a little boy chucks rocks at him. GO LITTLE DUDE! Magnius gets pissed and goes to kill the kid when Lloyd intervenes. After some scenes you are left to fight his little henchmen. They shouldn't be trouble, just take down the Sorcerer first. Afterwards, head to the House of Salvation. Which is on the way to Hakonesia Peak.

House of Salvation - {302}

Upon entrance, you are encountered by a Palmacostan soldier. He says to stop the world regeneration process, as the Palmacostans are launching an assault on the human ranch. Agree to this, and head to the Human Ranch. If lost, head to the gap inbetween mountains right outside the ranch. Then turn left to the

darker bit.

Palmacosta Human Ranch - {303}

At the ranch, you encounter Neil. Dorr's assistant. He tells you that Dorr has betrayed you, but does not know why. He also says that Chocolat has been kidnapped. So you have to go save her as well. You are now faced with a bit of a choice. You can rescue Chocolat and kick Magnius's butt first, or go and confront Dorr first. Logically thinking, lets check out Dorr. If you prefer to kill Magnius first, please press "CTRL + F" then enter "{305}".

Palmacosta - {304}

Head into the Government Building. There will be nobody there, but Colette will hear voices coming from the unguarded basement. Go down. Dorr will be talking with a Desian about how he needs to pay him. The Desian comments that he has been paying less and less. Dorr argues there is nowhere left to squeeze Gald from. The Desian then says that Magnius may or may not release the Demon Seed on his wife depending on his next contribution. Lloyd and Co. then talk to him, he shows you his "dead" wife. She is just like Marble. Kilia then kills Dorr. It turns out Kilia was working for Pronyma, one of the Desian Five Grand Cardinals. Uh-oh. Looks like somebody needs a spanking.

BOSS BATTLE: KILIA

Kilia is not a hard boss. She just has a ton of health for the level you are at now. Treat her like a normal boss for now. If she casts a spell called "Acid Rain", do not worry. It doesn't harm you. It will only lower your DEF. for a short while.

After her death, you have an almost touching scene with Dorr. The professor fails at healing him and he dies. Too bad so sad. Go to the ranch.

Palmacosta - {305}

Talk to Neil for a mini chat if you want, otherwise take the left path and enter the card and the passcode. Which is 3341 by the way. Once in, make your way down the right path, until you find the Sorcerer's Ring Changer. Use this to get a sort of "radar" function. Use it on the warp portal and enter. Take the left path and free the prisoners, a little boy gives you a Card. Now exit, and head right. Into the door. Use the ring to see the invisible blocks and bridge a gap to the other side. Go over (getting the item, which is the speck in the radar). Head to the right and use the radar. If you notice the Desian who has a speck himself moving around, fight it and win. You get another Card. There is a refresher which heals you here. So do so. There is also an item across the bridge. To go across, hit the pillar like object after using the radar. Remember to disarm them as you leave, if you would like a Panacea bottle later. Cross over to the other side and use the radar while climbing down the stairs at the back right of the room. Colette flys up and sees gets the last Card. Return to the portal room and use the portal at the end. You will get access to a large puzzle room.

Follow these directions to get the Panacea bottle, (If wanted). Each direction refers to the direction of the portal. Also, be wary. Some of the items in the radar are actually traps.

1. Left
2. Up
3. Up

Now to get to Magnius, from the starting room:

NOTE: IF YOU DO NOT WANT TO KNOW THE DIRECT WAY, TAKE EVERY PORTAL THAT ISN'T GUARDED BY AN ENEMY. Newtype06 sent that in.

1. Left
2. Left
3. Down
4. Up
5. Up
6. Left
7. Up
8. Left

You will see Chocolat. Kill the Desian guards around her and she will show you to the last room. Enter and watch the scene where Magnius acts like a homosexual. (Not that anything is wrong with that :P). You have to eliminate some guards. Magnius then threatens to activate the Exspheres on the captives, and wants to turn them into monsters. Lloyd says that it is wrong, and Magnius then laughs and talks about how Lloyd killed Marble. Which coincidentally is Chocolat's grandmother. Now you have to kill some guards. Lloyd finds a Road Pass to get through Hakonesia Peak. But really, Chocolat needs to be more careful, that pass is 100,000,000 Gald!

Now it is finally time to kick Magnius's rock hard ass.

BOSS BATTLE: MAGNIUS

As usual, open the battle by killing the croonies. If Genis has some decent spells by now, plunk him in the party. If he doesn't, then use Colette. Frontlines is probably the easiest way to win. He likes to use Stalagmite quite a bit. So beat him up quickly. For an Idea, he is about the equivalent of Three of the Whip Masters, only more powerful attack wise.

After, Raine sets the whole freaking base in Self-Destruct mode. So you bail out. Magnius's last breaths are spent on a Hologram communication device, cursing Rodyle and his evil schemes. Hooray! Watch the cheezy animation as the ranch blows. Go to the House of Salvation for a rest, and some important scenes for later.

Chapter Four: Finishing the Seals - {400}

Now it is the long chapter, I tried to make the one before and after shorter, just for you ;).

House of Salvation - {401}

Enter the house. If you haven't seen it already, the assassain here will reveal her name to you if you choose to talk to her. Its.....SHEENA! Now you know her name, good for you. After the scene, talk to the Priests. It looks like the Spiritua Statue you need is a fake. It was dropped at the Thoda Island. Looks like we are going to have to go there. Luckily, I was going to send you there anyway. But this way, you can kill two birds with one stone. Be sure to choose "The problem is the geyser" to get more relationship points. Head to the Thoda Dock, which is slightly below the Palmacosta Ranch on the map.

Thoda Dock - {402}

Enter the house and talk to the lady. Purchase a round trip for 200 Gald. Hop

in the "washtubs" after a slightly humorous scene. You will end up at the Thoda Geyser.

Thoda Geyser - {403}

Move up the docks and talk to the man with the backpack if you need supplies. Colette will comment the signpost looks familiar. Head over there and have Genis freeze the geyser. Follow his directions to the statue. Which is something like "Up, Left, Left, Left, Up,". Luckily you do not have to come back with his direction. Now go and examine the oracle stone behind the sign. Looks like this is a seal. So good for you. Sheena will show up, but won't make it over, thanks to Noishe.

Inside the geyser, move down the steps. There is a chest at the part before the bottom, and two to the right. By the Sorcerer's Ring Changer. Change it to get water. There are two openings at the bottom, one on the right, which is on an angle. The other is on the left, facing you. Take the right one. Climb to the bottom. There are two chests on the way. Open them up. After you finish getting to the bottom, move the block on the other side into the square on the ground. Head all the way back up to the top and light the two torches with fire (after changin back). Then fill the opened jug with water. On the way out of this room there is a section of wall on the right. There are two pillars, inbetween them there is a room with two chests. Goodie Goodie Gumdrops. Now go to the bottom and fill the jug in that room with water to move the platform up. If you got the memory gem from the enemy, use it on the save portal. If not, fight until you get it. I believe it is the shark in the room on the right by the chests.

Now enter the portal and fight the boss.

BOSS BATTLE: ADULOCIA

This fight can be easy or hard, depending on your character's skill level. If you had spent half an hour or two leveling up, you should have Thunder Blade on Kratos and/or Genis. Disable all spells for Genis but Thunder Blade, or Lighting, if you do not have Thunder Blade. If you can learn it, use Lighting over and over again in normal battles until the character does get it. Have Lloyd and Kratos take the frontlines, with Genis and Raine at the back. Lightning Tiger Blade would be a good combo for Unison Attacks. Anyway, kill the sidekicks. Which are just like Desian Soldiers with better defense and attacks. But HP wise they are wimps. Defeat them to unlock the water seal.

Afterwards, Colette falls down sick. Raine decides to call the illness "Angel Toxicosis". Now it is time for another campfire story at the Camp.

Camp - {404}

Just a shorter scene this time, Lloyd wakes up and finds Colette is still awake. He urges her to sleep, but then she argues that Kratos is still awake. But Lloyd counters, saying that Kratos volunteered to be the night watch. Lloyd then goes back to sleep, and Colette mutters to "Dream some good dreams for me too, Lloyd". Awww, how touching. What is happening to that one screwed up lady? Anyway, once you gain control, backtrack all the way to Hakonesia Peak to give the man the statue.

Hakonesia Peak - {405}

Talk to the man and you can now read the book. You get some hints to where the next seals are, but not much to go on. Now exit the house, and go through the back, now that you have the Road pass. Head to Asgard, which is to the left hidden in a little nook.

Asgard - {406}

Enter and go up and buy some new weapons. You can also customize, as I am sure you picked up some good stuff to work with on the way. Once done, go to the big area to the ruin. It is in the gap between the Two stairwells, quite obvious to sight. Raine goes beserk when she sees it and starts reciting facts about it. When she is talking, you can walk off. Head around the back and you will see some guys planning to blow the ruin up. Lloyd confronts them and then Raine catches the words "Blow Up" and "ruin". Boy is she ticked off. She comes over and beats them into pulp, and hits the bomb switch on. Lloyd then turns it off. Then Harley, after being kicked a bunch of times, compliments Lloyd in turning it off. The mayor shows up and the other guys make a break for it. So do your guys. You have to find them. They are at the far right of the town, up the stairs and in the double floored house with the balcony. Enter to see a scene. Eventually you have to leave, so go back to the ruin. Raine volunteers to be the spiritual dancer, which, if you listened to the scene, you would know what it is. So you now jump back to Aisha's house. Raine changes into a newer outfit and you watch her do the dance. Some thing comes out, and you have to fight it.

BOSS BATTLE: WINDMASTER

Genis is not necessary, just bring a bunch of frontliners and Raine. Then just pound the crud out of the fake spirit. Unison attacks are an easier way to win, as they can rack up the damage, which this guy needs to take badly. Using attack combos like "Attack, Attack, Attack, Lvl 1 Skill, Lvl 2 Skill, Block" are an easy formula for victory, mainly using Lloyd with Sword Rain and Psi Tempest. After the battle you receive the Map of Balacruf. Which the Prof. goes with Linar to interpret.

You end up at the Inn, so go and pick up Raine from Linar and Aisha's house. She tells you to go to the Balacruf Mausoleum. So do just that. To get there, go to the Hakonesia peak, and head left, or the direction on the map where the end branches out. Go across the bridge and to the end.

Balacruf Mausoleum - {407}

Entering the place, go to the far right and open the chest by the man for some easy 1800k gald. Now go forward and put the Map of Balacruf in the slot. An oracle stone will appear, and Colette will put her hand on it. Presto!

Once in, go to the right and open the chests for some items. If you have a leftover memory gem, use it here. Otherwise move left and go over the spikes. If you do not want to get hurt from them, walk as slowly as possible to avoid triggering them. If you just want to beat this level, do not bother turning the wind off with the block. Just read later on. Go up the stairs, there is a monster on the halfway platform that you cannot see. He has the Memory Gem for this level. So defeat or avoid. Then go to the back, avoiding the wall spikes. Using the Sorcerer's Ring, light the torches around the door, then head directly below to change it to a wind power. Head right, and at the back are A Guard for Colette and a Blue ribbon. Enter the opened doors.

As you enter, Sheena will show up and start causing trouble with Noishe. She summons Corrine to keep him busy and runs inside.

Back inside, you are faced with a puzzle. If you read the scriptures outside, you would have known what to do. I will make you understand how you come up with these, you filthy cheater. :P

Red= Throne of God
Green= Power of God

Yellow= Rich Earth

White= Calm Earth

Blue= Blue Mermaid (Or something like that)

There are three solutions, two lead to items, they are:

1. Blue
2. Red
3. Yellow
4. White
5. Green

That should get you a Blue Ribbon.

1. Red
2. Green
3. Yellow
4. White
5. Blue

This is an EX Gem LVL 2.

For the door:

1. Red
2. Yellow
3. Green
4. White
5. Blue

If your characters aren't the best, go back to save. If you feel confident, move ahead, but do not blame me! Enter the door and fight the Seal of Wind.

BOSS BATTLE: IAPYX

This fight can be easy or hard, depending on your moves. The boss uses Wind magic, so use a lot of Earth based attacks, such as Stalagmite and Stone Blast, or even Grave. Colette's main priority is Angel Feathers. Kratos should be hit and run, Spell, heal, then go back and hit. A Good move here is Psi Tempest as it helps you evade the boss. Another thing to do is just have the 3 main frontliners beat the crap out of him so constantly that he doesn't have a chance to hit you back.

After, watch the scene as Colette gains more Angel Power. Now you should heal by TP (by fighting random enemies) or if you have a lot of stronger Gels and even more Weaker Gels, using up the weaker ones. Then on the way out of the vicinity, you find Sheena. Time for another round.

BOSS: RESOLUTE ASSASSAIN

Go after the Guardian first, again. Sheena isn't a problem and again, the only reason she was an issue before was her Pyre Seal, which knocked you down and barely hurt you. Using Genis with Aqua Edge/Spread/Aqua Laser is the easy way to take the Guardian out. Then Sheena should be treated like last time.

After defeating Sheena, she says the Sylvarant will be saved. But not her world, hmmm. What is going on? As you exit, Colette falls down, Lloyd catches her, but drops her. Stupid Lloyd! Time for another: CAMPFIRE SONG!

Camp - {408}

WARNING: THIS SECTION CONTAINS MAJOR SPOILERS! READ AT OWN RISK!!!!!!!

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Colette and Lloyd will be standing around, Lloyd asks to see her hands. She is bleeding like mad and she claims it doesn't hurt...much. Lloyd then goes to get some coffee and a chat with her. He gives her the coffee and tells her it is hot. "Hot, isn't it?" "Yup, really reall hot". Then he tells her it is cold, she agrees again. Then Lloyd said he lied, it was actually hot. They get into a discussion about how Colette is losing her humanity. I won't go into as much detail on these, as you should see for yourself. After the scene, head to Luin. It is the Blue splot near the Top of the world. Northwest of Hakonesia Peak.

Luin - {409}

Luin's in ruins! Yay for rhyme schemes. Anyway, make your way up the side of the hill at the back and over into the next area, with the fountain. Sheena is there, badly wounded. Colette begs the professor to heal her, but Raine argues not until she tells them what happened. The Desians invaded apparantly. Then Clara shows up and starts chasing a man. Sheena trys to stop it, and gets hurt. Colette begs Clara to stop, and Clara leaves. Now you heal Sheena. After the scene, MAKE SURE to hit "Okay". Otherwise it's GAME OVER! Now that you have Sheena, get ready to go to the Asgard Human Ranch. It is in the top right of the map, in the green bits.

Asgard Human Ranch - {410}

Now Lloyd is ready to ambush the Desians. Do so, and you get some outfits. Some scenes here, and then you go to the ranch. You enter, to the right is some chests. Otherwise, go inside the door and take the door to the left. You catch a glimpse of Botta and some croonies leaving. Then Kvar and Desians show up. Colette manages to make an escape route, so you take it. There are numbers of Places to save and get treasures, so get as many as possible. At the dead end, Kvar confronts you and tells the truth of Anna, Lloyd's mother. Sheena bails you all out with her "last one". Good Ol' Sheena. Go back to Luin.

Luin - {411}

A short scene about how Exspheres are made from bodies. Once you regain control, it is to Hima. Hima is to the west, on the same Continent. You can find it by following the forests, then up the rock path.

Chapter Five: Saving Pietro - {500}

Hima - {501}

Enter the One building, the Inn. There, go inside the room to the right and find the Boiling Kettle. Examine it to learn Risotto. Now go to the main room and talk to Sophia, the lady on the stairs. Then head around back, up the path to the graveyard. Pietro, the man who "died", will follow you. Sophia tells you the truth and Pietro tells you how he left. Using broken english. After the ensuing scene, you get the Desian Orb from the grave. Now it is time to go back to the ranch. There should be a man near the exit who needs escort to Luin, so agree to go with him to quick jump there. Then walk to the Asgard Ranch.

Asgard Human Ranch - {502}

Examine the boulder. I don't know how ANYBODY, could miss this. You will open it and go inside. Take care of the Desian guards right there. Raine will bring up the map on the computer. You need to split up to be able to get to Kvar. So choose the Party. I recommend something like Lloyd, Sheena, Raine and Kratos, Genis and Colette. You start with Lloyd's group. Go into the door at the back-left of the room. Run down the pathways, opening the chests until you reach the end. Use the computer to shut down the exspheres. Then go into the room where you learned the truth about Exspheres. Change the ring and use the doubled firepower on the little bulbs at the middle of the escalators. 3 on each side. Once they are dead, the escalators truly stop. Head up the escalator on the right, save and enter the door. Try to use the Warp Portal to change over to the other Party.

Leave the room through the right and fight the guards. Exit outside and move into the gap with the blocks, move them so you can enter. Take the right fork and open the chest for a Card of Earth. Now hit the switch and go into the door to the left. Free the captives, one will tell you Chocolat has been taken to Iselia. After the scene, take the left path and open the chest, then hit the switch. Enter the captives room and go through the bottom entrance. Take either the left or right path and go in the newly opened room. Kill the drones on each and hit the switch. Once both are done, you switch back to Lloyd's group. Time to kick Kvar's butt.

BOSS BATTLE: KVAR

He comes with three Energy Stones, which really will piss you off. So beat the crap out of them ASAP. Finally you can hit Kvar. His only weapon will really be Spark Wave, which can be blocked with a Guardian. Kvar himself is a wimp and will go down easily, so beat him.

After Kvar dies you have some scenes, and Lloyd tells everyone about Colette. The party goes to Asgard to let Colette rest. After you regain control, go to Hima.

Hima - {503}

Go in front of the Inn and you shall see a Clara scene, she drops the key to the Tower of Mana. So thats where we have to go, to get there, go to Luin via the Food man again and head north. It is also directly west of the Asgard Ranch. It will be very easy to spot.

Tower of Mana - {504}

Enter the door and find an event. Colette and someone will come with you first. I think Raine would be the best choice, as you have two frontliners and no healers. Kratos would be the other choice.

Head up the stairwell, one of the enemies hold the Memory Gem. At the top, burn throught the red curtain with the Sorcerer's Ring. Now you must move the mirror block to reflect it at the door. Enter the opened door. Now at the bottom of this room is an odd contraption. Use it to tell the other party to go.

The other group should examine the bookcase at the back left before going to get the Boltzman's Book. Then head through the open door. Do another few easy mirror puzzle, until you get to the hard one. Here are some ASCII solutions.

The /, \ or - represent where the light will go. O is the balls you want to hit and "+" is the curtain. >, <, ^, v are the light's travel path.

[/]<<<<<[\]

After the Battle Sheena learns some good techs that only work when she is in Overlimit, and you get a special Ring. So now it is time to go backtrack to the Balacruf Mausoleum.

Balacruf Mausoleum - {509}

Why are we back here? You ask. Well we have to get Sylph from the place. Not necessarily right now, but it makes sense to get it, as it is on the way. So go all the way to the seal and fight Sylph.

BOSS BATTLE: SYLPH

Sylph is composed of 3 Fairies, Fairness Yutis and Sephie. First one to go is Fairness, not only is she the weakest, but she has defense and some powerful magic. Next should be the one with the Bow, it will pose problems with your magic user by shooting them when they are casting spells. Pretty much anything goes as for this battle.

Now Sheena will get the Summoning Stuff (Status Raiser Spell, Summoning Spell, Ring). You now will go to Lake Umacy.

Lake Umacy - {510}

You can now rescue the Unicorn. After some scene, it will give you it's horn. Thus killing itself. Although, when a unicorn dies it is reborn as another unicorn. So it will live on forever. :) Now go to Triet Ruins by land, past Hima and into the Ossa Trail.

Triet Ruins - {511}

This is just another "get it now, get stronger" thing, optional but it will save some time later. Go to the seal room and fight Efreet.

BOSS BATTLE: EFREET

Genis should use Aqua Edge/Laser and if he has Spread or anything better, use that. Kratos should use Wind Blade and Raine should just do what she does. Guardian is the biggest thing in this fight, because Efreet has a lot of prolonging damage spells.

Once he is dead Sheena gets some Summoning stuff again. Now head back to Hima.

Hima - {512}

Go inside the Inn and heal Pietro upstairs, he thanks everyone and informs you of the plan to use the Angelus Project and the Mana Cannon. After the scene you should go up the path behind, then up the next path to the peak of Hima. A man comes over and asks you if you want to see the Tower of Salvation, and opens a business called "Dragon Tours". He charges 6000 Gald at first, but realizes you are the Chosen's group, and lets you go for free. You have some time at the village now. Mainly talking to the other Characters. Talk to Colette last, and watch the scene.

It is bedtime now, you wake early in the morning to see Kratos leave. You follow him, an assassin shows up and tries to kill Kratos. Lloyd yells a warning and Kratos slashes the enemy. He teleports away but leaves behind a ring. Kratos tells Lloyd not to worry, but not to die. Lloyd then finds the ring and it is time to go. You can choose to exit the village if you want, but lets just purchase items from the shop and head up the hill. At the top, Kratos says that he will ride with Colette. As protecting her is his job. You can choose who to ride with now, Sheena, Genis or the Professor. It only increases the relations with the chosen character, so I'll leave it up to you. You have a short chat

on the dragons before taking off.

Chapter Six: Tethe'alla - {600}

Tower of Salvation - {601}

MAJOR SPOILER ALERT!!!

You start with a scene, Colette and Kratos have gone inside already. So let us catch up with them. On the way to the very end, there is a scene where you discuss the floating bodies. Continue on to see Colette kneeling before Remiel, and Kratos is nowhere to be found. Remiel says that the final sacrifice of Colette's human existence is her Heart and Memory, she is to become Martel's Vessel. Lloyd dashes up onstage to try and save her, but Colette speaks to Lloyd from her heart.

It turns out she realized what was going on, but didn't try to stop it. Colette then proceeds to becoming the empty being. Lloyd asks Remiel how her father could do this. Remiel laughs and calls them inferior beings. He explains how he never said he was, they just started to call him that. Now it is time for a Boss Battle with the jerk.

BOSS BATTLE: REMIEL

There are three upcoming battles, I think you have to win this one, but the other two you do not. To toast him, use a plethora of magic. Physical attacks only go so far... Remiel has some decent spells. Some are deadly, some are wimpy. If you have an All-Divide, I recommend using it. Unless you are confident and want some good EXP and a decent item later.

After the battle with Remiel, Kratos shows up and starts being knowledgeable. It turns out he is one of the Four Seraphim. So now you have to either lose or beat the Angel man.

BOSS BATTLE: KRATOS

You do not have to win this fight. You just get a LVL 3 EX Gem by doing so. To beat him, you are going to have to have some decent frontlining, with lots of magic input from the rear. I recommend Sheena and Lloyd frontlining and Genis and Raine coming at him from behind. This battle is only really hard if you are weak or low on Life Bottles. If you run out, Raine still has the resurrection spell she got from the Unicorn Horn and Boltzman's Book. The only problem is keeping her TP up and making SURE that she lives. So basically, the Gels become your new Life Bottles.

Another Event, only this time, Lord Yggdrasil joins the Par-Tay. Lets pretend to beat him.

BOSS BATTLE: YGGDRASIL

Do not use any items. He is IMPOSSIBLE to defeat. Even with the 10x EXP shop item. I have tried, and it turns out that halfway through the battle it ends even if you have all four characters at full health. So let him kill you.

Just when Yggdrasil is about to finish you off, Botta and some croonies show up to save you. Woohoo.

Sylvarant Base - {602}

You awaken and have a chat with the other party members. It turns out that Botta is not a Desian, but a member of the organization called "The Renegades".

Who oppose the Desians, and try to look like them. It also happens that the Desians are just a pawn of Cruxis. You are taken to see Botta and the Blue Haired man, Yuan. They say that Colette is useless to Martel's Revival at the moment, and they need Lloyd. The group escapes, and that's where you gain control.

Head down the path to the right, then up. Then down the path. Fighting or avoiding the guard. In the next room, there is a Vending Machine you can buy items off of. Which might be a good idea if you had a lot of trouble at the Tower of Salvation. Then head to the end of the bridge and save your game. Go inside the next room and now you have a puzzle room on your hands.

To start, push the two brown blocks into a bridge over to the Platform with the grey box, then cross and push the grey box down. Move all the platforms to the right side of the room, where the treasure chest is. Move a block bridge of two from the raised platform to the other, then use the grey block to bridge the gap between the chests and the platform. DO NOT PUT THE GREY BLOCK ON THE BLUE SQUARE UNTIL THE END OF THE CHESTS. The chests contain a Straw Hat and a LVL 2 EX Gem. Now put the brown boxes on a vertical line on the four square dark part of the floor near the first set of stairs. Then put the grey one on the blue square. Go up the stairs and down to the other. Change the Ring to the electricity extension and go down the newly uncovered stairs. Push the grey block to the right off of the top and then go the the left side and zap the pillar. Use the apparatus to bring the elevator with the blocks down. Walk across. Now go around to the electric pillar and use the machine to empty the water. Go down the little bit of a ladder at the middle of the chasm. Push the block into the blue square and zap the pillar. The door opens. As you come out of the chasm you will notice a chest. Open it. Then go out the door.

Now the party has a chat. They decide to go to Tethe'alla to ask if they know the cure to the Exsphere problem with Colette. So enter the room to the left, continue the path until you find a stairwell heading downwards at the top of the screen. Go in there and you will find the Rheairds. Now take off and go to Tethe'alla.

Fooji Mountains - {603}

You will crash land in the Fooji Mountains. It is time for you to head down the mountain. There are several chests along the way, they contain some weapons and EX Gems. Once you are out, head for Meltokio, Tethe'alla's Imperial City. Just go almost directly North, almost impossible to miss.

Meltokio - {604}

Sheena has to go splitsville with your party, to report the failure to defeat the Sylvarant Chosen. She gives you a letter to give to the King that explains the situation and to get help for Colette. Inside, you might want to explore. You have to watch a scene with Rodyle though. "That young later is violent, That's Marvelous". When you get control, head up the stairs and you encounter the Chosen, Zelos. Head left and into the Weapon shop. Buy some stuff for your shoddy-weaponed characters. Then examine the Cat statue to gain the recipe for Steak. The armor shop is back in the main area on the right hand side. Once done, go up the steps to the Castle. Try talking to the guards but they will not let you in, so go to the Church to the left. Talk to the main priest. A young girl Presea will have some Sacred wood, and you decide to follow her and ask for help. Genis has a crush on the girl, WOOOOOOOOOOOOOO.

Presea agrees, and asks Lloyd and Genis to carry the wood for her. They have some... slight trouble. Then Presea comes and drags the whole freaking log up the stairs. You follow her up now. Now you have entered. Presea joins the

party, and I recommend using her, as she is the most powerful character in the game. Go into the left door and up the stairs. Go to the room with double doors and the guard in front of it. Talk to there and a scene happens now. After the longness of the scene, you get to travel with Zelos. So go pick him up from the Church. Now you have to travel to the Altamira Continent Via the Tethe'alla Bridge. The bridge is the line across the freaking ocean, so you would be stupid to miss it.

Tethe'alla Bridge - {605}

Cross this very long bridge. At the other side of the bridge, leave and head to the left to get to Sybak. The University Town.

Sybak - {606}

Upon entrance, you have a very short scene before regaining control. Head to the farthest building on the left. Enter and watch the scene. It appears that Colette needs a Key Crest to become normal again. So go exit and there will be a Junk Vendor next to the Katz. Talk to him to find a Key Crest. Go back to the Imperial Research Academy and use the room that is to the left and the second door in. Once finished, go back into the main room. You try the Key Crest but it doesn't work. The group plans to try and get to Sylvarant. Zelos argues that they can't, as they have to stay there. The Sylvarians say that he will come too. That it is for Colette, and he shouldn't tell the King. He agrees, but is overheard by some Papal Knights. Who do Chemical tests on them. Raine and Genis will now be taken by Guards for being half elves, and the guards will lock you in the basement with the Half-Elf researchers. The main one, Kate, helps you out and Sheena rejoins you in the basement. So you can leave now. But you must follow the Papal Knights. So go back to the Bridge.

Tethe'alla Bridge - {607}

Just keep running along the bridge until you find the scene. The Knights are putting up the bridge in order to stop them. Looks like we are going to have to JUUUUUUUUUUUUUUMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMP. Colette flies over and lands, but the other members fall to their demise. Or they would have if it wasn't for Sheena and Undine. (Dang, I was so close to ending the FAQ..). Now the Guards feel like engaging combat. Too bad that they suck and you will have no problem beating them. The party now agrees to go pick up the Rheards to see Volt later. So head to the Fooji Mountains.

Fooji Mountains - {608}

Climb to the top of the hill. Watch the scene where everyone in the party is trapped in a barrier except for Colette. Yuan and the Renegades are there. They recover the Rheards and want Lloyd. Pronyma shows up and wants to take Colette. She spots the Key Crest and calls it a pitiful excuse. Then when she tries to remove it, it activates and Colette is herself again. Hooray. She also stumbles, and the trap is destroyed. Good Ol' Colette. Now you can kick Pronyma's huge saggy ass.

BOSS BATTLE: PRONYMA

This fight isn't particularly hard, just keep her occupied up front. OMG I JUST USED SUGGESTIVE THEMES LOL I'M LIKE ZELOS! Anyway, just pound on her. Three Frontliners (Presea would be a good choice, as she won't leave to cast spells) and the Healer. If you are having troubles, bring Sheena. As if she goes into overlimit she can use the almighty spirits.

After the battle, Pronyma is injured, and Lloyd is left to settle his score with Yuan. But Kratos shows up and interferes. Looks like not this time, as Yggdrasil

needs to see Yuan. After they leave, it is time to return to Meltokio.

Chapter Seven: The Betrayal of the Pope - {700}

Meltokio - {701}

This is just a short scene with the Guards telling them they can't come in. Zelos shows the group to the Sewers, which he used to return home from his "Nighttime Adventures". If you are too young to know what that means, Zelos will be happy to demonstrate it on you ;)

Meltokio Sewers - {702}

Great, I hate this level. Now I have to type a guide for it. *Skips it and leaves it for later*.

A Few Days Later:

As you enter, move forth until you reach the Changer, it lets you become small. Go to the spiderweb to be able to walk over them. Head east until you come across the closed door. Under the steps you will find an EX Gem Lvl 3. Go up the steps and examine the garbage compactor. Drop one down to the left, off the second gap from the top. Then make two more and drop them off at the bottom. Go down, and to the bottom. Cross the gap and turn the switch. Head back up and go through the door that opened. Take a left and go down the stairs, then go small and jump in the box. Get out and big, then turn the crank to open the door from above. Go into the above door. Make some garbage blocks and push it off of the edge at the second turn. Do this by pushing the block to the edge of the first turn, but not all the way off, going small, crossing the web, then getting big. Pull the block once, then go small, back around and big. Continue pushing. After it is off the edge, go small and go across the newly formed path. Before, there is an item under the steps.

Go up the stairs and go small to fit through the bars. Get big, open the gate and walk out. Go back upstairs, a new web was formed. So get the block and push it along until it falls onto the path to the gate you opened. Push the block onto the pressure switch in the middle. Get out of there and go back to the top. Go back to the upper room, make a block and fit it off of the right side at the end. Go across the bridge you formed with the one in the gate, then push it off of the edge to fix the path below. Cross it and turn the switch to open one of the last doors. Go out that door. There is one of many Mouse Holes in the room here, and the room before that I forgot to mention, so if you see one, go in it. There is a chest by the broken path so get that, then shrink and walk behind the sewage fall. Ewww. At the other side, some Convicts try to jump you.

Now as my friend would say: "WTF is the pope trying to pull? Sending a bunch of Hobos with sticks after you?". Well that pretty much 100% sums it up. These guys suck crap. So kill them, and another appears. He traps Zelos and says if anyone moves he dies. Zelos then says if Lloyd abandons him, he is coming back to haunt him. Lloyd has an urge to leave, but it is Presea that stops the Convict. He flees and you are left alone.

Over here is another one of the Fake Chests. To defeat it, keep Lloyd out of this one. Bring Raine, Genis, Zelos and Colette. Disable all of Colette's Techs except for Judgement and Angel Feathers. Then Disable Raine's to attack spells only. Then Control Zelos. Pound it with magic to win. Presea also has some attacks that work. I believe Fiery Infliction does around 9 damage.

Once you have fought (or not) the chest exit the Sewers through the ladder at the back.

Meltokio - {703}

Now that you are through the stupid sewers, you have to go to the Research Lab. Located to the east of Meltokio, at the back. Not in the slums. Enter and Kuchinawa from Mizuho will be there. Sheena's friends are able to get you an EC to travel across the ocean in. Lucky you, you can become cargo. After the scene, you can go back to Zelos's house. Which is located at the castle door, then to the right. Then it is the second house in. You enter and Zelos's butler will tell you that the Pope wants to know when you returned, Zelos says to disregard that order. So you are free to roam around his house. The gift upstairs with the Hat on it gives you the recipe of Fruit Cocktail. Now just talk to everyone, then tell the butler that Sir Bud will be retiring to bed.

In the morning, go to the Elemental Research Lab. They tell you that Kuchinawa has the EC, and that he is at the Artificial Beach at the Tethe'alla Bridge. So go to the Bridge.

Tethe'alla Bridge - {704}

Enter, then take the door to the right. Which Lloyd picks the lock of. You see a short scene in which Exspheres are powering the bridge, then head down the steps. Kuchinawa is there. A scene ensues where you use the Wing Pack they gave you at the Elemental Research Laboratory. Then the party boards the ship and Undine powers the boat. Head across the ocean to the Dock there, then walk to Sybak.

Sybak - {705}

As you enter, Kratos is here. Just talk and then go to the Imperial Research Academy and enter the secret passage. Talk to Kate and she tells you in order to remove Presea's Cruxis Crystal, to go to the Dwarf named Altessa. Now we have to head to the Gaoracchia Forest. Which is easy to spot, as the entrance trees are different than the surrounding.

Gaoracchia Forest - {706}

Note: Some plants in this forest react better to light, others only in certain spots.

There is a short scene when you enter, kill the Papal Knights. Follow the path up to the Ring Changer and you can use light now. Head to the farthest right point and stand in the patch of flowers with the light. It charges the Light Power in the ring. Now go up. There is a chest, use the Ring to make the vines move away. Open the chest, then head right, opening all the chests you can find. Then keep going right. Notice the pattern? There is a recharge spot you come across. So make use of it while you can. Now just keep heading down and right, until you get to a fork, then go down and left. You will find a chest that you can't open yet. Keep going down and right until you reach a fork. If you would like to fight the second "Sword Dancer" and you defeated the first, take the left. If you haven't or don't want to at the moment, go right. I will assume you aren't fighting it yet, and strategies are found at the bottom of this section. Go right and then you end up at a save point. So save your game and continue. You come to a fork.

Colette hears armor clinking and things happening to the direction you want to go, so Sheena sends out Corrine to scout. In the meantime, the Convict comes down from the tree and wants to talk to Presea. Which the party doesn't like,

so it is time to beat him up.

BOSS: CONVICT

This convict is barely worth the boss section. He has few attacks that hurt, no deadly magic and no speed. So just keep hitting him like you would a normal boss and he will fail.

You decide to take him prisoner, Zelos can't carry him, but Colette has no problem. Girls > Boys, even though I am a man. Now take the bottom path and go to Mizuho.

P.S.: The sword dancer, as promised.

BOSS BATTLE: SWORD DANCER 2

You might want to save before attempting this if you are below Level 40. Genis is a good choice for this, along with Raine and Zelos. As they can use Magic, which you are going to need. Lloyd (and Zelos, if he has terrible spells) should just be up front keeping him from reaching the magic casters. Disable all of Raine's spells except for Nurse, Photon and Ray (If you have it). Genis should only have his strongest spells enabled. Make sure to give the magic user's plenty of TP, and to have 20 Life bottles and a lot of Gels, unless you are trying for the "I Hate Gels" title. A recommended thing would be to have a unison attack prepared in advance.

Mizuho - {707}

Mizuho, home of the famous Sheena Fujibayashi, the Mizu-HOE XD. You are greeting with a "less than welcoming" scene when you enter. After you enter you may want to speak to the Shop owner, and name the dog "Tiggy". The shop has some advanced weapons and decent customization. Once done, if you want a cool scene, enter the chief's house without talking to Orochi. Ninja's will abduct you and kick you out of the house. There is a secret entrance on the wall you can use. So do that and you will have a chat with the Vice Chief. He joins forces with you. Lloyd gains the title of "Gentle Idealist". Good for Lloyd. You have a scene where the Convict, Regal joins the party. Go back into the vice-chief's house and look at the thing at the end of the hall. You gain the recipe for Ramen. Lastly, buy a Mizuho Potion. You have everything. So leave and go back to the Forest.

Gaoracchia Forest - {708}

Just head back to the path where you were going to go before, but the knights stopped you. Once outside, go to Ozette.

Ozette - {709}

Once you enter, Presea runs away. Leave her for now, and name the dog by the Inn, then go in to the Inn. Examine the Parrot to gain the recipe of Tenderloin. There is a looping path that goes up, so take it. Watch the scene and argue on Presea's behalf. Then name the second dog here. Now go to the farthest right part of town, then go down to get to Presea's house. Watch the scene and exit town from the bottom. Move over to Altessa's house, the brown path a couple steps from Ozette.

Altessa's House - {710}

As you enter, someone named Tabatha comes and asks you what you wish. The group requests to see Altessa. They ask if he can help Presea and her Cruxis Crystal. He gets angry and shoes them away from his house. But Tabatha tells you that the Toize Valley Mine might give you some Inhibitor Ore to craft your own makeshift Key Crest. So head to bottom of the southern continent and walk around

until you see a hole in the wall.

Toize Valley Mine - {711}

The door inside isn't operational, so you decide to bust it open even more.

BOSS BATTLE: DEFENSE SYSTEM

Alright, If you decided to bring Genis along (like I did) destroy the Orbits first, as they will delay the magic and it will get annoying. Then take out the Auto Repair Unit. Once that is down, take out the door. The ARU will come back eventually, so keep an eye out. It repairs all of the enemies. Ignore the guard arms, just pound the door into crap to win this fight. Free Experience.

Regal makes a smart-ass comment as you enter. But head back, hidden behind a Mine Cart is a EX Gem LVL 1. Now Re-Enter. Turn on the machine and get on the elevator. Try and hit the Big paddle near the center to change the direction of the machine to go up. Once there, go down the elevator and at the far right is the ring changer. You now get mass explosives. Good job! There is a Saint Rapier and a Sand Saber up the wooden ramp. Once done, go back up the lift and to the left. The enemy here has the Memory Gem (I believe). Destroy the giant rock and go back to change your ring. Go back up and hop over the gap where the rock was. Change the moving platform direction and jump back over the gap. Now go down and change the ring, hop over the platform and go to the other side.

Enter the door and blow all the blocks up surrounding the area. Head down into all of the little shafts to save and get some items. If you see the gnome and bought the Mizuho Potion, talk to him. If you don't have one, don't worry about it at the moment. I'll cover this again later on. Head to the farthest right. You have a scene once you step on the odd land on the ground. Go over to the weird spinning thing to learn about the Bacura. It will follow you, but trap you and damage you if you get too close. So keep luring it as close to the trap as possible. It will stop moving once it has reached it's limit, so DASH to the trap and hit it, then dodge at the edge. The trap will squash the Bacura, letting you through. But first, step on the trap and fall to the bottom. Check the chest and the wreckage of the Bacura to get the 'Evil Eye'. Which is the first of your Devil's Arms. Now open the last chest at the bottom and go back up the elevator.

Go over the trap, dodging the boulder and deactivate it at the switch at the other side. Just to make the return trip without pain. Go down the bridge to the right and you are faced with a scene. Zelos doesn't want to open the crates as well as Lloyd, so just blow them up. The Inhibitor Ore is on the far right crate at the back. Once you have this, go to Ozette.

Ozette - {712}

Watch the scene. Colette colapses and screams in pain. Presea comes and asks everyone to move. She then swings her axe at you, and Rodyle comes and takes Colette away in a dragon, and flys off himself. Leaving Presea stranded. After, Kratos will show up and tell you that the Mizuans have probably located the Rheairds (HINT HINT). Choose the #1 option. Now you give Presea the key crest and she awakens. Then you have to go see her dead daddy. After a short burial, you are on the way. Go back to Mizuho. You can get the next recipe in this village later, Quick Jumping will be better now.

Chapter Eight: Rheaird Revival - {800}

Mizuho - {801}

Enter the city and go inside the Cheif's hut. The VC tells you that the Rheairds have been found. That you should probably go get Volt's power first. Sheena freaks out and runs away. You can now walk around town talking to the Party. If you want to, talk to everyone. If you don't want to, just go to the Graveyard to find Corrine cheering up Sheena. You give some Imput and Sheena says she will do it. Go to the Dock By Mizuho and head directly north to find the Temple of Lightning.

Temple of Lightning - {802}

Remember your logic: Lightning strikes the highest point.

There is a save point at the left. If you haven't saved for a while, use it. Go back to the main part. There are some machines. Go to the top one and use it, then go to the middle one. Turn off the middle one then turn off the top one. Turn on the bottom one lastly, and hit the switch on the ground in the middle fork. That will blow the block away. Use the changer to get Blue Lightning. Go to the right and destroy the blocks of blue to get a chest. Now go back up the main center fork and up the long stairs.

In this room, go to the top. There is a big pedestal like the ones in Sylvarant. Destroy the Blue one to have it drop to the yellow block. Head down the stairs. Go into the door at the bottom in the center. Go left, if you destroy the block an enemy will come out, so if you want to, fight it. Go up the stairs and in the door. You now have to go up to the next room without falling off. If you are about to fall off, some sweat drops come off of your character. You have to mash the "A" button roughly 15 times in 5 seconds to stay on. In the next part, zap the blue blocks and then hit the rods to go down. Repeat this until you get to the last one. Turn it on, the lightning now strikes this one instead of the ones in the water. So go in the door and follow another similar darkness rooms, this one has an item hidden, so be sure to pick it up. After getting it, fall off of the edge. Go back into the water room and go into it. Climb up the other side to get Yellow lightning. Go back to the entrance and go left, eliminate the barrier to get another item. Now enter the room with the stairs, go up and hit the Yellow block, this makes the red block fall southwards.

Go down the stairs to the left. Go to the right side now, and go to the path to the right of that room. Make it through the darkness room and hit the yellow block to make the lightning rod fall onto the apparatus. Go back up to the rod on the upper part (follow my instructions earlier) and turn it off. Go to the ground floor and take the left path. Turn the apparatus on and go back to the room just before where you went into the darkness room to eliminate the floating yellow block. Go up the steps and look at the machine.

This machine sends an electrical current upwards, it is supported by the rods, which are held up by the yellow blocks. If you don't care about the items, destroy them all except for the first one, then the first one the next level up from the right. If you want items, then check the other FAQs, as I didn't go get those items. Go down the newly created path and out the door. Check the changer to get red lightning. Go back to the beginning, head right and destroy the red block to get an item.

Now head into the main room and go left. Remember where you had destroyed the yellow blocks earlier? If you would like Power Greaves, go through the darkness room, destroy the blocks and open the chest. Then fall off to the main room. You have to climb to the top of the room and destroy the final red block. Volt will come, and Sheena will not know what he is saying and get pissed.

Raine tells her to calm down and she translates. Volt says Mithos's pact is no

longer active, but he is not looking for a new one. Sheena wants his power and Volt gets angry, zapping you all off of the platform. At the bottom, Volt is ready to shoot Sheena, but Corrine sacrifices himself for her protection. Lloyd protects Sheena as she regathers herself, she is then super ticked. Then demands Volt's power. A thrilling scene, or it would be, if it wasn't like Lord of the Rings movies. A huge inspiring speech that gets your heart rate up, then they change scenes to something else and lose all of the inspiration. Well reorganise your party, making sure Sheena has a weapon other than the Card of Lightning.

BOSS BATTLE: VOLT

This battle can be difficult for some. If you make sure to heal each other, it won't be. Genis should use Spread, Raine should do her normal Photon and Ray. Lloyd should be Meleeing it up, Sheena... does what she does best. If you are using Regal/Presea/Zelos, Zelos shouldn't be using any Lightning Magic, and everyone else can do what they want. Sheena summoning Undine in overlimit is a good idea, a bunch of damage to Volt and you get healed.

THE NEXT PARAGRAPH HAS MAJOR SPOILERS!!

After the fight there is a scene where Sheena makes a new vow, and is entrusted with the Pact. You get some items and she learns to summon Volt. Then for some reason Undine shows up. You have severed a Mana Link. Before the mana would flow between the world with the Summon Spirit not active to the world where the spirit wasn't awake, so now the flow has been severed. They find a way to split the worlds now. Sheena also gets Corrine's Bell and the title of "Summoner". Time for me to do my homework :).

Back from my Homework, alright, as you leave Orochi will tell you that west of here is the location of the Rheairds. Go towards all of those snowy mountains. To the south is a very short and easy route to the base, which is located on a smaller yet bigger island.

Tethe'lla Base - {803}

As you enter, Orochi is with a Mizuho spy who has infiltrated the Renegades. So you can sneak through the gates. Orochi leads you into a room. This room has a memory circle, Sorcerer's Ring changer and Orochi, who will tell you the passwords you've obtained already. Whenever you want you can do these things. Begin by using the Changer. There is one thing to remember for now: any Renegade not in Green holds a password. So exit and go in the door to the right. Push the block in front of the laser beam to block it, run through. The room at the back of this hall has a passcode Renegade.

Go back out and push the block forward, then pull it away from the laser. Push it up and go through the upper door. Open the chest for a Silver Circlet. Major outdated item at the moment. Move the block left, then go in the other side and move it up. Go into the door and move the block. The door to the left has the next password. There are some stairs here. Go up and shoot the pillar with the Ring, then examine the weird blue block to move the elevator upwards. Exit the room and go to the main room. Go left if you want to continue the quest, or up if you want to save. In the left room, move the block to go through the beam. The next two rooms have some items (EX Gem Lvl 2, Card of Ice), when you go the items, move up the top path and go left as soon as possible.

The door here has the last guard, kill him to get the last passcode, now open the chest near the desk for an EX Gem Lvl 3. Now head through the upper door and grab the block at the far right, push it off of the only available ledge spot to destroy the beam. Allowing you to go all the way back down to get the Dragon Tooth and Lightning sword. After you leave that room, head out of the room and take the upper path.

If you got the memory gem, save here. Then move the two blocks at the bottom floor to the left, have them fill the spots that are missing. Climb up and go to the blocks, at the end is a Lavendar. Go back down and pull the block on the right next to the real platform just after the block on the left. Stand on it and energize the pillar. Move to the far right and up the stairs for a Silver Mail while you still can. Then move a block onto the elevator you had activated. Move it up and push it just off of the elevator onto the ledge. Go back down.

Head up the left path, then up again. Go across to the ledge and pull the block right. Drop it off of the edge, stand on it and shoot the pillar. Go to the ground and activate the elevator. At the top, push the block near the chest. Open it for an Tomahawk Lance. Go to the left at the top and hit the generator. Now go to the very back for a Beam Shield. Then go down the elevator at the left side. Push the block into the gap to get the EX Gem Lvl 3. Exit the room, reenter and save. Move up the left side and move the block at the gap so you can cross. Go up the elevator and enter the password you received. Here are the words:

Passcode #1	Passcode #2	Passcode #3
THE POWER OF	THE SEED IS	THE FOUNDATION OF THE WORLD
THE LIGHT OF	THE TREE IS	THE WHISPERING OF THE TREE
THE LIFE OF	THE STAR IS	THE RADIANCE OF LIFE

After you enter your code, which is NOT necessarily listed in that order, you can enter the hanger. Yuan and Botta are waiting for you. Yuan says a dumb line and you get to kick his ass, as well as Botta's.

BOSS BATTLE: YUAN

Defeat Botta first, he is weaker and deserves to die. Strike him quickly. Yuan has some cool moves, but no real weakness. Watch out for some of his powerful spells. They can be a doozy.

A short scene with an earthquake, Yuan says that Lloyd's Exsphere is evolving. You don't hear much more, as you fly away. Now you have the Rheairds. Using the C-Stick will be better to control with, just so you know. Head directly Southeast as you leave, be at the top of the screen. You will find the Dragon's Nest.

Dragon's Nest - {804}

Everyone flys into the nest, Colette kindly doesn't tell you it's a trap until you jump off of the Rheairds. Rodyle is waiting for you, and he has DRAGONS!

BOSS BATTLE: WINGED DRAGON

Defeat the Baby Dragons first, or suffer the consequences. The Winged Dragon is only a small problem. As it's head can barely reach you. When he switches sides, he uses a spell called "Nest Crack". That can be devastating. So watch out.

After the fight, a bunch of shiny light comes out and Regal says a stupid line. Presea fights the power and destroys the trap. Hooray, now you all bolt away before you get slaughtered by the destructive nest. You land near the Temple of Earth, but do not enter. Remember this place.

If you have not yet got the gnome from the Toize Valley Mine to come back, do so now. Also stop at Altessa's House, go in and talk to Tabatha to learn the recipe Curry. DO NOT USE UP THOSE INGREDIENTS YET. Go back to the Temple of Earth.

Temple of Earth - {901}

Upon entrance to the Temple, move ahead and change the power of the ring to an earthquake. Use the earthquake to knock down the rock pillars and speak to the gnome on the bridge. You can enter. Now take the upper path, ignoring forks until you see a gnome, talk to him. Then choose whoever you want to have a good relationship with to make the Curry. After he leaves, take the upper path to a chest containing a Bellebane. Go down the path where the gnome was to speak to ANOTHER one. This one will let you pass for free. Now is the puzzle of the game. There are three shoddy stands, choose the far one and use the earthquake. You fall to the level below. Open the chests for EX Gems Lvl 2 and 1. At the bottom you are met with a Dragon (10000 Gald a kill, so fight as many times as you want with it to get a decent stockpile of Gald). You are also met with Big Brother. He shows you a secret passage to the top. The gnome that helped you will be waiting, don't speak with him just yet, go back to the stands and choose the middle one and the last one. The items obtained are: Bardiche, Ancient Rod, Ghost Shell and an EX Gem Lvl 3.

Now talk to the gnome, you have to protect him from the monsters. Try to stay a few paces ahead of him, and take out the monsters when he is near. As they respawn in a bit. So after he gets to the cave entrance, wait for him to go in. Then you enter. Follow to the end at the bridge and he will be waiting. You now have to play a bit of a minigame. Just push "X" when the gnome is about to jump into the air. So after it collapses, move to the pedestal. After a scene you meet Gnome. This big guy is kind of "cuddly". With an attitude like Zelos's without the dirtyness. Get ready to fight him.

BOSS BATTLE: GNOME

His size may be daunting, but do not fear. It is not that hard. Bring Genis if he gives you heck and have him use wind magic. But not Earth. Sheena's best bet is to summon Sylph. Then Raine can do what she does best. Lloyd should use a lot of Tempest attacks, as he is big and will get caught in them. As a bonus, it can dodge most of his ground based attacks. He will fall soon.

After the scene, Sylph will show up. Gnome greets them, "Heyyyy! Sylph, it's been what? 5000 years?". Then Gnome says there will be an earthquake soon "I mean, HELLO! We just ripped out an entire mana link". After the battle exit from below. There are some items on the way (Mythril Guard, Mythril Bracelet). There is the last part, where you use the ring to get across to the main path. You now have to head to the Snowy City of Flanoir. It is near the Tethe'alla Base. On the huge island. So land there now.

Flanoir - {902}

If you have accepted the Devil's Arms quest by getting the Evil Eye from the Toize Valley Mine, there will be a homeless man by the stairs at the closed shop. Talk to him to get the Nebilim's Key and Nebilim. Now take the leftmost path. There is a weapons shop here. If you prefer better more expensive items, then save your money. Go up the stairs to the right to get to the item shop. Go into the store and talk to the clerk. If you did some Galdmaking at the Temple, buy some Black Oryx and Moonstone. Exit and go to the right to get to the church. You learn how to make Quiche by examining the towel-like clam at the very back to the right.

Now exit the city and walk around fighting until you get three Penguinst Quills from the enemies. Then go to the Item shop. Talk to the old man and he will make you some Penguinst Gloves. Now head south to the Temple of Ice. It might be a

good idea to get the Card of Fire from Mizuho too, if you don't have it.

Temple of Ice - {903}

As you enter, head around the first area, gathering the Mythril Shield, Ancient Robe and the Defender. Go into the cave at the top of the dungeon. Near the entrance is a Ring Changer, so change it to get a freezing ice power. Head up the path and open the chest here for the Ice Coffin. Then to the Mythril Gauntlet. Then go up the upper path and out the door. Avoid the ice path there, it will return you to the bottom level, Instead head south down the snow path. Use the ring on the dripping water to change that into an ice block, which will bridge the gap.

Go inside the cave at the other side and get the Celsius Tear. Now go back out and around to the normal cave. Head down the path and inbetween the gap of the ledges. At the bottom of the screen, to the right, is a dripping water. Use it to freeze a block, then bridge a gap. At the far left is a flow of water. Freeze it with the Celsius Tear.

You now have to make it through a slide puzzle. Here is the solution, start by standing on the leftmost path. Go:

1. Forward
2. Left
3. Up
4. Right
5. Backward
6. Left

Now grab the Rosemary that is from the chest you are at. There are now three more paths, this time in a vertical position. So choose the bottom path. Then go:

1. Right
2. Forward
3. Left
4. Backward
5. Right
6. Forward
7. Right
8. Forward

You are now on the other side of the ice puzzle. Open the chest here for an EX Gem Lvl 3. Now head up and find yourself with a puzzle. The clue is "The answer lies in the place with a view". If you would like to figure this out, go back and make a block, then put it in the gap of the ledges. Cross and examine the blocks. If you would like the answers, then read below.

The Upper Pillar should be facing left. The Left Hand Side pillar should be facing the Right Hand side. The Lower Pillar is also facing the Right Hand side, and the last one on the right should face the bottom. The door opens, and you find yourself with a fight with Celcius. The "cool beauty" as Zelos would describe her. If you feel the need, go back and save.

BOSS BATTLE: CELCIUS

Celcius is one bad chick, and she comes with a rover. "Hey there Rover, come on over..... RAGING MIST ASDKASHDJAHSDALSDASDEAD". Disable all of Genis's magic except for Raging Mist and Eruption. Sheena will Summon Efrete and shouldn't be using the Card of Ice. Unless you want to lose. Target Fenrir first, he has less health. Then take down Celcius. Both of Genis's fire attacks have a wide radius,

so it's a good chance they both get hit.

After the battle there is a scene with Efreet and Celcius, then Celcius gives you the usual things. As you exit, you see a lightning strike. You will end up in Ozette, which is burning. You find a person still alive. He says his name is Mithos, he lived in Exile in Ozette and is a Half Elf. Altessa comes and leaves, Lloyd tries to follow him but Tabatha intervenes. You decide to follow them to get more information on Cruxis. So go to Altessa's House.

Altessa's House - {904}

Once you enter, talk to Altessa. He will give you a long story about Cruxis. I won't go into detail as I am tired and don't feel like spoiling this. But I will say that there is a scene about the two poles that connect the two worlds. Raine hears about the Otherworldly Gate. Then acts rather quietly. In the morning, the professor is gone. So now you must follow her trail to Altamira.

Last thing to do now is to talk to the gnome in Altessa's House.

Altamira - {905}

As you enter, go to the tombstone to the right at the end of the road. Then go to the Lezareno Company. Go up to the Sky Terrace and watch the scene with Alicia's grave. Alicia is Presea's sister. She tells you to find her killer, named Bryant. So now you have a mission.

On the way out, you hear some guys talking about the Otherworldly Gate. It is just east of Altamira. First, go to the inn and get a room. Tell her you will be staying out. Use the boat to get to the Casino area. Go along the upper path and talk to the man there. He sells you the next Devil's Arm for 1000G. A good deal. Now that you have Disaster, you have a few more errands to run. Go up the elevator at the hotel to Floor 4. See the Green Pumpkin? Examine it to learn to make

Exit the city, but before going to the gate, you may want to go back to the Gaoracchia Forest and go to the chest with the Devil's Arm. It is that chest you couldn't open due to dark magic. The other Devil's Arm available is the Gates of Hell, in the Earth temple. Go to the bottom through the secret passage, then go to the end past the dragon. The gnomes will leave, allowing you to get to the chest at the end. The other Arm is called Fafnir.

Now you are free to go east from Altamira to the Otherworldly Gate.

Otherworldly Gate - {906}

Kuchinawa and some Papal Knights will confront you. Bummer. Fight the Knights and Kuchinawa will demand to kill Sheena. Who agrees to fight him. The Gate opens and you all escape into it, but it closes before the enemies get a chance. You end up in the Outskirts of Palmacosta, and after a scene, enter the city.

Palmacosta - {907}

When you enter the city, keep these things in mind to do, because you may not get another chance:

- Name the two dogs
- Get the titles "Honor Roll" and "Turbo Waitress" (See the first Palmacosta guide)
- Get the recipe found in Palmacosta

Go into the main government building now to get a scene where you leave Mithos behind and learn that there is activity in the ruins of the ranch. So head over to that shindignitz. (o.o)

Palmacosta Human Ranch - {908}

As you enter, there is a scene with Botta and Yuan. They wish to join forces with you to fight Cruxis. You accept this offering. They inform you of Rodyle's plan, and where to go. So when you are ready, talk to Botta.

Remote Island Human Ranch - {909}

Upon entrance, go down the the very back of the long path. Then take the center path. Nothing lies to the left or right. You are faced with a puzzle. It can be hard, but it will be easy if you think rationally.

1. Run to the right three blocks
2. Run up two blocks
3. Run to the left two blocks
4. Run down four blocks
5. Run to the right two blocks
6. Run up the last block

Take the newly opened path to the next puzzle. It is much longer and harder.

1. Right 3
2. Up 2
3. Right 2
4. Down 2
5. Right 2
6. Down 2
7. Left 4
8. Down 2
9. Right 2
10. Up 4
11. Left 2
12. Down 2
13. Left 2
14. Up 1

Now go into the room at the end of the hallway. Change the function of your Sorcerer's Ring to have it make a funky sound. Use the elevator. At the top, you have a scene. Now go out the door. Run around the prisoners, hitting the pedestal things against the wall of the prison, and getting the Holy Staff, Stone Charm and Vajra which is hidden behind the outside corners. The prisoners will be freed, and some Desians show up, you and whoever you have the best relationship with will fall from the landing above and knock them up. Now go up the elevator.

Go out the door and use the Ring to bring up a little platform. Jump on it. Heres the deal. There is a light on the platform. The light will indicate what corner you will go to. Use the Ring to change the side. The big red things will shoot you to the top level. Avoid the electric balls, they will induce paralysis, so keep some Panacea Bottles nearby.

At the top, go in the door to reach a gigantic room. There are plenty of items and you must disengage 3 locks. Here are step by step instructions:

- Change the portal Red with the ring, Enter
- Get the EX Gem Lvl 2, go back in the portal and change it to green, enter

- Get the Saffron, go back in the portal and change it blue, Enter
- Change the portal here to red, examine the lock to shut down Lock 3, go back
- Change the portal to blue, enter
- Change the portal here to red, get the EX Gem Lvl 1, go back
- Change it to green, go to the left for a Holy Cloak, then go upstairs
- Change the portal here to green and enter
- Get the EX Gem Lvl 3 and disengage Lock 1, go back
- Change the portal to blue and get the EX Gem Lvl 2, go back
- Change the portal to red, enter and get the Minazuki and EX Gem Lvl 4, up the stairs is a portal, change it to blue
- Get the Mythril Axe, go to the top of the stairs and shut off Lock 3
- Down the stairs and change the portal here to Red, get the EX Gem Lvl 3, go back
- Change the portal to blue, get the Revive ring and the Mythril Greaves
- Go up the stairs and change the portal to red (the white one)

Now go open the door at the back of the room. Save before if you would desire. There is a scene where Rodyle starts to drown the prisoners, the bastard. Now he announces his plans. Then he uses his Cruxis Crystal and becomes a weird being. Now you all get to beat him up.

BOSS BATTLE: RODYLE

Two users of LRange Magic and 2 frontliners are the best way to win. Rodyle isn't fast, so the Magic will take it's toll easily. He sends you into the air often, and doesn't have many decent Techs. So block as much as you can. Keep HP replenished, as it is very valuable.

After the battle you have a scene, Rodyle activates the self destruct sequence. Raine can't turn it off, but lo and behold. Botta and his Renegade croonies show up. (Where were they when you needed them?) They tell you to go through the hatch. Then they lock themselves in. The room begins to flood. They sacrifice themselves in order to save you (BANG, SPOILERS). As a last wish, Botta says to tell Yuan that he succeeded. He shuts the window, then some Dragons come. Kill them, they won't be a problem. Some more come out, but then Genis plays (or pretends to) Mithos's Panpipe, a bird comes and zaps the Dragons. Then Mithos is above the scene with Rheairds. Apparantly he borrowed some from the Renegades. So now you have to go and return them. But first, you go to Palmacosta.

 Palmacosta - {910}

Go to the Government building. Lloyd tells Neil that the Desians wont be giving them any trouble. Genis gives Mithos back the panpipe, or he would, but it is broken. So you get to keep it. Now go to the Sylvarant Base.

 Sylvarant Base - {911}

Lloyd tells Yuan that Botta succeeded, but he is also dead. He also returns the Rheairds, but apparantly the Rheairds are all in the hangar. He doesn't tell the group that. But anyway, now you can go between the Worlds at will. You are transported to Altessa's House.

 Altessa's House - {912}

This is where you drop Mithos off. Lloyd also talks about Alicia. Regal hears this, and asks you to take him to Altamira, because he may know who her Killer is.

We have a stop to make before going anywhere else. Go into Triet. Talk to the man near the vendor as you enter. Then at the Oasis, talk to the other guy by

the dog. Leave and go behind the mountain thing that is nearby, there is an event circle. Enter it to have a fight with the Sand Worm.

BOSS BATTLE: SAND WORM

This boss is easy, just beat him like you would a normal boss. Zelos shouldn't have the Sand Saber equipped. The worm sometimes dives into the ground, but a simple press of "R" will tell you where he will come out of the ground.

Now you get the next Devil's Arm. Now that we have this, exit to Altamira.

Altamira - {913}

Head over to the godforsaken Lezareno Company Building. Then up to the Sky Terrace. Watch the scene with Vharley. He wants to get into the Mine and get some materials. George says he doesn't know how to get in. Regal steps in and says it only opens with his iris scan or something like that. So Kuchinawa comes and saves him. It turns out Regal is the president of the Lezareno Company. He also is Alicia's Killer.

Him and Alicia were in love. But then Vharley used her for Exsphere experiments. It failed and she turned into a monster. Regal struck her down at her own will. He then confessed for his sins. Alicia asks for him to take off the bonds, but he says not until his journey is over. You get an option, if you want to be closer to Genis and Presea, pick the "If it's all right with Presea" option. Now that Regal is with you for good, go to the Temple of Darkness. On the southern part of the Fooji Continent.

Temple of Darkness - {914}

You are faced with a short scene about how dark the area is, and Zelos whining about his hurt foot. Sheena tells you to see the Elemental Research facility in Meltokio. So go there.

Meltokio - {915}

Quick jump through the sewers, go into the ERL. Talk to the lab nerds. It seems that Kate was arrested for helping you. She is going to be executed at the arena now. Regal says the Arena and Prison are connected, so you should enter the tournament to bust her out. So go up the main steps, then instead of going up to the castle, take the left. Past the weapon shop is the colloseum. Talk to the girl there to enter. I assume you will pick Lloyd, but if you pick anyone else you won't have to pay the extra 5,000 gald.

You have a fight to win at the arena, then head to the door to the right. There is a scene where you rescue Kate. Then she asks to be taken to Ozette. It's where she grew up. So you will jump there. She thanks you and leaves. You jump back to the lab. They give you the Blue Candle now. So go to the Temple of Darkness.

Temple of Darkness - {916}

*****This Section May Not Be 100% Correct*****

As you enter, the place lights up. You realise now that the black spot is rising up, and not a freaking cliff as I thought at first. If you are having a grumpy moment, turn this off for now. You will only get more angry.

Go up the path and take the EX Gem Lvl 2 from the chest, now cross the bridge to the other side and go down the stairwell. To the right is a crystal substance and a shadow figure, roughly 1/5th of the Summon Spirit's power. It turns out

that Shadow has been torn into this fragments, so you have to gather them all. You also learn that the Summon Spirit of Darkness hates light, and will freeze up in it. So enter the door to the right, it may be hard to see.

Go down the stairs until you find one of the holes in the wall lit up, examine it and Lloyd will enter alone. The person you have the best relationship with will tell you to be careful. Examine the Sorcerer's Ring changer, and you now shoot a beam of Darkness. Lloyd tries it on a block. So pull the block out as far as you can. Go out the door. Go to the bottom of the stairs and under them is a Headband. Go back up to the top door and out.

Disable the crystal with the Ring. Then open run through the Shadow Fragment. It starts to messily follow you. This is the real annoying part, the stupid things. Bring it down the path to the left. The down the stairs. Go to the left and turn the light off. Go up the path, over the block and get the Shadow Fragment here. Go down the ramp to the far right and the Shadows take turns walking near the save point. That means they will stay there. Go back to where you found the second one.

Move the Block so that the side one pushes the Shadow off the edge on the block. Move it over to the edge so that it walks off. Lead it down to the save point. On the way back up is an EX Gem to the right. Go over to the block that you just got the third one from. Push the long block into the wall, then go all the way back to where you got the Headband and climb to the top. Lead the Shadow to the other side. It will stay there. So go all the way back down the stairs to the point where you go in the hole in the wall. Pull the block out and go back up the steps. Lead the Shadow to the path on the left and drop him off at the save point. If the door is blocked, go to where you got #2 and push the block on the right.

Last one is found by pushing the block that is moved by the one in the hole in the wall as far as it goes back. That should fill the gap. Go to the place where you got #3 and follow the path there. Move the last one to the save point and go down the ramp, the following Spirits will go on ahead of you. So move forward with them. Now you have to lead them all the way to the bottom of the steps. I will let you play with this, ignore the items for now, we will get them afterwards on our journey back. Shadow forms into one troop, and with a few well chosen words, you are on your way.

BOSS BATTLE: SHADOW

You instantly have the advantage in this fight. As Raine's Photon and Ray spells are effective against Shadow's Darkness. Just keep him busy. Shadow is slow, but has some decent HP. Only 10000 HP short of Yggdrasil. Genis isn't needed in this fight, but will help you. Sheena summoning Volt and Efreet would be a good idea also.

After the battle, you gain the pact with Shadow. Unfortunately you have to walk all the way to the top of the steps. Collect the few items along the way. Then get out of the damn dungeon. Set your sites to Sylvarant, and Professor Nova's Caravan.

Chapter Ten: Revival of the Trees - {1K0}

Nova's Caravan - {1K1}

If you can't find this, he should be east of Hakonesia Peak. Around the bridge to the Balacruf Mausoleum. Anyway, once you get there talk to the guy by the Caravan. He tells you to talk to his kids. Talk to them. One will have the

Linkite Nut, which he gives to you. The other two have information. After that, you have a discussion on the Linkite Tree. It turns out that there must be wind, fertile land, a pipe. In addition, the tree is in a place where you can't reach by foot. Nova takes note of this, you have to review it before leaving.

If you haven't yet gotten Sylph or Efreet, please go to the Balacruf Mausoleum and the Triet Ruins and fight them. Searching {508} and {510} will get you the respective sections. Visit Dirk's House now, talk to him to get an Exsphere Shard. Now, fly with the Rheairds to the Desert, there is an area northeast of Triet that is surrounded by mountains. Enter the valley and look for the tree in the center.

Linkite Tree - {1K2}

Alright, so now you have pretty much a long scene. Gnome makes the ground flourish, then Raine heals the Tree. Lloyd and Presea make a new panpipe with the Linkite Nut. Then Genis plays it while Sheena uses Sylph to blow the sound far away. Aska shows up, and promises to return to the Tower of Mana. Now it is your time to go there. But, if you haven't gotten everything from Palmacosta, go NOW. It is your LAST CHANCE.

Tower of Mana - {1K3}

Enter the building and climb all the freaking way to the warp portal. Kratos is waiting, he tells you to stop. That the Derris-Kharlan machine is done predicting the outcome of what will happen. Boohoo. Yuan shows up and duels with Kratos as you move ahead to the Seal. After the scene, Aska shows up and you fight with Luna and Aska.

BOSS BATTLE: LUNA & ASKA

Alright, disable Photon and Ray. They will just heal the enemy. Now take out Aska first, as Luna isn't that big of a deal. Her best attack is Ray, and all you have to do is keep moving to avoid that. Aska is much faster with more power. Sheena should summon Shadow if she gets an overlimit. Otherwise, hammer away at the controller.

SPOILER WARNING

After the battle you get the pact. Then you get an Anime scene. The Giant Kharlan tree goes out of control and starts destroying Palmacosta (I hope you took my advice dammit). Now you are stuck thinking of what to do. Lloyd comes up with the plan where they should Blast the tree with Mana from Tethe'alla. Raine says they can't get close to that tree. Then Yuan says they should use the Mana Cannon. But then a Renegade shows up and claims that the spys in the Iselia Ranch have been Executed. So now you have to go there. Kratos rejoins the party, but Sheena leaves. Kratos is behind on techs for now, so I reccomend still using Zelos for the while. Head over to the Iselia Ranch. You also get a scene with some Tethe'allan earthquakes. Mithos dives in front of Tabatha and saves her, getting some injuries in the process.

Chapter Eleven: The Ties that Bind - {2K0}

Iselia Human Ranch - {2K1}

Kratos flys over the gate and opens it, allowing you access to the place. Go in the stairs to the right and save at the portal. Use the changer to change the function of the ring. You now can shoot mana out of the ring. Go to the farthest part at the back. You get to split the party up. This time, don't try to even

them out. Just get all the strong people on one side. The other team doesn't have a job to do. There are two Refreshers. One heals you, one you can buy items from. Use them. Then at the bottom of the room is a chest with a Lovely Mittens. It is hidden from sight.

Head to the top. Take the left fork at the next one. There will be three chests lying there for you to plunder. Open them all to gain the items: Cor Leonis for Genis, a Solar Spinner for Colette and the Muramasa for Lloyd. Head back to the fork and take the right path. At the end are chests. Get the Ether Sword for Zelos (Kratos has the Flamberge, which cannot be unequipped), then the Rune Staff for Raine. Travel all the way back to the room with the healers, and heal up. See the door to your left? Use the rings on the little beacons to open the door for you. Move down the hallway, avoiding the stupid lights that will cause you pain. Enter the door at the end.

Chocolat and another prisoner are here. The Desian guards somehow start beating Pulp into Colette and Lloyd. Apparently all the prisoners made a break for it when they heard the Chosen's group was coming. A stupid prisoner that is still left tries to help you. Then the Desians turn to him. You have to kill the guards now. When you win, the other half of the party leaves you. So now you have to get all 100000 of the items in this level. I'm not gonna bother pointing them all out. Just use this checklist to find them and the warp portal. Actually, they aren't even all that important, as you will find upgrades soon enough.

Aqua Greaves
Hairpin
Rune Cloak
Rune Circlet
Rune Gauntlet
Rune Guard
Rune Mail
Rune Robe
Rune Shield

After you find the items, find the place with the three forks, and take the right one and head to the end. Now it is time to kick Forcystus's ass.

BOSS BATTLE: FORCYSTUS

Forcystus comes with the godforsaken Exbones. Luckily you are strong enough to kick their butts pretty fast. As for Forcystus, he is practically impervious to the shock of your attacks. So he can cast spells as you are hitting him. If you brought Genis along, have him use attacks such as Spread and Explosion, that will knock him into the air and give him a shaking. Use plenty of Unison Attacks and hope for the best.

After Forcystus is dead, the person with you that has the most affection will turn on the Mana Reactor. Now you have to leave, so head all the way back to the save point by the door. I HIGHLY RECCOMEND SAVING. As if you are like me, you will screw up the Disc to Disc transfer coming up soon.

SPOILERS

Exit the Ranch to see the party with the prisoners. Forcystus comes out and starts shooting at Lloyd. Colette defends him and he blasts her sleeve off, revealing some disgusting slimy thing on her arm. Lloyd gets pissed at Forcystus and stabs him through, killing him for good. (WHY THE HECK DIDN'T HE DO THAT LIKE 10 MINUTES AGO WHEN IT WOULD HAVE FREAKING MATTERED?). Lloyd is more concerned about Colette, but Kratos urges him to send the signal to Sheena. He does. Now it cuts to Sheena, summoning the Tethe'alla spirits. Now it is time to.... FIRE MANA CANNON!!! With a CGI scene we get to see a bunch of glowing

blue light zap some girl on a seed. With a high pitch scream.

Now you are sitting there doing nothing, talking to Yuan on a walkie talkie thing. Apparantly it was Martel fused with the seed. She is still alive, as well as the seed. Which is good news for Kratos. You decide to move Colette to Iselia now, and Yuan says he'll tell Sheena to come there. Now it is time to switch to Disc two. Now, remember, DO NOT PRESS THE POWER BUTON AFTER YOU HAVE SWITCHED THE DISC. As I have done before. Stupid me. now we continue the quest at Iselia.

Iselia - {2K2}

Alright, so we start off at Frank and Phaidra's. You decide to leave and take a look around. Go to the schoolhouse to see everyone arguing. The Mayor calls the Professor and Genis half elves, and whines about how they came back to the village even though they were exiled. Chocolat stands up for them, and even Lloyd. The rest of the town follows suit. Ahhh, such an emotional scene *wipes eyes*. Raine runs away. It turns out Chocolat heard how the boys were nice to Marble. Now time to go find Raine. She is by her old house. Now that you have her, hit the old road to Dirk's House. Kratos and Colette will join up at the exit to the World Map.

Dirk's House - {2K3}

Dirk tells you something about his house being built on hard bedrock. That you should stay the night there. Kratos declines and leaves. Lloyd follows him and Kratos says he must report his failure to Cruxis. As he leaves, Sheena comes in. Now you get to run around talking to the party members. Before talking to Dirk and going to bed, upstairs is a weird thing next to Lloyd's bed. Examine it to learn the Recipe for Miso Stew. Now go downstairs and talk to the Dirkster. Go to bed. Now it is time to visit Altessa back in Tethe'alla

Altessa's House - {2K4}

You get there, Mithos is slightly injured. Genis is worried, blah blah blah. Altessa says that Colette has Chronic Angelus Insuffisious Syndrome or something along the lines of that. Mithos suggests checking the Archives in Sybak to learn what that is. Mithos also comes with you to the Library.

Sybak - {2K5}

Alright, first off, this ISN'T at the research academy. It is the building at the top part of the north area. You have an option now, you can say that you trust Kratos or there is a possibility. Zelos and the Tethe'allans will like you more if you choose the possibility. Either way, the people all get happy. Mithos thinks it's incredible how he can trust so well. We have a detour before heading to Meltokio.

Go back to Altessa's House. Enter and talk to Mithos. Raine passes out. Everyone but Mithos, Lloyd and Genis stay behind. Mithos tells Genis he knows how to cure the professor. So they leave. Lloyd can decide to follow them or leave them. Say you will keep tabs on them. After the scene where Lloyd saves them secretly, they find the plant. Mithos asks Genis who he likes as a friend more. Him or Lloyd. Genis says Mithos, and Lloyd leaves to go back to the house. Everyone gets mad at Lloyd for not trying to help the professor. So he leaves. Genis follows him and says he knew he was following them all along. Genis gets the title of "Friend" after all of that. Now go to Meltokio.

Meltokio - {2K6}

Enter the Sewers. Walk forward to see a scene with Vharley and a knight trading

money. It turns out they were poisoning the king. Bummer. Looks like he's dead now. Presea and Regal avenge Alicia's death. On the way into the church, Kratos comes down the steps and asks Presea about the Sacred Wood. You get to make a choice. Choose to your own liking.

Now you go to the church to try and put the king in your debt. Go into the door at the back left of the church to have a scene with the Pope. He backs away, then gets interrogated about the poison. He denies it, then you ask for the Antidote. The Pope says he doesn't have one. So Raine suggests they feed the poison to the Pope. He gives you the antidote, then after a scene about Kate, he calls the guards. You don't have to fight any, thankfully.

You now have a scene where the guards find you, Colette goes angel style, then the Knights think that it is Spiritua, who had killed a king because he refuted the Chosen. The knights run away and clear your name, so you can use the main gates now. Colette gets the title of Spiritua Reborn, one of her best. Now you are in the Room. Zelos uses the antidote on the king and spills the beans on the Pope to him. He tells you to get out. Now go find the Archive room.

When you enter, you all start looking through the books. You can't seem to find it. Colette falls over and the book lands in Raine's arms. She reads it off. You need Zircon, a Mana Fragment, a Unicorn Horn and Mana Leaf Herb to heal. You have a scene, Mana Fragment is in Derris-Kharlan, you will get it last. Then the Zircon location can be learned in Altamira. The Mana Leaf Herb is with the elves in Heimdall. We'll get that later, as two annoying dungeons ensue when you try to get the stuff. You have the horn. Okay, but go to the main room downstairs and talk to the princess. You get a letter from the king saying you can enter the forest. But go to Altamira first.

Altamira - {2K7}

When you enter, head to the Lezareno Company. Go talk to George in the President's Office. He tells you that information on the Zircon shipments are found on the second floor. Go in there. The group finds it, but just as you are about to learn the location, Kuchinawa zips in and steals it. He wants to duel Sheena in village customs. On the Isle of Descision. He tries to take the record of the zircon as proof that she will come. She trades it for Corrine's Bell. Which means Colette must mean a lot to her.

The group learns it is located in Sybak. So head over there.

Sybak - {2K8}

Enter the Imperial Research Academy through the front door. Ask the person there about it. She says it is in the room to the left, first one. That she will leave it unlocked. Enter the room, it is a mess. Luckily it is in a chest at the very front part, easily visible. Open it to gain the Zircon. Hooray! Now we have 2/4 of the items needed to Cure Colette. Go over to the Ymir Forest. It is south of the Tower of Salvation, in the dark splotch. It is easy to spot, because there is a freaking village in the center. Find the bit of land that extends in towards the forest, then land and enter.

Chapter Thirteen: Village of the Elves - {3K0}

Ymir Forest - {3K1}

Move to the back, towards the changer. Use it and hop on the stump. Use the Ring and a Boar will Ram the tree. Yipee for you. A Resist Ring is located

behind the tree nearby. Go to the right and take the bottom path. There will be a chest that cannot be opened. Stand on the stump and use the ring. A boar will bash it unlocked. Open it for the Solar Guard. A Gladius lies beyond the tree by the path north.

Going south, take the left path, then go up and left. Smash the huge boulder with the animal. Go right, north and right until you have a scene about seeing something in a tree. Bash the tree to knock down a Blue Seed. Behind the tree is a Crystal Shell for Regal. Go alllllllllll the way back to the place at the beginning where you gained the ability to call the animals.

Examine the fenced area with the flower in it. Plant the blue seed by examining it and choosing "yes". You will see a blue flower sprout. Head over to that flower and use the ring. A fish appears and drags a chest over to the island. Get to the island via the path left, up and down. There is a save point here. Use it and open the chest on the lily pad pushed over for a White seed. Behind the tree is a Maid's Hairband. There is a scene with the little elf boy also.

Leave and go back to the fenced area. Plant the White Seed to see white flowers growing in trees. Take the path to the saved point, but switch to the other section of the map first. Hop into the tree you find and use the ring. The bird carries you to the other side of the boulder. Use the ring on the log and it gets destroyed. Use the ring to return. At the back right of the forest is a white flower. Use it and push the box there off of the edge.

(I'm not feeling very entertained with this section, so I'm going less helpful).

Go to the butterflies, they will be at a stump near the single giant fish. Use the stump nearby to knock a bug in the water. This occupies him. Go over the box you pushed down and use the ring on the stump. The Ymir Fruit falls down. Head to the Lily Pad with the butterflies now. Use it and the fruit moves along. There is a tree by the fruit now that will move it along by ripples of 3 maggot bugs. Use it. Then hit the next Lily Pad with butterflies. The fish moves it along. Now go to the lily pad with the two giant fish. Wait until the fish starts to swim, then GO. Finish the last lily pad or two and hop down to the fruit.

Go back to the child and give it to him. He thanks you and you can pass into Heimdall. Finally.

Heimdall - {3K2}

Kratos will be in Heimdall at the start. Woooooo.

Upgrade your equipment here if you want. Don't buy Presea the Battle Pick. She can get a free one where we are going next. Name the two dogs with Colette. This town gets destroyed soon. So we have a couple chances to get it. Head to the very back of the town, in the second section and enter the Elf Elder's house. There is a door inside that leads to another room. Enter and look at the painting to get the Recipe of Cream Stew.

Go back out and talk to the Elder. He gives you his Staff to help Colette. Tells you to go to Latheon Gorge. (Groan). Fly with the Rheards a little east of the Mine. It looks much like Ossa Trail.

Latheon Gorge - {3K3}

There is a Devil's Arms chest in here. It is really obvious to spot and right on our track, so I leave you to get it yourself. This section probably has so many vague directions and inaccuracies it's not even funny.

You can walk past the guard now. He lets you because of the Staff. Go to the changer and use it. Go left and get the EX Gem Lv4 from the chest. Go up the hill and get the Rare Pellets, then be floated to the other side of the platform by using the Sorcerer's Ring when standing in front of the flower's emitted air pressure.

At the other side, run up the path to the tree. Examine it until you have full Kirima. Return to the dead flower and feed it a Kirima. It comes back and starts blowing happily. Giving that flower Amango will kill it, and giving it Kirima when it is alive will just make it happier. Head right and across the bridge of DOOM! Or, bridge of... .Gorge.....

Take the path to the south and go right, but not so you head up the hill. Get the EX Gem Lv3. Go up the hill and get an EX Gem Lv3 now. Go right to a flower. Revive it and go back to the one at the start of the hill. Use the ring and get blown to the next area. Walk over to the next tree. You can get Amango. As my use said before, this will wilt the flowers. Get as many as you can and then head up. Get the chest by the dead from for an EX Gem Lv4. Nearby is a dead plant. Revive it and go back to the right and around. Revive the flower here and use the flower below.

Go up and use the flower there. Open the chest with the Toroid and Flare Greaves then go right. Head to the top of the hill and revive the flower. Ride it to the other side and use the big flower to get to the next area. Take the hill to the bottom right and ride the flower across. At the new side, examine the flower to the right to have it die. Ride the other flower. Go back up the first hill and wilt the flower you rode before. Go down the hill and up the path to the left. Revive this flower and ride it. Go up the path and revive the one here. Go up the left hill and ride the flower to the next area.

Halfway done, so congratulate yourself with a snack or something. Blow yourself with the flower here, then go up the hill and around to the special blue one. Use that to go long distance to the next bunch of flowers.

Fly up and revive the flower. Then use the other one.

Revive the next flower then enter the cave. The chest in front of you is a Fake box. So if you need an All-Divide, this is your stuff. You also receive Elixir for winning this jaunt.

Go up the path and up the path again, there is a Draupnir in the chest up here. Head down the path and to the left. Go outside. Revive the flower, get blown along. The next flower you take is a blue one. Last flower for a while, you should have revived one below it. So you get blown up to a ledge. Go right and up the hill. WOOOT, ALMOST DONE.

Go along the path to the flower. Revive it. Go over the bridge and revive the flower. Go south and get the chest for a Battle Pick. Go back to the flower and have it blow you up. You will clog a section of the waterfall. Now head into the hut. Examine the bunny at the back to learn Pescatore (recipe). Talk to the Storyteller. She doesn't have the Flower. STUPID STUPID STORYTELLER. WE COME ALL THE WAY UP HERE FOR NOTHING! Oh wait, it is in a cave. She leads you to the door to the place where it is. Save and go in the gate. If you split the waterfall you can take the flower to it. If not, read the beginning of this paragraph.

Enter the cave and walk over to the flower. You have a battle with a boss now.

BOSS BATTLE: PLANTIX

If you brought Genis and Zelos, this will be like fighting Viddar with level 20 characters. Genis has easy spells like Raging Mist and Explosion that can rack

up easy damage on this guy simply. Zelos has Fire Ball and hopefully even Eruption, so he can also contribute to the wrath. Lloyd should be doing some nice comboing and Raine supports as usual.

You get the herb, then you go back to the cabin. Automatically. Inside the lady will tell you that:

SPOILERSPOILERSPOILERSPOILERSPOILERSPOILER

Mithos Yggdrasil, Martel Yggdrasil, Kratos and Yuan were the ones that stopped the Ancient war by splitting the worlds. Le Gaspé!

You know have to go to the Tower of Salvation. First, go to the Abbey Southeast of here. WOOOOOOHOOOOOOOOO! This section is done.

SE Abbey - {3K4}

Just enter the building (Colette can name the dog) and go in the doors guarded by knights. Talk to Seles and Zelos gets his Cruxis Crystal. Some awkward family moments and you are on your way to the Tower of Salvation!

Tower of Salvation - {3K5}

You get a scene where Zelos opens the place. He gets all cocky and Sheena gets suspicious of Zelos's crazy attitude. How very observant. Raine says she is curious to see Tethe'alla's design of the Tower of Salvation. Head up to the main room.

SPOILERS

Lloyd and Raine recognize the room as the same one as Sylvarant's. Kratos is there, telling you that the worlds are connected there. Now it is time to fight Kratos in his cool suit.

BOSS BATTLE: KRATOS AURION

This is the battle I got maximum grade on. Comboing him a lot will be the key. Keep him from performing his main Lightning Blade to Super Lightning Blade link. He has a spell called Judgement, this is going to be your folley. Only use the Unison Attack when he is casting this so you can stop his attack from reaping your party. If you use Genis, have him use attacks like Tidal Wave and Raging Mist, that will rack up hits, but not much damage. This stalls him from using his attacks and will easily give you a quick Unison attack.

After the fight, angels show up and you are taken prisoner. They transport you to Welgaia.

Welgaia - {3K6}

The groups are split up boy and girl, in different cells. Nobody can open it. Then Regal comes over and uses his SUPERULTRAUBERBLASTOFDOOM. It blows the crap out of the cell and you now have control. Walk left, save and try to use the portal. Something is funky with the destination, so Colette is going to fly around to check things out. You gain control of her at the top. Move the blocks off of the teleporter. She comes back to the rest of the party. They all go and then you examine the angel city. Raine says they are to pretend to be Colette's prisoner, as she is an angel she can blend in. Go into the door to the right

and talk to the man. After a scene, you get the Mana Fragment.

Go outside and take the path into the other building. Inside the room on the bottom floor is a chest with the next Devil's Arms. Go outside, then take the escalator thing to the left. In the next area, try to get to the big teleporter. You can't, and Zelos suggests looking for another way. Go right, then along the upper path. There are two information terminals. One is to the farthest right, the other is nearby. After learning the exit, access the other one and learn about the Eternal Sword, World Prolongation Project and some other thing. Then Go to the emergency exit displayed before. On your way out, you see some angels chasing you. So now we have to really get out of the place!

Go left and down the steps. Continue left and go down the next set of stairs as the path turns right. Keep going along and enter the set of doors you see. Inside is a slide puzzle like the Ice Cavern. You can figure this out yourself or read my solution:

- Right
- Down
- Left
- Up
- Left
- Up
- Left
- Down
- Left
- Up
- Left
- Down
- Right
- Down
- Right
- Up
- Right

Go to the end of the path and activate the red switch. This turns all red gates off. There is an EX Gem Lv4 in this room. Go back to the weightless slide room and go back to the place you came from. Go back to the second set of stairs you went down (including the one you came down after warping. Then go up. Continue right and go up whenever you can. Go left and down the stairs. Get the Laser Blade and Nagazuki from the chests at the bottom of the room. Go to the opened room at the top left, examine the lock to open the Blue Doors. Go back to the anti gravity slide chamber now. New directions:

- Right
- Down
- Left
- Up
- Left
- Up
- Left
- Down
- Left
- Up
- Left
- Down
- Left
- Down
- Right
- Up

- Right

Use the elevator. At the top is another room you can find your way through. I provide more directions for you to use:

- Down
- Right
- Up
- Left
- Up
- Right
- Up
- Right
- Down
- Right
- Down
- Right
- Up
- Left
- Up

Enter. Go up, then take northeast to get the Energy Tablet. Take the south path now and you will be in the exact same room as before. Hidden behind a light. If you go left you can see yourself. Here are directions to follow:

- Left
- Up
- Left
- Down
- Right
- Down
- Right
- Down
- Right
- Up
- Left
- Down
- Right

Go up the elevator. Just go "Left" and then up.

- Left
- Up
- Right
- Up
- Right
- Down
- Right
- Down
- Left
- Down
- Left
- Up
- Left
- Down
- Left
- Up
- Right
- Down
- Right

- Up
- Right

Get the Holy Circllet at the bottom of the room, then examine the holo machine on the right to snag the Elevator Key. Head out of the room, back to the beginning of the level. Go down the stairs and take the top path, then go in the door. At the top of the room is the elevator. Activate it with the key and go inside. Check out the Glowing circle and choose to go down. Walk all the way to the last warp portal. You end up at the Tower of Salvation. Now after a scene you have to fight Yggdrasil.

BOSS BATTLE: YGGDRASILL

Just survive for a certain amount of time. Save all your important expensive potions for later, and just attack him long enough to get a scene.

After the scene, you are warped to Altessa's House.

Chapter Thirteen: Decisions for the Future - {4K0}

Altessa's House - {4K1}

Watch the super long scene. With the girl, the recovery, and Zelos and his food. During the scene, Lloyd gets sleepy. Goes to bed, gets woken up by Yuan and now we have a very long and interesting scene I am itching to spoil, but will stop myself for the good of the story.

After the scene, talk to everyone around here. Yuan, Tabatha and Raine/Altessa and Colette. Yuan will have to evacuate the Renegades before they are all slaughtered, so he has to leave. In the morning, Raine says you should seek a doctor. Sheena knows of one in Flanoir, lets go check him out.

Flanoir - {4K2}

As you enter, there is a scene with Zelos missing. Head to the right path and go. He is waiting outside, mumbling to himself about Aonis. He tells you to hurry up and go inside. You enter and have a chat with the doc. He takes an escort of four people who like you the least.

Decide now, do I want Kratos or Zelos back in my party. The logical choice would be Zelos, if you played as him especially. As he has better techs by now. But if you must, take Kratos.

Heres what you do, people come to your door. If you want Zelos, go out with one of the party members. Usually mine is _____, Colette and Genis. If you want to keep Kratos, reject all of them. Then you hear a voice outside and you get a Locket. Thats great. Really. The person you choose (If it is Zelos you wanted) will be a bigger part later on. Now after the scene, you can go back to the third sword dancer battle in the Iselia Forest. Woohooo.

BOSS BATTLE: SWORD DANCER 3

He has a lot of health and Indignation, which note now will devastate you. Save Unison attacks for when he casts that. He is powerful. Disable all healing spells on Raine except for Revitalize and have Genis pound him with powerful spells. Lloyd and Zelos can take him together. Try to have Lloyd go "1, 2, 3, 4" and Zelos then to come in with his "1, 2, 3, 4, 5, 6" EX Skill Slasher strike. Then have Lloyd take over. This will delay the attacker from as long as possible and hopefully bring up your Unison Meter. I hope you brought maximum of Life Bottles and the 60% items. All-Divides will help you a lot, and having some

Energy Tablets will help you heal from multi party member strikes. Elixirs should be saved for single members with no TP or HP. Don't worry for Lloyd and Zelos about TP, just whack away with the most powerful combos ever. Another trick, is that if he uses Indignation, quickly equip all of the Lightning equipment on all your characters. This will save some health from being chipped off.

Now we can go to the Tower of Salvation and invade Cruxis ourselves.

Tower of Salvation - {4K3}

Try to climb up the stairwell. You can't! Luckily Yuan is here to bust your ass out as usual. In the cave he takes you to, use the refreshers and go into the Warp Portal. You are in the Tower of Salvation. Zelos says he has a plan for the Eternal Sword. Uh oh, he turns bad and Colette is taken. Now if you went for Zelos, then read the paragraph below. If not, and you wanted Kratos, Control+F search {3K5} and read the Kratos battle section. Cause you'd be fighting Zelos.

BOSS BATTLE: GATEKEEPER

Eliminate the annoying Angel guards. They have little less than half of the HP the boss has. Then for Gatekeeper, he is a huge wimp. He is impervious to shock from the blades, but that can be fixed with some upward cuts. It's not like it's going to be a problem. Especially if you just beat Sword Dancer 3. Then this guy sucks eggs. After the fight, you use the warp portal to get to the remnants of the Giant Tree place o.o.

Move forwards, burning the branches. Enter the door at the end of the path. Jump onto the bridge in the center. Get the Diamond Shell from the chest, then climb the steps. Jump on the platform again, then run across. You are at the other side. Run into the door. Go south and head right at the fork. Get the Ogre Ax, Southern Cross and Hanuman's Staff. Go back and take the upper path at the fork. Continue down until you get to the stairs.

Go left and open the door by examining the control panel. Go back to the stairs and use the path that goes up and down. Go down for a Heavenly Robe, then go up and burn the branches for some Energy Tablets. Go right and at the next fork you should go up. Get the EX Gem Lv4 and Star Mail from the chest, then take the other door. Open the chest to get a Phoenix Cloak, then burn the branches holding the rock up three times.

Go all the way to the door you opened earlier. Enter the boulder room. You can jump at even level now, then run up to the upper path. Get the Star Guard before. Enter the Warp Portal. You have a short scene where Regal leaves the party to save your asses. Oh, and a battle.

Save and there is a shop to the bottom, along with a Shaman Dress chest. Go up to get an EX Gem Lv3. Then take the warp portal (When you find it). Now Sheena leaves you. Le Gaspe!

Go up and right, then go down to the debris, a Star Helm is hidden there. Then head down and you can get to a Teleport. Now you have a long scene with Raine getting you through a door. Two or Three easy fights come along with this, but nothing bad. After this, you don't get Raine in party anymore. Better to avoid most fights now.

Run around in here until you find the Star Shield and the warp portal. Then go over to the closed door. Now Presea is going inside, opens the door, which starts to close down. She stalls it with her axe, then you run. She is trapped. Now It is just you and your good bud Genis!

Next part, run around for a Star Circlet, EX Gem Lv3 and a Star Gauntlet. Find the warp portal. In the next area, get the EX Gem Lv2 and Star Bracelet. Cool. Then watch the scene with Genis leaving you. Yay. Now get the Spirit Bottle and the EX Gem Lv4. Then save. Use the warp portal, then watch Lloyd run down the path, avoiding the arrows. If you agreed to go outside with Colette, her lucky bunny thing you got will save your life. Save here and then examine the pin at the top of the wall.

Cool. Colette is in a weird machine getting transferred with Martel. Yggdrasill and Pronyma are hanging out. But a few "Dun, dun dun dun, dun, dun dun dun dun DUN dun Dun dunnnnnnnnnnns" later and your party shows up. Reorganize and fight Pronyma!

BOSS BATTLE: PRONYMA

This battle is much like the past against her. Defeat the angel croonies first, then go after her. She has some strong spells, but rarely casts them. She sometimes never blocks, and you should save one of your Unison Attacks for the battle after this.

After you are dead, Colette comes out of the machine. If you set her with the swimsuit, there will be a perverted moment. *Cough cough to the members of GameFAQs that are perverted, 95%*. She (Martel) rejects Mithos. BAM. Cool. Now it is finally time to waste him.

BOSS BATTLE: YGGDRASILL

Time to test yourself against the 40Kness of doom. If you beat the Sword Danser or have done the Devils Arm's quest without me, then you will have no problem with him. Just note now, he has two very strong attacks, and some other ones. Judgement will hurt, and Death Eater is like a weaker version of it that is quicker. Outburst will knock you back. His Acid Rain also has some negative status effects. Use Unison Attacks to interrupt his spells and ram at him. Eventually he is downed.

Cool, another scene! After this is over, go to Heimdall.

Heimdall - {4K4}

Wow a long scene will come shortly. You can run around town talking to the other party members. But be sure to stock up on items. When you are ready to snooze, talk with Colette. During the night, you have a scene. The person you walked out with in Flanoir will show up at your door, and you walk with them. Somehow you end up going on a journey to get all the Exspheres with them. Dang.

In the morning, go to the screen that the Elder's Hut is on. He is outside. There is a scene with him, and the Torent Forest is directly above him at the gate, so enter it.

Torent Forest - {4K5}

This place is a nice place. Just note now, that if you get lost, shoot the stumps. The animals guide you. So follow the first one to the next screen. Here you also have to use the stump. There is an Acalanatha and an Angels Tear in this area. Next area, take the middle fork and find the animal again. Follow him. Run around until you find a save point (if you have the memory gem). Take the south path on path leading there and go right, you can get some items behind the waterfall. Go back to the fork and go left, then follow the animal.

Take the right path in the next area, then follow the animal. You have a scene with Lloyd and Kratos. You now have to fight him, alone. I hope you have a PHD with Lloyd.

BOSS BATTLE: KRATOS

This is more or less an arena battle, with a few differences. You can use items but there is no party. So you are alone. I recommend using the best Tempest and Sword Rain attacks you have in a four hit combo plus attacks. It adds in some hits to him to increase damage output. His only real hard attacks are the Lightning Blades. Which can be blocked easily. Keep an eye on HP and replenish with those Gels I told you to get in Heimdall. He also uses Grave a lot. But it should just be dodged by moving out of the way.

After the battle, Kratos releases the seal. Yuan runs over and "Gives him some of his mana". LOL. It sounds wrong. *Ahem*. Origin comes, and you want a pact. He doesn't want to pact. After a scene, you fight him.

BOSS BATTLE: ORIGIN

Lloyd, Sheena, Genis and Raine should be something like your party. Genis can elementally knock him up, then you and Sheena can get close and fight him. Raine's priority is to heal, not to fight. If you get Sheena into Overlimit, go insane and Summon some crap to beat the pulp out of him. It really isn't as hard as the Mithos Battle, so you shouldn't have too many problems. Just stop his magic as much as possible.

*****SPOILERS*****

Mithos comes out of the Cruxis Crystal and inhabits the member of the party you agreed to save the world with. LOL. How pointless. He runs away and will destroy the Tower of Salvation. Now you have to evacuate the elves.

Chapter Fourteen: Dawn of a New Age - {5K0}

Heimdall - {5K1}

Start by saving the elf to the left. Then go back to the exit to the Ymir Forest. Save the two elves there, then run back to the elder's house. He leaves after you saved everyone, then you should get out yourself. Now leave the town, go to the Tethe'alla Base and warp to Sylvarant, we are visiting Dirk.

Dirk's House - {5K2}

Enter the house and talk to Dirk. After the scene, you get the Material Blade and the Pact Ring. The Blade is probably useless already, if you fought the Sword Dancer. If not, you will eventually pick up a better weapon. LOL. So now, head to the Tower of Salvation.

Tower of Salvation - {5K3}

Go into the broken seal room and examine the Eternal Sword. Lloyd gets it and you warp to Derris Kharlan. But first, you get the title of "Eternal Swordsman" which is really strong. Yipee. Now welcome to Derris Kharlan. Please enjoy your stay, and spend some time at the pool. But ignore the enemies, they will only harm you.

Derris Kharlan - {5K4}

Please note now, this is closing in on the Final Battle. I won't be covering the items from this place, so you might want to check out another FAQ to learn about them. The walkthrough and game is slowly coming to a close and there is just too much stuff to cover.

Walk up the path and take the one heading up. Move into the center path and then go to the next area. Walk along the path, taking left or right. It all ends up in the same place. Each side has an EX Gem in the next area. After, go until you see the Green Panel emblazened with an Emblem. Step on it. OH NO! The party is goneeeeeeeeeee. Including Zelos, who we recently reaquired. But he does mention to you to get the Derris Emblem.

Move forward and you get the member of the party who was possessed back. You can warp with the weird symbol on the ground. Then end up in Welgaia!

Welgaia - {5K5}

Start by walking over to the information terminal place. Start heading for the emergency exit you took before, but use an elevator down, then watch the scene. The half elves will be there (Genis and Raine, but Collete will have replaced one if you had one out in Flanoir). After the scene. You get the two back and now have a full party of four. Examine the mirror afterwards to have a fight against an enemy. The enemy is easy, and looks exactly like the very last boss battle will.

Now head over to the building where you got the Mana Fragment. There is another scene where you learn about the values of Sheena and Zelos, if one of them went out, Colette replaces them. After the scene, examine the colored floorbit and fight another one of the monsters. This time you have an even bigger party selection. Now head to the prison cells below. Go to the one with Regal and Presea.

After the scene, you get them back. As usual, if one came out, Colette replaces them. Examine the blood of Lloyd and you get to fight a third monster. Defeat him like the others, then go back to the main Welgaia path. Where you came from Derris Kharlan. Walk into the glowing thing towards the teleporter. You get the Derris Emblem. At this point, you should head back into Derris Kharlan and into the worlds of Sylvarant and Tethe'alla to finish the side quests and stuff you can do to get a better file. If not, skip the next section and go into the Vinheim walkthrough. (5K7)

Things to Finish Up - {5K6}

We have a number of Side Quests to finish up now. I will point you to each quest, and you can use my side quest subsection to solve them all.

First of all, head to Meltokio. Enter the Slums. A kid runs along. Do the "Katz Katz Katz" sidequest. Then go into the castle and start the "Princess Guard" sidequest. Now go to Altamira and do the "Lost Kids". Then go to the Hot Spring and watch the event. You can also see it in the Side Quest Section. Go to Heimdall for the Mana Master Side Quest. Then go to Mizuho and do the Kuchinawa quest. Then the "Successor" Quest. Next you have to do the Masked Swordsman, Dream Traveler, Colette the Maid, Maiden, Arrggh Me Hearties, and finish up all the recipes. Then go and save Clara (Side Quest). Now, you have to rebuild Luin.

Go to Flanoir and read the instructions in the Side Quests to get the Devils Arm's Side Quest completed. Last Quest is Maxwell the Matter Master Summon Spirit. There are a good 17 or so quests to finish up before we fight Mithos for the final time, so have fun.

Vinheim - {5K7}

Once you are done the questing, go to the giant teleporter in Welgaia, this takes you to Vinheim. Now there are a ton of items to collect in this area, but

like I said before. I'm just covering the walkthrough from now on. This may include the items in the future, but not now.

Go up the steps and talk to the dragon. Tell him you are ready. Now fight the Gatekeeper.

BOSS BATTLE: DARK DRAGON

This is easy. Just attack him like you are on a combo run only with strong weapons and he will cringe. Anything goes in this battle. After you defeat him, you get a Vinheim Key.

Now, if you are sure you are going to beat the game now, enter the door. If you don't think you are finished, leave Vinheim and finish up whatever is necessary to do. Anyway, once you are inside. Watch the scene and warp.

End Game: Victory For a New World!

BOSS BATTLE: MITHOS

Take away all of Genis's Spells except for the strongest of each category, and Raine should only have Revitalize and her attacking spells equipped. This fight can be hard. His Holy Lance spell will reap anyone who is caught in it. Death Eater causes quick Judgement rays and hurts, then Judgement itself is terrible. Acid Rain will make your units have screwed statuses. So be sure you have all the items to use as you attack him. He has 15K more health than he did before, so watch out!

You have to fight his second form.

BOSS BATTLE: MITHOS #2

Mithos has 5000 more HP than he did last time, but this battle is much easier. Mithos loses almost all of his spells except for Judgement, and is very prone to some Tempest attacks. So use those. Raine should be ready to heal if you take ANY damage, items will be lower than you had last fight, so that might pose a slight issue. All Divides can help you. Watch out for his frontline attacks and he does take some health from you.

After this fight, you have won the game! Congratulations! Watch the fun scenes!

NOTICE: After this part, the guide is mostly random ASCII crap that is yet to be filled in. Yeah, I know. I am lazy. Sue me. But send in some crap whydoncha? Help me finish the FAQ. You will get credited.

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-----Side Quests-----
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Quest: Collete's a Dog Lover

Prize: Collete's "Dog Namer" Title

How to Do: In the various towns of the world, Colette can be set as your avatar and talk to the dogs to give them names. If you name all 30 something dogs, she gets a shiny title to go with it.

Quest: Katz Katz Katz

Prize: Genis's "Katz Katz Katz" Title/Costume

How to Do: Go to Meltokio Slums, Genis sees a boy chasing a Katz, he talks to him and says he wants to get Katz to see his grandpa. Go to the Meltokio Item Shop Katz and talk to them. They say to find the elder Katz. Fly to the Katz Island in Sylvarant and talk to the elder there. He gives Genis a Katz suit. Genis wears it, then go back to the slums and watch the scene. At the end,

Genis gets his costume.

Quest: Devil's Arms

Prizes: The Devil's Arms Weapons, Presea's "Empty Soul" Title

How to Do: Here are step by step instructions to getting all the Devil's Arms.

1. Examine the wreckage of the Bacura to get Colette's Devil's Arm.
2. Talk to Abyssion in Flanoir to learn about the Arms. He also gives you a key and Lloyd's Devil's Arm.
3. Get the next one in Altamira, at night time talk to the man on the bridge at the Casino area.
4. Get the Devil's Arm from the chest in the Temple of Earth after you have all of the gnomes back
5. Get the one in the Gaoracchia Forest.
6. Go to Triet. Talk to the man next to the Vendor as you enter, then talk to the man next to the Oasis. Go outside and walk into the event circle. Defeat the Sand Worm and you get a Devil's Arm with it.
7. Get the one from the Latheon Gorge
8. The next one is in Welgaia, in the building with the elevator.
9. Talk to Abyssion in Flanoir, then go to the Hakonesia Peak and talk to Koton to get the last Devil's Arm.

Now we should gather all of the weapons of each element that we can.

Go to the Seal Room in the Temple of Darkness and watch the event. Now we can fight Abyssion.

BOSS BATTLE: ABYSSION

This battle is the hardest in the game. Abyssion has attacks from almost all the characters. He also has a ton of weapons. Here's what you do to minimize damage, if he uses a water attack, switch the weapon of all your characters to water element. This nullifies most damage dealt to you. Use an All Divide as a major tool. Item such as Energy Tablets will help a lot. As they heal. He also carries spells such as Indignation and Meteor Storm. With some Angel techs to make this even harder. Using Unison Attacks will stop his spells. He also is a smaller target. I don't think you should be here unless you are level 85+, as I had some trouble at level 96. Life Bottles should be stocked to a max. Raine also should have Revitalize as her only spell. It will help greatly. Genis should have his strongest spells on only. No Eruption, just Explosion. Stuff like that. This will give him a lot of damage. Lloyd's Sword Rain attacks function well. Zelos or Kratos should have a main job of helping Lloyd, and Healing When needed. Genis should stick with the Magic Job, so Kratos and Zelos don't need to use Air Thrust, Thunder Blade and Eruption.

After you win, Presea gets the Title of Empty Soul and you have the Devil's Arm weapons. Each one gets a little stronger after you kill an enemy. Inheriting Battle Data at the Grade Shop allows you to keep the power each playthrough.

Quest: Colette's Waitress Duties

Prizes: Colette's "Turbo Waitress" Title, and some Gald

What to Do: Go to the Palmacosta academy and enter the Cafeteria. Talk to the cook with Colette as your display character. The man asks you if you want to be a waitress. If you accept, you get to play a mini game. First of all, you have to write down the orders. So if they order "2 Oriental Rice" I would write down on a piece of paper "2 OR". After all are written down, look at the people who ordered them and write down a feature, such as hair color and glasses/no. Then give the chef the orders and deliver them. At the end, depending on how well you did, you get some Gald. You also get the title of "Turbo Waitress" for Colette.

Quest: Rebuilding Luin

Prizes: Luin is rebuilt with new shops and items

What to Do: First, Pietro must be healed, and after a certain time, he will be in Luin. You have to donate him cash to have him rebuild Luin. You must give it to him in small doses, and leave town and come back inbetween the donations. The shops will sell the second best weapon for each character after you get it so that the whole place is almost fully built. Here are the donation amounts needed to do each time:

- Donate 5,000 Gald
- Donate 12,000 Gald
- Donate 21,500 Gald
- Donate 15,000 Gald
- Donate 20,000 Gald
- Donate 25,000 Gald
- Donate 35,000 Gald
- Donate 40,000 Gald
- Donate 45,000 Gald
- Donate 50,000 Gald
- Donate 75,000 Gald
- Donate 100,000 Gald
- Donate 5,000 Gald
- Donate 5,000 Gald
- Donate 5,000 Gald

Total Donations: 458,500 Gald

After the 12th donation, the city is fully remade. But the last three can be added to have Statues put up of Raine, Sheena and Lloyd. Cool.

Quest: Mana Master

Prize: Genis's Meteor Storm tech, Genis's "Mana Master" Title

How to Do: Go back to Heimdall after you have the Derris Emblem and walk over to the bench area. You have a scene where an Elf Challenges Genis, he agrees and the lady teaches him the Meteor Storm technique, and you get the "Mana Master" title.

Quest: Saving Clara

Prize: None

How to Do: Go to Izoold and step on the beach area (after the Flanoir Doctor scenes). Watch the scene and choose to save Clara, Dorr's wife. Clara is healed and you now have this off of your concious mind.

INCOMPLETE

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-----Weapons/Armor-----
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-----EX Skills-----

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-Lloyd-

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| Lv1 Skills |
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Name: Strong
Type: S
Effect: 5% Strength added

Name: Tought
Type: S
Effect: 5% Defence Added

Name: Taunt
Type: T
Effect: Press "Z" to raise U. Attack Gauge

Name: Sharp-Eyed
Type: T
Effect: 10% Accuracy Added

o-----o
| Lv2 Skills |
o-----o

Name: Dodge
Type: T

Effect: 5% Evasion added

Name: Dash

Type: T

Effect: 10% Battle Speed added

Name: Vitality

Type: S

Effect: 5% HP Added

Name: Personal

Type: S

Effect: Doubles walking speed in dungeons and towns.

o-----o

| Lv3 Skills |

o-----o

Name: Eternal

Type: S

Effect: Combine this with other skills for compound EX Skills

Name: Spirit

Type: T

Effect: 5% TP Added

Name: Add Combo

Type: T

Effect: Four Strikes instead of Three (A Button)

Name: Guard Plus

Type: S

Effect: Damage during guarding is reduced

o-----o

| Lv4 Skills |

o-----o

Name: Immunity

Type: S

Effect: Sometimes you don't get status effects when you normally do.

Name: Sky Combo

Type: T

Effect: More midair attack combos by one.

Name: Ability Plus

Type: S

Effect: Able to link two Techs of any level.

Name: Follow Up

Type: T

Effect: Increases time an enemy staggers after a blow.

-Colette-

o-----o

| Lv1 Skills |

o-----o

Name: Strong
Type: S
Effect: 5% Strength added

Name: Tough
Type: S
Effect: 5% Defence Added

Name: Taunt
Type: T
Effect: Press "Z" to raise U. Attack Gauge

Name: Sharp-Eyed
Type: T
Effect: 10% Accuracy Added

Name:
Type:
Effect:

o-----o
| Lv2 Skills |
o-----o

Name: Dodge
Type: T
Effect: 5% Evasion added

Name: Magical
Type: T
Effect: Spells are 5% more powerful

Name: Vitality
Type: S
Effect: 5% HP Added

Name: Personal
Type: S
Effect: Holy Bottles last longer

o-----o
| Lv3 Skills |
o-----o

Name: Eternal
Type: S
Effect: Combine this with other skills for compound EX Skills.

Name: Spirit
Type: T
Effect: 5% TP Added.

Name: Lucky
Type: T
Effect: Luck goes up 5%.

Name: Guard Plus
Type: S
Effect: Damage during guarding is reduced.

o-----o
| Lv4 Skills |
o-----o

Name: Immunity

Type: S

Effect: Sometimes you are immune to status effects from enemy attacks.

Name: Stat Bost

Type: T

Effect: Increases effect of healing and status boosting spells.

Name: Angel Song

Type: S

Effect: Less time is taken to cast angel spells.

Name: Sky Combo

Type: T

Effect: You get another attack when you strike in the air.

INCOMPLETE

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-----Cooking-----

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Cooking isn't the greatest thing in the world, but it will help you keep your Health and Technique points up. There are multiple functions of recipes, which will be covered later. However, you cannot experimentally cook, you have to have the recipe and all of the required ingredients. To learn a recipe, you have to find the Wonder Chef. The Wonder Chef is located in many locations in both worlds. Whenever you find him, he gives you a new recipe and also the ingredients for that recipe. The locations of the Wonder Chef are located in the main walkthrough and in this section.

Cooking doesn't always succeed, you can fail the recipe. Depending on the skill level of the cook, there will be more stars for you to fill. To fill a star, successfully make the recipe many times. Once the stars are filled, you will not fail the recipe ever again with that character. The number of stars might be lower for Raine, but there is a greater chance you fail the recipe. But Genis for instance, he has a ton of stars to fill but he succeeds more often.

There are certain parts of a recipe: The required ingredients, additional ingredients and the actual recipe itself. The recipe's effectiveness is decided by the amount of ingredients put in. However, the more ingredients, the harder it is to make. Here is an alphabetical list of ingredients.

Name: Amango

Type: Fruit/Vegetables

Price: None

Name: Apple

Type: Fruit/Vegetables

Price: 60G

Name: Banana

Type: Fruit/Vegetables

Price: 60G

Name: Barley Rice

Type: Grains
Price: 60G

Name: Beef
Type: Meat
Price: 140G

Name: Beef Strips
Type: Meat
Price: 80G

Name: Bell Pepper
Type: Fruits/Vegetables
Price: 80G

Name: Black Satay
Type: Other
Price: 200G

Name: Bread
Type: Grains
Price: 70G

Name: Cabbage
Type: Fruit/Vegetable
Price: 60G

Name: Carrot
Type: Fruit/Vegetable
Price: 60G

Name: Cheese
Type: Other
Price: 60G

Name: Chicken
Type: Meat
Price: 120G

Name: Cod
Type: Fish
Price: 110G

Name: Cucumber
Type: Fruit/Vegetable
Price: 70G

Name: Egg
Type: Other
Price: 50G

Name: Grapes
Type: Fruit/Vegetable
Price: 70G

Name: Kelp
Type: Other
Price: 40G

Name: Kirima

Type: Fruit/Vegetable
Price: None

Name: Konjac
Type: Other
Price: 60G

Name: Lemon
Type: Fruit/Vegetable
Price: 60G

Name: Lettuce
Type: Fruit/Vegetable
Price: 80G

Name: Melon
Type: Fruit/Vegetable
Price: 100G

Name: Milk
Type: Other
Price: 50G

Name: Miso
Type: Other
Price: 60G

Name: Mushroom
Type: Fruit/Vegetable (Actually a Fungi)
Price: 60G

RECIPES

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Optional Ingredients:
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-----Titles/Costumes-----
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-----Enemies-----

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-Attack-----|Location:-----
-Defence-----|Element:-----
+-----+
-Monster #:-----|Monster Type:-----
-HP:-----|Dropped Item(s):-----
-TP:-----|Stolen Item(s):-----
-Experience:-----|Strong Against:-----
-Gald-----|Weak Against:-----
-Attack-----|Location:-----
-Defence-----|Element:-----
+-----+
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-Gald-----|Weak Against:-----
-Attack-----|Location:-----
-Defence-----|Element:-----
+-----+
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-TP:-----|Stolen Item(s):-----
-Experience:-----|Strong Against:-----
-Gald-----|Weak Against:-----
-Attack-----|Location:-----
-Defence-----|Element:-----
+-----+
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-----Credits/Closing-----
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Readers:
Newtype06

Other FAQs:

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A I e x's FAQ/Walkthrough