

Blazing Souls Accelate Break Mechanics FAQ

by THE_SQUIREL

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Blazing Souls Accelate - Break Mechanics & True Route FAQ

Version 1.6

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| 1. Introduction [int]/
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Well first of all, this is my first FAQ, so it may have a lot of flaws, but I will try my best to make a good work. Also, English is not my first language, so it may have some typos along the way.

This FAQ is for Blazing Souls Accelate, a great game for Sony PSP, with a lot of information available around but difficult to find. I started playing and was curious about how break mechanics worked, and decided to list everything I learned about it. It turned the gameplay very interesting, trying to exploit enemy weaknesses to do the most damage. Hope it helps you guys too!

ALL OF THE INFORMATION IN THIS GUIDE WAS DISCOVERED BY TRIAL AND ERROR.
I DON'T HAVE HACKING SKILLS, SO I TESTED EVERY ENEMY. THIS MEANS THAT SOME
VALUES MAY BE A LITTLE OFF, SO FEEL FREE TO E-MAIL ME ABOUT CORRECTIONS.
ALTHOUGH MAYBE NOT EXACT, EVERY BREAK VALUE IS THE MINIMUM DAMAGE TO BREAK
ENEMIES, SO IT SHOULD PROVE EFFECTIVE.

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| 2. BREAK MECHANICS [mch]/
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Break is a very important aspect of BSA's gameplay, as it usually brings to
surface the true power of skills (BREAK ARTS), always dealing more damage, and
often increasing the number of hits, adding more damage to the next skill.

There are three things that influence break: ENEMY, WEAPON and SKILL

ENEMIES:

- Every enemy has a Break meter, shown only when it receives an attack
- When using an AOE skill targeting more than one enemy, the game shows only
one enemy break bar AT RANDOM
- When targeting more than one enemy, Break Arts will trigger if you break
at least one of them, regardless of the bar shown
- Every enemy has its own BREAK DEFENSE (type and value)
- Break types are: Destroy, Impact and Penetrate
- Break values are variable for each enemy
- Low level enemies usually have lower break values; Bosses usually have very
high values (more than 2000)
- Break Value varies based on the level of the enemy
- Each monster "family" has a break type (Big eye, Familiar and Demon's Eye
are all weak to Penetrate)

WEAPONS

- Each weapon have its own break type and value (usually 170-207 at Lv5)
listed on the weapon's status screen
- Every Skill used while equipping that weapon adds this value to break damage,
if the enemy is weak to its element (EX.: a weapon with Destroy 170 using
Rush (Penetrate skill) will cause 170 break damage on an enemy weak to
Destroy.
- If both the skill and weapon have the same break type, the values are added
to calculate break damage

SKILLS:

- Every skill (except for monster skills) have a break type and value
- Every type of skill (General, Power, Combo, etc.) have a break type
- Every element (Fire, Ice, Void, etc) have a break type
- Monster Skills use only the Break Value of the weapon
- Some skills have HIGH break values - (ex.: Mirage Force=840)
- The number of hits listed in the skill description refers to the number of
hits of BREAK ARTS
- There are skills that goes from worthless to killer machines on break
- SP 4 skills (and some Lv3) are way more than 999 break, as listed on their
status screen

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| 3. BREAKING ENEMIES [brk]/
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When you attack an enemy, his Health Bar appears on the upper part of screen,

in yellow/red colors.

Just below it, in green/blue colors is the BREAK METER. When you attack an enemy with his break weakness, this bar will start decreasing. If it depletes completely, the enemy is in "BREAK" STATUS.

If you use HOLD or CHARGE to chain attacks, the attack causing BREAK and the next attacks become stronger, gaining more hits and/or power.

Using this FAQ, you will have access to every enemy break Type and Defense, So you can choose your attacks to maximize damage done.

***** Example: <http://youtu.be/ifm-NqmzWcw> *****

Kaiser Slime is weak to PENETRATE. Its BREAK DEFENSE is 1750

If you attack with Zelos on Infiniti core with Revolver Cannon (Penetrate 170):

```

-MIRAGE FORCE (840 PENETRATE) +170 WEAPON = 1010 ( 3 hits)
-MIRAGE FORCE (840 PENETRATE) +170 WEAPON = 2020 *BREAKS* (+12 hits)
-GRAND BLASTER
(POWER ATTACK, METEOR IMPACT, GORE CRUSH) = BROKEN (+11 hits on break)

```

The first Mirage Force (before breaking) does an average ~2500 damage per hit, 3 hits total. The second breaks the enemy, doing 1x 15000 and 11x 7500. Next, Grand Blaster does 30000/hit and gets three extra hits in the end, 90000 each.

Can you see how cool and powerful are BREAK ARTS?

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| 4. SKILL LIST [skl]/
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Notes on Break/AP:

The "+" signals, means that the skill has the best break damage/AP ratio on that SKILL type (general, combo, dark, etc.)

The "!" signals, means that the skill has the best break damage/AP ratio on that BREAK type (DESTROY, PENETRATE AND IMPACT)

GENERAL	BREAK VALUE	HITS		AP	BREAK/AP
		NORMAL	BREAK		
Attack	DESTROY 75	01	03	03	25
Double Edge	DESTROY 50	02	02	03	16.7
Square Cross	DESTROY 210	04	07	06	35
Solid Caliber	DESTROY 370	06	06	09	41.1 +++
Execution	DESTROY 530	08	12	13	40.7

POWER	BREAK VALUE	HITS		AP	BREAK/AP
		NORMAL	BREAK		
Power Attack	DESTROY 60	01	03	04	15
Burst Hit	DESTROY 90	01	01	04	22.5
Meteor Impact	DESTROY 230	03	05	07	32.8
Deadly Blow	DESTROY 420	03	03	11	38.1
Gore Crush	DESTROY 700	03	05	14	50 +++++

COMBO	BREAK VALUE	HITS		AP	BREAK/AP
		NORMAL	BREAK		

Rush	PENETRATE	50	04	06	03	16.7
Rapid Move	PENETRATE	50	06	06	04	12.5
Rush Beat	PENETRATE	210	06	08	06	35
Shadow Sting	PENETRATE	370	15	15	10	37
Accel Rave	PENETRATE	530	16	21	14	37.8 +++

HITS

SPECIAL	BREAK VALUE	NORMAL	BREAK	AP	BREAK/AP
Trick Hit	PENETRATE 50	03	03	03	16.7
Merciful Strike	PENETRATE 50	01	01	04	12.5
Steal	PENETRATE 50	00	00	05	10
Invisible Stab	PENETRATE 210	06	08	07	30
Mirage Force	PENETRATE 840	03	12	06	140 !!!!
Luihe Quan	PENETRATE 530	07	12	13	40.7

HITS

IMPACT	BREAK VALUE	NORMAL	BREAK	AP	BREAK/AP
Blast	IMPACT 65	01	01	03	21.6
Sonic Wave	IMPACT 50	01	02	03	25
Brandish	IMPACT 210	01	01	07	30
Vorpal Buster	IMPACT 440	03	03	11	40
Genesis End	IMPACT 620	04	09	12	51.6 !!!

HITS

FIRE	BREAK VALUE	NORMAL	BREAK	AP	BREAK/AP
Fire	DESTROY 60	01	01	03	20
Fireball	DESTROY 210	03	04	07	30
Crimson Edge	DESTROY 400	05	05	11	36.3
Chaos Flare	DESTROY 730	01	01	10	73 !!!!!
Explosion	DESTROY 530	01	01	14	37.8

HITS

ICE	BREAK VALUE	NORMAL	BREAK	AP	BREAK/AP
Ice Needle	PENETRATE 50	03	03	03	16.7
Glacier	PENETRATE 210	03	05	06	35
Blizzard	PENETRATE 370	04	04	10	37
Avalanche	PENETRATE 530	05	05	14	37.8 +++

HITS

LIGHTNING	BREAK VALUE	NORMAL	BREAK	AP	BREAK/AP
Bolt	PENETRATE 50	03	04	03	16.7
Spark Shot	PENETRATE 210	08	12	06	17.5
Lightning	PENETRATE 400	01	01	10	40 +++++
Thunder Storm	PENETRATE 530	14	17	15	35.3

HITS

WIND	BREAK VALUE	NORMAL	BREAK	AP	BREAK/AP
Wind	IMPACT 50	01	01	04	12.5
Storm	IMPACT 210	03	03	07	30
Tornado	IMPACT 370	06	08	09	41.1 +++
Cyclone	IMPACT 530	10	13	15	35.3

HITS

EARTH	BREAK VALUE	NORMAL	BREAK	AP	BREAK/AP
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Earth Needle	IMPACT 50	03	03	03	16.7
Temperor	IMPACT 210	06	06	06	35
Stone Shower	IMPACT 370	01	01	10	37
Earthquake	IMPACT 550	05	05	14	39.2 +++

HITS

DARK	BREAK VALUE	NORMAL	BREAK	AP	BREAK/AP
Black Mist	DESTROY 50	01	01	03	16.7
Drain Energy	DESTROY 210	01	01	06	35
Dark Flame	DESTROY 210	03	03	07	30
Dark Ray	DESTROY 370	03	04	09	41.1 +++
Grand Cross	DESTROY 530	05	05	14	35.3

HITS

HOLY	BREAK VALUE	NORMAL	BREAK	AP	BREAK/AP
Ascension	IMPACT 50	01	01	03	16.7
Ascension+	IMPACT 210	03	03	07	30
Ray	IMPACT 370	03	04	09	41.1 +++
Ars Nova	IMPACT 530	01	01	14	35.3

HITS

VOID	BREAK VALUE	NORMAL	BREAK	AP	BREAK/AP
Eclipse	DESTROY 75	01	01	03	25
Atomic Hole	DESTROY 230	05	07	06	38.3
Star Dust	DESTROY 460	05	07	11	41.8
Event Horizon	DESTROY 930	00	00	25	37.2
Pandemonium	DESTROY 777	01	01	16	48.5 +++

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 | 5. COMBINATION ATTACKS [cmb]/
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COMBO	BREAK	VALUE	SKILLS
Muspelheimer	DESTROY	100	Fire + Bolt
Icicle Edge	PENETRATE	100	Ice Needle + Wind
Lightning Flail	PENETRATE	100	Bolt + Earth Needle
Aerial	IMPACT	100	Wind + Fire
Double Needle	IMPACT	100	Earth Needle + Ice Needle
Fire Attack	DESTROY	100	Attack + Fire Power Attack + Fire Rush + Fire Trick Hit + Fire Blast + Fire
Ice Attack	PENETRATE	100	Attack + Ice Needle Power Attack + Ice Needle Rush + Ice Needle Trick Hit + Ice Needle

Blast+ Ice Needle

Lightning Attack	PENETRATE	100	Attack + Bolt Power Attack + Bolt Rush + Bolt Trick Hit + Bolt Blast + Bolt
Wind Attack	IMPACT	100	Attack + Wind Power Attack + Wind Rush + Wind Trick Hit + Wind Blast + Wind
Earth Attack	IMPACT	100	Attack + Earth Needle Power Attack + Earth Needle Rush + Earth Needle Trick Hit + Earth Needle Blast + Earth Needle
Dark Attack	DESTROY	100	Attack + Black Mist Power Attack + Black Mist Rush + Black Mist Trick Hit + Black Mist Blast + Black Mist
Holy Attack	IMPACT	100	Attack + Ascension Power Attack + Ascension Rush + Ascension Trick Hit + Ascension Blast + Ascension
Q Attack	DESTROY	100	Attack + Double Edge
Power Burst	DESTROY	100	Power Attack + Burst Hit
Rapid Stream	PENETRATE	100	Rush + Rapid Move
Snatch	PENETRATE	100	Trick Hit + Steal
Sonic Blast	IMPACT	100	Sonic Wave + Sonic Wave
Triple Sonic	DESTROY	100	Double Edge + Sonic Wave
Trick Punish	PENETRATE	100	Trick Hit + Rapid Move
Delta Attack	DESTROY	100	Power Attack + Attack
Square Cross	DESTROY	210	Attack + Attack
Rush Beat	PENETRATE	210	Rush + Rush
Invisible Stab	PENETRATE	210	Trick Hit + Trick Hit
Brandish	IMPACT	210	Blast + Sonic Wave
Fireball	DESTROY	210	Fire + Fire
Glacier	PENETRATE	210	Ice Needle + Ice Needle

Spark Shot	PENETRATE	210	Bolt + Bolt
Storm	IMPACT	210	Wind + Wind
Temperor	IMPACT	210	Earth Needle + Earth Needle
Dark Flame	DESTROY	210	Black Mist + Black Mist
Ascension+	IMPACT	210	Ascension + Ascension
Meteor Impact	DESTROY	230	Power Attack + Power Attack
Atomic Hole	DESTROY	230	Eclipse + Eclipse
Elemental Call	DESTROY	240	Fire + Ice Needle + Bolt + Wind + Earth Needle
Cross Edge	DESTROY	250	Double Edge + Square Cross
Accelate Blade	PENETRATE	250	Rapid Move + Rush Beat
Shell Bullet	DESTROY	310	Double Edge + Power Attack + Invisible Stab
Abominable Grave	IMPACT	310	Earth Needle + Temperor + Rapid Move
Deadly Flash	IMPACT	420	Brandish + Brandish
Holy Storm	IMPACT	420	Storm + Ascension+
Frozen Ray	PENETRATE	420	Glacier + Atomic Hole
Tetra Bolt	PENETRATE	420	Spark Shot + Temperor
Meteor Blow	DESTROY	580	Meteor Impact + Deadly Blow
Evil Omen	PENETRATE	580	Invisible Stab + Mirage Force
Thor's Hammer	PENETRATE	580	Brandish + Lightning
Dark Matter	DESTROY	620	Black Mist + Drain Energy + Dark Ray
Blood Siphon	DESTROY	620	Black Mist + Drain Energy + Deadly Blow
Crimson Cyclone	PENETRATE	740	Crimson Edge + Tornado
Arc Ray	DESTROY	740	Dark Ray + Ray
Frost Blaze	PENETRATE	740	Shadow Sting + Blizzard + Ice Needle
Crimson Attack	DESTROY	740	Solid Caliber + Crimson Edge Deadly Blow + Crimson Edge Shadow Sting + Crimson Edge Mirage Force + Crimson Edge Vorpall Buster + Crimson Edge
Icicle Attack	PENETRATE	740	Solid Caliber + Blizzard Deadly Blow + Blizzard Shadow Sting + Blizzard Mirage Force + Blizzard

Vorpal Buster + Blizzard

Thunder Attack	PENETRATE	740	Solid Caliber + Lightning Deadly Blow + Lightning Shadow Sting + Lightning Mirage Force + Lightning Vorpal Buster + Lightning
Storm Attack	IMPACT	740	Solid Caliber + Tornado Deadly Blow + Tornado Shadow Sting + Tornado Mirage Force + Tornado Vorpal Buster + Tornado
Gaia Attack	IMPACT	740	Solid Caliber + Stone Shower Deadly Blow + Stone Shower Shadow Sting + Stone Shower Mirage Force + Stone Shower Vorpal Buster + Stone Shower
Nightmare Attack	DESTROY	740	Solid Caliber + Dark Ray Deadly Blow + Dark Ray Shadow Sting + Dark Ray Mirage Force + Dark Ray Vorpal Buster + Dark Ray
Divine Attack	IMPACT	740	Solid Caliber + Ray Deadly Blow + Ray Shadow Sting + Ray Mirage Force + Ray Vorpal Buster + Ray
Cruel Force	DESTROY	780	Attack + Square Cross + Execution
Grand Blaster	DESTROY	780	Power Attack + Meteor Impact + Gore Crush
Fanatic Rave	PENETRATE	780	Rush + Rush Beat + Accel Rave
Stalker	PENETRATE	780	Trick Hit + Invisible Stab + Luihe Quan
Genesis Wave	IMPACT	780	Blast + Brandish + Genesis End
Vanishing Reaver	DESTROY	780	Eclipse + Atomic Hole + Pandomonium
Geo Jaeger	IMPACT	800	Glacier + Spark Shot + Tornado
Vortex Howl	DESTROY	800	Square Cross + Meteor Impact + Vorpal buster
Shadow Servant	PENETRATE	800	Rush Beat + Invisible Stab + Shadow Sting
Fire of Obliteration	DESTROY	800	Square Cross + Rush Beat + Fireball + Storm
Annihilation Spark	PENETRATE	860	Meteor Impact + Invisible Stab + Spark Shot + Temperor

Bloody Banquet	PENETRATE	860	Square Cross + Meteor Impact + Rush Beat + Invisible Stab
Chaos Nova	DESTROY	860	Solid Caliber + Chaos Flare
Hades	IMPACT	860	Cyclone + Mirage Force
Vertical Chaser	PENETRATE	1000	Trick Hit + Rush Beat + Deadly Blow + Execution
Prominence	DESTROY	1060	Explosion + Earthquake
Cold End	PENETRATE	1060	Avalanche + Cyclone
Photon Spark	PENETRATE	1060	Lightning Storm + Avalanche
Rising Storm	IMPACT	1060	Cyclone + Explosion
Calamity Storm	IMPACT	1060	Earthquake + Lightning Sorm
K' Tourga	DESTROY	1060	Pandemonium + Execution
Turbulence	PENETRATE	1100	Blizzard + Stone Shower + Star Dust
Abyss Sphere	DESTROY	1200	Black Mist + Dark Ray + Eclipse + Atomic Hole + Pandemonium
Angelic Scream	IMPACT	1300	Genesis End + Ascension + Ascension+ + Ars Nova
Inferno	DESTROY	1300	Fireball + Explosion + Lightning + Dark Flame + Atomic Hole
Judgement	IMPACT	1350	Ascension + Ray + Eclipse + Atomic Hole + Pandemonium
Heaven's Gate	IMPACT	1600	Black Mist +Grand Cross + Ascension + Ascension+ + Ray + Ars Nova
Gehenna	DESTROY	2000	Chaos Flare + Tornado + Dark Ray + Ray + Pandemonium
Annihilation Sphere	IMPACT	2000	Genesis End + Solid Caliber + Meteor Impact + Shadow Sting + Mirage Force
Chiliastic Genocide	DESTROY	2700	Execution + Gore Crush + Accel Rave + Luihe Quan + Genesis End
Absolute Terror	DESTROY	3000	Execution + Gore Crush + Luihe Quan + Grand Cross + Ars Nova + Pandemonium

CHARACTER SP COMBINATION ATTACKS (UNDER CONSTRUCTION)

=ARCANE FORCE ===== BREAK:-----
 ZELOS 3/4 + ADELLE 3
 Heaven's Drive Sakura Masque

=GATES TO SHEOL ===== BREAK:-----
 ARIA 4 + DUJA 3

Astral Fall Welcome to Sheol

=ANGEL DUST ===== BREAK:-----
NOEL 2 + ISAAC 2
Prism Feather Wings of Light

=ANGEL'S HALO ===== BREAK: IMP ==
FAIRUZA 3 + ISAAC 3
Newton's Bane Wings of Heaven

=CHAOS DRIVE ===== BREAK: DST 4000==
ZELOS 3/4 + NAIZ 3
Heaven's Drive G-Drive

=CHAOS BLADE ===== BREAK:-----
ZELOS 3/4 + DUJA 3
Heaven's Drive Welcome to Sheol

=GIGANTIC DRIVE ===== BREAK:-----
AL 4 + NAIZ 3
Holy Light Edge G-Drive

=GRAVITATION BOMB ===== BREAK:-----
KAYE 3 + VAUGHN 4
Energy Flare F-spike

=SOUTHERN CROSS ===== BREAK:-----
CARLA 4 + ISAAC 4
Icy Crystal Roar L-Judgement

=SATELLITE BOMB ===== BREAK:-----
AL 4 + NOEL 4
Holy Light Edge Spiral Flow

=PURGE ===== BREAK:-----
AL 3 + LEEZA 2
Demonic Barrage A-Derringer

=SOUL EATER ===== BREAK:-----
NAIZ 3 + SHIRO 4
G-Drive Funky Chicken

=SOUL SLAVE ===== BREAK:-----
ZELOS 3/4 + ARIA 3
Heaven's Drive Shine's Storm

=SOUL HUNT ===== BREAK:-----
CARLA 3 + BRIDGETTE 3
Diamond Dust Blood Harvest

=ZONA VERDE ===== BREAK:-----
NOEL 3 + ARIA 3
Resonance Wave Shine Storm

=DIVINE SLASH ===== BREAK: PNT 900==
NGUYEN 2 + ZELOS 1
Item Hunt Tri-Burst

=DEATH EDGE ===== BREAK:-----
KAYE 3 + NGUYEN 3

Energy Flare Quake Strike

=DEATH SPIRAL ===== BREAK:=====

LYDIA 4 + SCIORRA 4
Dragon's Fury Fiery Shock-strike

=CAT'S PAW ===== BREAK:=====

FAIRUZA 2 + SCIORRA 3
Seductive Eyes P-Blast

=PARTICLE STORM ===== BREAK:=====

KAYE 4 + BRIDGETTE 4
Lost Soul Astral Break

=BANISHING VERNA ===== BREAK:=====

NGUYEN 4 + DUJA 4
Eagles Dare F-Disaster

=BANISHING RAID ===== BREAK:=====

VAUGHN 2 + NGUYEN 3
Deadly Drive Quake Strike

=PHANTOM SLASH ===== BREAK:=====

FAIRUZA 4 + CARLA 4
F-Struggle Icy Crystal Roar

=PRISM DETECTOR ===== BREAK:=====

BRIDGETTE 3 + SCIORRA 3
Blood Harvest P-Blast

=PRISM SHOT ===== BREAK:=====

LEEZA 2 + BRIDGETTE 3
A-Derringer + Blood Harvest

=EVIL DRAGON: CARNAGE SWORD ===== BREAK:=====

ADELLE 4 + LYDIA 4
Flying Guillotine Dragon's Fury

=MEGA RAID BOMB ===== BREAK:=====

LYDIA 1 + VAUGHN 2
Waterfall Deadly Drive

=LIFE STREAM ===== BREAK:=====

ISAAC 3 + ARIA 3
Wings of Heaven Shine Storm

=FINAL BARRAGE ===== BREAK:=====

NAIZ 3 + LEEZA 4
G-Drive F-Strike

=LOST INFERNO ===== BREAK:=====

ADELLE 3 + ARIA 3
Sakura Masque Shine Storm

=INFINITY SLAVE ===== BREAK:=====

ZELOS 3/4 + ADELLE 4 + ARIA 4
Heave's Drive Flying Guillotine Astral Fall

=CATASTROPHE ===== BREAK:=====

ZELOS 3/4 + AL 4 + NAIZ 3

- =CRESCENT DISRUPTION ===== BREAK:-----
VAUGHN 2 + NGUYEN 3 + KAYE 3
Deadly Drive Quake Strke Energy Flare

- =STAR DUST FALL ===== BREAK:-----
NOEL 4 + ISAAC 3 + ARIA 4
Spiral Flow Wings of Heaven Astral Fall

- =SERAPHIC GATE ===== BREAK:-----
DUJA 3 + ISAAC 4 + CARLA 4
Welcome to Sheol L-Judgement Icy Crystal Roar

- =DELTA STRIKE ===== BREAK:-----
ZELOS 3/4 + NGUYEN 4 + DUJA 4
Heaven's Drive Eagles Dare F-Disaster

- =TRIANGLE DISASTER ===== BREAK:-----
BRIDGETTE 4 + KAYE 4 + VAUGHN 4
Astral Break Lost Soul F-Spike

- =FINAL HEAVEN ===== BREAK:-----
FAIRUZA 4 + KAYE 4 + CARLA 4
F-Struggle Lost Soul Icy Crystal Roar

- =BRAVE FENCER ===== BREAK:-----
ADELLE 3 + LYDIA 3 + LEEZA 4
Sakura Masque Justice Blow F-Strike

- =LOVER'S STREAM ===== BREAK:-----
ADELLE 3 + ARIA 3 + BRIDGETTE 3
Sakura Masque Shine Storm Blood Harvest

- =NABOKOV'S BANE ===== BREAK:-----
LEEZA 2 BRIDGETTE 3 SCIORRA 4
A-Derringer + Blood Harvest + Fiery Shock-Strike

- =ASTRAL QUAKE ===== BREAK:-----
VAUGHN 2 + BRIDGETTE 4 + NOEL 3 + SCIORRA 4
Deadly Drive Astral Break Renosance Wave P-Blast

- =CHRONOS FLOW ===== BREAK:-----
NOEL 4 + ISAAC 3 + CARLA 4 + ARIA 3
Spiral Flow Wings of Heaven Icy Crystal Roar Shine Storm

- =GENOCIDE SCYTHER ===== BREAK:-----
ZELOS 3/4 + KAYE 4 + VAAN 4 + BRIDGETTE 4
Heaven's Drive Lost Soul F-Spike Astral Break

- =SOUL OF INFINITY ===== BREAK:-----
NAIZ 3 + SHIRO 4 + LEEZA 4 + AL 4
G-Drive Funky Chicken F-Strike Divine Magic Combo

- =ROZEN STREAM ===== BREAK:-----
ADELLE 3 + AL 4 + LYDIA 3 + LEEZA 4
Sakura Masque Holy Light Edge Justice Blow F-Strike

- =HAREM NIGHT ===== BREAK:-----
ZELOS 3/4 + BRIDGETTE 3 + KAYE 4 + FAIRUZA 4 + SCIORRA 4

Heaven's Drive Blood Harvest Energy Flare F-struggle Fiery Shock-Strk

=LAST CIRCLE ===== BREAK:-----

ZELOS 3/4 + ADELLE 4 + ARIA 4 + DUJA 4 + NGUYEN 4

Heaven's Drive Flying Guillotine Astral Fall F-Disaster Eagles Dare

=SIXTH OMEN ===== BREAK:-----

ZELOS 3/4 + NGUYEN 3 + DUJA 3 + NAIZ 3 + ISAAC 3 + VAUGHN 4

Heaven's D. Quake S. Welcome to S. G-Drive Wings of H. F. Spike

=SAKURA SIGH ===== BREAK:-----

ADELLE 3 + FAIRUZA 2 + KAYE 3 + CARLA 3 + LYDIA 3 + ARIA 3

Sakura M. Seductive E. Energy F. Diamond D. Justice B. Shine s.

=LA DELFES ===== BREAK:-----

SNOW 2 + JADORE 2

Holy Lance Chaos Ice

=RAGING DEMON INFERNO ===== BREAK:-----

YUNELLIA 4 + HIRO 4

Claws of the Demigod Hellish Inferno

=DEMON REVELATION ===== BREAK:-----

HIRO 4 ROSE 4

Hellish Inferno + G-Decide

=GENOCIDE CIRCLE ===== BREAK:-----

YUNELLIA 4 + HIRO 4 + ROSE 4

Claws of the Demigod Hellish Inferno G-Decide

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| 6. ENEMY BREAK DATA [enm]/
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NOTE1: Enemies on the Abyssal Gate have a fixed level but don't always appear, as some floors have two sets of possible enemies. All of them appear (with the same stats) at places scattered through Neverland, and as they are usually at the same level, you can use this table wherever you find an enemy on the main game. At some places outside the gate you need to be at a high enough level to find high level enemies.

NOTE2: As you play, you'll learn what enemy family is weak against each type of break, as well as knowing wich set of floors you are doing. Enemies have sort of a defense curve: AG 1-10 break values are about 500. AG 10-20 goes to 1000; AG 20-30, 1500. AG 30-40 hits 2000. Above that, it varies, but keeps as high as 2000, hitting 3400. Try to plan your skills accordingly. Here's a table of weaknesses by family:

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IMPACT	_DESTROY_
Killer Bee	Chickapede
Bat	Dogman
Skeleton	Demon Beast (Cerberus)
Lizardmen	Mage (Male)
Fairie	Gremlin
Beast (HellDog)	Dragon
Mage (Female)	
Construct (Earth Devil)	_PENETRATE_
Ghost	Slime

Mummy	Crab (Choki)	
Golem	Plant (Durianite)	
Angel/Dark Angel	Familiar (Big Eye)	
o-----o-----o		

=====

NORMAL ENEMIES - ABYSSAL GATE

=====

FLOOR	LV	ENEMY	BREAK TYPE	VALUE
1,2	1	CHICKAPEDE	DESTROY	200
1,2,3	2	DOGMAN	DESTROY	250
2,3	3	SLIME	PENETRATE	90
3,4	5	KILLER BEE	IMPACT	245
4,5	7	DURIANITE	PENETRATE	340
4,5	8	CHOKI	PENETRATE	285
5,6	9	BAT	IMPACT	260
6,7	10	HELLDOG	IMPACT	310
6,7,8	11	SORCERER	DESTROY	240
7,8	13	EVIL SPIRIT	IMPACT	130
8	14	BLUE SLIME	PENETRATE	180
5,8,9	15	SKELETON	IMPACT	470
9,10	16	FAIRY	IMPACT	290
10,11	18	MOMIA	IMPACT	520
11,12	19	GIANT LIZARD	IMPACT	530
9,10	20	GREMLIN	DESTROY	450
11,12	21	HEELCOOK	DESTROY	450
10,12,13	22	GOLEM	IMPACT	640
13	23	WEREWOLF	DESTROY	540
13,14	24	WARLOCK	IMPACT	380
14	25	CHOLIPPER	IMPACT	520
14,15	26	FAMILIAR	PENETRATE	530
14,15	27	MANDRAGORA	PENETRATE	680
15,16	28	BIG CRAB	PENETRATE	640
16,17	29	NUGATORY BAT	IMPACT	500

16,17	30	EARTH DEVIL	IMPACT	820
16,17	30	NIGHT HOUND	IMPACT	600
16,17	31	RED SORCERER	DESTROY	470
17,18	33	WRAITH	IMPACT	330
18,19	33	BONE SOLDIER	IMPACT	860
15,18,19	34	RED SLIME	PENETRATE	420
5,10,15	34	PANDOLL	IMPACT	50
19,20	36	CERBERUS	DESTROY	870
18,19	36	PIXIE	IMPACT	520
18,19,20	37	IMP	DESTROY	820
20,21	38	MUMMY	IMPACT	910
20,21	39	LIZARDMAN	IMPACT	950
20	40	DRAGON	DESTROY	1150
21,22	41	VENOMOUS INSECT	DESTROY	880
22,23,24	42	GIANT	IMPACT	1200
22,23	43	ZOMBIEWOLF	DESTROY	910
23,24	44	MAGIC LORD	IMPACT	620
23,24	45	ARMY BEE	IMPACT	850
24,25	47	KODAMA	PENETRATE	1230
25,26	48	CRAB	PENETRATE	1130
25,26	49	MURDEROUS BAT	IMPACT	810
26,27	50	GARM	IMPACT	940
26,27	51	GREAT SORCERER	DESTROY	730
25,27,28	53	DEATH	IMPACT	630
28,29	54	GREEN SLIME	PENETRATE	780
28,29	55	BONE WARRIOR	IMPACT	1280
29,30	56	MAB	IMPACT	800
29,30	57	GARGOYLE	DESTROY	1350
30,31	58	MASTER MUMMY	IMPACT	1350
30,31	59	BASILISK	IMPACT	1450

31,32	60	GREEN DRAGON	DESTROY	1700
31,32	60	IRON DEVIL	IMPACT	1700
31,32	61	IRON BUG	DESTROY	1450
32,33	61	IRON GIANT	IMPACT	1900
33,34	61	RUNE MASTER	IMPACT	920
30,32,33	63	WEREWOLF KING	DESTROY	1330
33,34	65	SLAYER BEE	IMPACT	1200
34,35	66	DIABLOS	DESTROY	1620
34,35	66	BIG EYE	PENETRATE	1260
34,35	67	RAFFLESIA	PENETRATE	1790
35,36	68	DEATH CRAB	PENETRATE	1820
36,37	69	GOLDEN BAT	IMPACT	1180
20,25	70	CLEAR DOLL	PENETRATE	50
36,37	70	BLOODY BEAST	IMPACT	1370
36,37	71	DARK SORCERER	DESTROY	1050
38	73	GRIM REAPER	IMPACT	1070
35,38	74	KING SLIME	PENETRATE	1260
38	75	MASTER SKELETON	IMPACT	1820
39,40	76	TITANIA	IMPACT	1150
38,39,40	77	GREATER DEVIL	DESTROY	2090
40,41	78	GRAND MUMMY	IMPACT	1920
40,41	79	LIZARD LORD	IMPACT	1920
41,42	80	RED DRAGON	DESTROY	2250
40,42,48	81	HOLY KNIGHT	IMPACT	2000
42,43,48	82	MASTER GOLEM	IMPACT	2870
43,44	84	ANCIENT	IMPACT	1280
44,45,46	86	DEMON'S EYE	PENETRATE	1760
41,44,47,49	90	CRYSTAL DEVIL	IMPACT	3000
42	90	DARK DRAGON	DESTROY	3250
43,46,48,49	91	DARK ANGEL	IMPACT	2350

44,45	94	KAISER SLIME	PENETRATE	1750
45,47,49	96	OUROBOROS	DESTROY	2480
48,50	99	WHITE ARC	DESTROY	3900
35,40	99	GOLDEN DOLL	DESTROY	50
41 (1st)	105	CURSED SWORD	IMPACT	2100
43 (1st)	110	DRACONIAN	PENETRATE	3600
45 (1st)	115	ENHANCED DRACONIAN	PENETRATE	4600
46	120	RUNE BLADE	IMPACT	2100
47	125	AMBROSIA	DESTROY	3200
48	130	SATANAEL	PENETRATE	2100
49	140	VERMILLION BODY	IMPACT	2600
49	140	VERMILLION (LEFT ARM)	PENETRATE	2600
49	140	VERMILLION (RIGHT ARM)	DESTROY	2600
50	150	DOUBLE ECKS	DESTROY	3400

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EGG MONSTERS & OPTIONAL ENEMIES

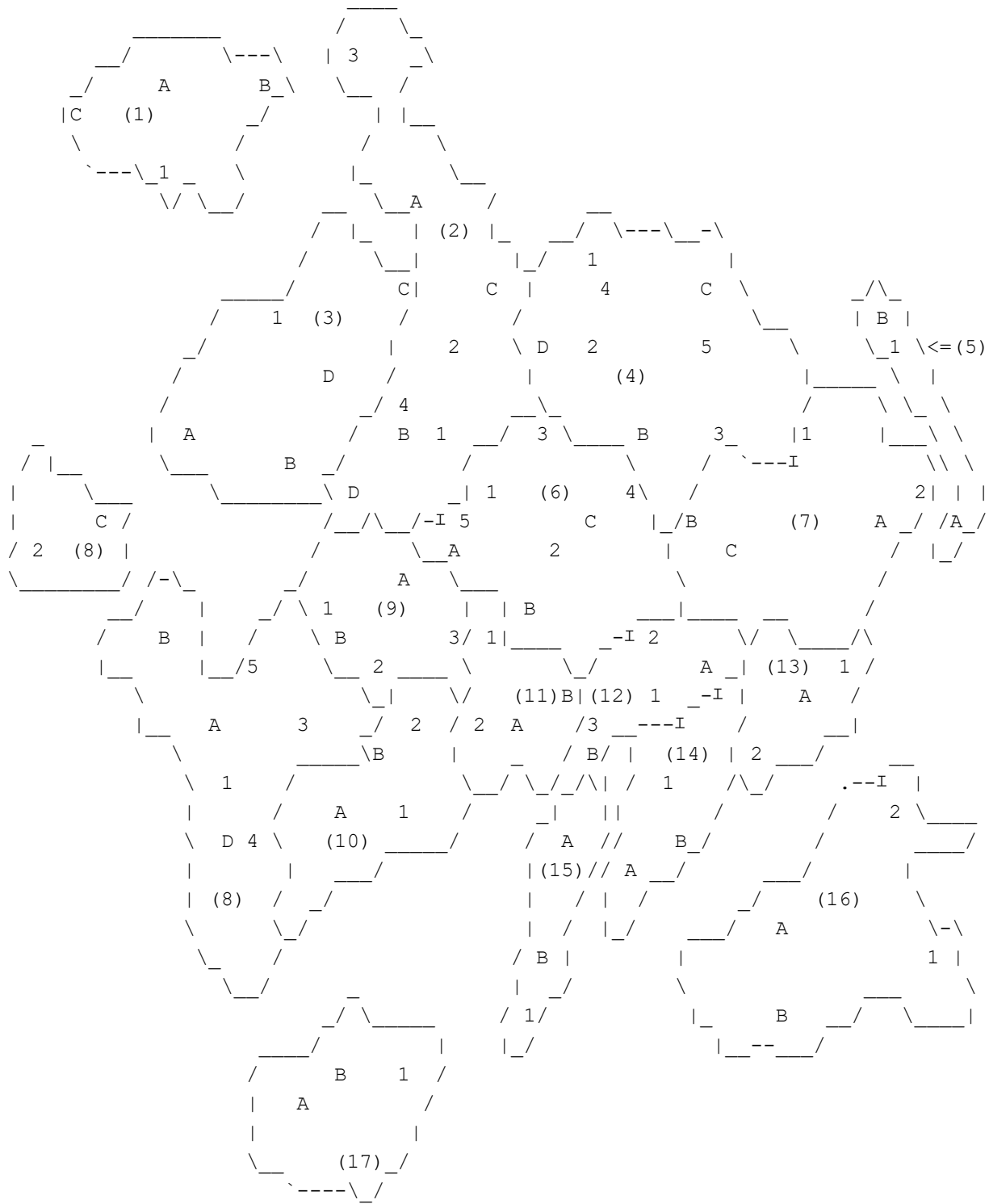
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LV	WHERE	ENEMY	BREAK	VALUE
/o	=====	=====	=====	=====o
o	21 SUNRAIO 2	COCKATRICE	IMPACT	560
	-----	-----	-----	-----
	40 CAVE OF LAMENT2	CLIONE	IMPACT	950
E	-----	-----	-----	-----
G	51 BORHOKO 3	TITAN	IMPACT	1200
G	-----	-----	-----	-----
S	51 FROZEN WOOD	YETI	IMPACT	1200
	-----	-----	-----	-----
	70 SHEOL 3	DULLAHAN	IMPACT	1550
	-----	-----	-----	-----
o	77 UMARI 3	ZOMBIE DRAGON	IMPACT	1880
\o	=====	=====	=====	=====o
50	SPIRIT FOUNTAIN	DRYAD	IMPACT	1200
-----	-----	-----	-----	-----
65	TREASURY	GUARDIAN	IMPACT	1650
-----	-----	-----	-----	-----
100	AG-200 TURNS	NOTHINGNESS	IMPACT	1200
-----	-----	-----	-----	-----

o=====o

| 7. TRUE ROUTE + TIPS [tru]/

o=====o



(1) FRELDBAHN	(7) EASTERN 4 KINGS ALNCE-	(13) LOGEON AREA
1.Valhalam Ruins	1.Mt.Loffka	1.Harbor City Girvea
(2) NAHARI AREA	2.Treasury	2.Sunraio Forest
1.Japple Desert	(8) MARIANROUGE AREA	(14) PALAUS-NUI AREA
2.Tehes Hamlet	1.Noasulan	1.Mt.Gueroult
3.Frozen Wood	2.Old Road	(15) ELLEGITOUT AREA
4.Illusion Lake	3.Norius Woods	1.Sheol Cavern
(3) NEUGARD AREA	4.Forest of Light	(16) TRYE ISLAND
1.Trace Route Range	5.Pazuma Ruins	1.Aerial City Ronica
(4) KAIZELHORN AREA	(9) HELAMPUR AREA	2.Decaying Ruins
1.Mt. Borhoko	1.Mountain Range	(17) OGRIN AREA
2.cowl village	2.Fortress Site	1.Ogrin Mountain Range
3.Vergis Kingdom	3.Hidden Valley	
4.Nameless Shrine	(10) AKES AREA	

5.Underground Grave	1.Lake Eulid	LETTERS ON THE MAP ARE	
(5)MUROMACHI AREA-----	2.Spirit Fountain	PLACES TO GET RANDOM	
1.Umari Island	(11)SHURAK SEA AREA-----	ITEMS BY SEARCHING	
(6)GALENA AREA-----	1.Cave of Lament	USING THE GUILD.	
1.Albahart	2.Water Demon Cave	COURTESY OF ZERO_DOZER	
2.Desert	(12)GORDEN AREA-----		
3.Mt.Aqua	1.Varanoir		
4.Abandoned Armory	2.Abyssal Gate		
5.Abandoned Building	3.Benard Ravine		

o=====o=====o=====o=====o=====o=====o=====

NOTE: THIS ENTIRE SECTION WAS COPY/PASTED FROM THE TRUE ROUTE GUIDES POSTED ON GAMEFAQS BY KOICIMARU AND XELLOSSAMA56. I MADE ADDITIONS TO EVERY FIGHT TO LIST ENEMIES, BREAK DATA, SPOILS AND SOME TIPS EVERY NOW AND THEN.

-ENEMY DATA GOES LIKE THIS:

1X ENEMY NAME	LEVEL	BREAK DATA	DROP (STEAL) / OVERKILL / RARE STEAL
---------------	-------	------------	--------------------------------------

-RARE STEAL = NGUYEN SP2
ZELOS SP1 + NGUYEN SP2
FAIRUZA SP2
FAIRUZA SP2 + SCIORRA SP3

-(SOME ITEMS ARE ABBREVIATED FOR EASIER SPACING)

-(PNT=PENETRATE / DST=DESTROY / IMP=IMPACT)

Opening

TIPS:=====

- Read every dialog to learn how to play. Hold, charge, break, every basic is explained in the dialogs.
- Use HOLD to form combos (press "R" while choosing skills, "Start" to launch).
- ABOUT CHARGE: If you choose "Charge" on the action menu, pick an enemy and press Start you can choose to charge or unleash. It works as a chain attack of two or more characters. The first person to attack is always the one that *unleashes* the chain, so, the last to choose. Others will attack in the order that they charged, e.g.: Zelos charges, then Nguyen, charges, then Duja Unleashes. The order of attack will be, Duja, Zelos and Nguyen. It's very important to master this, as you'll have to charge in order to break late game enemies! Keep an eye for the action bar, on the top of screen, as enemies can break charge if they attack an ally charging.
- At the beginning, try to attack from the back/sides of enemies, because you will miss a lot otherwise.
- Try to focus your level-up points on VIT and AGI (VIT adds to HP growth, AGI helps getting more turns). By the endgame, you should have lots of HP to survive the bosses' SP attacks. Then you can add to STR and INT, according to the character. LUK is useless, except for thieves, so Nguyen can make use of the stat.
- Always check for new collections/titles on the Collection Souk.
- You can skip animations with the "Circle" button on the PSP. There's an option in the config menu to disable all animations.

-I'll give tips on characters I use. That doesn't mean that they are the best,
it's just my playstyle. Use whoever you want, there are a lot of great
characters that are worth a try.

=====
#Event Battle (Lv. 1)

!!

1X DOGMAN LV2 230 DST BREAK =PWRATK + PWRATK
2X CHICKAPEDE LV1 250 DST BREAK =PWRATKx2 + ATTACKx2

SPOILS:
200G
7PP
GRASS X2
CURE GRASS
FRAG OF LIFE

!!

*Adelle, Duja, Nguyen Le join the party!

Noasulan and Old Road appear on map.

TIPS:=====

- Look at the shop, as many spells, items and equipment are readily available!
- Sell Fragment of Life to make some early buck.
- Buy / equip Sonic Wave and Falchion (Adelle) so she can perform Brandish by combining it (Hold or Charge) with Blast for 210 IMP.

=====
#Old Road - Event Battle

!!

2X DOGMAN LV2 230 DST BREAK =PWR ATTACK +PWR ATTACK
2X CHICKAPEDE LV1 250 DST BREAK =ATTACK +ATTACK (DUJA)
2X KILLER BEE LV3 230 IMP BREAK =BLAST +SONIC WAVE

SPOILS:
200G
7PP
SCARAB
GRASS
CURE GRASS
FRAG OF LIFE

!!

*Aria joins the party!

20WP

Talking Event

=Noasulan (DUJA)
5PP
250G
5WP
10EP
ELEM OF FLAME
ELEM OF LIGHTNING
GRASS
CURE GRASS
=Noasulan (ARIA/DUJA)
5PP

250G
5WP
10EP
ELEM OF WIND
ELEM OF EARTH
GRASS
CURE GRASS
FRAG OF LIFE

=Noasulan (ZELOS/ADELLE)

5PP
250G
5WP
10EP
ELEM OF FLAME
ELEM OF ICE
GRASS
CURE GRASS
DOZE GUARD

=Old Road (ZELOS/SNOW)

10PP
1000G
20WP
100EP

*Snow joins the party!

TUTORIALS

=Old Road (ZELOS/DUJA)

20EP
=Noasulan (ARIA/ADELLE)
5WP
=Noasulan (ZELOS/NGUYEN)
500G

-NOTES ON SEARCH:*****

Finding your way in Neverland is a little odd, at the beginning of the game. To access locations, you have to search on the map for them. So, how do you know where to search? Well, as in any RPG, you have to listen to what people have to say! On the Guild, you can gather info about what's happening around Neverland, usually pointing tips that you can see in the map, if you look closely (sometimes it's a river, a written name, the border of a region...). Use the ASCII map if you you want to have a better direction on where is the place you are looking for. The numbers after the location indicate the site on the map.-----+

| Also, sometimes you have to cover certain conditions to
| search, like having a Title or exceeding certain stats
| (stats are accounted with up to three people)

=Search at Guild |
-Norius Woods 8-3 <-+

----- MAKE SURE NOT TO USE RANK 6 CHARACTERS OR YOU'LL RUN OUT OF WP-----

TIPS:=====

-Equip Snow/Aria with two "Ascension" and combo them for an AoE spell (210IMP) but don't take Heal off from both!

-Equip Snow/Aria with two "Eclipse" and combo them for "Atomic Hole"(230DST).

-Nguyen or Duja can combo "Steal"(buy) + Trick Hit and perform Snatch = damage and steal (100PNT).

=====
#Norius Woods - Event Battle

AA

2X DOGMAN LV2 230 DST
2X CHICKAPEDE LV1 250 DST
3X SLIME LV3 90 PNT

SPOILS:

200G

7PP

CHICK CLAW

BEAST CLAW

POISON NEEDLE

FRAG OF LIFE

AA

TIPS:=====

-Try to steal from the Leader and the Giant AND overkill the Leader to get the Stat up items on the next battle. Combining three stat up items in alchemy can create a Mithril (or equivalent) weapon or armor. It's a great way to get good gear early. However, it's COMPLETELY random. Save and reset until you get what you want. If you can't get the item, try hard ressetting the PSP.

Some possible items:

-Mithril Gun: Zelos can use this for now and later it can become an Orichalcum Gun, a great option, and also used to make his best gun. (I'd pick this!)

-Tyr's Fang (very rare): Greatsword, the highest ATK item you can get now.

-Railgun: Can be strong, but impractical, unable to shoot any target in a different height. However, will be developed into a great magic Gun, later.

-Mithril Sword: Good ATK if you want to use a core, soon.

-Mithril Bracelet: Great defenses (Will make your character almost invincible) for a while. Can be made into very good elemental armors - just wait for later when you will be able to make them with aliases to allow for a High Quality (HQ) version.

-Mithril Spear: Sciorra can use it now and later can become Orichalcum for her second best spear, or Divine Lance, with HQ alises.

-Dragon Killer: Sword for Adelle, that can develop into a good spear for Sciorra and, later, a good Greatsword, Dragvindiel.

-Force Rod: Good slots and magic, useful if you have more than one mage, cause soon you'll get an Ice Rod+ that's better. Then again, you can use the Force Rod later with HQ aliases to make a Cursed Eye, a fantastic staff. The Force Rod is also recipe to many near-endgame staves.

-Mist Wand/Blade of Rays: Can be useful as staves now, but mainly useful for developping into GREAT Gloves for future characters you'll get. Or then the staves that will later turn into the Artemis.

-You would need 2,220EP to develop an IRON equipment all the way to Mithril. AND 10,000+EP TO DEVELOP A MITHRIL EQUIPMENT INTO ORICHALCUM CLASS.
(I tend to try and hold on EP usage to develop Zelos's Sorcery Gun, later. And Clays.)

=====
#Noasulan - Bonus Event Battle

-Nguyen Le is required for this battle.

AA

3X THUG (MELEE) LV5 310 DST
3X THUG (MAGIC) LV5 310 PNT GRASS / FRAG OF LIFE
1X THUG (LEADER) LV6 325 IMP STR UP / VIT UP
1X GIANT LV7 410 IMP HP UP / VESSEL OF LIFE

SPOILS:

MOON FRAGM
DARKNESS ELEM
ELEM OF LIGHT
SLIME JELLY

AA

o-----+-----o
N	The Steps are absolutely necessary for the True Ending. Do not get them
O	out of order. Do not skip any of them. Even if you get the characters you
T	would normally get, missing one or doing them out of order will cost you
E	the True Ending.
o-----+-----o

TIPS:=====

-In the next battle, enemy Sorcerors have a staff called Mystic Rod as a rare steal (use Nguyen's SP2, Item Hunt). This staff can be forged with a Moon Fragment to form a Lunar Wand. For now, Snow can get a good use of this. Later, you can develop this staff into a good magic dagger.
=====

#Forest of Light - Event Battle at Map 2
TO GET TO MAP2: Use the two free boxes (tap the "R" button and use "CARRY" action with the Square button, get used to these puzzles), jump diagonally with BOX1 from the highest part of grass, leave it in the farthest side of the ledge, go back, get the other box, jump above BOX1 and drop BOX2 on the highest part (middle) of the edge. Then climb to the portal. You can do all of this without triggering a fight.

AA

3X SORCERER LV11 240 DST MYSTIC (RARE)
3X HELLD OG LV11 320 IMP
3X BAT LV11 280 IMP
SPOILS:
600G |420G
8PP |11PP
GRASS |PIXIE DUST
CURE GRASS |ELEM OF WIND
FRAG OF LIFE |ELEM OF EARTH
TOXIN GUARD |CRAB CLAW

AA

o-----+-----o
|NOTE: FROM NOW ON, SOME BATTLE SPOILS SEEM TO BE RANDOM, AS I GOT DIFFERENT |
|ITEMS ON MY SECOND PLAYTHROUGH. JUST NOTICE THAT SPOILS WILL HAVE 2 COLUMNS, |
|BUT YOU WILL RECEIVE JUST ONE SET OF ITEMS (AND THEY EVEN MIGHT NOT BE THOSE |
|LISTED). IT SEEMS THAT MORE BREAKS/OVERKILLS MEAN MORE PP AND LESS MONEY. |
o-----+-----o

Sciorra joins the party after the battle!\nOnly if she was not incapacitated during the course of the battle.

TIPS:=====

-Sciorra can combo Attack + Attack (Square Cross) + Double Edge, making CROSS EDGE, a very good move (although Attack x2 may be better on break). She also has her SP2, that gives 2x attack and defense for 3 turns (buff her to SP2 using Vigor).

-Go into any town, access the Collection Souk and convert 10 CP into the "Capture" monster skill. Now you can capture a monster by lowering its HP into critical status. The lower the HP, the better the chances.
(IT'S BEST TO WAIT UNTIL YOU GET NOEL, AS HE COMES WITH CAPTURE FOR FREE)

-Monsters captured can be summoned or can be traded by new monster skills.
I like to capture a Dogman for its low AP skill, so I can begin leveling
Sciorra's monster skill. Combining monsters can be very profitable.
You can summon monsters captured in battle for three turns.

=====

=Albahart (ZELOS/SNOW)

10PP
600G
100EP
GRASS
LIGHTNING SOUL
ELEM OF WIND
POWER RING

#OLD ROAD 4 -*OPTIONAL*- CAN BE DONE A LITTLE LATER

TO GET TO MAP4: On MAP1 jump and use DESTROY LV1(Collection 1 = Alias
"Fledgling") while jumping on the "door/portal". On MAP2, pile one box to
reach the next floor then use the other two boxes to build a bridge. MAP3
is a little tricky, as you need to destroy (IN BATTLE) the obstacles barring
you to reach the stairs at the end of the stage, then jump to the stairs and
climb.

|||||
1x HILLO LV12 530 IMP |THEY DON'T DROP ANYTHING. YOU CAN DEFEAT
1x YUNELIA LV12 600 DST |THEM THIS EARLY BY GANGING UP ONE
1x ROSE LV12 500 PNT |AT A TIME WITH ALL YOUR TEAM AND HEALING.

|||||
*Hillo, Yunellia and Rose join the party!

Albahart - Search at Guild

-Mt. Borhoko 4-1 (50STR-25LUK-50VIT)
 You'll only need to go there later, so you can wait (or use PP at the Guild)
-Desert 6-2
-Varanoir 12-1

#Desert - Event Battle

|||||
6x DURIANITE LV6 325 PNT
3x KILLER BEE LV5 245 IMP
2x SLIME LV5 90 PNT

SPOILS:
200G |140G
7PP |10PP
GRASS |DIVINE BRANCH
CURE GRASS |ELEM OF FLAME
FRAG OF LIFE |ELEM OF ICE
SHOTGUN |ELEM OF LIGHTNING

|||||
*Noel joins the party!

#Varanoir - Bonus Event Battle

-Aria is required for this battle.
|||||
2x HELLDOG LV11 330 IMP DOZE GUARD+(R.STEAL)
3x BLUE SLIME LV10 470 PNT BLIND GUARD+(R.STEAL)
2x FAIRY LV12 250 IMP FAIRY RING/PIXIE DUST/HOLY SYMBOL+(R.STEAL)
SPOILS:
15000G
60PP
RESUSCITATE

3x BAT LV13 300 IMP
3x CHOKI LV13 480 PNT

SPOILS:

600G |420G
8PP |11PP
GRASS |LIZARD TAIL
ELEM OF ICE |POLLEN
ELEM OF WIND |CRAB CLAW
BLIND GUARD |ELEM OF ICE

AA

NOTE: TO REENTER BENARD RAVINE YOU HAVE TO GET TITLE 112: WALL (HAVE ONE OF EACH: DOZE GUARD, TOXIN GUARD, STUN GUARD, HOLY GUARD, BLIND GUARD). YOU GET ALL OF THEM AS SPOILS, OR YOU CAN CRAFT THEM IN ALCHEMY. THANKS TO ONIGIRU FOR THAT INFO!

*Abyssal Gate 10 floors open

TIPS:=====

-Abyssal Gate is a good place to gain EP and train your characters to lv 20. I reccomend you fight until you get expelled every time a new section is open.

-On every floor multiple of 5 you can encounter a monster of the "Doll" Family. It will be very high level for that floor and it has Parry and Magic Barrier, meaning you will have to kill it with SP attacks. You can steal a LUK up from them, and that means an infinite supply of stat up items for alchemy. They also have good armors as rare steal, strong for the part you are in the game, but easily replaceable very soon.

-Beware, if you are on Abyssal Gate, reaching turn 201 summons a strong monster in the battle. "NOTHINGNESS" is a special enemy, and eventually you will have to beat it to get Zelos's ultimate gun, but you can't kill him now.

-Enemy Sorcerer's have a staff called Mystic Rod as a rare steal (use Nguyen SP2). This staff can be forged with a Moon Fragment to form Lunar Wand. For now, Snow can get a good use of this (although I still prefer the Magician Rod) later, you can develop this staff into a good magic dagger.

-A good way to level up fast is getting one member to a high LVL and using him/her as a punching bag for your weaker units. Use many 3AP skills (don't combo) on him/her. Killing a high level ally gives a lot of exp, but make sure you have Ressuscite on someone.

-About SP attacks/Original Skills: You can use buff spells to reach SP levels quickly. Every element have a 3AP buff, use it repeatedly and you get one SP after 8 uses. Every level of SP takes 30 points. Receiving or making an action gives 2 points. Killing an enemy gives 5. Resolve potential gives 2 each turn.

-Try to overkill bosses, as they reward you with otherwise hard to get items and skills. Break them and use SP attacks to do so.

-If you are low on Work Points (WP), level up a bit.
Sunraio 1/2 or Old Road 1 (lvl20+) are good places to train.

-At this point, I try to get one or two magic-resistant armors. Just fuse Silver Bracelet + Any Soul (Any Elem x4). High VIT takes care of physical dmg.

=====

=Talking event at Port City Girvea (ADELLE/ARIA)
Choices do not affect True Route (First choice makes Bridgette selectable on a much later event, but I suggest picking Naiz there instead)

AA

FIRST CHOICE	SECOND CHOICE	THIRD CHOICE
10PP	5PP	8PP
500G	250G	250G
5WP	5WP	5WP
30EP	15EP	20EP
ELEM OF FLAME	GRASS	YGGDRASIL BLADE*
ELEM OF LIGHTNING	CURE GRASS	ELEM OF ICE
ELEM OF WIND	FRAG OF LIFE	GRASS
MOON FRAGMENT	DIVINE BRANCH	CURE GRASS

*This could come in handy soon, but you can easily make it in alchemy...

AA

#Mt. Borhoko - Event Battle ++++++Bridgette step 4 of 4
 -Try to get most of their drops! (At least steal and overkill Bridgette)
 -Defeating Bridgette ends the fight

AA

1x Bridgette	LV21	400	DST	FEATHER RING/SPARK SHOT
1x Kaye	LV21	530	IMP	IDATEN CHARM/ENERGY DRAIN
1x Vaughn	LV21	430	PNT	SILVER BRACELET/METEOR IMPACT
2x HELLCOOK	LV21	550	DST	
3x GOLEM	LV21	680	IMP	
3x WEREWOLF	LV21	530	DST	

SPOILS:

1000G	1600g
9PP	6PP
GRASS	LIGHT HEAL
DEVILKIN HORN	SILVER BANGLE
IRON MASS	SILVER BRACELET
ELEM OF EARTH	SILVER GUN

>Obtain "Ignis Core"- Fire element Core Elemental

AA

TIPS:=====

-The core you got makes Zelos Fire elemental and changes his weapon type to a sword. It gives some bonus stats, but you can keep Zelos "coreless", as swords aren't that good and you will want to upgrade the Handgun all the way to Sorcery Gun for when you get the Aqueous Core, or the Iron Gun, all the way to Orichalcum, to make an ingredient for his ultimate and unique weapon.

-You have the option of keeping him on Ignis, and making a good sword. I would make Unicorn Sword (Alchemy: Yggdrasil Blade, Unicorn Horn, Light Soul), because it gives a good MAG bonus and Zelos can make good use of his 2 fire slots on Ignis, without losing much attack. (Magic is overall better until you get enough AP to move and use better physical skills)

-Make sure to GET THE ICE ROD+ FOR SNOW/ARIA, on the second battle ahead!

-On the same battle, if you capture the Cockatrice, it can turn into a very good move for Sciorra. If you don't want to bother now, you can encounter it later, with eggs.

=====

Albahart Guild

-New information on Borhoko Mountain (Melodia)

Varanoir Guild

-New information on Sunraio Forest (Mia)

*Abyssal Gate 15 floors open

#Port City Harbor City Girvea - Event Battle

-Clear within 75 turns+++++Leeza Flag On

AA

- 4x GREMLIN LV20 490 DST
- 3x SKELETON LV20 550 IMP
- 2x EVIL SPIRIT LV20 160 IMP
- 1x MOMIA LV21 550 IMP

SPOILS:

- 700G |1000G
- 12PP |9PP
- UNICORN HORN |GRASS
- DEVILKIN HORN |DEVILKIN HORN
- IRON MASS |IRON MASS
- ELEM OF EARTH |ELEM OF EARTH

AA

#Harbor City Girvea - Bonus Event Battle

AA

- 1x Cockatrice Lv17 500 IMP LUNAR WAND+ / COCKATRICE WINGS /BRAVE DANCE
- 4X GIANT LIZARD LV17 500 IMP
- 4X MANDRAGORA LV19 530 PNT
- 3x WEREWOLF LV23 540 DST
- 2X TREASURE **** 10 HP* 1:HOLY SYMBOL+ / 2:ICE ROD+

SPOILS:

- 20000G
- 75PP
- DAMASCUS
- BLOODY PEARL
- ONYX STONE
- ILLUMINANTI
- GAIA BLADE+
- ICE GUARD+

AA

TIPS:=====

-Gaia Blade+ is a great weapon. At lv.4 it has 127 IMP. Yunellia can do Temperor (210 IMP - Earth Needle x2) and Brandish (210IMP - Blast+Sonic W.) that's 674IMP on her own!

-Ice Rod+ is amazing on Snow. Up it to lv4, that痴 571 MAG! Right now I have enough ingredients to make Atomic Hole in alchemy, so I got that for Snow. That way she can do (Ice Needle x2 + Atomic Hole = Frozen Ray = 420 PNT). Later, upgrade it to Lv5. It's one of the few weapons worth it (850+MAG).

=====

Sunraio Forest

=Talking Event (SNOW/ZELOS)

- 10PP
- 600G
- 5WP
- 100EP
- FRAG OF LIFE
- MITHRIL ORE
- POLLEN
- CHICAPEDE CLAW
- GRASS

#Event Battle at Map 2

-Leeza Flag ON: Leeza appears on turn 30 lose leeza and true route if you win before 30 turns

-Leeza flag OFF: Leeza appears on turn 100 lose leeza and true route if exceed 100 turns

AA

4x GENERIC GENOME-MID RNG LV23 620 PNT
4x GENERIC GENOME-LONG RNG LV23 620 DST
2x GENERIC GENOME-CLOSE RNG LV23 620 IMP

SPOILS:

1600G |1000G
6PP |9PP
SPARK SHOT |GRASS
HARD BRACELET |EVIL REPELLER
IDATEN CHARM |BONE OF THE DEAD
MAGICIAN'S ROD |CHICKAPEDE COMB

AA

*After the battle, Leeza joins the party!

TIPS:=====

-Leeza is amazing on heavy SP dependant teams. Right now you might not have many latents unlocked, but later, abilities like Anger, Critical Break and GENIUS are very useful. Her SP3, Encouragement (LV25+), gives 50 SP points (1,66 SP bar) to everyone around her. You can set a strategy to buff her on the first turn to have every team member at SP2 at turn 2. For that, you'll need 24 AP on Leeza and micro-manage her AGI to be the lowest of you team. Search "SP Battery" for details.

-Now I usually set up teams of 3 to deal with enemies. Charging each trio, I can break any enemy, easily overkilling almost anyone. Try to balance every break type in each team, for example, that's a balanced team:

o=====o

WEAPON	90IMP		127DST		127DST				120PNT		127IMP		127DST			

	ZELOS(SW)	NGUYEN		SNOW	<-SUM		SCIORRA		YUNELLIA		DUJA	<-SUM		-----		
DST		420		381		661		1462		420		270		666		1356
PEN		100		420		470		990		480		0		420		900
IMP		370		100		210		680		100		674		0		774

o=====o

EX.: Snow can do Atomic Hole + Black Mist +any spell = 230+50+(127x3) =661DST

-Try to have everyone at least 18 AP. You spend 6AP to move. That makes 12AP to act, and makes for two combos (ex.: Attack+Attack) or 3/4 attacks. Use individual attacks to multiply your weapon break type (127x3=381 and so on).

-Enhancing equipment (Power Ring+, Kismet Ring+, etc) and advancing your class (at lv25) are the ways to get more AP.

+If Bridgette Steps 1-4 are on...

#Mt. Borhoko - Event Battle at Map 2

HOW TO GET TO MAP2: Destroy 2 dark stones (Alias "Crusher"- Collection 2= 100 charged hits). Destroy the grey stone IN BATTLE, use 3 boxes to reach MAP2.

AA

5x GENERIC GENOME-MID RNG LV27 680 DST
4x GENERIC GENOME-LONG RNG LV27 680 PNT
2x GENERIC GENOME-CLOSE RNG LV27 680 IMP

SPOILS:

700G
12PP
CONTRACT
SLIME JELLY
IRON MASS
CHICKAPEDE COMB

!!

*Bridgette, Kaye, Vaughn join the party after the battle!

=Talking Event at Harbor City Girvea (BRIDGETTE/ZELOS)

10PP
1000G
6WP
200EP
TOXIN GUARD
STUN GUARD
HOLY SYMBOL

=Talking Event at Varanoir (VAUGHN/BRIDGETTE/LEEZA)

10PP
1250G
6WP
250EP
BLIND GUARD
HAWK EYE
GRASS
CURE GRASS
FRAG OF LIFE

Noasulan Guild

-Lake Eulid 10-1 (24 AGI - 20LUK - 24 INT) - Sistina
-New information on Pazuma Ruins - James

Albahart Guild

=Talking Event (NGUYEN/SNOW)

15PP
1500G
10WP
400EP
MAGIC FRAME
TITAN RING
RECOVERY GRASS
REMEDY HERB

TIPS:=====

-I recommend developing an Enchanted Knife from a Lunar Wand (Mystic Rod + Moon Fragment). Then you have two options: the first one is to give it to Kaye and she can use Tetra Bolt (Temperor +Spark Shot(Bridgette's drop))for damage and stun! She also have the slots (if you have the spells) for Holy Storm, an amazing AOE magic (IMP). And Crimsom Cyclone(PNT), her best damage move for awhile. The second option is giving the Seiheki+ to Kaye and leaving Nguyen with the Enchanted Knife, so he can use Earth Needle x2 + Spark Shot to the same effect, but weaker.

-Kaye is amazing. She can buff herself to SP1 on the first or second turn. Her SP1, Shadow Form, makes her invisible, so you can run and kill stuff without being bothered. 3 turns later, you should have enough SP to cast it again, so she can never be hit (just be careful with AoE attacks).

-That means that you don't need to spend points on Kaye's VIT, so get her as

much AGI and INT as possible. It gets better: at lv22 she gets Acceleration, which doubles her Speed at low HP, so you need only half the Speed of your other team members. You have to drop her HP for this, but as she gets Parry on lv31, you can safely smack her without worrying of killing her. As her INT grows, the chance to stun with Tetra Bolt also goes up(great for pesky mages)!

-Using this strategy, you can clear Abyssal Gate 1-10 solo with Kaye, so she can catch up with the others. I usually stop at 50 AGI then go all INT on her! Use this time in AG to get the drops for Collection 4 in the Souk.

-Remember to check for new spells (Alchemy), and new aliases (Collection Souk).

-Always keep the highest available rank of Destroy, Unlock, and Encounter Down aliases equipped.

-In the next fight, try to get the Hiryu+. It's a good magic gun, useful for Zelos and Leeza too, great to break PNT.

=====

#Albahart Guild - Event Battle(Mt. Borhoko)

!!

4X EARTH DEVIL LV24 700 IMP RAIKA+ / HIRYU+
4X WEREWOLF LV25 580 DST
4X HELLCOOK LV24 500 DST FUMA+ / GEKKO+

SPOILS:

- 30000G
- 80PP
- GENERATION CRYSTAL
- CRYSTAL LENS
- POWER STONE
- DEATH POLEN
- SAIGA+
- CONCORDAT SCYTHER

!!

Albahart Guild

- Japple Desert 2-1 (50AGI-55LUK-70INT)
- New information on Desert
- New information on CAVE OF LAMENT 11-1 (50ALL-OPTIONAL)
- Vergis Kingdom 4-3(re-enter Albahart, will appear on the map after an event)

#Pazuma Ruins - Event Battle

!!

4x GENERIC GENOME-MID RNG LV29 720 DST
3x GENERIC GENOME-LONG RNG LV29 720 PNT
4x GENERIC GENOME-CLOSE RNG LV29 720 IMP

SPOILS:

- 1000G
- 9PP
- FRAG OF LIFE
- BUG WHISTLE
- BEAST BONE
- CHICKAPEDE COMB

!!

=Talking Event at Varanoir(BRIDGETTE)

- 12PP
- 3500G
- 6WP
- 300EP
- LIGHTNG GUARD
- STONE RING

NIGHTMARE STONE

CLAYMORE

ICE GUARD

!!

After battle, there are two choices

-Chose to "let him go" ++++++Adelle Flag ON

+FAIRUZA STEPS REQUIRES:

Title 4-Novice Locksmith (few AG 01-15 runs should do it - see drop list)

Title 7-Excavator/Dig (a little more complicated: see below)

#Mountain range-Map2 - Free Battle ++++++Fairuza Step 1
HOW TO GET TO MAP 2:

Engage in a free battle in Mountain Range 1 and you will see the portal way at the back floating in the air. To get there, you will need alias 4 (Novice Locksmith). So, in battle, break the rocks in front of the box to the right, and the rock in front of the portal. Then, in action mode, carry the tree and place it in front of the cliff with the yellow crystal then jump and use Climb to get on top of the cliff to get the box. With alias 4, you should be able to take that yellow crystal, thus, freeing that space for you to land in front of the box. Now, take that box and carry it down the cliff. Jump and carry the tree again all the way to where you saw the portal in battle. Place 2 boxes in front of the tree and then place the last box in front of this 2 boxes, creating a ladder. Engage in a free battle once again and have a character with at least JUMP 2 or more (Kaye with a Feather Ring and in Accelerate/Parry is recommended) to climb the box and get on top of that tree. You should be on top of the portal now. End that character's turn, that should get you to the next map.

!!

4X LIZARDMEN LV39 950 IMP LIZARD TONGUE
4X RED SLIME LV34 420 PNT ALKAHEST
4X EARTH DEVIL LV30 820 IMP HEART STONE

#DO A FREE BATTLE (ENGAGE) ON MAP 2 to complete the step, there is NO event
TIP: Destroy the chunk of ice in battle to collect a Peirous Core Fragment

!!

4X PIXIE LV36 520 IMP PIXIE FEATHER
4X IMP LV37 820 DST MISTERIOUS BOX
4X WRAITH LV33 330 IMP BLACK COSTUME

```
=====
o-----o
|To get the items for COLLECTION 7(DIG), you need:|
|>5 Giant Arms: Giants (LV42) in Japple Desert map 2. |
| -Use Japple Maps 1 and 2 to level up to 41 for... |
|>5 Sharp Fangs: Murderous Bats (LV49) in Old Road map 3 |
| -Be level 41 with at least ONE MEMBER of your team for them to appear. |
o-----o
|IF YOU DON'T WANT TO OVERLEVEL EVERYONE: |
|-Get Kaye to LV41. Equip her a knife with a Special slot, put Steal on it. |
|-Use ONLY her to fight Old Road 3. |
|-First turn, backtrack and use some self buffs (Accelerate). |
|-Second turn, use more buffs and her SP1. |
|-Now you have 3 turns to steal from the bats. If you can't steal from all, |
| repeat self buffing and SP1 on turn 4. |
|-When done, let them kill you. You'll just lose money equal to Kaye's max |
| HP. |
o-----o
=====
```



```
|:::|:|WW|:::| (D) DESTROY WALL |
|:::|:|WW|:::| (P) PORTAL *IN BATTLE*|
o-----o-----o-----o-----o
```

-SAVE YOUR GAME. Two warps here. Here's the deal: one goes to the Lydia battle (Map 3, waterway), and the other to the Zombie Dragon fight (Map 4). The one that goes to Map 4 is nearest the yellow crystal. The other is closer to the blue crystal and will take you to Lydia.

*GO GET LYDIA FIRST, as you can't get her otherwise.

-HOW TO GET TO MAP 3: If you got Double Jump, as I suggested, it's very easy! Carry the pillar close to the platform with the portal to Map3, then use Climb (action) on the platform and double jump to the top, and again for the portal.

#Lake Eulid - Event Battle at Map 3

TIP: Don't bother destroying any of the stones as they will be there after the battle

```
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
3X WRAITH LV33 330 IMP MAY NOT BE PRESENT
3X RED SLIME LV34 420 PNT MAY NOT BE PRESENT
3X BONE SOLDIER LV33 860 IMP MAY NOT BE PRESENT
3X MUMMY LV38 910 IMP
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
```

*Lydia joins the party!

#Event Battle at Map 4 - Sunken Cave

```
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
1X CORRUPT DRAGON LV40 1900 PNT Dragon Heart / Samson Ring
3X WRAITH LV35 585 IMP
4X IMP LV35 790 DST
3X BONE SOLDIER LV35 860 IMP
```

SPOILS:
3000G
10PP
DRAGON HEART
DARKNESS ELEMENT
LIGHTNING GUARD
TESTAMENT

>Obtain "Astral Core"- Lightning Core Elemental

```
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
=Talking Event at Varanoir (LYDIA/ADELLE/ARIA)
10PP
2500G
6WP
200EP
FLAME GUARD
SHARP SENSE
MONSTER EGG
```

TIPS:=====

-You got another core for Zelos. I suggest using it, but before you change, go after the first four core fragments inside Yellow Locks (see section 8.) Once you get them, the core will be level 2, you get more stats and unlock a new Latent ability: Fortune (1.5 EP gain). The thing about Zelos's cores is that some passive Latent abilities remain active even when you change cores. So, Zelos will now have Fortune in all his cores, even if not listed! These are the easier fragments to collect:

=Talking Event at Noasulan (SEXTON/FAIRUZA)

12PP

5000G

7WP

500EP

EAGLE EYE

REMEDY HERB

FRAG OF LIFE

ELEM OF LIGHT

SEED

TIPS:=====

-Fairuza: despite not having Latent abilities for damage, she is great. Genius is awesome. She gets defense, increased drops and criticals. But this is not why I love this woman... Her SP attacks are like a swiss knife!

Alluring Sigh, her SP1, causes Don't Act on everyone 3 squares around her.

Seductive Eyes, her SP2, steals RARE items. Newton's Bane, her SP3, drops stats of enemies. Force Struggle, her SP4, DROPS ENEMIES SP GAUGE BY *TWO*!!!

Later, with Genius and a Chickapede Egg she gets to SP4 in two turns, making endgame bosses much more bearable. I can fight Double Ecks without seeing Breaths, fight Satanael and have it spewing not a single Hell Gazer! Ok, buffing herself gets a little boring but oh man, it's SO worth it! (TURN ANIMATIONS OFF).

-On a side note, once you got Requiem/Angelic Voice (monster skills), there's a late character named Shiro that tops Fairuza at everything EXCEPT stealing: he gets Genius, debilitating moves, and drops SP by 1 (SP3) and 2 (SP4). and he's easier to level up, as he doesn't use breakers... Yet, <3 Fairuza.

-I take the time to craft a good breaker for her. Right now, I recommend Outbreaker. Craft a Power Break* (Platinum Break, Venom Needle-see below-, Toxic Pollen) and fuse it with Death Pollen, Lizard Tongue, Earth Crystal. If you have an alias for making HQ items, (having a Lucky Dagger and a Kismet Ring - buy alchemy books on the shop to see the ingredients - or having 3 Whetstones - buy at souk) use it and reset until you get an Outbreaker+! It's great to break DST (187 per hit at LV1!).

*You can wait and steal a Power Break from Eunice, three battles ahead. You can also get a Power Break in Random Search (see below).

-Run through AG01-20 to catch on levels (use buffs on your highest Lvl chars to get a lot of EXP). Level her LUK to have a better chance of stealing. I go with VIT->AGI->LUK for her.

-On Abyssal Gate (AG) 20 or 25, you can encounter a rare monster: Clear Doll. Save on floor 19/24 and reset until it appears. Make sure to bring Fairuza or Nguyen. If you see one, you can rare steal a Tri-Guard from him, the best armor for defense for a loooong time. Have someone with magic barrier wear it and you became practically invincible. Al and Zelos on lv4 Aqueous Core are examples. It's great to wear it and stay in low HP to activate Latent abilities.

-Resist Frame is a good piece of armor, as it is usually magic that damages most, because you should be putting most points on VIT. Resist Frame is a rare steal (Nguyen or Fairuza SP2) from Green Slimes, at Old Road 2. Get a few, if you can. Also, the bees here drop Venom Needles for the breaker above. Tri-Guard will help with defense here. Protect yourself from status effects!

-I like to get to SP2 or 3 at the beginning of battles, by self buffing.

Just don't forget to Turn Off animations if you decide to do so. It's not required, but activating Latent abilities can make a big difference.

-Right now you may have enough stats to try something: searching the peninsula Southwest of Varanoir on the word map (Ellegitout Area). If you search on the north part of the mountains WITH 3 PEOPLE IN CLASS 3, you may find some very good items, including MITHRIL equips, hard to get alchemy items and so on. If your party is only Lv40+ you'll get Platinum level equipment, as well as stuff like elemental weapons, Power Break, Baselard, etc. You need 78 INT, VIT and AGI to search there. Just take care not to spend all your WP!

-If you are using Ignis/Unicorn Sword, Zelos is getting a little weak. I suggest going coreless and using Gekko+ or making a Platinum/Mithril Gun as it will be used later to make his unique weapon. You could go with the Snipe Buster, but I don't like the Rail Gun's "zero height tolerance". If you want to stick with a sword/core, I suggest upgrading the Unicorn Sword to a Lightbringer, but just *DON'T* level it to Futsonomitana yet. Coreless Zelos have the advantage of Anger/Guard at SP3 as opposed to better stats on a core.

```
o===== CLAY =====o
|Take note that you don't need clay yet, and it's wise to keep your EP to |
|upgrade the Sorcery Gun when you get Aqueous Core to lv4(you'll need 12k!).|
|=====o
|Right now, you can start making Clay, for DEF and RES, if you want.      |
|Clay is an equippable "Auto-Ability" that adds to your stats and is great! |
|I usually begin making 200RST clays, so I can spread defense equally.     |
|You need 5800EP and 40000G for every 100 pieces of equipment to make 200DEF|
|or RES clay (less for Attack). First you need to register the equipment:  |
|(upgrade it to lv5, go to Register then select it and press Start on it)  |
|   o-----o |
|   |SARISSA      |Attack  |Pike +Quick turn +Beast Claw +Bat Fang |
|   |SPEED RING   |Defense |Beast Protector + Element of Wind   |
|   |SAGACITY RING|Magic   |Pixie Dust + Element of Ice       |
|   |KISMET RING  |Resist  |Chickapede Claw + Element of Lightning |
|   o-----o |
|After registering, buy 99, Advance all to lv5 and Convert/Bond to Clay!    |
|It's a hell of a chore (use Macrofire if you can), but it's worth it. Just |
|beware that, as you start to get to many Clay and Auto Skills, there's a  |
|freezing glitch in the game.                                              |
|*****|
| < < < ALWAYS DE-EQUIP ALL YOUR EQUIPMENT BEFORE CHANGING ABILITIES > > > |
|< < < < < < < < AND EQUIPMENTS TO BE SAFE LATER ON. > > > > > > > > |
|O=====o
```

-Steal a Meteoric Iron from Sauber. It's a rare material for alchemy and skill developing.

Noasulan Guild
-Fortress Site 9-2

Albahart Guild
-Tehes Hamlet 2-2

Varanoir Guild
-Mt. Loffka 7-1 (85A-65L-85I)

#Mt. Gueroult - Event Battle at Map 2
HOW TO GET TO MAP2: Destroy stone/tree in action mode and the log in battle.

>Obtain "Peirous Core"- Earth Core Elemental BEFORE the battle

AA

1x SAUBER	LV40	1900 IMP	METEORIC IRON/STR UP
3x GENERIC GENOME-MID RNG	LV37	880 DST	
4x GENERIC GENOME-LONG RNG	LV37	880 PNT	
3x GENERIC GENOME-CLOSE RNG	LV37	880 IMP	

SPOILS:

ALL GENOMES	SAUBER ALL HP	SAUBER HALF HP
4800G	2100G	3000G
7PP	13PP	10PP
RECOVERY GRASS	DAMASCUS	RECOVERY GRASS
FIRE BIRD	ALKAHEST	FLAME GUARD
SPEED RING	MYSTERIOUS BOX	MYSTERIOUS BOX
FLAME GUARD	ELEM OF FLAME	ELEM OF FLAME

AA

NOTE: AFAIK, YOU CAN FINISH THIS BATTLE IN ANY OF THE CONDITIONS, BUT I RECOMMEND KILLING SAUBER WITH A CHAIN OF SP ATTACKS. THIS GOES TO ANY BATTLE THAT HAS MORE THAN ONE CONDITION, UNLESS STATED OTHERWISE!

#Tehes Hamlet 2-2 - Event Battle

-Isaac Joins the party AT THE BEGINNING OF THE BATTLE and you will be IN CONTROL OF HIM! Protect him!

-DON'T KILL THE VILLAGERS!!!

-As the rewards are not very rare, I just kill all the Genomes, because any mistake (such as area damage) in charging Zelena could bring a Game over.

AA

1x ZELENA	LV43	1380 PNT	SOUL SUCKER/LUK UP
3x GENERIC GENOME-MID RNG	LV41	960 DST	
3x GENERIC GENOME-LONG RNG	LV41	960 PNT	
3x GENERIC GENOME-CLOSE RNG	LV41	960 IMP	
4X CIVILLIAN	LV41		

ALL GENOMES	ZELENA ALL HP	ZELENA HALF HP
8000G	3500G	5000G
8PP	17PP	11PP
RESTORE	GIANT'S ARM	ROYAL JELLY
PLATINUM GUN	ROYAL JELLY	POISON CLAW
PLATINUM BRACLT	POISON CLAW	ELEM OF LIGHTNING
PLATINUM BANGLE	LIGHTNING SOUL	PLATINUM BRACELET

AA

=Talking Events at Tehes Hamlet (NOEL)

10PP

3000G

5WP

250EP

UNICORN HORN

MOON FRAGMENT

REMEDY HERB

FRAG OF LIFE

=Talking Events at Desert (ISAAC)

15PP

6500G

8WP

700EP

WING PROTECTOR

ANGEL WINGS

REMEDY HERB

VESSEL OF LIFE

LIGHT SOUL

5000G |5000G
11PP |8PP
SHARP FANG |REMEDY HERB
ELEM OF WIND |BLIZZARD
VESSEL OF LIFE |PLATINUM KNIFE
RUBY WAND |RUBY WAND

AA

=Talking Event at Noasulan (CARLA)

12PP
5500G
7WP
600EP
MARINE ROUGE
UNICORN HORN
RECOVERY GRASS
REMEDY HERB
ICE SOUL

=Talking Event at Harbor City Girvea (NGUYEN/CARLA/FAIRUZA)

15PP
8000G
10WP
900EP
DIVINE BRANCH
UNICORN HORN
METEORIC IRON
MOON FRAGMENT
DRAGON FLAME SAC

=Talking Event at Albahart (Adelle and the Bandit you spared before)

Noasulan Guild

-New information on Mountain Area - Marilyn the naive

Albahart Guild

-New information on Japple Desert from Galtero

#Desert - Event Battle

-Adelle Flag ON, Adelle and Zelos deployed automatically - True Route
-Adelle flag OFF, Adelle deployed automatically, Zelos Cannot fight.

AA

1x GAVAS LV47 1120 IMP WHETSTONE / FEATHER RING
3x THUG (HP9815) LV47 1120 PNT
3x THUG (10654) LV47 1120 DST
4x THUG (12331) LV47 1120 DST

SPOILS:
5000G
11PP
STUN POLLEN
EARTH SOUL
HALBERD
DREAM HAZARD

AA

TIPS:=====

-Try to steal from both bosses on the next battle. They give a lv3 attack and a lv3 magic. Anytime you combo an attack lv3 and a magic lv3 you create a strong elemental *physical* attack. This in turn does very good damage and 740 break equal the element in use (Earth=Impact).

Jump, Dig, Diving Technician(5 of each: Alkahest/Crab Shell/Lizard Tongues). Here's a list of aliases I used, together with Master Locksmith (6 characters on class 3 - Lv50) and, when possible, Encounter Down:

YOU CAN RETRY ONCE IF STUCK. SAVE AND RELOAD TO RESET YOUR RETRIES.

o-----o
|=Old Road: Crusher, Excavator, Winged One (Don't need to go to Map 4 now) |
|=Norius Woods: Crusher, Winged One, Excav. (Map3: jump to top in the end) |
|=Forest of Light: Winged One, Diving T., Excavator (Don't need Map3 now) |
|=Frozen Wood: Crusher, Excavator |
|=Lake Eulid: Crusher(+Battle), Excavator(Map2), Diving T.(Map3), Winged One|
|=Sunraio Forest: Excavator, Diving T., Winged One, (+Battle) |
|=Benard Ravine: Diving T., Winged One, Crusher (+Battle to Map2) |
|=Mt Loffka: Excavator, Winged One, Crusher (No need to do Map2) |
|=Mt Borhoko: Excavator, Winged One, Crusher |
|=Mt Agua: Excavator, Winged One (Destroy3+battle to Map2-optional now) |
|=Mt Gueroult: Winged One, Crusher (+battle to Map2 for one Peirous frag) |
|=Mountain Range: Excavator, Winged One |
|=Japple Desert(After Next Battle): Excavator, Crusher, Diving T, Winged One|
|=Cave of Lament: Crusher, Diving T., Winged One (+ 2 battles) |
o-----o

SEE THE LIST OF ALL CORE FRAGMENTS ON SECTION 8.[COR]

-When you go to Mt. Borhoko, you may want to plant an Egg on Map 3, as later we can come back to kill some giants and capture/steal from a TITAN.

-Try to get 9 Fragments of the Core you plan to use. In doing so you unlock ALL the Latent abilities of the core, and they make a huge difference. Every core can reach level 4 now if you want.

-I changed Zelos to Aqueous and gave him a Sorcery Gun. Try to get him 30/31AP (I'm using Red Sauvage lv5 and Kismet Ring+ lv5 to exact 30 AP). That way, I can buff myself Genius and Critical Break in two turns. After that I spam TURBULENCE (Blizzard + Stone Shower + Star Dust). With Magic Barrier, spells cannot kill him, so get a high defense armor(TRIGUARD!)/Clay and that's it!

***** I KNOW IT MAY SOUND WEIRD, BUT TRY IT AND SEE ZELOS DOING *****
***** 20000+ TO EACH TARGET IN AN AREA *****

-You don't need to grind Zelos's INT, because by the endgame he'll be a physical juggernaut! The bonuses from the Core/Gear are enough to make his spells great.

-Peirous Lv4 is worth mention because of Total Resistance and super high VIT!

-Right now, I don't consider the other cores good, as there's no good swords and the Latent abilities aren't that great.

-Leeza the SP Battery:

If your team heavily depends on SP latents, you may want to try this strategy: Have four members surround Leeza and use 7 buff spells each on her. She needs to have the lowest AGI of the team and at least 24AP. When it's Leeza's turn, self buff up to SP3 and use her SP3, Encouragement, to give everyone except Leeza a boost. That way, you can fill everyone's SP by 2 bars and a half by the second turn. Enjoy the benefits of Genius and Accuracy right away or use more buffs to reach Anger, Critical Break or Kill Switch!

=====

#Japple Desert - Event Battle at Map 3

-Defeat Eunice for True Route (Both is fine, too)

the endgame, as it gets easier to farm EP. For now, the game gives you what you need as battle spoils.

=====

#Tehes Hamlet - Event Battle

-Isaac deployed automatically

AA

1x ZELENA	LV55	1750 PNT	MIRAGE FORCE/LIGHTNING
3x GENERIC GENOME-MID RNG	LV53	1250 DST	
4x GENERIC GENOME-LONG RNG	LV53	1250 PNT	
4x GENERIC GENOME-CLOSE RNG	LV53	1250 IMP	

SPOILS:

- 10500G
- 15PP
- POWER STONE
- SKULL OF THE DEAD
- GIANT'S ARM
- LIGHTNING SOUL

TIPS:=====

-In the next battle, you can steal Deadly Blow, another lv3 skill. Use it together with Meteor Impact (or Power Attack x2) to form an AoE(2x3) physical attack (METEOR BLOW).

=====

#Trace Route Range

|=Event Battle 1

AA

7x GENERIC GENOME-MID RNG	LV51	1200 PNT	
4x GENERIC GENOME-LONG RNG	LV51	1200 IMP	
3x GENERIC GENOME-CLOSE RNG	LV51	1200 DST	

| SPOILS:

- | 15000G
- | 12PP
- | BERSERKER MASK
- | SKULL OF THE DEAD
- | LIGHTNING
- | TITAN RING

|=Event Battle 2

| -Defeat only Etelo for True Route
| -If Al is in your party, and up till now you are on the True Route
| Naiz joins the party on the 75th turn! (Al doesn't need to fight)

AA

1x ETELO	LV55	1300 PNT	DEADLY BLOW/ MOON GUARD
1x EDWARD	LV55	1500 IMP	TORNADO/ MARINE ROUGE
6x GENERIC GENOME-LONG RNG	LV53	1250 IMP	KILL ALL: + 4
6x GENERIC GENOME-CLOSE RNG	LV53	1250 DST	KILL ALL: + 4

| SPOILS:

- | 10500G
- | 15PP
- | BASILISK EYE
- | FAIRY RING
- | FORBIDEN FRUIT
- | DARK HEART

AA

*Abyssal Gate 25 floors open (credit: DarkZeroel23)

TIPS:=====

-You got NAIZ, a great (and cool!) character. He is a BEAST, only being beaten

by Infini Core Zelos later on the game. Parry, Abandon and Satori take care of defense, and Alien Soul(2x ATT and DEF) makes him a killing machine. Just protect him from spells and you are set. I like to make him a glass cannon, as I did to Kaye: I don't put VIT on him. That makes it easier to get into Alien Soul, so with a good RST clay he can kill stuff fast and safe. Later, this also makes him able to damage Zelos fast enough for putting him in Unleash Hell, as Zelos's HP and defense must be high for survival. If I am on Abyssal Gate, I drop Naiz's HP on the first fight and equip clays for the next. Right now, I'll let him on the bench, because I will use Yunellia (with Genius) and Nguyen to combo ANNIHILLATION SPHERE soon, and Naiz cannot do it while moving in the same turn without AP equipment.

-You can also try a different approach and grow his AGI and INT. This way, he gets some Resistance for magic damage, mitigating the use of clays, and giving him some magic potential, although he still should focus on Physical damage, because Alien Soul is amazing.

-Keep in mind that for post game, HP is very important, so if you follow this plan, you may have to grind his VIT later.

=====

=Talking Event at Albahart (NAIZ)

20PP
10000G
10WP
1500EP
TOZUKA SWORD
STR UP
MAX HP UP

=Talking Event at Noasulan(NAIZ/SNOW)

30PP
11000G
25WP
3000EP
AMBER KNUCLES+
ACUITY RING+

Varanoir - Search at Guild

-Sheol Cavern 15-1 (Linetta the costumed)
-Nameless Temple (If Naiz is in Party) 4-4 (Mia the Odd)

#Vergis Kingdom

|=Event Battle 1

| -Nguyen Le unable to fight

|!!

|6x SOLDIER INFANTRY-HP24535 LV51 1200 DST

|6x SOLDIER INFANTRY-HP26490 LV51 1200 PNT

|6x SOLDIER MAGE SOLDIER LV51 1200 IMP

| SPOILS:

| KILL ALL(<100) | KILL ALL(>100) | 150 TURNS

| 10500G | 15000G | 24000G

| 15PP | 12PP | 9PP

| POWER STONE | POWER STONE | SKULL OF THE DEAD

| FAIRY RING | ICE SOUL | VORPAL BUSTER

| FORBIDDEN FRUIT | VORPAL BUSTER | DOUBLE FEATHER

| ICE SOUL | REMEDY HERB | REMEDY HERB

|

|#Event Battle 2

| -Nguyen Le deployed automatically

```

|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
|1X BRUMEIA LV55 1450 PNT MAGIC CRYSTAL SHARD/BLIZZARD
|3x SOLDIER INFANTRY-HP24488 LV53 1250 DST KILL ALL: + 4 GENOME CLOSE
|3x SOLDIER INFANTRY-HP26590 LV53 1250 PNT KILL ALL: + 4 GENOME MID
|3x SOLDIER MAGE SOLDIER LV53 1250 IMP KILL ALL: + 4 GENOME LONG
|3x GENERIC GENOME-MID RNG LV53 1250 DST
|4x GENERIC GENOME-LONG RNG LV53 1250 PNT
|4x GENERIC GENOME-CLOSE RNG LV53 1250 IMP

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| SPOILS:
| KILLED BRUMEIA |BRUMEIA 50%
| 10500G |15000G
| 15PP |12PP
| HIGH-GRADE FUR |HIGH-GRADE FUR
| FAIRY RING |DARK HEART?
| FORBIDDEN FRUIT |MIRAGE FORCE
| DARKNESS SOUL |DARKNESS SOUL

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XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

```

TIPS:=====

-If you didn't make this before, with Magic Crystal Shard from Brumeia, you can now make a good magic sword, the Material Sword+. If you are using any of the sword cores, you may want to try this, although the INT bonus of the other cores is not that great, so it may be better to focus on Strength. Anyway, with the Material Sword you can put some cool combos, like Ark Ray, Thor's Hammer and K'Tourga. Astral Core, with Parry and Unleash Magic, can be a good choice. (IMO, at this point, nothing beats Zelos on Aqueous+Genius+Crit Brk.)

-Yunelia with this blade can solo Judgement with 29AP in Genius!!!

-Material Sword = Force Rod +Enchanted Knife +Power Stone +Magic Crystal Shard
If you want it, equip HQ aliases and save/reset until you get a "+" version.

-The Shard can also be used for a good staff, the CURSED EYE (The HQ version of Cat's Eye) that can become a bit stronger than the Ice Rod+ and gives new elements for Snow to use.

-If you got Vorpal Buster, it's a ranged impact move that forms a good AoE combo for greatsword users: Vortex Howl. (Square Cross + Meteor Impact + Vorpal Buster).

-Overkill/Rare Steal(Fairuza or Nguyen) Edward for the "Aura Ring" in the next fight. It's an ingredient for Vivificate. Three down, one to go (You can get it now if you make a Big Black in alchemy, but I'd wait a little longer, you get one for free after getting Block Action Skill).

=====

#Sheol Cavern - Event Battle

-Aria unable to fight

```

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
1x HERMES LV57 1070 IMP GUARD FRAME/GEN CRYSTAL
1x EDWARD LV57 1650 IMP LIGHT SABER/AURA RING
1x DEMETER LV57 1250 PNT MAGIC BLADE/EARTH PULSE
6x GENERIC GENOME-CLOSE RNG LV55 1300 DST

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```

SPOILS:
(ED) | (DEMETER)
15000G |10500G
12PP |15PP
DRAGON CLAW |POWER STONE
VESSEL OF LIFE |DARK HEART
EVIL-SEALING GEM |DRAGON CLAW

```

SOUL SUCKER |LIGHTNING SOUL

AA

#Event at Fortress Site

-Snow leaves the party temporarily!!!
-Snow's equipment and skills goes back to the Inventory, but if you have any Clay or Auto Skills, they vanish! Well, they are actually still attached to the weapon/armor/accessory, so if you equip the gear you can use them again.

-Jadore one-on-one fight with "???", YOU CANNOT WIN

AA

1X ??? LV999 ????

#Event at Sheol Cavern

-Snow is required and rejoins the party just before this battle

AA

1x DOUBLE ECKS LV60 1850 DST VESSEL OF LIFE/VESSEL OF LIFE

SPOILS:
15000G
60PP

TIPS:=====

-If you are using Zelos with Aqueous Core, take note that Jadore takes half damage from ice spells, so avoid using Turbulence against him. Equip Zelos with Pandemonium and Ark Ray (buff him to SP 2/3 and you can use both spells and break Jadore). Also, equip a high defense armor (Tri-Guard, for example).

=====

#Varanoir - Event Battle

-It is a one-on-one fight between Zelos and Jadore - MUST WIN IN 10 TURNS!!!

AA

1x JADORE LV60 1400 DST HP UP/

*After the battle Jadore will join the party

=Talking Event at Varanoir (NAIZ/SNOW/JADORE)

20PP
8000G
15WP
1800EP
BASILISK EYE
DARK HEART
POWER STONE
DRAGON CLAW
TITAN RING+

=Talking Event at Varanoir (ARIA)

12PP
6000G
9WP
950EP
WHITE FRAME
INT UP

=Talking Event at Harbor City Girvea(DUJA)

10PP
6000G
8WP
900EP
MADU
CRYSTAL LENS

VESSEL OF LIFE

=Talking Event at Tehes Hamlet (ISAAC)

15PP
7000G
9WP
1050EP
DOUBLE FEATHER
GALE RING

=Talking Event at Varanoir (KAYE/VAUGHN)

15PP
10000G
10WP
1200EP
JAMADHAR
FAIRY RING
DRAGON HEART
MONSTER EGG
SEED

=Adelle Event at Albahart-Abandoned building aka Ruins appear on Map

Noasulan - Search at Guild

-Ogrin Mountain Range 17-1 James the kind

Albahart Guild

-Vahallam Ruins 1-1 = Galtero the fearsome
-New information on Japple Desert = Melodia the strange

=Talking Event at Albahart (LISA/NAIZ/AL)

NO SPOILS

Varanoir Guild

-Umari Island 5-1 = Holmes the arcane
-Aerial City Ronica (optional) 16-1 = Sarah the Astute (125A-125L-125I)
-New information on Sunraio Forest = Zash the Newbie
-New information on Sheol Cavern = Gadgetta the Obese

=Talking Event at Nameless Temple (one time only plot)

*Shiro Joins the party!

=Talking Event at Albahart (FAIRUZA/SHIRO)

30PP
20000G
20WP
2500EP
STR UP
INT UP
LUK UP
VESSEL OF LIFE

TIPS:=====

-Jadore is kind of a physical version of Snow, with Total Resistance against status, Unleash Magic / great VIT growth to protect him, and Anger for physical damage. If you decide to use it, his O-Knucle can make a Rekka (ATK) or a Retsurai (MAG). He can be a beast! Also, he gets a special combo with Snow, La Delfes, by using both their SP2 (Holy Lance + Chaos Ice). It's a VERY GOOD move.

AA

=Talking Event at Varanoir (If you lost against Lydia)

*Necessary for the True Route.

15PP

8000G

8WP

1200EP

VIT UP

AGL UP

-If all allies present, Abyssal Gate opens to Floor 45.

(Note: If you cannot get past Floor 30, you are not on the True Route)

TIPS:=====

-With all the EP you got, it's time to make a few improvements. For once, you can make the weapons used for some lv4 skills, and I recommend the last of the list - GENESIS END! You also may have Solid Caliber, Meteor Impact, Shadow Sting and Mirage Force. Combining them, makes a great IMPACT combo, ANNIHILLATION SPHERE. It has a big area of effect, 2000 IMP, and can be done by two people. I'd use Yunellia (with Genius, she can move and execute the first three moves) or Naiz (28AP +6AP to move) and Nguyen with the Ten Blade+ finishes the combo. It's amazing, better yet if they are on critical status, which activates Desperate Strength for Nguyen and Yunellia and Alien Soul for Naiz.

-Later, the same people can combo all lv4 physical skills to make CHILLIASTIC GENOCIDE, a great DST move with great damage potential.

-I seriously recommend that you make some Clay, especially for DEFENSE, as it makes everything much easier. Zelos (Aqueous) and Snow, should focus on a solid Defense, so they can be immune to physycal as well as magic damage (Magic Barrier). Naiz/Yunelia and Nguyen, should have Resistance, as they all have Parry for defense. Kaye and Fairuza, could use some magic clays. Obviously, you won't have enough EP for all this. Adapt this for anyone else you are using. Tri-Guards and elemental bracelets are welcome too.

-Right now, you should aim at getting at least 1000 DEF or RES, depending on your foe and your Potentials. If you're having trouble with any boss, it's probably because of their SP moves. Get Shiro or Fairuza to 33AP, and they can cast their SP4 moves every 3 turns (buffing themselves), moving on the third. Their SP4 moves drops the enemies' SP meter by 2, making bosses much easier. Shiro is easier, as gloves give more AP, but you have to wait until lv50 to upgrade his first class, to get Genius. Give him a ring to increase MOV. This makes any battle with a boss that spams SP moves much easier.

-THE FREEZING GLITCH IS ALMOST CERTAIN TO HAPPEN WHEN YOU CHANGE EQUIPMENT!!! ALWAYS DE-EQUIP ALL YOUR EQUIPMENT BEFORE CHANGING ANYTHING. THEN EQUIP WEAPONS->ABILITIES->AUTO ABILITIES/CLAY IN THIS ORDER. ALSO, IF YOU MAKE CHANGES WHILE SELECTING CHARACTERS FOR BATTLE THE GLITCH IS LESS LIKELY TO OCCUR. SOMETIMES THE GLITCH HAPPENS WHILE CHECKING MONSTER SKILL, SO BEWARE!

-With that much EP, you open a lot of possibilities. You can use the Stat up fusing trick to get mithril weapons for upgrading to Orichalcum. This saves up to 2193EP per weapon (you can also can use these weapons to make skills).
=For Naiz, you can make an Annihilator(later used for Agito), or better yet, make an Yagrush. That way he can use Vortex Howl, some IMP and DST options as well as helping Nguyen with Annihilation Sphere.

=Nguyen finally starts to shine, with Ten Blade+, the best dagger until Bontenmaru. He can combo PNT best than anyone, and Fanatic Rave is amazing, together with Mirage Force. The weapon also has good DST value.

=Kaye can try and get a Ridil now, and that opens a lot of Lv 4 combos, as well as better break in all three types.

=Snow with an Artemis or a Cursed Ey can break DST very well with Chaos Flare and Ark Ray. But she still does well with the Ice Rod+ for a little longer.

-You could try and make Snow have 37AP to solo Judgement, but I'd wait until finishing AG40, as some items are easier to get there. And right now, Zelos on Aqueous is taking care of area magic destruction.

-Do some Abyssal Gate levels (I usually go as far as 37 then I use Scarab, so I can continue from 36, but if you want you can go as far as 45). You get a lot of experience, items and aliases, that will help for the next fights.

-Steal(rare) from enemy Magic Lords (AG 23/24) to get Force Frames. Max its Auto Skill and you get 25% more magic damage! It's great for high damage mages like Zelos on Aqueous, Snow and Kaye.

-If you want to overkill the next bosses DO Abyssal Gate until 45. I don't care much about their drops so I'd wait after the Human Genome battles ahead, as I am around lv70, it's your call.

=TIPS FOR ABYSSAL GATE 40-45

-When you are on Abyssal Gate, on floor 35/40 you can rarely find a Golden Doll(lv99). Reset until you see one. You can (rare)steal a LUCKY CHARM from him. It takes a lot of EP, but once you max it, you get a CHICKAPEDE CHARM, that gives +15AP at lv5. You won't use it now (we are talking hundreds of thousands of EP), so if you don't want to bother, you can steal Chickapede Egg (armor, 15AP at max) on the second time you fight a boss on AG47. On AG35 you can rare steal the King's Emblem (4AP at lv5) from the Slime that appears instead. And AG40 has an Angel Knight to Steal/Capture.

-As soon as you get a Dead Crown, you can make a Big Black (White Frame, Generation Crystal, Dark Heart and Dead Crown). Also, you can find a Big Black in Sheol map 3 with the BLOCK skill in a Red seal stone (Encounter Down is recommended). It has a good ability attached, HP Up+, that when maxed DOUBLES your max HP. However, its best use for now is to make the VIVIFICATE spell, as this makes the game a lot easier. Dead Crowns can be gotten from Grand Mummy at AG40/41 or Japple Desert Map3. Get it ASAP!

-On floors 41, 43 and 45 there are ONE-TIME ONLY FIGHTS. Make sure to steal from the enemies: Cursed Sword (Asura/STR-up), Draconian (Divine guard/VIT Up) and Enhanced Draconian (Aura Ring/VIT up).

-If you go to AG 41 you'll fight the Cursed Sword(one time only). You can make a Demonic Blade with the title you get for defeating it (106). But to get it to appear, you'll have to clear titles 103, 104 and 105 (they are not hard). Then, fuse (Black Soul) + Dainslaif (Rare steal from Greater Devil-AG38) + Bloody Sword (Bloody Pearl, Dead Crown, Curse-Sealing Gem, Darkness Crystal).

-Demonic Blade is INSANELY powerful, maxing at 1937 attack! The downside: never attack an enemy that absorbs Dark as it will heal it instead. For these enemies, use Lv3 elemental attacks (Ray + Solid Caliber, for example).

-On AG44 or AG41(second time) Crystal Devil gives Crystal Bracelet(rare steal), an AMAZING armor for mages. They can also be found on all maps in the Ronica Ruins, if your level is high enough.

=====

#Japple Desert

|=Event Battle 1

|XX

|1x RINGLEADER LV61 1440 IMP KILL ALL: +2 RINGLEADER
|4x THUG (HP22105) LV61 1440 DST KILL ALL: +4
|4x THUG (HP24851) LV61 1440 PNT KILL ALL: +4 22105 (PNT)
|4x THUG (HP22105) -REINFORCEMENT LV61 1440 PNT KILL ALL: +4 19359
|4X THUG (HP19359) -REINFORCEMENT LV61 1440 DST

| SPOILS:

| 40000G |25000G
| 10PP |13PP
| FLAME CRYSTAL |FLAME CRYSTAL
| RECOVERY GRASS |CRYSTAL LENS
| MITHRIL KNIFE |MITHRIL KNIFE
| HOMURA |HOMURA

|=Event Battle 2

|XX

|1x GENERIC GENOME-CLOSE LV63 1440 IMP
|3x RINGLEADER LV63 1520 IMP KILL ALL: +4
|4x THUG (HP23806) LV63 1520 PNT KILL ALL: +4
|4x THUG (HP20885) LV63 1520 DST KILL ALL: +4

| SPOILS:

| 25000G
| 13PP
| ICE CRYSTAL
| IRON GEAR
| EXECUTIONER
| ICE FANG

|=Event Battle 3

|XX

|1x BRUMEIA LV65 1700 PNT DEBILITATING RING/WHETSTONE
|3x RINGLEADER LV64 1540 IMP KILL ALL: +4 GENOME CLOSE
|4x THUG (HP27697) LV64 1540 PNT KILL ALL: +4 GENOME MID
|4x THUG (HP23181) LV64 1540 DST KILL ALL: +4 GENOME LONG
|4x GENERIC GENOME-MID LV64 1560 DST ABSORBS ICE!
|4x GENERIC GENOME-CLOSE LV64 1560 IMP ABSORBS ICE!
|4x GENERIC GENOME-LONG LV64 1560 PNT ABSORBS ICE!

| SPOILS:

| 25000G
| 13PP
| LIGHTNING CRYSTAL
| STEEL CLAW
| TYR'S FANG
| SPARK EMPEROR

|XX

#Vahallam Ruins

|=Event Battle 1

|XX

|1x GENERIC GENOME-CLOSE LV61 1350 IMP
|4x IRON BUG LV61 1430 DST
|3x RUNE MASTER LV61 870 IMP
|3X IRON GIANT LV61 1900 IMP

| SPOILS:

| 25000G
| 13PP

| CRYSTAL LENS
| IRON GEAR
| RESUSCITATE
| MITHRIL BRACELET
|

=Event Battle 2

|||||

|2x GENERIC GENOME-CLOSE LV63 1500 IMP
|4x GENERIC GENOME-LONG LV63 1350 PNT
|4x RUNE MASTER LV63 890 IMP
|4X IRON GIANT LV63 2100 IMP

| SPOILS:

| 25000G
| 13PP
| DRAGON CLAW
| DEATH NEEDLE
| FORCE ROD
| CRUEL FRAME
|

=Event Battle 3

|||||

|1x SAUBER LV65 3100 IMP HOMURA/WHETSTONE
|3x GENERIC GENOME-CLOSE LV64 1540 DST KILL ALL: +4 GENOME MID
|4x GENERIC GENOME-MID LV64 1540 IMP KILL ALL: +4 GENOME LONG
|4x GENERIC GENOME-LONG LV64 1540 PNT KILL ALL: +4 GENOME CLOSE

| SPOILS:

| 40000G |25000G
| 10PP |13PP
| DRAGON CLAW |SHINY FANG
| VESSEL OF LIFE |DEATH POLLEN
| MITHRIL SWORD |MITHRIL SWORD
| HERMES RING |HERMES RING

|||||

TIPS:=====

-The weapons you got in the last and will get in the next fights are used to make some lv4 skills. Always check in the Alchemy menu if you can make new skills. That way you can update some combos for better damage and break. E.g.: Every physical skillset have a combo of lv1 + lv2 + lv4 that usually gives good damage, but if under break, these combos gain more hits, normally DOUBLING damage.

-From now on, you will need some aliases to get to the maps where the event battles occur, so let's do some hunting:

=GRAPPLER(Destroy lv3): Collection 3

-Kill 10 Basilisks and 5 Green Dragons
(They can be found on AG31/32, but on Ronica Map 1 Green Dragons come in 4 if you come underleveled enough!)

=BLOCK: Collection 10 - Go on a steal spree on Abyssal Gate. Get 5 of each:

-Crystal Lenses - Big Eye (AG 34/35 - Sunraio 4)
-Power Stones - Iron Devil (AG 31/32 - Sunraio 4)
-Iron Gears - Iron Giant (AG 32/33 - Mt. Borhoko 3)
-Bloody Pearls - Bloody Beast (AG 36/37 - Umari 2)
-Death Pollens - Rafflesia (AG 34/35 - Frozen Woods)
-Aqua Stones - Death Crab (AG 35/36 - Frozen Woods)
-Onyx Stones - Diablos (AG 34/35 - Sunraio 4)
(*once you have at least one of each item the collection should appear)

|AA

|1x THADDEUS LV65

|AA

|

|=Event Battle 2

|AA

|1x THADDEUS LV65 2200 DST GALE RING/WHETSTONE

|4x GENERIC GENOME-CLOSE LV63 1490 IMP

|4x GENERIC GENOME-MID LV63 1490 DST

|5x GENERIC GENOME-LONG LV63 1490 PNT

| SPOILS:

| 25000G |17500G

| 13PP |16PP

| BASILISK EYE |EARTH CRYSTAL

| ONYX STONE |BASILISK EYE

| SILENT CROSS |ONIX STONE

| TRIPLE FEATHER |FAIRY RING

AA

=Talking Event At Noasulan

20PP

25000G

15WP

7500EP

AGL UP

INT UP

LUK UP

TIPS:=====

-Steal from Sexton on the next battle. Angel Wing, when maxed gives 4AP. It's one of the few accessories to do so. Useful for Snow, as soon as we get her Judgement/Abbyss Sphere or anyone needing to get more AP for combos.

-You can farm BLOODY PEARLS on Umari Map 2. Get some and use them in battle to get a great effect: 50% attack and defense boost for three turns!!! They are AMAZING for any physical warrior.

-Fighting in Umari 2 also nets you Collection 15, and a GREAT title, called "Flying One". It gives Double Jump AND Block in one slot! To get it, kill 20 Golden Bats and Slayer Bees.

=====

#Sheol Cavern - Event Battle at Map 2

HOW TO GET TO MAP 2: Push the 4 pillars until they form a bridge to the ledge on the end of the stage(if you don't have Encounter Down 5 -Collection 100: 1M Gold, you'll have to fight). Remember you can push while standing on elevations. When you make the bridge, jump for the ledge and use Destroy LV3 on the Rock. Then, push the pillar one space. Now, just engage in a battle and use the portal that was under the pillar.

AA

1x SEXTON LV67 1950 DST ANGEL WING/EVENT HORIZON

3x GENERIC GENOME-CLOSE LV65 1560 IMP

4x GENERIC GENOME-MID LV65 1560 DST KILL ALL: +4 GENOME MID

4x GENERIC GENOME-LONG LV65 1560 PNT KILL ALL: +4 GENOME LONG

SPOILS:

25000G

13PP

DARKNESS CRYSTAL

CURSE-SEALING GEM

NECROS STONE

MITHRIL BANGLE

Prominence, Rising Storm, Calamity Storm and Hades. Use the Enchanted Knife for Snow's Artemis (see below).

-If you are using Snow (or Aria) upgrade a King's Emblem and the Angel Wing to lv5. Make Blade of Rays (Magic Blade, Fairy Ring, Light Crystal). As a bonus, you should have unlocked title 123. Then make a Skull Staff (Mist Wand, Skull of The Dead, Curse-Sealing Gem). You should have all the ingredients. Now, fuse a Holy Rod (Blade Of Rays, Shiny Fang, Slime Core* and Light Crystal). Lastly, fuse an Artemis - or better yet, ARTEMIS+ with HQ aliases - (Skull Staff, Holy Rod, Spirit Sword (upgrade Lunar Wand) and Moon Fragment*).

*Slime King = AG38 / Old Road 4 (Destroy 3 can break the obstacles)

*Moon Fragment = Plant a SEED on Norius 3 or hatch an egg at Sunraio 2

-With this equipment, without moving, Snow can chain Ascension, Ray, Eclipse, Atomic Hole and Pandemonium. This makes JUDGEMENT, arguably Snow's best combo. Try it on Critical Break!

-When she gets her Omniscient Staff or Rune Blade, she can also cast Black Mist, Dark Ray, Eclipse, Atomic Hole and Pandemonium, to make ABYSS SPHERE, the dark counterpart of Judgement.

-If you did the weapons for Kaye and Snow, they can combo GEHENNA, arguably the most powerful single target spell in the game (outside SP combos, of course). As Chaos Flare is range 1, Kaye is the perfect mage to do this, as she can become invisible and get close to the target. It's great to break high DESTROY enemies.

-Kaye with RIDIL is also my scout. She got to 33AP and that means that she can move and cast 8x Accelerate to get to SP1 and use Shadow Form in one turn! When I need to reach a portal to advance, I organize a party of only her and use Shadow Form. It's just run for the portal, NO enemy will attack me. Just make sure to destroy any objects or the enemies will attack it until there's nothing else to attack and that's annoying! Oh, and get Move Charge for her.

-I suggest getting titles 101 (Encounter Down 6), 13 (Destroy+Unlock Max), 14 (Dig+Approach) and 15 (Double Jump+Block) if you didn't yet. This will help a lot in hunting the last core fragments (see section 8. [cor]). Here's a list of what you need for each one:

=>101: 500 Enhancements (Clay making! - May need to get title 100: 1M Gold)

=>13 : Underground Lake - Benard Ravine 2

Undersea Cave - Cave of Lament 2 - Block/Enc Down (Optional)

Dragon's Cradle - Ogrin 3 - Block/Dig

Center of The Earth - Umari 3 - Lv 75+ enemies

=>14: Kill 20 Death Crabs and 20 Iron Giants

=>15: Kill 20 Golden Bats and 20 Slayer Bees (Umari 2)

-You should get the three optional cores (from easiest to hardest to get): HELIOS, VESPER and INFINI. Look on section 8. [cor] for details on where to find them and their fragments. Every core has its uses, Accuracy on Vesper, Total Resistance on Helios... But once you get Infini to lv4 +Revolver Cannon, you won't take it off from Zelos. UNLEASH HELL is awesome, doubling Zelos' already high Attack and DEF.

-When you go to Ronica 3 to get the core (or in AG 42), fight there and steal Dark Eye from Dark Dragons (every enemy here has good stuff!). It can be used to make an Ogre Slayer (Midnight Sun*, Devil Horn, Curse-Sealing Gem, Dark Eye) an amazing sword! It gives a lot of AP, attack and three slots for IMPACT skills. Giving it to Naiz opens a lot of combos or you can fill the slots with

2 Genesis Wave and break for 1540IMP alone. If you get a second Genesis Wave, that makes 2410IMP for 36AP!

- *Midnight Sun= Lightbringer(Remember Unicorn Sword), Phantom Sword, Shiny Fang
- *Phantom Sword= Chozurimaru, Evil-Sealing Gem, Darkness Crystal
- *Chozimaru= Spata, Bastard Sword (Falchion-Buy, Iron Sword-Buy)

-After getting a Kaiser Core, make the AGITO (Annihilator, Dragon Fang, Kaiser Core, Beastly Protector), for better attack to Naiz.

-Much later (after you do 10M damage! in a combo and defeat Draconian on AG), you get in one title (89) the items to make Bontemaru (Knife) and Musofugaku (Greatsword). They are great weapons and combo very well together with Naiz and Nguyen Lee.

-When you get Luihe Quan and Execution, equip Yunelia (Genius) or Naiz (39 AP) with Execution, Gore Crush and Genesis End. Give Luihe Quan and Accel Rave to Nguyen. Combo all these moves and you get CHILLIASTIC GENOCIDE, giving 2700DST and huge damage.

-Do some runs through AG 41-45 to get EP (You can try AG 46, but it's a big jump in difficulty), then make some clay, as well as the last equipment needed for LV4 skills (you should be missing Execution and Luihe Quan). Focus on getting Zelos' DEF to 800 or 1000 and his RES to 1500-2000. That way, you can be in Unleash Hell (Infini Core) without worrying about dying.

-While doing that, make sure to steal from Holy Knights, Master Golems and Crystal Devils as their drops/steals are required to Collection 18, and that collection opens up collection 19, which gives auto-matter, for Zelos's Revolver Cannon.

-Talking about Revolver Cannon, if you think you are strong enough, try to kill NOTHINGNESS on AG. To make it appear, just go to AG 1 and wait 200 turns. Nothingness has 100 in all stats, Parry AND Magic barrier, so you'll have to finish him with SP moves or Accuracy. Try Zelos with Orichalcum Gun and Vesper Core. Once you beat it, claim the title for your feat & fuse the item won, together with a Doragu Riser (Orichalcum Gun, Rune Stone, Kaiser Core, Dragon Heart). You just got the strongest weapon in the game! In my game, it got Zelos' Attack to 3000 (6000 in Unleash Hell), without upgrades or clay!

```
*****
*SURE WAY TO BEAT NOTHINGNESS: Get Fairuza or Shiro to at least 1774 Defense*
*and Resistance (one 999 Clay each + a Crystal Bracelet should suffice).      *
*a little less should do, as damage should be very low. Use Aura Ring. Then,*
*keep buffing him/herself until SP4. Unleash it and repeat. The thing is:   *
*the only of Nothingness moves that can cause any damage is Hell Gazer, and *
*their SP4 drops it's SP by TWO. Keep it up and after a while you'll have  *
*Revolver Cannon!                                                           *
*Also, I one-shot Nothingness using Shiro as bait, and Zelos and Naiz with  *
*1500+ ATK each and Unleash Hell/Alien Soul. Each one used a Bloody Pearl.  *
*When Nothingness came on they reach, they combo'ed their SP3 (CHAOS DRIVE) *
*and did...500,000 DAMAGE, after Shiro broke the monster and used his SP4!!!*
*****
```

-Now is the time to build up for the challenges of AG 46-50!

-After I get Revolver Cannon, I set Zelos to Solo AG 41-45.

Having STR, VIT and AGI at 120+ with Infini Lv5, I equip him as follows:

```
o-ZELOS INFINI CORE-----o-----o
|Revolver Cannon   |Deadly Blow           | That gives him:           |
```

Divine Guard	Meteor Impact	3000+ ATK (Doubles with UH)	
Acuity Ring+ Lv5	Mirage Force	850+ DEF (Doubles with UH)	
-----	Ray	1700+ RES	
2x RES 600 Clay	Dark Ray	o-----o	
	Eclipse		
Resist Stun+ Lv5	Power Attack		
Resist Poison+ Lv5	Gore Crush		
Move/Jump+2	Invisible Stab		
	Mirage Force		
o-----o			

Then on AG 41 I use Naiz with the Demonic Blade to get Zelos to Unleash Hell. After that, it's only a matter of not letting any enemy get in Desp. Strength or SP2! Oddly enough, the first stages are harder: always kill Dragons and Angels first! If you move, do Deadly Blow and Mirage Force + Ray/Dark Ray. Without moving, Mirage Force+Ray, Mirage Force+Dark Ray and Eclipse (avoid counters). Against Parry, use SP1. Angels absorb Holy and Dark Angels/Demon Eyes absorb Dark, but they are weak to their counterparts. Slimes and Demon Eyes cry to 2 Mirage Force + Gore Crush. Using some aliases, you get about 20000EP every time you clear 41-45.

-This is great to farm EP and Gold, as the enemies drop valuable loot. Using a few aliases to boost the selling price I was able to reach 5 Million Gold, earning the 77th title and right after, the 78th (Defeat Rune Blade at AG46)! This gave me Rune Blade, an awesome weapon for Snow, giving her Judgement, Abyss Sphere, AND some physical capabilities (putting Alien Soul to good use). The same title gives Rigveda, an item that combined with Sansentou Spear, forms Sciorra's Best Weapon. (Before selling all this, there's a title that requires you to have MINUS 1M Gold: do that by letting people die on AG 46. It gives some good items used later on to make a Blue Water Accessory.)

-I suggest you keep a Thief(Nguyen or Fairuza) + a dedicated SP dropping person (Fairuza, Shiro, Kaye, Hillo, Issac). Just be careful as, while dropping SP, Fairuza shouldn't steal. Other good suggestions are someone to bring Zelos's HP down so he can be on Unleash Hell (Naiz on Alien Soul is my choice). Make sure to grind Zelos's DEF and mostly his RESISTANCE if you go running with low health! You should also have someone to Revive and damage with magic. This is my final team and how I start battles: Nguyen Accel Raves on Naiz(Alien Soul), Naiz beats on Zelos (Unleash Hell), Nguyen/Zelos (before Revolver Cannon) beats on Kaye (Accelerate). Shiro/Fairuza Vivificates and get to Genius ASAP, Snow buffs to Critical Break and Kaye goes in Shadow Form!

-My three main "breakers" (used to begin combos and break the enemy) are: Zelos or Nguyen for PENETRATE (Mirage Force and gun/combo), Naiz/Yunellia for IMPACT (Genesis End + Sword) and Snow for DESTROY (Ark Ray, Pandemomium and Chaos Flare + staff).

-Breaking some bosses can be a lot tougher than it was until now, but try it! It makes everything faster if you can chain a series of attacks and break on time to unleash a powerful move. You might have noticed, but usually it's best to use moves separately for breaking (first on the chain) and combos after, as they tend to be devastating after break. Also, Slimes, Big Eyes and Satanael are so much fun with Zelos and his Revolver Cannon +Mirage Forces =).

=Talking Event at Noasulan (EVERYONE)

o=====o
| For True Route, Clear all 50 floors of the Abyssal Gate |
| *****|
| I won't give strategies for all bosses, because the main thing for all is to |

|drop their SP gauges so they don't spam super moves. Cast Vivificate (you got
|it, right?), get close, receive the punishment, revive and drop it. Then just
|keep it up. I'll just list the goods. Make sure to steal and rare steal from
|all of them. Sometimes they have *two* normal steals!

|Also, STEAL THE TENMA SWORD FROM DOUBLE ECKS ON YOUR FIRST FIGHT WITH HIM!
|It's an important component for Al's Tenma Comet Sword and you only have ONE
|CHANCE to get that weapon, right at that fight.

```
=====
|FL ENEMY                BREAK      STEAL                OVERKILL / RARE  |
|-----|-----|-----|-----|
|41 CURSED SWORD        2100 IMP  Asura                STR Up           |
|-----|-----|-----|-----|
|43 DRACONIAN          3600 PEN  Divine Guard        VIT Up           |
|-----|-----|-----|-----|
|45 ENHANCED DRACONIAN 4600 PEN  Aura Ring           VIT Up           |
|-----|-----|-----|-----|
|46 RUNE BLADE          2100 IMP  Hermes Ring (1st time) STR Up           |
|                  |                STR Up (2nd time)   Rusty sword      |
|-----|-----|-----|-----|
|47 AMBROSIA            3200 DST  Big Black (1st)     LUK Up           |
|                  |                Chickapede Egg (2nd)|
|-----|-----|-----|-----|
|48 SATANAEL            2100 PEN  Heaven's End (1st)  Chaos Frame (1st)|
|                  |                INT-up (2nd)       Suzaku's Ring (2nd)|
|-----|-----|-----|-----|
|49 VERMILLION(BODY)    2600 IMP  E.O.M (1st)         Extra Frame (1st)|
|                  |                Genbu's Gauntlet(2nd) HP Up (2nd)     |
|  VERMILLION(LEFT ARM) 2600 PEN  INT Up              Rusty Ring (2nd) |
|-----|-----|-----|-----|
|  VERMILLION(RIGHT ARM) 2600 DST  STR-up              Seiryu's Blade(2nd)|
|                  |                |                Rusty Bracelet(2nd)|
|-----|-----|-----|-----|
|50 DOUBLE ECKS        3400 DST  Tenma Sword!(1st)  Mighty Ring      |
|                  |                STR Up (2nd)       Byakko's Armlt(2nd)|
|                  |                Rusty Ring (2nd)
O=====O
```

#Trace Route Range

|=Event Battle 1

```

|!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
| 2x GENERIC GENOME-CLOSE      LV65    1560 DST
| 4x GENERIC GENOME-LONG       LV65    1560 IMP
| 3x DIABLOS                    LV67    1630 DST
| 3X RAFFLESIA                  LV67    1790 PNT
| SPOILS:
| 25000G
| 13PP
| LIGHT CRYSTAL
| DEATH CROWN
| SLIME CORE
| MITHRIL BRACELET

```

|=Event Battle 2

```

|!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
| 1x HERMES                      LV70    1350 IMP  EARTHQUAKE/ FORCE ROD
| 1x EDWARD                      LV70    2000 IMP  ARS NOVA / MITHRIL SWORD
| 1x DEMETER                      LV70    1490 PNT  EXECUTION/ METEORIC IRON
| 6x GENERIC GENOME-MID RNG      LV68    1630 DST
| SPOILS:

```



```
| 1x ZELOVIDE                LV150          True Emblem    Epsilon Ring |
| 1x DENA                    LV150          Floating Stone Dismal Sylph |
```

o-----o

o-----o

```
|                Spectral Tower - TRUE ROUTE FINAL BATTLES                |
```

```
|-----|
```

```
|=Event Battle Map 1|
```

```
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
```

```
|3x RUNE BLADE                LV130                |
```

```
|3x SATANAEL                  LV130                |
```

```
|3x STRENGHTENED DRAGONIAN    LV130                |
```

```
|                                |
```

```
|=Spectral Tower - Map 2|
```

```
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
```

```
|3x VERMILLION RIGHT ARM      LV150                |
```

```
|3x VERMILLION LEFT ARM      LV150                |
```

```
|3x VERMILLION BODY          LV150                |
```

```
|2x DOUBLE ECKS              LV150                |
```

```
|                                |
```

```
|=Spectral Tower - Map 3 (Party minus Snow and Jadore)|
```

```
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
```

```
|1x GUISTABINUUS (HP 2.2M)    LV180                |
```

```
|                                |
```

```
|=Spectral Tower - Map 3 (Only Zelos)|
```

```
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
```

```
|1x GUISTABINUUS (HP 300,000) LV180                |
```

```
|                                |
```

o-----o

```
|                TRUE ENDING                |
```

```
|                                |
```

```
|                                |
```

o=====o

====POST GAME: SPECTRAL TOWER 1-25 OPEN ("SUPER" DOPPELGANGER BATTLES)====

o=====o

```
| 8. CORE FRAGMENTS LOCATION                [cor]/|
```

o=====o

This section will list the location on every fragment for Zelos to power up his cores. Almost all of them requires some field ability, so if you haven't unlocked the mentioned ability (DIG, DOUBLE JUMP, or UNLOCK, etc) don't bother going after that piece. Cores will level up as you collect 4, 6, 9 and 15 fragments. Some cores are very worth maxing, as the latents make Zelos a killing machine if well played.

- Try to always have Encounter Down (alias) equipped
- If you get stuck, remember you can Retry (triangle menu)
- If you save and reload, you reset your retries!
- Remember you can Jump and execute Actions.

- Title to open YELLOW seal stones= drops of from Abyssal Gate 1-10
- Title to open BLUE seal stones= drops of from lv40+ enemies
- Title to open RED seal stones= have 6 character on class 3 (lv.50)

-To find Cavern of Lament and Aerial City Ronica se section 9.[OPT]

-Grappler (destroy lv3) = defeat 1000 monsters

-I suggest getting titles 101(Encounter Down 6), 13(Destroy+Unlock max), 14(Dig+Approach) and 15 (Double jump+Block) if you didn't yet. This will help a lot in hunting the last core fragments. Here's a list of what you need for each one:

=>101:500 Enhancements (Clay making! - may need to get title 100: 1M Gold)
=>13 :Underground Lake - Benard Ravine 2
 Undersea Cave - Cave of Lament 2 - Block/Enc Down(optional)
 Dragon's Cradle - Ogrin 3 - Block/Dig
 Center of The Earth - Umari 3 - lv 75+ enemies
=>14: kill 20 Death Crabs and 20 Iron Giants
=>15: kill 20 Golden Bats and 20 Slayer Bees (Umari 2)

Tips on some action maps:

There are some maps that usually are troublesome to reach, as the clues the game gives are less than a hint. Some of them I list on the True Route list, and I'll list other here:

-Valhallan Map 3: (Treasure Hunter, Winged One, Sky Gazer and Enc. Down 6)
If you examine the gray pillar it's written something about "Unrestrain me". Well, you have to make BLOCKS on the side(outside the map) of the Gray pillar, to be able to push it and drop it in the floor. Just drop it and enter battle to use the portal.

-Aerial City Ronica Maps 1,2 and 3: See INFINI Core location, below.

-Umari Island: see VESPER Core location below.

-Trace Route Range:

=Map 2: Hidden behind a tree on the left side of the hill. Destroy it.
=Map 3: Plant a SEED on the end of map 1 and go to battle.
You'll need someone with FLOAT ability, or wearing Dismal Sylph.

-Mt. Gueroult Map 3: (Map 2 battle) Plant a SEED on the spot behind a Rock (Grapler). The trees don't have the right height.

-Mt. Loffka Map 3: On map 1 use Grappler and pile 3 trees and 2 boxes on the spot that the rock was blocking then use someone with Float in battle.

=Alias observations:

-JUMP = WINGED ONE
-DIG = EXCAVATOR/AMPHIBIAN
-DESTROY = CRUSHER
-DESTROY LV3 = GRAPPLER
-DESTROY MAX = TREASURE HUNTER
-BLOCK = SKY GAZER
-WATER/APPROACH = DIVING TECHNICIAN/AMPHIBIAN

-Most of the core fragments that have "battle" can be gotten without fighting AFTER you get Collection 13: TREASURE HUNTER (to break rocks).

=====

IGNIS CORE (FIRE/STRENGTH - SWORD)
GET: AFTER BRIDGETTE STEP 4

LATENTS: RESOLVE-ANGER-ANTICIPATION-DESPERATE STRENGTH

SLOTS: GENERAL-GENERAL-FIRE-FIRE-IMPACT-IMPACT

MAP	COLOR/WHERE/HOW TO TAKE
OLD ROAD 1	YELLOW/DIG
OLD ROAD 3	RED/BLOCK
FOREST OF LIGHT 1	BLUE/JUMP
FOREST OF LIGHT 2	BLUE/DIG
SUNRAIO FOREST 2	YELLOW/BOX/JUMP
MT. BORHOKO 2	BLUE/DESTROY WALL (NOT DIG!)
MT. BORHOKO 3	YELLOW/DIG
MT. BORHOKO 3	BLUE/DIG/DESTROY (INSIDE MOUNTAIN)
MT. BORHOKO 3	RED/BLOCK/DESTROY/BATTLE
LAKE EULID 4 (CAVE)	YELLOW/JUMP/BATTLE (LV60) /DIG (CLOSE TO PORTAL) /DESTROY
CAVE OF LAMENT 1	YELLOW/BATTLE (ROCK)
MT. AGUA 1	RED/JUMP
MT. AGUA 1	BLUE/DIG/BATTLE
UMARI ISLAND 1	BLUE/BLOCK OR TREE (PUSH) /FALL/DESTROY LV3/DIG
AERIAL CITY RONICA 1	BLUE/JUMP/TREE

=====

ASTRAL CORE (THUNDER/LUK - SWORD)

GET: AFTER GETTING LYDIA

LATENTS: RESOLVE-FORTUNE-PARRY-UNLEASH MAGIC

SLOTS: GENERAL-IMPACT-THUNDER-THUNDER-GENERAL-WIND

MAP	COLOR/WHERE/HOW TO TAKE
NORIOUS WOODS 1	YELLOW/CARRY
NORIOUS WOODS 3	BLUE/DESTROY/TREE/JUMP (AT THE END OF PATH)
FOREST OF LIGHT 1	YELLOW/RETREAT
MOUNTAIN RANGE 1	YELLOW/TREE
MT. BORHOKO 1	YELLOW/BATTLE OR DESTROY 4
LAKE EULID 2	BLUE/PILLAR/DESTROY
LAKE EULID 3	RED/GRAPLER/WATER
JAPPLE DESERT 3	BLUE/JUMP/DESTROY (DIG TO MAP3)
BENARD RAVINE 2	BLUE/JUMP
MT. LOFFKA 1	BLUE/IN THE BIG WALL WITH A BOX/ (DESTROY)
MT. LOFFKA 2	RED/GRAPPLER/TREES
TRACE ROUTE RANGE 3	BLUE/GRAPPLER/JUMP
VALHALLAM RUINS 1	YELLOW/FALL
OGRIN MOUNTAIN RNG 1	BLUE/DESTROY
AERIAL CITY RONICA 2	RED/JUMP

PEIROUS CORE (EARTH/DEFENSE - SWORD)

GET: SAUBER FIRST BATTLE

LATENTS: RESOLVE-GUARD-QIGONG-TOTAL RESISTANCE

SLOTS: IMPACT-IMPACT-EARTH-EARTH-GENERAL-GENERAL

MAP	COLOR/WHERE/HOW TO TAKE
NORIOUS WOODS 1	BLUE/TREE/JUMP/DIG
NORIOUS WOODS 3	YELLOW/JUMP
FOREST OF LIGHT 2	RED/JUMP
MOUNTAIN RANGE 2	YELLOW/DESTROY (ICE) IN BATTLE
SUNRAIO FOREST 1	BLUE/JUMP/DIG
MT. BORHOKO 1	RED/BLOCK/JUMP/ENC. DOWN

LAKE EULID 3	YELLOW/GRAPLER OR BATTLE/WATER
JAPPLE DESERT 1	YELLOW/BEHIND TREE
JAPPLE DESERT 1	BLUE/WATER/DIG
JAPPLE DESERT 2	BLUE/BLOCK/TREASURE HUNTER
MT. GUEROULT 1	BLUE/JUMP
MT. GUEROULT 2	YELLOW/DESTROY
MT. GUEROULT 2	BLUE/GRAPPLER/2TREES (JUMP)
OGRIN MOUNTAIN RNG 2	BLUE/FALL/RETRY
OGRIN MOUNTAIN RNG 2	RED/DOUBLE JUMP

=====

AQUEOUS CORE (ICE/MAGIC - GUN)

GET: SEXTON FIRST BATTLE

LATENTS: RESOLVE-CRITICAL BREAK-MAGIC BARRIER-GENIUS

SLOTS: ICE-ICE-ICE-SPECIAL-SPECIAL-EARTH

MAP	COLOR/WHERE/HOW TO TAKE
-----	-------------------------

NORIUS WOODS 2	BLUE/DESTROY/BOX/JUMP
NORIUS WOODS 2	YELLOW/JUMP/LOG or BOX
SUNRAIO FOREST 3	BLUE/JUMP (BATTLE TO MAP3)
SUNRAIO FOREST 3	BLUE/DIG (CLOSE TO BOX/YELLOW UNDER ROCK, MIDDLE)
SUNRAIO FOREST 5	RED/BLOCK/INSIDE TREE (ENC DOWN)
LAKE EULID 1	BLUE/CARRY/JUMP
LAKE EULID 1	YELLOW/GRAPLER OR BATTLE/WATER
BENARD RAVINE 1	YELLOW/JUMP/BOX
BENARD RAVINE 1	BLUE/BATTLE
CAVE OF LAMENT 2	RED/WATER/BATTLE
CAVE OF LAMENT 2	BLUE/DESTROY PILLAR/DOUBLE JUMP
MT. AGUA 2	RED/WATER
TRACE ROUTE RANGE 1	BLUE/DIG/JUMP OR BLOCK
FROZEN WOOD	BLUE/CRUSHER/DIG (BEHIND PORTAL)
FROZEN WOOD	RED/BLOCK/DIG

=====

ANEMOS CORE (WIND/SPEED - GUN)

GET: AFTER QUEDRAOGO FIRST BATTLE

LATENTS: RESOLVE-KILL SWITCH-ACCELERATION-EXERTION

SLOTS: POWER-SPECIAL-WIND-WIND-ICE-EARTH

MAP	COLOR/WHERE/HOW TO TAKE
-----	-------------------------

OLD ROAD 2	YELLOW/DESTROY LV1
NORIUS WOODS 3	RED/JUMP
MOUNTAIN RANGE 1	BLUE/DIG
SUNRAIO FOREST 3	YELLOW/JUMP/BOX
SUNRAIO FOREST 4	GRAPPLER (TO MAP4) /WATER
SUNRAIO FOREST 5	RED/DESTROY
LAKE EULID 2	YELLOW/PILLAR/DIG!
LAKE EULID 3	BLUE/WATER/GRAPPLER OR BATTLE
JAPPLE DESERT 1	RED/DIG
CAVE OF LAMENT 1	BLUE/WALL AT THE RIGHT SIDE OF STAIRS/JUMP
MT. AGUA 2	BLUE/WATER/DESTROY
MT. GUEROULT 1	YELLOW/DOUBLE JUMP
MT. LOFFKA 2	BLUE/BATTLE (FLOAT) /JUMP/2 TREES
MT. LOFFKA 3	RED/BLOCK ON THE MIDDLE OF STAIRS
OGRIN MOUNTAIN RNG 1	BLUE/WATER

=====

VESPER CORE (DARK/MIXED - GUN)

Get: OPTIONAL - Umari Map 3 - Red Seal Stone

- On Map 1 use DESTROY lv3 to reach the portal, as you did on Zelena
- On Map 2, use BLOCK to reach the pillar, examine and PUSH the altar. Then go into battle and use the portal at the end of the stage.
- On map 3, you need BLOCK and, to avoid battles, ENC.DOWN 6 + DOUBLE JUMP. The core is on the FARTHEST LEFT pillar, looking from the entrance.
(you can save and reload to reset the timer/retries, to get everything)

LATENTS: RESOLVE-ACCURACY-UNLEASH MAGIC-ANGER

SLOTS: POWER-POWER-DARK-DARK-SPECIAL-SPECIAL

MAP	COLOR/WHERE/HOW TO TAKE
OLD ROAD 3	BLUE/JUMP OR USE BOXES
SUNRAIO FOREST 4	RED/BLOCK/DIG
MT. BORHOKO 2	BLUE/JUMP (VOLCANO)
LAKE EULID 1	RED/CARRY/JUMP
JAPPLE DESERT 2	RED/GRAPPLER
BENARD RAVINE 2	RED/PUSH PLATFORM/JUMP
CAVE OF LAMENT 1	BLUE/WATER
TRACE ROUTE RANGE 2	RED/DIG (WALL) /GRAPPLER
UMARI ISLAND 3	RED/BLOCK/ENC.DOWN (FARTHEST TO THE RIGHT)
VALHALLAM RUINS 1	RED/BATTLE (ROCK)
VALHALLAM RUINS 2	RED/DESTROY
VALHALLAM RUINS 3	BLUE/DESTROY/IN THE BUILDING ON THE MIDDLE
SHEOL CAVERN 1	RED/BLOCK
SHEOL CAVERN 2	RED/DESTROY RIGHT WALL, CLOSE TO GRREN "ROOTS"
SHEOL CAVERN 3	RED/BLOCK

=====

HELIOS CORE - (HOLY/MIXED - SWORD)

Get: OPTIONAL: Ogrin Mountain Map2 - Red Seal Stone

- On Map 1 use BLOCK and DIG to reach the portal, as you did on Ouedraogo
- On Map 3, save, use BLOCK and DIG at the end of the map (you can see the seal stone if you turn the camera twice. Then retry to exit.

LATENTS: RESOLVE-CRITICAL BREAK-TOTAL RESISTANCE-DESPERATE STRENGTH

SLOTS: GENERAL-GENERAL-HOLY-HOLY-IMPACT-DARK

MAP	COLOR/WHERE/HOW TO TAKE
OLD ROAD 4	BLUE/DESTROY/WALL
FOREST OF LIGHT 1	RED/BOX on THE SPACE BETWEEN LANDS
FOREST OF LIGHT 3	RED/JUMP
FOREST OF LIGHT 3	BLUE/SWIM
MOUNTAIN RANGE 2	RED/BLOCK OR JUMP
SUNRAIO FOREST 2	RED/BLOCK
MT. BORHOKO 1	RED/JUMP
MT. GUEROULT 3	RED/BLOCK/JUMP
MT. LOFFKA 1	RED/UNDER TREE (DESTROY)
MT. LOFFKA 3	RED/BLOCK FROM THE "CLOUDS" ON THE LEFT OF STAIRS
UMARI ISLAND 3	RED/ BLOCK / ENC.DOWN (NEAREST ON THE LEFT)
VALHALLAM RUINS 2	BLUE/BLOCK
AERIAL CITY RONICA 1	BLUE/WATER
AERIAL CITY RONICA 2	BLUE/JUMP
AERIAL CITY RONICA 2	RED/BLOCK

=====

INFINI CORE (VOID/STRENGTH - GUN)

Get: OPTIONAL: Aerial City Ronica 3 - Red Seal Stone

(Alias: Winged One, Block, Encounter Down 5 or 6)

- On Map 1 use ONE tree and BLOCKS to *check* the altar on top of the mountain, then engage in battle and use someone with FLOAT to enter the portal (use Zelena with a Hermes Ring and 900+ DEF and you don't have to fight, move 4 FRONT/1 RIGHT, wait, then move 9 SQUARES AHEAD.)
- On Map 2 use DOUBLE JUMP to pass the dark elevation and use BLOCK skill to reach the top of the round platform, then plant a SEED on top of it. Come back after three battles (go hunt some Eggs!) And use someone with FLOAT to reach the portal (press "L" to change height, if you need to). This is a tough battle if you try before level 90-100.
- On map 3, SAVE. The core is inside a Red Seal Stone right BEHIND the portal. Use DOUBLE JUMP and BLOCK to get there.

LATENTS: RESOLVE-SATORI-CRITICAL BREAK-UNLEASH HELL

SLOTS: POWER-POWER-SPECIAL-HOLY-DARK-VOID

MAP	COLOR/WHERE/HOW TO TAKE
OLD ROAD 2	RED/DESTROY
OLD ROAD 4	RED/BLOCK/DOUBLE JUMP FROM FLOOR
LAKE EULID 4	RED/JUMP/DIG TOPMOST/DESTROY ROCK WITH FLOAT (BATTLE)
JAPPLE DESERT 3	RED/BLOCK +ENC DOWN6, BATTLE, APPEAR ON LAND, + BLOCK
TRACE ROUTE RANGE 2	RED/DESTROY OR JUMP
TRACE ROUTE RANGE 3	RED/BLOCK (SEED ON MAP 2)
UMARI ISLAND 2	RED/CENTER HOLE (FAR FROM BOX)/JUMP AND GET/RETRY
UMARI ISLAND 3	RED/BLOCK/ENC. DOWN (NEAREST ON THE RIGHT)
VALHALLAM RUINS 1	RED/JUMP OR BLOCK
VALHALLAM RUINS 3	RED/BLOCK/JUMP
OGRIN MOUNTAIN RNG 3	RED/BLOCK/DIG RIGHT SIDE OF MAP
AERIAL CITY RONICA 1	RED/JUMP/DESTROY/CAVE IN MOUNTAIN (JUMP ON LEFT SIDE)
AERIAL CITY RONICA 3	RED/BLOCK/JUMP (BEHIND "ALTAR")
MT. GUEROULT 3	RED/FALL/RETRY(SEED ON MAP 2)
SHEOL CAVERN 2	RED/DESTROY (BATTLE/JUMP/ENC DOWN TO MAP2)

○=====○
 | 9. OPTIONAL AREAS [opt]/
 ○=====○

- Except for Ronica and Cave of Lament, all are one time events.
- Most of them unlock after you get a title on the Collection Souk (you still have to search).

#Cave of Lament 11-1 -(Collection 2: Crusher) -(50 All)

#Aerial City Ronica - (After Sheol) -(125A-125L-125I)

#Hidden Valley 9-3 - (Collection 4: Novice Locksmith) -(25 ALL)

- USE TO CAPTURE/STEAL FROM PANDOLLS!- ONCE ZELOS IS STRONG ENOUGH YOU CAN GET PANDOLL TO 2000HP AND USE MERCIFUL STRIKE ONCE MORE TO GET PANDOLL TO 1HP WITHOUT GOING INTO PARRY, THEN CAPTURE IT!

!!

3X PANDOLL	LV25	050 IMP	GRASS/LUK UP/GOLDEN BRACELET
4X FAIRY	LV22	260 IMP	
4X GOLEM	LV20	640 IMP	

BREAKERS

AA

Quick turn -> Attack command -> Buistlatter -> Silent Cross -> Sonic Blade
Moon Ring Blade -> Chakram
Dancing Sword -> Hunter's Blade (DAGGER)

GUNS

AA

Handgun -> Buster Gun -> Snipe Buster -> Rail Gun -> Sorcery Gun

SCYTHES

AA

Demonic Scythe -> Death Scythe -> Soul Sucker -> Executioner -> Louisette
Crescent Moon -> Brynhildr (GREATSWORD)

ARMORS

AA

Bracelet -> Hard Bracelet -> Battle Frame -> Cruel Frame
Magic Frame -> Magic Blade
Resist Frame -> Force Frame -> Resist Frame -> Force Frame ...
Phantom Bracelet-> Oboro
Eagle Eye -> Misty Guard
Bracelet of Light -> Dark Bracelet -> Bracelet of Light...
Rusty Bracelet -> Aegis
Lucky Charm -> True Emblem
Lucky Charm -> Chickapede Charm

=====O
| 11. ALCHEMY LIST [alc]/
=====O

LIST OF TITLE ITEMS (NEEDED FOR THE BEST EQUIPMENT):

ITEM	TITLE	HOW TO GET
Juon Flame	19	Defeat Nothingness
Auto Matter	19	Defeat Nothingness
Light of Remembrance	46	Defeat Brumeia's Doppelganger
Princess Sigil	46	Defeat Brumeia's Doppelganger
Lucifer Sem	60	Extra Frame, Chaos Frame, Princess's Tiara
SylphIs Sigh	73	Defeat Zelovide's Doppelganger
Rigveda	78	Defeat Rune Blade
Metaphor	81	Defeat Sexton's Doppelganger
Spiritual	81	Defeat Sexton's Doppelganger
Silence of Nirvana	82	Defeat Dena's Doppelganger
SaintIs Tears	82	Defeat Dana Doppelganger
Devil Ore	89	Defeat Strengthened Draconian*


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=====
|BONE SHOOTER
|
|
|Moon Crusher      |Bone Powder      |Bone of the Dead  |
|
=====
|RAIKA
|
|
|Silver Gun        |Fire Soul        |
|
=====
|HIRYU
|
|
|Silver Gun        |Ice Soul         |
|
=====
|GEKKO
|
|
|Silver Gun        |Lightning Soul   |
|
=====
|FUMA
|
|
|Silver Gun        |Wind Soul        |
|
=====
|SAIGA
|
|
|Silver Gun        |Earth Soul       |
|
=====
|SHADOW BLASTER
|
|
|Buistlatter       |Platinium Gun    |Basilisk Eye      |Toxic Pollen
|
=====
|REPEATER
|
|
|Quickrain         |Heart Stone      |Lightning Crystal |
|
=====
|SONIC GUN
|
|
|Repeater          |Gatling Knuckles|Pixie Feather     |Wind Crystal
|
=====
|HIDDEN SEEKER
|
|
|Attack Command    |Shadow Blaster   |Hawk Eye          |Crystal Lens
|
=====
|BLACKSMIR
|
|
|Death Needle      |Onyx Stone       |Necros Stone      |Darkness Crystal
|
=====
|LIQUID FIRE
|
|
|Seed of Avalon    |Iron Gear        |Pixie Feather     |Light Crystal
|
=====
|DORAGU RISER
|
|
|Orichalcum Gun    |Rune Stone       |Kaiser Core       |Dragon Heart
|
=====
|HYDROPAIN
|
|
|Sorcery Gun       |Dream Mirror     |Chipped Statue    |Ice Crystal
|
=====
|U-ARBITER
|
|
|Sorcery Core      |Liquid Fire      |Blacksmir         |
|

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|=====|
|ARMAGEDDON|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Spiritual      |Hydropain      |          |          |
|=====|
|REVOLVER CANNON (ZELOS ONLY)|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Auto Matter    |Doragu Riser   |          |          |
|=====|
O=====O

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O=====O
|===== STAVES =====|
|=====|
|=====|

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```

|LUNAR WAND|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Mystic Rod    |Moon Fragment   |          |          |
|=====|

```

```

|FLAME ROD|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Magician's Rod |Fire Soul       |          |          |
|=====|

```

```

|ICE ROD|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Magician's Rod |Ice Soul        |          |          |
|=====|

```

```

|RISING ROD|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Magician's Rod |Lightning Soul  |          |          |
|=====|

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```

|GALE SPIKE|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Magician's Rod |Wind Soul       |          |          |
|=====|

```

```

|CRANDLE WAND|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Magician's Rod |Earth Soul      |          |          |
|=====|

```

```

|CALAMITY SPIKE|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Morning Star   |Halbert         |Berserker Mask |Giant's Arm    |
|=====|

```

```

|MIST WAND|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Magic Blade    |Evil-Sealing Gem |Darkness Crystal |          |
|=====|

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```

|BLADE OF RAYS|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Magic Blade    |Fairy Ring      |Light Crystal    |          |
|=====|

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```

|MADU|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Crusher        |Meteoric Iron   |          |          |
|=====|

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```

|CAT'S EYE|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Force Rod      |Magic Crystal Sha|          |          |
|=====|
|SKULL STAFF|

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```

|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Mist Wand          |Skull of the Dead|Curse-Sealing Gem |
|=====|
|HOLY ROD
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Blade of Rays     |Shiny Fang       |Slime Core         |Light Crystal     |
|=====|
|ARTEMIS
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Skull Staff       |Holy Rod         |Spirit Sword       |Moon Fragment     |
|=====|
|CADUCEUS
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Cat's Eye        |Eosphoros Wings |Dark Eye           |Death Pollen     |
|=====|
|KOUNODAKI
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Katoyanga        |Orichalcum Rod  |Kennel Quartz     |Necros Stone     |
|=====|
|LIMLIM HAMMER
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Yune Fur         |Artemis         |                   |                  |
|=====|
|RODRIGUEZ III
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Ventriloquism Book|Caduceus        |                   |                  |
|=====|
|NEMESIS
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Heaven's Gate    |Material Wand   |                   |                  |
|=====|
O=====O

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O=====O
|===== DAGGERS =====|
|=====|
O=====O
|KUKRI
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Moon Ring Blade  |Fleuret         |                   |                  |
|=====|
|LUCKY DAGGER
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Iron Knife       |Kismet Ring     |                   |                  |
|=====|
|SHOTEL
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Kukri           |Attack Command  |Relic of the Dead |
|=====|
|KOKIHI
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Silver Knife     |Fire Soul       |                   |                  |
|=====|
|SEIHEKI
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Silver Knife     |Ice Soul        |                   |                  |
|=====|
|DOKKO
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Silver Knife     |Lightning Soul  |                   |                  |
|=====|

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=====
|URAYANAGI|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Silver Knife      |Wind Soul        |          |          |
|=====|
|KUCHIBA|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Silver Knife      |Earth Soul       |          |          |
|=====|
|INFERNO KNIFE|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Silver Knife      |Berserker Mask  |Flame Crystal|          |
|=====|
|RISING EDGE|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Platinum Knife   |Sharp Fang       |Lightning Crystal|          |
|=====|
|MUGEN'S CLAW|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Hunter's Blade   |Chickapepe Claw |Poison Claw   |Steel Claw|
|=====|
|AERIAL KNIFE|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Rising Edge      |Inferno Knife   |Death Needle  |Wind Crystal|
|=====|
|TEN-BLADE|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Triple Dagger    |Steel Claw      |Crab Claw     |Iron Gear  |
|=====|
|RIDIL|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Orichalcum Knife|Aqua Stone      |Chipped Statue|Dragon Claw|
|=====|
|HRUNTING|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Kogarasumaru    |Lizard Scale    |Venom Needle  |Poison Claw|
|=====|
|SILPHEED|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Sylph's Sigh    |Aerial Knife    |Wind Crystal  |          |
|=====|
|BRAVE HUNTER|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Hunter's Title   |Ridil           |          |          |
|=====|
|AVENIR|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Geometry         |Krishna         |          |          |
|=====|
|AQUA CHROME|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Chronos          |Curtana         |          |          |
|=====|
|BONTENMARU|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Heavenly Body   |Hrunting        |          |          |
|=====|
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○=====○

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===== SWORDS =====
|
|
O-----O
|YGGDRASIL BLADE|
|
|
|Divine Branch |Element of Light |Iron Sword |
|
|=====
|CHOZURIMARU|
|
|
|Spata |Bastard Sword |
|
|=====
|SABER|
|
|
|Silver Sword |Rapier |
|
|=====
|UNICORN SWORD|
|
|
|Yggdrasil Blade |Unicorn Horn |Light Soul |
|
|=====
|FIRE SWORD|
|
|
|Silver Sword |Fire Soul |
|
|=====
|ICE SWORD|
|
|
|Silver Sword |Ice Soul |
|
|=====
|LIGHTNING SWORD|
|
|
|Silver Sword |Lightning Soul |
|
|=====
|WIND SWORD|
|
|
|Silver Sword |Wind Soul |
|
|=====
|EARTH SWORD|
|
|
|Silver Sword |Earth Soul |
|
|=====
|PHANTOM SWORD|
|
|
|Chozurimaru |Evil-Sealing Gem |Darkness Crystal |
|
|=====
|REVERSE KATANA|
|
|
|Long Sword |Battle Frame |Sharp Fang |
|
|=====
|DRAGON KILLER|
|
|
|Light Saber |Tozuka Sword |Beast Skin |Dragon Fang |
|
|=====
|METEORITE SWORD|
|
|
|Damascus Sword |Reverse Katana |Meteoric Iron |
|
|=====
|DAMASCUS SWORD|
|
|
|Platinum Sword |Damascus |
|
|=====
|MIDNIGHT SUN|

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|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Lightbringer      |Phantom Sword    |Shiny Fang       |          |
|=====|
|FLAMBERG          |
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Mithril Sword     |Dragon Flame Sac |Flame Crystal    |          |
|=====|
|BLOODY SWORD     |
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Bloody Pearl      |Dead Crown       |Curse-Sealing Gem|Darkness Crystal|
|=====|
|MATERIAL SWORD   |
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Force Rod         |Enchanted Knife  |Power Stone      |Magic Crystal Sha|
|=====|
|CARROT SWORD     |
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Chickapede Egg   |Gram             |                  |          |
|=====|
|INCENDIARY VISION|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Futsunomitama    |White Eye        |Evil Eye         |Flame Crystal    |
|=====|
|OGRE SLAYER      |
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Midnight Sun     |Devil Horn       |Curse-Sealing Gem|Dark Eye         |
|=====|
|HINOKAGUTSUKI   |
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Juon Flame       |Flamberge        |Flamberg         |Shichishitou    |
|=====|
|EARENDIL         |
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Lucifer Gem      |Three Stars      |                  |          |
|=====|
|DEMONIC BLADE    |
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Black Soul       |Dainslaif       |Bloody Sword     |          |
|=====|
|CALOUNDRA        |
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Light of Remembranc|Orichalcum Sword |                  |          |
|=====|
|SOUL BREAKER     |
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Sacrifice        |Durandal        |                  |          |
|=====|
|PRINCESS'S SWORD (ADELLE ONLY)|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Princess Sigil   |Avenger         |                  |          |
|=====|
|S.O.C (NAIZ ONLY)|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Grave Guard Star |Zoma Guard Star |Brachium Guard Sta|Pierna Guard Star|
|=====|
|TENMA COMET SWORD (AL ONLY)|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Mark of God      |Tenma Sword     |Meteorite Sword  |          |
|=====|

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O=====O
|===== GREAT SWORDS =====|
|=====|
O=====O
|BASTARD SWORD|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Falchion      |Iron Sword    |          |          |
|=====|
|ZWEIHANDER|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Claymore      |Silver Rod    |Iron Mass  |          |
|=====|
|FLARE BUSTER|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Silver Blade  |Fire Soul     |          |          |
|=====|
|GLACIAL BLADE|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Silver Blade  |Ice Soul      |          |          |
|=====|
|FULGURITE BLADE|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Silver Blade  |Lightning Soul|          |          |
|=====|
|GALE BLADE|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Silver Blade  |Wind Soul     |          |          |
|=====|
|GAIA BLADE|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Silver Blade  |Earth Soul    |          |          |
|=====|
|TOZUKA SWORD|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Zanbato      |Great Sword   |Giant's Arm|          |
|=====|
|DAMASCUS BLADE|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Platinum Blade|Damascus      |          |          |
|=====|
|AVALANCHE|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Brionac      |Aqua Stone    |Ice Crystal|          |
|=====|
|FLAMBERGE|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Tyr's Fang   |Dragon Flame Sac|Flame Crystal|          |
|=====|
|YAGRUSH|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Orichalcum Blade|Iron Mass    |Rune Stone  |Lightning Crystal|
|=====|
|AYMUR|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Orichalcum Blade|Iron Mass    |Rune Stone  |Ice Crystal      |
|=====|
|AGITO|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Annihilator   |Dragon Fang   |Kaiser Core  |Beastly Protector|

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=====
|DYNAMIS'S END
|
|
|
|Statue of Maumet |Yagrush |Aymur |
|
=====
|MUSOFUGAKU
|
|
|Devil Ore |Agito |
|
O=====O

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O=====O
|===== KNUCKLES =====|
|=====|
O=====O

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```

|BRASS KNUCKLES
|
|
|Iron Knuckles |Crab Claw |
|
=====

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```

|BONE KNUCKLES
|
|
|Adaca |Beast Bone |Bone of the Dead |
|
=====

```

```

|FLAME KNUCKLES
|
|
|Silver Knuckles |Fire Soul |
|
=====

```

```

|ICE HAND
|
|
|Silver Knuckles |Ice Soul |
|
=====

```

```

|BOLT BAGH NAKH
|
|
|Silver Knuckles |Lightning Soul |
|
=====

```

```

|GALE BREAK
|
|
|Silver Knuckles |Wind Soul |
|
=====

```

```

|GAIA CLAW
|
|
|Silver Knuckles |Earth Soul |
|
=====

```

```

|INESCAPEABLE GRASP
|
|
|Chain Knuckles |Giant's Arm |Lizard Tail |Earth Crystal |
|
=====

```

```

|OGRE CLAW
|
|
|Platinum Knuckles |Berserker Mask |Dragon Claw |High-Grade Fur |
|
=====

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```

|AMBER KNUCKLES
|
|
|Crab Shell |Alkahest |Earth Crystal |
|
=====

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|DRAGON FIST
|
|
|Mugen's Claw |Jamadhar |Dragon Claw |
|
=====

```

```

|REKKA
|

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```

|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|O-Knuckles          |Dragon Flame Sac |Bloody Pearl      |Flame Crystal     |
|=====|
|RETSURAI
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|O-Knuckles          |Rising Edge      |Shiny Fang        |Lightning Crystal|
|=====|
|NAGLFAR
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Glory              |Giant's Arm      |Iron Gear         |Kennel Quartz     |
|=====|
|KAISER KNUCKLES
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Royal Soul         |Naglfar          |                  |                  |
|=====|
|SHIRO'S MARIONETTE (SHIRO ONLY)
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Book of Philosophy |Dark Digit        |Saint Hand        |Chickapede Claw  |
|=====|
|VASALTIS
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Rose Emblem        |Rekka            |Retsurai         |                  |
|=====O

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O=====O
|===== SPEARS =====|
|=====|
O=====O

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|SARISSA
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Pike              |Quick Turn       |Beast Claw        |Bat Fang          |
|=====|
|HARPOON
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Poleaxe           |Sarissa          |Black Costume     |Relic of the Dead|
|=====|
|FLAME SPEAR
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Silver Spear      |Fire Soul        |                  |                  |
|=====|
|ICE LANCE
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Silver Spear      |Ice Soul         |                  |                  |
|=====|
|BOLT LANCE
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Silver Spear      |Lightning Soul   |                  |                  |
|=====|
|WIND SPEAR
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Silver Spear      |Wind Soul        |                  |                  |
|=====|
|GLAIVE
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Silver Spear      |Earth Soul       |                  |                  |
|=====|
|PARTISAN
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Aqua Scythe       |Crab Shell       |Lizard Tongue     |Ice Crystal       |

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=====
|DAMASCUS SPEAR
|
|Platinum Spear      |Damascus            |
|
=====
|TRIDENT
|
|Partisan            |Lizard Scale        |High-Grade Fur      |Ice Crystal
|
=====
|HOLY LANCE
|
|Mithril Spear      |Contract            |Illuminanti         |Light Crystal
|
=====
|SANSENTOU (SCIORRA ONLY)
|
|Orichalcum Spear  |Curse-Sealing Gem|Berserker Mask      |Death Needle
|
=====
|GUNGNIR
|
|Pinaka             |White Eye           |Steel Claw          |Onyx Stone
|
=====
|AUGENBLICK
|
|Metaphor           |Gungnir             |
|
=====
|NIRVANA
|
|Silence of Nirvana|Sleipnir            |High Wind           |
|
=====
|VAJRA (SCIORRA ONLY)
|
|Rigveda            |Sansentou           |
|
=====

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=====
|
|===== BREAKERS =====
|
=====

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|BLAZER
|
|Iron Break         |Bandage             |
|
=====
|DANCING SWORD
|
|Blazer            |Rondel Dagger       |Mysterious Box      |
|
=====
|LONGHORN
|
|Dancing Sword     |Devilkin Horn       |Chickapede Comb     |
|
=====
|FIRE BIRD
|
|Chakram           |Fire Soul           |
|
=====
|ICE BREAKER
|
|Chakram           |Ice Soul            |
|
=====
|SPARK BREAK
|

```



```

|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Chakram          |Lightning Soul  |          |          |
|=====|
|WIND BREAK      |
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Chakram          |Wind Soul       |          |          |
|=====|
|SOL BREAK       |
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Chakram          |Earth Soul      |          |          |
|=====|
|POWER BREAK     |
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Platinum Break  |Venom Needle    |Toxic Pollen |          |
|=====|
|BODY BREAK      |
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Buistlatter     |Alkahest        |Poison Claw  |          |
|=====|
|ANKH HORN       |
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Longhorn        |Dragon Fang     |          |          |
|=====|
|FARUKY'S HORN   |
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Ankh Horn       |Devilkin Horn  |Devil Horn   |Chickapede Comb|
|=====|
|OUTBREAKER     |
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Power Break     |Death Pollen   |Lizard Tongue |Earth Crystal  |
|=====|
|MIZUCHI        |
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Body Break      |Aqua Stone     |Lizard Scale  |Ice Crystal    |
|=====|
|DRAGON WING    |
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Faruky's Horn   |Dragon Fist    |White Eye     |Dark Eye      |
|=====|
|REPPU          |
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Sonic Blade     |Dragon Wing    |Wind Crystal  |          |
|=====|
|NOVA EYE       |
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|O-Break         |Clairvoyance   |Evil Eye     |          |
|=====|
|SUNDARSANA     |
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Book of Satori  |Reppu          |          |          |
|=====|
|MOBIUS LINK    |
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Infinite Circle |Nova Eye       |          |          |
|=====|

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O=====O
|BONE SCYTHE|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Iron Scythe      |Bone of the Dead |Darkness Element  |
|=====|
|TESTAMENT|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Silver Scythe    |Contract          |
|=====|
|FLARE BARREL|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Death Scythe     |Fire Soul         |
|=====|
|AQUA SCYTHE|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Death Scythe     |Ice Soul          |
|=====|
|PHOTON EDGE|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Death Scythe     |Lightning Soul   |
|=====|
|HURRICANE SCYTHE|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Death Scythe     |Wind Soul         |
|=====|
|DIGNAUGHT|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Death Scythe     |Earth Soul        |
|=====|
|EINPHANTOM|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Headhunting Scythe|Skull of the Dead|Darkness Crystal  |
|=====|
|CRESCENT MOON|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Soul Sucker      |Fairy Ring        |Moon Fragment      |Light Crystal
|=====|
|DAMASCUS SCYTHE|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Platinum Scythe  |Damascus          |
|=====|
|KAMAITACHI ARM|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Executioner      |Hurricane Scythe |Bat Fang           |Wind Crystal
|=====|
|FINBRAIN|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Mithril Scythe   |Aqua Stone        |Lizard Scale       |Ice Crystal
|=====|
|GINNA'S SCYTHE|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Orichalcum Scythe|Kennel Quartz     |Evil Eye           |Steel Claw
|=====|
|HADES|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Reaper's Sickel  |Eosphoros Wings   |Devil Horn         |Darkness Crystal
|=====|
|HELHEIM|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Hades            |Ginna's Scythe    |

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=====
|GATE OF HELL
|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX|
|G.O.H Mimeo          |Helheim          |Rusty Ring      |
|=====
|G.O.H. (GATES OF HEAVEN)
|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX|
|Saint's Tears       |G.O.H Mimeo     |Rusty Ring      |
|=====
o=====o
```

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o=====o
|===== ARMORS =====
|=====
o=====o
```

```
|BONE GUARD
|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX|
|Bone of the Dead    |Slime Jelly     |
|=====
```

```
|DOZE GUARD
|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX|
|Iron Bangle        |Pollen          |
|=====
```

```
|TOXIN GUARD
|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX|
|Iron Bangle        |Poison Needle   |
|=====
```

```
|STUN GUARD
|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX|
|Iron Bangle        |Bat Fang        |
|=====
```

```
|HOLY SYMBOL
|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX|
|Iron Bangle        |Evil Repeller   |
|=====
```

```
|BLIND GUARD
|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX|
|Iron Bangle        |Bandage         |
|=====
```

```
|REQUIEM BRACELET
|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX|
|Silver Bangle      |Relic of the Dead|Bone Powder     |
|=====
```

```
|FLAME GUARD
|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX|
|Silver Bracelet    |Fire Soul       |
|=====
```

```
|ICE GUARD
|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX|
|Silver Bracelet    |Ice Soul        |
|=====
```

```
|LIGHTNING GUARD
|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX|
|Silver Bracelet    |Lightning Soul  |
|=====
```

```
|WIND GUARD
|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX|
|Silver Bracelet    |Wind Soul       |
|=====
```

```
|EARTH GUARD
```

```

|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Silver Bracelet |Earth Soul | | |
|=====|
|WHITE FRAME|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Unicorn Horn |Heart Stone |Dragon Heart |Pixie Dust |
|=====|
|DREAM HAZARD|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Platinum Bangle |Forbidden Fruit | | |
|=====|
|MARINE ROUGE|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Platinum Bangle |Venom Needle | | |
|=====|
|RED SAUVAGE|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Platinum Bangle |Stun Pollen | | |
|=====|
|MOON GUARD|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Platinum Bangle |Evil-Sealing Gem | | |
|=====|
|GUARD FRAME|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Platinum Bangle |Skull of the Dead| | |
|=====|
|EAGLE EYE|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Snipe Buster |Nightmare Stone |Wing Protector |Bug Whistle |
|=====|
|PHANTOM BRACELET|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Forbidden Fruit |Dark Heart |Stun Pollen |Mysterious Box |
|=====|
|SHELL BRACELET|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Crab Shell |Crab Shell |Crab Shell |Crab Shell |
|=====|
|THREE STARS|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Meteoric Iron |Meteoric Iron |Meteoric Iron | |
|=====|
|HOMURA|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Mithril Bracelet |Flame Crystal |Lightning Crystal | |
|=====|
|ICE FANG|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Mithril Bracelet |Ice Crystal |Wind Crystal | |
|=====|
|SPARK EMPEROR|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Mithril Bracelet |Lightning Crystal|Earth Crystal | |
|=====|
|GOD OF WIND|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Mithril Bracelet |Wind Crystal |Flame Crystal | |
|=====|
|EARTH DRAGON|

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|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Mithril Bracelet |Earth Crystal |Ice Crystal | |
|=====|
|BIG BLACK|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|White Frame |Generation Crysta|Dark Heart |Dead Crown |
|=====|
|DARK BRACELET|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Big Black |Mithril Bangle |Devil Horn |Darkness Crystal |
|=====|
|BRACELET OF LIGHT|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|White Frame |Mithril Bangle |Seed of Avalon |Light Crystal |
|=====|
|HEAVEN'S END|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Dark Bracelet |Bracelet of Light| | |
|=====|
|DIVINE GUARD|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Oboro |Misty Guard |Clairvoyance |Beast Sense |
|=====|
|EXTRA FRAME|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Aegis |Dream Mirror |Rune Stone |Kaiser Core |
|=====|
|CHAOS FRAME|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Aegis |Evil Eye |Bloody Pearl |Eosphoros Wings |
|=====|
|PELOPS|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Orichalcos |Divine Guard | | |
|=====|
|MATRIX|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Matrix Core |Extra Frame |Chaos Frame | |
|=====|
|SAINT'S KEEP ULTRA|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Saint's Keep |Blue Water | | |
|=====|
|AVIAN LAPBAND (ONLY SHIRO)|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Book of Smithing |Chickapede Charm |Chickapede Egg | |
|=====|

```

○=====○
|===== ACCESSORIES =====|
|=====|

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○=====○
|POWER RING|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Beast Claw |Element of Flame | | |
|=====|
|VIGOR RING|
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Lizard Tail |Element of Earth | | |
|=====|

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=====
|SPEED RING
|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX|
|Beastly Protector |Element of Wind | | |
|=====
|SAGACITY RING
|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX|
|Pixie Dust |Element of Ice | | |
|=====
|KISMET RING
|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX|
|Chickapede Claw |Element of Lightn| | |
|=====
|FEATHER RING
|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX|
|Wing Protector |Bug Whistle |Element of Lightni| |
|=====
|IDATEN CHARM
|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX|
|Nightmare Stone |Element of Wind |Beastly Protector | |
|=====
|STONE RING
|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX|
|Heart Stone |Iron Mass |Alkahest | |
|=====
|SHARP SENSE
|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX|
|Nightmare Stone |Beast Skin |Beast Bone | |
|=====
|DOUBLE FEATHER
|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX|
|Feather Ring |Sharp Fang |Lightning Soul | |
|=====
|GALE RING
|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX|
|Idaten Charm |Fairy Ring |Wind Soul | |
|=====
|SAMSON RING
|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX|
|Royal Jelly |Flower Nectar |Slime Jelly |Crab Brain |
|=====
|TITAN RING
|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX|
|Power Ring |Flame Crystal | | |
|=====
|FORTITUDE RING
|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX|
|Vigor Ring |Earth Crystal | | |
|=====
|CYCLONE RING
|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX|
|Speed Ring |Wind Crystal | | |
|=====
|ACUITY RING
|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX|
|Sagacity Ring |Ice Crystal | | |
|=====
|RING OF FATE
|XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX|
|Kismet Ring |Lightning Crystal| | |

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=====
|TRIPLE FEATHER
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Double Feather      |Angel Wings      |Lightning Crystal |
|=====
|HERMES RING
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Gale Ring           |Eopshopros Wings|Wind Crystal      |
|=====
|AURA RING
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Dark Heart          |Heart Stone      |Slime Core        |Dragon Heart
|=====
|CLAIRVOYANCE
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Crystal Lens        |Basilisk Eye     |Bloody Pearl      |Ice Crystal
|=====
|BEAST SENSE
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Chipped Statue      |Onyx Stone       |Berserker Mask    |Flame Crystal
|=====
|DEBILITATING RING
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Power Stone         |Slime Core       |Death Pollen      |Earth Crystal
|=====
|ANGEL WING
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Angel Wings         |Wing Protector   |Pixie Feather     |Light Crystal
|=====
|ANGEL HALO
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Angel Wings         |Moon Fragment    |Wing Protector    |
|=====
|EPSILON RING
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Rune Stone          |Dream Mirror     |Kaiser Core       |Magic Crystal Sha
|=====
|BLUE WATER
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Seiryu's Blade      |Genbu's Gauntlet|Byakko's Armlet   |Suzaku's Ring
|=====
|PRINCESS'S TIARA (WOMEN ONLY)
|AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA|
|Princess Blood     |Angel Wing       |Angel Halo        |Brynhildr
|=====

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| 12. COMMON ENEMY DROP LIST [drp]/
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NOTE: EXCEPT FOR EGG MONSTERS, ALL OF THESE CAN BE FOUND ON ABYSSAL GATE. I LIST LOCATIONS OUTSIDE AG FOR CONVENIENCE, BUT KEEP IN MIND THAT IN SOME PLACES YOUR LEVEL AFFECTS THE ENEMIES YOU ENCOUNTER.

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-----
|ENEMY          |DROP / STEAL      |RARE              |OUTSIDE AG      |
|=====
|CHICKAPEDE     |Chickapede Claw  |                  |Old Road 1      |
|               |                  |                  |Forest of Light 1|
|               |                  |                  |Norius Woods 1  |

```

DOGMAN	Beast Claw		Old Road 1
			Forest of Light 1
			Norius Woods 1
SLIME	Slime Jelly		Old Road 2
KILLER BEE	Honey		Old Road 2
	Poison Needle		
DURIANITE	Flower Nectar		Forest of Light 1
	Pollen		Norius Woods 1
			Old Road 2
CHOKI	Crab Claw		Lake Eulid 1
	Element of Ice		
BAT	Bat Fang		Norius Woods 3
			Old Road 3
			Benard Ravine 1
HELLDOG	Beastly Protector		Old Road 3
			Forest of Light 2
			Lake Eulid 1
SORCERER	Element of Wind	Mystic Rod	Old Road 4
	Lightning Element		
EVIL SPIRIT	Evil Repeller		Old Road 4
	Darkness Element		Benard Ravine 1
BLUE SLIME	Slime Jelly		Old Road 4
SKELETON	Bone of the Dead		Old Road 3
			Benard Ravine 1
FAIRY	Elementary of Light	Healing Staff	Norius Woods 3
	Pixie Dust		Sunraio Forest 1, 2
MOMIA	Bandage		Sunraio Forest 2
GIANT LIZARD	Lizard Tail		Sunraio Forest 2
GREMLIN	Devilkin Horn		Sunraio Forest 2
HEELCOOK	Chickapede Comb		Old Road 1
			Forest of Light 1
COCKATRICE	Damascus	AGI Up	Sunraio Forest 2 (egg)
GOLEM	Iron Mass		Mt. Borhoko 1
WEREWOLF	Beast Bone		Old Road 1
			Norius Woods 2
WARLOCK	Element of Light	Magic Frame	Mt. Borhoko 1
	Element of Darkness		
CHOLIPPER	Honey		Forest of Light 2
	Bug Whistle		Norius Woods 2

FAMILIAR	Darkness Element		Mt. Borhoko 1
	Contract		Cave of Lament 1
MANDRAGORA	Flower Nectar		Norius Woods 2
	Poison Pollen		Forest of Light 2
BIG CRAB	Elements of Ice		Old Road 3
	Crab Brain		Cave of Lament 1
NUGATORY BAT	Wing Protector		Norius Woods 3
			Cave of Lament 1
EARTH DEVIL	Heart Stone		Mountain Range 1
NIGHT HOUND	Nightmare Stone		Forest of Light 2
			Old Road 3
			Ogrin Mountain Rnge 1
RED SORCERER	Element of Flame		Old Road 4
	Element of Lightning		Japple Desert 1
			Ogrin Mountain Rnge 1
WRAITH	Black Costume		Mountain Range 2
	Darkness Element		Benard Ravine 2
BONE SOLDIER	Bone Powder		Benard Ravine 2
			Lake Eulid 2
RED SLIME	Alkahest		Old Road 2
			Mountain Range 1
			Cave of Lament 2
			Japple Desert 1
PAN DOLL	LUK Up	Gold Bracelet	Hidden valley
CERBERUS	Beast Skin		Mt. Gueroult 1
			Sheol Cavern 1
PIXIE	Element of Light		Mountain Range 2
	Pixie Feather		Cave of Lament 2
			Ogrin Mountain Rnge 1
			Sheol Cavern 1
IMP	Mysterious Box		Mountain Range 2
			Benard Ravine 2
			Mt. Gueroult 1
MUMMY	Relic of the Dead		Japple Desert 1
			Sheol Cavern 1
LIZARDMAN	Lizard Tongue		Mountain Range 1
			Cave of Lament 2
DRAGON	Dragon Heart		Mt. Agua 1
			Umari Island 1
CLIONE	Luminous Body	INT Up	Cave of Lament 2 (egg)
VENOMOUS INSECT	Poison Claw		Mt. Loffka 1

			Mt. Agua 1
			Mt. Borhoko 3

GIANT	Giant's Arm		Mt. Borhoko 3
			Japple Desert 2
			Mt. Gueroult 1
			Umari Island 1

ZOMBIEWOLF	High Grade Fur		Norius Woods 2
			Mt. Loffka 1

MAGIC LORD	Darkness Element	Force Frame	Mt. Agua 1
			Mt. Borhoko 3
			Japple Desert2

ARMY BEE	Venom Needle		Old Road 2
	Royal Jelly		Norius Woods 2
			Mt. Loffka 1, 2
			Frozen Woods

KODAMA	Nectar		Old Road 2
	Stun Pollen		Norius Woods
			Mt. Loffka 2
			Frozen Woods

CRAB	Crab Shell		Forest of Light 3
			Old Road 3
			Umari Island 1
			Ogrin Mountain Rnge 2

MURDEROUS BAT	Sharp Fang		Old Road 3
			Norius Woods 3
			Ogrin Mountain Rnge 2

GARM	Berserker Mask		Old Road 3
			Valhallam Ruins 1
			Mt. Agua 2

GREAT SORCERER	Element of Wind		Old Road 4
			Japple Desert3
			Trace Route Range 1

YETI	Great Ice Pillar	LUK Up	Frozen Wood (egg)

TITAN	Earth Pulse	VIT Up	Mt. Borhoko 3 (egg)

DEATH	Darkness Element		Old Road 4
	Evil Sealing Gem		Mountain Range 2
			Lake Eulid 3, 4
			Japple Desert3
			Valhallam Ruins 1

GREEN SLIME	Alkahest	Resist Frame	Old Road 2, 4
			Lake Eulid 3,4
			Trace Route Range 1
			Valhallam Ruins 2

BONE WARRIOR	Skull of the Dead		Lake Eulid 3,4
			Japple Desert3
			Valhallam Ruins 1

MAB	Fairy Ring		Norius Woods 3
	Darkness Element		Forest of Light 3
			Trace Route Range 1
GARGOYLE	Forbidden Fruit		Mountain Range 2
			Trace Route Range 2
			Valhallam Ruins 2
MASTER MUMMY	Dark Heart	Gladius	Lake Eulid 3
			Japple Desert 3
			Trace Route Range 2
BASILISK	Basilisk Eye		Forest of Light 3
			Mt. Agua 2
			Valhallam Ruins 2
GREEN DRAGON	Dragon Claw		Lake Eulid 4
	Dragon Fang		Ronica 1, 2, 3
			Trace Route Range 3
IRON DEVIL	Power Stone	Brionac	Sunraio Forest 4
			Valhallam Ruins 3
			Ronica 1, 2, 3
IRON BUG	Steel Claw		Japple Desert 2
			Mt. Borhoko 3
			Ogrin Mountain Rnge 3
IRON GIANT	Iron Gear		Japple Desert 2
			Mt. Borhoko 3
			Ronica 1
			Mt. Gueroult 2
			Trace Route Range 2
RUNE MASTER	Element of Light		Japple Desert 2
			Mt. Borhoko 3
			Sheol Cavern 2
WEREWOLF KING	Chipped Stone		Sunraio Forest 4
			Mt. Gueroult 2
SLAYER BEE	Death Needle	Royal Jelly	Permafrost
	Royal Jelly		Ogrin Mountain Rnge 3
DIABLOS	Onix Stone		Sunraio Forest 4
			Trace Route Range 3
			Valhallam Ruins 3
			Sheol Cavern 2
BIG EYE	Crystal Lens		Sunraio Forest 4
	Darkness Element		Trace Route Range 3
			Ronica 2
			Sheol Cavern 2
RAFFLESIA	Death Pollen		Forest of Light 3
	Flower Nectar		Norius Woods 3
			Mt. Loffka 2
			Ogrin Mountain Rnge 3

DEATH CRAB	Aqua Stone		Forest of Light 3
			Frozen Woods

GOLDEN BAT	Shining Fang		Norius Woods 3
			Mt. Loffka 2
			Valhalla-Ruins 3

CLEAR DOLL	LUK Up	Tri-guard	

BLOODY BEAST	Bloody Pearl		Mt. Loffka 3
	Mithril Mass		Umari Island 2
			Ogrin Mountain Rnge 3

DULLAHAN	Darkness Crystal	Anglashell	Sheol Cavern 3 (egg)
		STR-Up	

DARK SORCERER	Element of Flame		Old Road 4
			Sunraio Forest 3
			Japple Desert 3
			Sheol Cavern 3

GRIM REAPER	Curse Sealing Gem	Reaper Sickle	Old Road 4
	Dark Soul		Sunraio Forest 3
			Japple Desert 3
			Mt. Gueroult 3
			Sheol Cavern 3

KING SLIME	Slime Core	King's Emblem	Old Road 4
			Valhallam Ruins 3

MASTER SKELETON	Necros Stone	Orichalcum Mas	Old Road 4
			Sunraio Forest 3
			Japple Desert3
			Umari Island 3

TITANIA	Seed of Avalon	Vessel of Life	Forest of Light 3
			Norius Woods 3
			Mt. Gueroult 3
			Mt. Loffka 3

GREATER DEVIL	Devil's Horn	Dainsleif	Mt. Gueroult 3
			Umari Island 3
			Sheol Cavern 3

DRAGON ZOMBIE	Crystal of Darkness	Darkness Bracl	Umari Island 3 (egg)
		STR Up	

GRAND MUMMY	Dead Crown	Orichalcum Mas	Japple Desert 3
			Sheol Cavern 3

LIZARD LORD	Lizard Scales	Durandal	Forest of Light 3
			Mt. Loffka 3

RED DRAGON	Dragon Flame Sac		Sunraio Forest 5
	Dragon Fang		Ronica 1, 2

HOLY KNIGHT	Angel Wings	Highwind	Ronica 3
	Light Soul		

MASTER GOLEN	Kennel Quartz	Silver Crystal	Sunraio Forest 5

	Platinum Crystal		Ronica 1
ANCIENT	Light Crystal		
	Darkness Crystal		
DEMON'S EYE	Evil Eye		Sunraio Forest 5
	Darkness Soul		Ronica 2
CRYSTAL DEVIL	Rune Stone	Crystal Brclt	Ronica 1, 2
	Platinum Crystal		
DARK DRAGON	Dark Eye	Curtana	Ronica 3
	Mithril Crystal		
DARK ANGEL	Eosphoros Wings	Sleipnir	
	Darkness Soul		
KAISER SLIME	Kaiser Core	Platinum Cryst	
OUROBOROS	Dream Mirror	Krishna	
WHITE ARC	White Eye	Light Crystal	Ronica 3
GOLDEN DOLL	LUK Up	Lucky Charm	

○=====○
| 13. DAMAGE FORMULA [dmg]/
○=====○

While trying to figure out break mechanics, I started to wonder what was the meaning of the numbers on the skill info screen.

BREAK TYPE: value

HIT: number of hits(on break) POWER: atk multiplier
HIT: number of hits(on break) POWER: mag multiplier

ATK: base damage of the skill (atk)
MAG: base damage of the skill (mag)
POW: % of skill causing some effect

I noticed some things, like the number of hits listed being the hits on a broken enemy, and that only a few skills had values for ATK and MAG. So I started some tests to discover what is the real role of every number on that screen. Finally, after a lot of testing, I was able to come up with the damage formula for skills:

```

=====
]*****]
|
| DMG= skillATK + [ ( charATK - targetDEF ) * POWER / 100 ] |
|
]*****]

```

- =>skilATK: can be ATK or MAG as listed on the status screen
- =>charATK: total ATK or MAG of char, can be modified by Latent abilities
- =>enemyDEF: total DEF or RES of target, can be modified by Latent abilities
- =>POWER: the power(physical or magical) multiplier on skill status screen

- This is the damage per hit. Every hit adds a little dmg because of hit count.
- In the end result, there's a small random factor (AFAIK, it's about 10%)
- "skillATK" is the *BASE* damage of a every hit, it can be ATK or MAG and *IGNORES DEFENSE*. That explains why no matter how much defense, SP skills always do damage
- For physical skills, DMG is based on attacking from the front of an enemy; side attack is DMG*1,2; back attack is DMG*1,5
- Critical hits (only physical) do up to 50% more damage.
- Damage modifier Latent abilities(critical break, unleash hell, etc) multiply the variables of the formula, BUT DON'T PROTECT AGAINST "BASE(skillATK)"
- To negate damage (to stay in low health, for example) is just a matter of matching the stat used to calculate damage (aside from BASE damage, only on SP moves). Just don't forget to account for potentials and enhancing moves. [charDEF]>[enemyATK] or [charRES]>[enemyMAG]. Have someone to drop enemy SP and you can't die!

o=====o
 | 14. VERSION HISTORY [hst]/
 o=====o

- Version 0.8 (01/19/15)
Initial release. ALL SKILLS, ALMOST ALL COMBINATION ATTACKS, ALL AG ENEMIES
- Version 1.0 (11/26/16)
FINISHED AG, ADDED TRUE ROUTE, CORE FRAGMENTS AND TIPS
- Version 1.2 (01/01/17)
CORRECTED SOME TYPOS, ASCII MAP AND MORE TIPS ADDED, OPTIONAL AREAS, CORE LOCATIONS
- Version 1.3 (01/15/17)
CORRECTED MORE TYPOS, ADDED WEAPON DEVELOPMENT, A LOT OF TIPS AND SP COMBOS
- Version 1.4 (01/29/17)
Added Alchemy and Drop Lists, fixed more typos and mistakes.
- Version 1.5 (10/23/17)
Corrected a lot of typos, discovery of Mithril equipment on Stat up alchemy and Random Search, among other useful tips
- Version 1.6 (11/09/17)
Corrected numerous typos and errors with Zero_Dozer's help, added some new tips. THANKS TO ZERO_DOZER FOR A FULL GRAMMAR REVISION AND SPELL CHECK.

o=====o
 | 15. SPECIAL THANKS [tnk]/
 o=====o

A huge thanks to the people on the message board at Gamefaqs.com.
 So much of the information that made this guide possible was found there.

- Ladapop6 for the combo list
- DavinCross85 for a lot of information on his gameplays
- Koichimaru, and Xellosama56 for the true route guide posted on GameFAQs
- Zero_dozer, for a bunch of corrections and useful info.
- Dark Zeroel23 for A LOT of corrections, and info about AG
- Onigiru for good corrections and info about Benard Ravine.
- The Japanese wiki site was an invaluable reference:
<http://souls2.nm.land.to/bs/index.php>

If you have any comments about this guide, you can contact me here:

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I will probably be editing the guide a lot after the first release, and I am always glad to hear feedback. I do get a lot of email though, so if I don't answer to you, don't take it personally. I will try to, as soon as I can.

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