

# Tales of Phantasia: Narikiri Dungeon X (Import) FAQ/Walkthrough (JIS)

by yangxu

Updated to v0.27 on Aug 26, 2010

Tales of Phantasia - Narikiri Dungeon X  
テイルズ オブ ファンタジア なりきりダンジョンX  
Walkthrough/FAQ  
by yangxu (jyanglaststar@gmail.com)

=====  
TABLE OF CONTENTS  
=====

0. VER. HISTORY  
1. INTRODUCTION  
2. GAME BASICS  
3. WALKTHROUGH  
4. DISCLAIMER

-----  
0. VER. HISTORY  
-----

0.10

-Walkthrough up to Lone Valley

0.14

-Walkthrough up to Limestone Cave

0.19

-Walkthrough up to Surt Forest

0.20

-Walkthrough up to Treantwood

-Submitted to GameFAQs

0.22

-Walkthrough up to Burning Tower

-Reformatted texts and spacing

-Corrected some minor translation errors

0.25

-Walkthrough up to Loki Magitech Research Center

-Added corresponding Japanese texts to some characters, items and references

-Corrected some spelling mistakes

-It seems like whatever I do, the formatting problem persists, this is mainly because as soon as Japanese characters are added, spacing and line breaks become messed up, and it really gets on my nerves; hence, I will be submitting this guide Japanese-free in the next update, but worry-not, I'll also convert the Japanese-text version into a pdf file and host it on some other site so those who need it can d/l it there

0.26

-I managed to find a temporary solution to make the format slightly better, hence I'll keep the Japanese texts in my walkthrough for now

-Walkthrough up to Dhaos' Castle

-Game Basics section added to include translation and brief descriptions

of each menu command

-I'll be translating some portions of the story and adding them little by little to the earlier parts of the walkthrough, the progress will be fairly slow, please be patient

0.27

-Walkthrough for the main portion completed  
-Extras section added, Grade Shop translation added

-----  
1. INTRODUCTION  
-----

This guide is written to provide quick helps to those who have no knowledge of Japanese to get through the game. I have very little time on my hands these days, so the chance of adding detailed plot translation is slim, however, I will attempt to summarize some of the important events that might provide some insights to your interpretation. For each and every plot-associated character, location and item, I've included the corresponding Japanese in brackets, which, I hope, should make things easier to identify and follow. If you have any questions or suggestions, please send them to my gmail account with appropriate titles (eg. ToPNDX question, etc.).

-----  
2. GAME BASICS  
-----

++++  
MENU  
++++

This is the menu screen that appears when you press the Triangle button while you are visiting a town or a dungeon, to confirm something, press Circle, to cancel, press X. Note that some commands include submenus (they are denoted with a "-" in front).

ARTES (術技)  
EQUIPMENT (装備)  
BATTLE CUSTOM (バトルカスタム)  
-SKILL (スキル)  
-TACTICS (作戦)  
-PARTY (隊列)  
ITEM (アイテム)  
COSTUME (コスチューム)  
-DIO (ディオ)  
-MEL (メル)  
COOKING (料理)  
LIBRARY (ライブラリ)  
-STATUS (ステータス)  
-WORLDMAP (ワールドマップ)  
-BATTLE MEMO (バトルメモ)  
-BESTIARY (モンスター図鑑)  
-COLLECTOR BOOK (コレクター図鑑)  
-RECORD (レコード)  
-MEDALS (勲章)  
-DIARY (あらすじ)  
SYSTEM (システム)  
-SAVE (セーブ)  
-LOAD (ロード)  
-DELETE SAVE DATA (セーブデータ削除)

- CUSTOM (カスタム)
- PASSWORD (パスワード)
- RETURN TO TITLE (タイトルに戻る)

I'll briefly explain what each command does below

#### ARTES (術技)

- Pretty self-explanatory, these are the Artes you've learned so far that can be mapped to your buttons (for the person you control) during battles, press Circle once will allow you to choose the character you want to select, press it again to enter the Artes configuration screen, you can shift your characters by pressing R or L
- For AI controlled characters, you can turn their Artes on and off with the Square button
- Artes with a brown symbol in front of them are Basic Artes (they are effective even if you don't equip them), those in green are Special Artes, Red ones are Arcane Artes, Golden ones are Mystic Artes, attack/support/healing spells are either in Navy or Sky Blue colors

#### EQUIPMENT (装備)

- Self explanatory, you can ask the AI to optimize each character's equipment by pressing the Triangle button, to unequip something, press Square
- Each character has two slots for accessories, however, each slot is dedicated and limited to certain types of accessories; for example, you can only equip boots and mants/hoods on slot 1, whereas slot 2 is only used for equipping pendants, jewels and rings

#### BATTLE CUSTOM (バトルカスタム)

##### -SKILLS (スキル)

- You can equip/remove specific skills by pressing the Square button here, there are two windows, the left one contains general skills that are active regardless of which costume your character wears, the right ones are costume specific

##### -TACTICS (作戦)

- The same old Tactics configuration, I'll translate them when I have time, for now, please look for guides from other Tales games for specific explanations, they are pretty much universal

##### -PARTY (隊列)

- This screen shows the positions of your party members at the start of any battle, the dragon silhouette represents the position of your enemy, you can adjust each character's position by selecting their avatar and moving them forward or backward on the available slots

#### ITEM (アイテム)

- Self-explanatory, you can view your items by category by pressing L or R, note that two new categories have been added in this game, they are Costumes and Currently Equipped

#### COSTUME (コスチューム)

- Selecting this command and you'll be asked which character's costumes you would like to view, selecting either one takes you to the costume screen
- Here, you'll see costumes categorized according to their class/profession, each class has three ranks, each rank has ten levels, to level up your costume, you need a certain number of Costume Points (CP) which you gain through battles (your character must be wearing that costume in order to gain CP towards it)
- There are a total of six special/cameo costumes per character, they make up the very bottom row

-Each costume comes with a set of Artes and Skills that your character can learn by leveling it up, to check what they are, press Square when you highlight a costume, the window that pops out lists the available Artes, if you press R now, it will bring up the next window listing the Skill set, the ones that are gray are ones you haven't mastered yet

-The Artes and Skills you mastered from a lower rank costume can be carried over to a higher rank costume, this is restricted to costumes in the same class/profession; for example, First Aid spell learned while wearing the Sister outfit is inherited and immediately usable when you switch to the Nurse or Bishop costume, it won't be inherited if you switch from Sister to Witch, as they each belongs to a different class

-You can freely change costumes when you are on the world map or in towns, you cannot do this in dungeons unless you are standing on a save point, or you are using the consumable Fitting Mant you bought from stores

-You can find costumes by opening blue chests in dungeons, by defeating bosses, or by entering the correct passwords under System -> Password (more on this later)

-For a complete list of costumes and their description, please refer to Extras section

### COOKING (料理)

-Works the same way as any other Tales game, you may cook to heal or buff up yourselves after each battle

-Cooking uses up ingredients you buy from food shops, if you have a recipe that requires three types of ingredients and you only have two in your bag, you cannot make that dish

-You can obtain recipes from Wonder Chef who disguises herself as various odd looking objects in towns (sometime inside stores/houses)

### LIBRARY (ライブラリ)

#### -STATUS (ステータス)

--You can check each character's status here, you can also rename and assign titles to your characters

#### -WORLDMAP (ワールドマップ)

--The World Map is given to you immediately after you exit Etos' House for the first time

#### -BATTLE MEMO (バトルメモ)

--Basically a collection of guides on gameplay mechanics, note some of them actually needs to be "unlocked" by meeting specific conditions (eg. explanation on "poison" status won't show up until a member in your party is poisoned)

#### -BESTIARY (モンスター図鑑)

--Records of enemies you've encountered, you need to use Spectacles on them if you want to reveal their HP/MP info

#### -COLLECTOR BOOK (コレクター図鑑)

--Records of items and valuables you've obtained

#### -RECORD (レコード)

--Gives you information on how many hours you clocked into the game, total grades, combos, gald, etc. obtained, and so on

#### -MEDALS (勲章)

--Medals you've earned by meeting specific criteria (eg. defeating bosses)

#### -DIARY (あらすじ)

--Synopsis on what has happened so far, gives you an idea of what to do

next in case you forgot

SYSTEM (システム)

-SAVE (セーブ)

--Saves your current progress, you can only use this when you are on the world map or are standing on a save point

-LOAD (ロード)

--Loads your saved game, this can be done as long as you can access your menu

-DELETE SAVE DATA (セーブデータ削除)

--Self-explanatory

-CUSTOM (カスタム)

--You can adjust various settings here, including text display speed, BGM volume, difficulty, etc.

-PASSWORD (パスワード)

--This is used for entering passwords that unlock bonus items and costumes, note that the image layout changes every time you load your game, you'll need to refer to a guide that tells you which block pattern corresponds to which number

-RETURN TO TITLE (タイトルに戻る)

--Brings you back to the title screen

-----  
3. WALKTHROUGH  
-----

+++++++

PROLOGUE

+++++++

Somewhere in a forest, a small fairy, exhausted from continuous search for her companions, collapsed on the ground. She seemed to be searching for friends of the same race for years with no results; too tired to open her eyes, she gave up and lost her senses.

When she regained consciousness, she found herself in a room with two babies floating in the air, a female spirit named Norn (ノルン) suddenly appeared and told her to take care of the twins; the fairy, who called herself Etos (エトス), hesitated, as she's too small and powerless to protect them from monsters. Norn (ノルン) assured her that they'll be safe as the house is guarded by a magic barrier, she then said the two babies are special, their powers can either bring salvation or destruction to the world. Etos (エトス) still wasn't too sure about all this, however she didn't the opportunity to voice her thought since Norn (ノルン) already disappeared into thin air. Etos (エトス) thought about leaving the babies behind, but as she looked at their cute faces, her motherly nature awakened and she decided to raise them.

+++++++

AC. 4408

+++++++

ETOS' HOUSE (エトスハウス)

-Some closet named Albert drops from the sky, apparently sent by Norn (ノルン)

-Get inside the house and talk to Etos (エトス), you'll receive four sets of costumes along with a tutorial on how to change profession  
-Leave your current location and you'll be on the world map, head for Valhalla Town (ヴァルハラ町)

#### VALHALLA TOWN (ヴァルハラ町)

-Head for the item shop to the left for a scene, Collector Book, Bestiary and Battle Memo will be added to your menu  
-Head back towards the entrance for a scene, it looks like Dio and Mel can't find anyone in need of assistance as everybody in this town seems happy; as the two wonder what they should be doing now, they hear a sudden explosion followed by numerous screams  
-The monsters, commanded by two masked people, are attacking townfolks, Etos (エトス) tells the two to withdraw, however Dio rushes over to the site, leaving Mel and Etos (エトス) no choice but to follow; some mysterious green ball creature is bouncing around amongst the chaos and happens to bump into Dio.  
-Dio questions the masked foes if they are the ones responsible, the male says their goal is to destroy this world, which ticks Dio off, the guy then laughs asking what could a kid like him do; as Mel and Etos arrive, Dio calls out Albert and changes himself into a swordsman while doing some stupid transformation pose, Mel dresses herself as a witch, the masked duo, somewhat surprised, order the monsters to attack while they teleport away  
-This is a tutorial battle, use this opportunity to familiar yourself with the controls  
-Two more enemies rush at Dio and Mel as the first one falls, Mel casts Fire Ball and quickly disposes them, however, her magic triggers some unexpected phenomenon: a rainbow colored tornado quickly occupies the town; some guy dressed in black (apparently a researcher of magics) from Olive Village (オリーブレッジ) comes in and says this whirlwind is called the Prism Ring (虹輪), which is usually generated when a super condensed form of solid mana absorbs nearby mana, a ring as large as this is likely to continue consume mana from its surroundings to eventually devastate the world  
-Mel hesitates and thinks it's her fault, Dios asks what could be done to resolve this, the researcher says since the Prism Ring (虹輪) is made up of wind, fire, earth and water elements, they'll need to gather powers from the four great spirits, but as to how to obtain them, he has no clue; he recommends Dio and Mel to pay the witch at the top of the Shining Tower (きらめきの塔) a visit, she sometimes pulls pranks like this on towns and might know something about the methodologies

#### SHINING TOWER (きらめきの塔)

-Kruelle (クルール) will join you as you enter the tower  
-Just make your way to the top of the tower, it shouldn't be too much of a problem, don't forget to save  
-The witch will send down some crappy boss to fight you, defeat it and she'll reveal herself as Arche (アーチェ), you'll also receive Hunter and Sister costumes  
-Arche (アーチェ) gives you the Sun Painting so you can go back to in time to request help from Klaus (クラス)

-Head for Etos' House (エトスハウス)

#### ETOS' HOUSE (エトスハウス)

-Head for top room for an event, you'll be taken back in time, exit the area and head for Euclid Village (ユークリット村)

++++++  
AC. 4203  
++++++

#### EUCLID VILLAGE (ユークリット村)

- There'll be an event with a female Wonder Chef named Ricchan... Go watch K-ON if you don't get it, you'll receive the Onigiri recipe (おにぎりのレシピ) and the required ingredients
- Head for Klaus' house (upper left) for an event, and an additional event when you leave, now head for the Cave of Burning Sand (熱砂の洞窟)

#### CAVE OF BURNING SAND (熱砂の洞窟)

- An event upon entering the cave
- You'll need to get the Sorcerer's Ring (ソーサラーリング) first, it's located on Floor B3, press Square to shoot
- The Ring is intended for activating switches, burning down obstacles that may block your path later on in the game
- On Floor B1, grab the Volcano Key (熔岩のカギ) in order to open the door on the first floor
- On Floor ???, use the ring to shoot down pillars to build a path for you to reach Efreet (イフリート)
- Boss battle against Efreet (イフリート), 4000 HP, weak against water, equip Angel Tear (エンジェルティア) Klaus' friend gave you on your swordsman, it'll make the battle easier
- If you're playing on Hard, Efreet (イフリート) will use For The Sun when its HP's halved, avoid if you can or you'll see yourself coughing up numerous gels and Life Bottles to pull through
- Some events take place, you'll make a pact with Efreet (イフリート), you'll also receive Ax Warrior and Lansha Costumes

#### EUCLID VILLAGE (ユークリット村)

- Head back to Klaus' home, Klaus (クラス) will join you, your next goal is to look for Bajil (バジル)

#### VALHALLA VILLAGE (ヴァルハラ村)

- Klaus (クラス) will temporarily leave your party when you enter the village
- Look for a kid near a bridge, an event takes place, and Bajil (バジル) will show up
- More events with Klaus (クラス), Bajil (バジル) will give you the Elements Pot (エレメンツポット) to collect Atomism Core (アトミスコア) from the spirits
- You'll need to head for Lone Valley (ローンヴァレイ) next

#### LONE VALLEY (ローンヴァレイ)

- Rodie (ロディ) will join your party as you enter
- Navigate your way to the deepest part of the valley (bottom right exit on Floor B1), if you encounter rocks that block your path, shoot them with Sorcerer's Ring
- Boss battle against Sylph (シルフ), two of them, the purple one has less HP (5000), both are weak against earth, focus on getting rid of the purple one first
- You'll receive Sylph's core and Gunner and Scholar Cosutmes
- On the way back Kruelle will learn the Chain Partner (チェインパートナー) skill, you'll get a tutorial on how to activate it
- Head for Cavern of Spirits (精霊の洞窟) for Gnome's core

#### CAVERN OF SPIRITS (精霊の洞窟)

- Eto (エトス) gets kidnapped by Gnome (ノーム) as you enter the cave
- This dungeon is very straightforward, on Floor B4, there'll be an event battle against Gnome (ノーム) (weak against fire)
- On Floor ???, the true boss battle begins, Gnome (ノーム) has 14000 HP, and is still weak against fire, when it's HP's halved, it'll go into "missle

mode", which can deal quite the damage to your party, make sure you defend and heal when necessary

-When you defeat it, Gnome will give you its core, Silver Swordsman and Witch Costumes will also be available

-An event as you exits the dungeon, you'll need Bajil's (バジル) help to get Alvanista King's permit to enter Limestone Cave (浸食洞), so head back to Valhalla Village (ヴァルハラ村)

#### VALHALLA VILLAGE (ヴァルハラ村)

-Your party will dismiss as you enter, you'll be triggering some events near the house by the entrance, near the bridge and near the well

-The next morning, you'll obtain the permit, head for Limestone Cave (浸食洞)

#### LIMESTONE CAVE (浸食洞)

-Head for Floor B2 to the bottom right, and activate the switch on that floor with Sorcerer's Ring

-There's a switch behind the red monster on Floor B1

-There'll be an event as you make your way back to Floor B2

-Take the right path on Floor B3 to get to B4, you'll get a skill book (跳躍のスキル書), which allows you to perform one additional action while in air, this is a consumable item with permanent effect, think wisely on who you wanted to use it on

-There's also a switch near where you got the book, activate it and go up to reach the innermost area

-Activate the switch north of the save point and return to B3F

-The water's drained on the left, take the stairs down to B4F

-Activate the switch there to open the hole Undine sleeps in

-Return to the innermost area, activate the other switch to the left of the save point to awake Undine (ウンディーネ) by "drowning" her

-Boss battle, Undine (ウンディーネ) with 15000 HP, is weak against thunder, and she hits hard with both her physical and magic attacks; if you have Silver Swordsman Costume on Dio, you can abuse the thunder-elemental based artes

-When you defeat her, she gives you her core plus Lancer and Knight Costumes

-An event near the exit of the cave, Rodie (ロディ) and Klaus (クラス) leave, head for Etos' House (エトスハウス)

#### ETOS' HOUSE (エトスハウス)

-Examine the Twin Painting in the room to head back to your era

++++++

AC. 4408

++++++

#### ETOS' HOUSE (エトスハウス)

-Exit and go to Valhalla Town (ヴァルハラ町)

#### VALHALLA TOWN (ヴァルハラ町)

-Story event, you failed to stabilize mana outburst, time to look for a magician with strong power to handle this task... Morrison's descendent sounds like a good place to start, head for Olive Village (オリーブレッジ)

#### OLIVE VILLAGE (オリーブレッジ)

-Apparently the dude has no clue how to handle this, time to go home

#### ETOS' HOUSE (エトスハウス)

-Story event, Norn points you to Maxwell (マクスウェル), she also hands you the Star Painting, which enables you to time jump to AC. 4306

-Do so, and you'll be in Cress' era



+++++++  
AC. 4306  
+++++++

#### ETOS' HOUSE (エトスハウス)

-Exit her house and head for Toltus Village (トーティス村)

#### TOLTUS VILLAGE (トーティス村)

-Wow, what a huge line-up outside the Church... All these people are there to see Mint (ミント)

-Left of the Church, across the bridge is Cress' home, and he's on knight duty

-An event takes place, Chester (チェスター) decides to accompany you to Morlia Mineshaft (モーリア坑道) instead

#### MORLIA MINESHAFT (モーリア坑道)

-Event when you enter, you'll get a tutorial on taming monsters, the Monster Tamer Costume is now available to Dio

-Touch the switch to the top left to open the door to the right

-On Floor B2, enter the door to your left, activate the switch and head right for the third floor

-Head left then up, there'll be a save point, a switch and an event, the stairs to the next floor are on the bottom right

-On Floor B4, look for an unlit candle, light it up with your ring, a secret path appears, followed by a puzzle, step on the switches in the following order: Up, Down, Up, Down, Left, Right, Left, Right, and head down to B9F

-There's a mouthy fairy brat that got captured, leave him and head up to activate the switch, the exit is located south of where the fairy is

-On B10F, step on the left teleportation mark and place the four cores as follows: Left - Fire (イフリート), Up - Water (ウンディーネ), Right - Earth (ノーム), Down - Wind (シルフ), you should hear a voice

-Go back to the teleportation room, and step on the right portal this time to go to Maxwell's Room (マクスウェルの間)

-You'll need to fight Maxwell (マクスウェル) with Dio and Mel alone, he has 12000 HP and no weaknesses, just hit him with whatever, once his HP's halved, he'll start spamming the ball move, which is kind of cheap, fortunately it's not strong

-If you see yourself dying too often, switch Mel to a healing class, this should keep your HP close to full most of the time

-When you've proven your power to Maxwell, he teaches you the Over Drive mode in the form of a tutorial, you'll also receive Grappler and Heavy Warrior Costumes

-There's another room behind the tome, with many chests, be sure to loot them all!

-Head back to Toltus (トーティス村)

#### TOLTUS VILLAGE (トーティス村)

-Cress (クレス) is there, but is too occupied with work, Dio and Mel go to visit Mint (ミント), who's been stalked by a gossiping hag in the Church

-After some dialogues, Dio challenges Cress (クレス) to a duel, you can win this fight if you try really hard, but it won't affect anything, don't waste your time, just use a spectacle and lose the battle

-More events, you'll get the Nurse Costume

-Stock up your healing supplies if you're running low, then go to the entrance and tell Cress (クレス) you're ready

#### VALHALLA VILLAGE (ヴァルハラ村)

-More dialogues at the camp site, the next morning, the squad tackles Valhalla Village (ヴァルハラ村)

-This place is filled with monsters, dispose a few and head north for an event, now go to Tower of the Zodiac (12星座の塔)

#### TOWER OF THE ZODIAC (12星座の塔)

-An event right at the entrance, stupid fairy brat broke your Elements Pot (エレメンツポット), the four cores escaped

-Aim for the top floor to confront Luna (ルナ), forget about the doors on each floor, none of them opens, just grab the chests you see and keep moving up

-Boss battle on 6F, Luna (ルナ) attacks you for no reason, she's got 30000 HP but is prone to physical attacks (ha, loser!), hack and slash away! When her HP is halved, she'll start spamming her laser attack, it's only limited to a small area, just hop back to avoid it, overall a pretty easy fight

-The Luna (ルナ) you fought was Artemis (アルテミス) in disguise, the real Luna (ルナ) is on the next floor, you'll get Striker and Fist Fighter Costumes as rewards

-Head up and talk to her, now go to Surt Forest (スルト森林)

#### SURT FOREST (スルト森林)

-An event near the entrance, Chester (チェスター) rejoins your party

-You can burn down tall plants with your ring, keep going until you encounter Brainer (ブレイナー), who's actually Bajil (バジル)

-Keep chasing him, at the Gate of the Underworld (魔界の扉里), Gremlin Lair (グレムリンレア) jumps out and severely wounds Bajil (バジル), Dio is enraged and a boss battle begins

-Gremlin Lair (36000 HP) is weak against light, when his HP is halved, he'll start dashing in midair back and forth, read his pattern and place yourself so you can pound him as soon as he stops that, having Mint

(ミント) in your party as a healer is gonna make the fight a lot easier

-You'll get Trickster and Magic Fencer Costumes

-Bajil (バジル) crushed Dio's spirit with his pessimistic words as he died, forcing Dio to run off

#### ETOS' HOUSE (エトスハウス)

-More events and a battle against the masked foes, this is an event battle, you don't have to win

-These foes proceed to destroy all the paintings in your room, now you can't go back to your time, the party decides to seek help from Cress (クレス) again

#### TOLTUS VILLAGE (トーティス村)

-Go to Cress' house and talk to them, apparently our Phantasian heroes gathered the spirit cores for you in the True Elements Pot (真・エレメンツポット) already

-Some dialogues later, the party regroups and heads for Thor

#### ANCIENT CITY OF THOR (超古代都市トール)

-Head up and grab the Trump (トランプ) card, Rodie (ロデイ) comes out and reunites with your party

-Enter the control building to the right of the entrance, there'll be an event battle

-It's a good idea to dispose every red enemy you see, they won't respawn as long as you remain in the building, plus they yield pretty good experience points, more importantly, you can tame some of them if you switch Dio's profession to Tamer

-The chest to the bottom left is a switch you need to activate to unlock the door to the very right of the map, which contains the key for unlocking the main computer room (second leftmost door)

-Get inside for an event, Aska (アスカ) will attack you

-This boss (36000 HP) is weak against physical attack, when its HP's halved,

it'll use wings of light for wide area damage, which can be devastating if you're vulnerable to light elemental attacks

-You'll obtain the Sage Costume afterwards

-Rodie (ロディ) decides to tag along as you warp to the future

++++++

AC. 4354

++++++

ANCIENT CITY OF THOR (超古代都市トール)

-After a series of events, you're separated from Etos (エトス) and ended up in Shinobi Village (忍者の里)

SHINOBI VILLAGE (忍者の里)

-This world is currently at the brink of destruction because Pluto (プルト), king of the underworld, wants to take over

-Rodie (ロディ) and Suzu (すず) eventually join your party, you need to go back to Thor (超古代都市トール) to look for Etos (エトス)

ANCIENT CITY OF THOR (超古代都市トール)

-Etos (エトス) is nowhere to be found, plus, the mother computer doesn't have enough power to operate, we need more electricity, and Volt (ヴォルト) can supply us that

VOLT'S CAVE (ジョルニア洞窟)

-Event battle as soon as you enter

-Head right, you'll get a flashback scene on Suzu's (すず) first encounter with Cress (クレス), keep going until you get to a generator (more like battery) type of device, power it up with your ring to open the door

-On Floor B1, there's a "secret" passage to the right of the save point, which leads to a switch you can step on, it'll open the locked door

-You'll get a scene in the next area, south is the correct path to take (B2F)

-on B2F, head for the upper right area to turn on the switch, do the same for the upper left one, activate the generator besides it and immediately head for the door in the center area, if you are too slow the door will shut off and you'll have to activate the generator again

-In the next area, hit the generators from right to left, one by one, to open the door

-Keep going north and you'll see Volt (ヴォルト), who speaks the #@\$# language that no one understands

-Volt (ヴォルト) (40000 HP) seems irritated and attacks you, it's weak against wind, usually it casts Lightning and Thunder Blade, however, it can also cast Indignation, which can take 500-700 HP off your characters... When its HP's halved, it can summon several lightning strikes around itself with no chanting time, but the range is fairly short

-You get the Trainer and Saint Bard Costumes for defeating Volt (ヴォルト)

-Volt (ヴォルト) tells you that there seems to be some uproar of spirits around Temple of Darkness (闇の神殿), time to check it out

TEMPLE OF DARKNESS (闇の神殿)

-Event as you enter

-The temple is very straightforward, there's an event when you enter the northern room on B3F, the masked woman tries to convince Suzu (すず) that she wants a normal and fun life like Dio and Mel have by creating an illusion, but Suzu quickly sees through the trick and dispels it

-In the room with four round stepping switches and a large round one in the center, light up the top left and bottom right switches and stand still on the center one for 30 seconds, you'll hear the clock ticking, just wait

till the door opens

-Etos (エトス) will call out to you as you progress through the dungeon, at the innermost chamber, you'll fight Shadow (シャドウ), who apparently doesn't know how to speak properly

-Shadow (シャドウ) has 38000 HP and is weak against light, you can either switch to classes that are light-based or can endure darkness, or equip the Dark Mant to reduce damage

-The fight isn't too hard for me, when you halved its HP, it'll start teleporting near your character and attack, back-step and pound it like a champ, you'll receive Destroyer and High Witch Costumes as rewards, Etos (エトス) will also be released

#### SHINOBI VILLAGE (忍者の里)

-A series of events as you return here, Suzu (すず) is out of shinobis to dispatch and is in a pinch, Rodie (ロデイ) uses her pendant, time travels to the past and brings over everyone to help Suzu (すず) out

-Now you have the entire Phantasia cast at your disposal, what a treat! Time to take on Pluto (プルート)

#### CAVE OF NERVI (ネルヴィの洞窟)

-Too much poison gas here, the party decides to pull back and seek help from Origin (オリジン) residing in Treantwood (トレントの森)

#### TREANTWOOD (トレントの森)

-A much easier maze than the gloriously tedious parallel one in ToP, if you have trouble finding your way, press "R" once on your PSP, this will reveal the full map on your screen, making navigation easier

-Your goal is to head towards the bottom part of Treantwood Area F, basically, if you don't want any extra item, keep heading right whenever you are given the chance should take you there in no time

-There is a scene when you reach Area D, it's about Rodie's (ロデイ) pendant again (this is getting REALLY repetitive)

-Once you get to the deepest part of the woods, Klaus (クラス) will summon Origin (オリジン) who won't give you his core without a fight

-Origin (オリジン) (40000 HP) has no weaknesses, and he hits hard with his physical and magic attacks, you should make Mel a priest or something and also put Mint (ミント) in your party, they'll take care of the healing while you and another member chip Origin (オリジン), don't freak out if you see yourself using items, the battle is supposed to be hard

-When you halved Origin's (オリジン) HP, he'll use both high level magic spells like Indignation, Explosion and Earthquake, and his trademark zapper move, which is very very annoying, defending and healing should be your top priority, attack only if you find an opening

-You get Golden Knight and Armored Knight Costumes when you kick his ass

-Origin (オリジン) provides you the core, everyone thought it's gonna be enough to purify the entire world, but apparently it's only good for eliminating the poison mist in the Cave of Nervi (ネルヴィの洞窟); he also unveils Etos' (エトス) true identity: the spirit of sound, leaving her in a state of shock

-Regardless, the party heads for the Cave of Nervi (ネルヴィの洞窟) to confront Pluto (プルート)

#### CAVE OF NERVI (ネルヴィの洞窟)

-Event at the entrance, most of the poison gas has been cleansed, Rodie (ロデイ) runs in late, apparently she has some secret things to take care of

-This is one huge dungeon, with upper and lower levels, as well as multiple exits you need to go through separately, note that there are boulders you can shoot down with your ring, which nicely clog up the holes emitting poison mist on the level below, you should do this whenever you're given the chance,

you can sometimes walk over the cracks by taking damage from the poison, however, if the mist barrier is too big, it's mandatory to block it before you can move forward

-Half way into the dungeon (B5F), you'll get a scene where Rodie (ロデイ) reveals her secret: she was setting up some explosives near the entrance as means to distract/disperse the enemies

-If you check out the maximized map, you can find a whirlpool-like path, if you choose to jump down, you'll be ambushed by visible foes from the level below, defeat all of them to unlock the room to the immediate upper left for some nice chests

-Keep going till you reach the deepest area, it's time to face Pluto (プルート)

-Pluto (プルート) is dead set to take over the world, disregarding the "peace treaty" he made with Origin (オリジン) hundreds of years back, he's doing this for the sake of his underworld citizens, what a benevolent and considerate king, let's overthrow him!

-Pluto (オリジン) has 42000 HP, and is weak against light, I highly recommend that you put Dio in his Striker (ストライカー) costume, and just spam Shinten (震天), as long as there's someone else distracting Pluto (プルート) from targeting you, this battle should end pretty quickly

-Of course, Pluto (プルート) also spams his special attack when his HP's halved, he unleashes a bunch of dark energy balls that can deal 100-300 damage per hit, since the Striker (ストライカー) costume endures dark elemental attacks, you shouldn't have any problems surviving this even if you take all of the balls yourself

-Sniper and Fist God Costumes will be unlocked when you defeat Pluto (プルート)

-Pluto (プルート) refuses to back down, and releases poison gas to engulf the entire world, the True Elements Pot (真・エレメンツポット) starts emitting a dark aurora, and an artificial Pluto (プルート) emerges to eliminate the real one, thereby preventing the mist from spreading

-Since Bajil (バジル) created this pot, Klaus (クラス) believes that Bajil (バジル) has already mastered the way to manipulate and control demons from the underworld

-Anyway, the world is safe, time to go back to your era and deal with the Prism Ring (虹輪)

#### ANCIENT CITY OF THOR (超古代都市トール)

-Head straight for the control room (second room from very left), Dio will summon Volt (ヴォルト) to power up the mother computer, Cress (クレス) and everyone decide to go with Dio and Mel and see that the Prism Ring (虹輪) problem is properly dealt with

-Examine the computer again and confirm that you're ready, you'll be warped to AC. 4408

++++++  
AC. 4408  
++++++

#### ETOS' HOUSE (エトスハウス)

-Save your game, if you still need to restock on healing supplies, go to Olive Village (オリーブビレッジ) and buy them there, otherwise head straight for Valhalla Town (ヴァルハラ町)

#### VALHALLA TOWN (ヴァルハラ町)

-Watch the events as they unfold, if you think you can relax now, think again

-Dhaos (ダオス) teleports in, he wants to erase Dio and Mel from the surface of this planet, his reason? Because the twins are "sinful"

-Rodie (ロデイ) says Dhaos' (ダオス) no longer the man she once knew and decides

to fight him head-on, the pendant she carries all this time was actually a gift from Dhaos (ダオス) when she was still young

- Rodie (ロデイ) is a mandatory member in the next fight, you should organize your party such that it consists of at least one healer and one melee attacker
- Dhaos (ダオス) with 50000 HP, has no weaknesses to exploit, his famous Indignation vulnerability is no more, you just have to go all out on him and pound as hard as you can
- Reducing Dhaos' (ダオス) HP to half will make him use his laser, a devastating attack that can take away anywhere between 500-1500 HP, make sure to heal your party right away
- Dhaos (ダオス) escapes into another dimension, Rodie (ロデイ) explains how Dhaos (ダオス) used to be a kind and caring man... Well, nobody seems to care
- Everyone parts ways and the staff list starts to roll

#### ETOS' HOUSE (エトスハウス)

- You thought that was the end? Nope, we ain't done yet
- Watch the next few scenes, you now have the freedom to travel back to any of the previously visited worlds to recruit the Phantasia heroes
- Begin by going to Shining Tower's (きらめきの塔) top floor and recruit Arche (アーチェ), next head to Toltus Village (トーテイス村) (AC. 4306, Star Painting) and grab Cress (クレス), Mint (ミント) and Chester (チェスター); finally, snatch Suzu (すず) (AC. 4354, Moon Painting) from her clan to complete the party
- When you're ready, examine the Cloud Painting to move on

++++  
DARK DIMENSION  
++++

#### ETOS' HOUSE (エトスハウス)

- As you make your exit from this area, Dhaos (or rather, his memory form) appears and gives you some hints as to where to look for the masked freaks, head for the Tower of Flames, well technically, it's called Flame King's Gatepost (焰王の楔)

#### TOWER OF FLAMES (焰王の楔)

- Enemies here are all weak against water
- On the first floor, head to through door at the far right to go to the second floor, you can also go through the central door, which leads to a completely different path with five floors to explore, there is a costume you can collect by taking this course, so I suggest that you do this before or after the boss battle
- Here on 2F, we have lava covered floors, and just like the original ToP, you walk on lava, you lose HP (not much though), nevertheless, keep going till you reach the stairs leading up
- There's a save point on 3F, head through the center door to 4F
- Keep moving till you reach 5F, the door on the far left is sealed, in order to break the seal, you need to dispose four minions, three of them can be found in the three rooms around you, the fourth one is at the bottom of the map
- Go through the sealed door, be sure to save, the next boss battle can be tough
- At the top of the tower you'll find Flamberk (フラムベルク), who accuses the twins for stealing the Inflammable Antique Wood (不燃の古木) without listening to their explanation, how about we knock some sense into her thick skull?
- Flambelk (フラムベルク) (42000 HP) is weak against water, and can cast Explosion and other fire-based artes, but that's not your main concern, the biggest problem is when you halved her HP, she starts spamming her

boomerang blade move (guess Malik from ToG stole her move... or vice versa?), which, if you don't happen to defend, can cause 500-1500 damage per character even with fire resistance

-I have two magicians in my party, Arche (アーチェ) and Mel, and I enable only their water-based magics, both of them have the Magician's Symbol equipped, the AI does a pretty good job timing and chaining the spells together, leaving Flambelk (フラムベルク) little time to attack; Mint (ミント) handles healing while I use Dio in his Sniper Costume (yeah, I know, bad choice) to chip Flambelk (フラムベルク)

-Masquerade and Trouvere Costumes will be unlocked

-After her defeat, Flambelk (フラムベルク) tells you that the mask couple might be heading to the Cave of Ice, or literally, Ice Wolf King's Plinth (氷狼王の礎) to retrieve the Unfreezable Liquid (不凍の流体) in order to break the seal to call forth the Raging Land

-As you exit the tower, the mask duo suddenly appears and attacks, the female sends out a purple energy ball at Mel and a flashback of a young girl named Meltia (メルティア) starts

-Meltia (メルティア) was abandoned by her mom, but was later adopted by General Bundy whose country was waging war against another nation; Meltia (メルティア) grew up to become a lead researcher in Magitech, and was able to create what looks like, a weapon of mass destruction, which she thought would help her foster-dad to end the war

-In any case, Cave of Ice (氷狼王の礎) awaits, let's move on

#### CAVE OF ICE (氷狼王の礎)

-A scene as you enter the cave, Rodie (ロディ) rejoins

-The first two floors are pretty straightforward, keep moving till you reach B3F

-B3F is structured in a similar manner as the original map in ToP, it's got multiple paths leading to many dead ends with neat treasures (including accessories and costume), I recommend that you explore this area a bit and fight through all the random encounters, it's a great way to level up your characters and costumes (it might be a good idea at this point to switch to a profession with thunder-based attacks/artes, and level it up); but if you just want to get to the bottom fast, the exit is near the top left

-The door to the immediate right of the stairs on B4F won't open until you activate the switch on B5F, so head through the door on the far right to reach the stairs leading to B5F

-The switch is in one of the three rooms on this floor, find it to unlock door on B4F, then head back to go through it, take the upper right path to reach the innermost area of this dungeon

-Save your game, switch to water-resistant costumes if you have to, and go up to meet your rivals, you'll be greeted with Fen Beast (フェンビースト) they summoned

-This thing has 50000 HP, and is weak against thunder, it's a physical attacker so you should definitely keep you guard up; Fen Beast has a charge attack that grabs a member on your team and launches him/her through the air, doing 500-800 damage, it also rolls into a ball and spins from one end to the other, hurting everyone in its path

-When its HP's halved, Fen Beast (フェンビースト) spams the rolling move a lot more frequently, in addition, it also uses an ice breath attack with limited range; make sure to defend yourself and keep your healer away from the wolf as far as possible

-If you want my strategy, I didn't even bother bringing a healer with me, my team consists of Dio (Destroyer), Mel (Royal Fencer), Cress (クレス) and Arche (アーチェ); I just swarmed the crap out of it with mostly melee attacks and healed using gels

-You'll receive Sword Master and Battle Master Costumes for defeating Fen Beast (フェンビースト)

-Your party chases after the mask duo, however, it seems like they already

have the Inflammable Antique Wood (不燃の古木) and the Unfreezable Liquid (不凍の流体) in their possession, furthermore, Dio got face-creamed with a purple ball, triggering another flashback scene

-This time, it was about a kid named Dios (ディオス), who lost both his parents when Palace Gudra was assaulted, General Gundy adopted Dios and trained him to be a commander so he could avenge his parents by participating in this seemingly never-ending war

-Now, you have the option of choosing which dungeon you want to explore next, Wayland Plain (ウエーランド平原) or Loki Magitech Research Center (ロキ魔科学研究所), the former is basically Valhalla Plain from ToP, and the latter is a restructured Catacombs

#### WAYLAND PLAIN (ウエーランド平原)

-This is a fairly big map consisting of multiple areas with lots of goodies, the only problem is that most of these are somewhat hidden (beneath trees, behind bushes, etc.), definitely observe your surroundings carefully so you can grab'em all

-To get to the boss, always head to the exit on the right in any given area, eventually you'll find a healing save point, get ready to face Ishrantu (イシュラント)

-This boss has 52000 HP and no weaknesses, it usually does the dive charge attack, hitting anyone in its path, but it can also cast some mid/high level spells; when you halved its HP, it'll start spitting dark energy balls, which can deal quite a bit of damage

-I put Dio in his Hawkeye costume and just spammed Shinten, its knockout bonus works like a charm here, Ishrantu v has little time to attack because it's always dizzy, and this provides enough time for my two witches to cast high level spells

-You'll receive the Bishop Costume as a reward

-Ishrantu (イシュラント) says what you see is simply a memory form of its former self and continues to accuse Dio and Mel as murderers of its companions, finally it lets out a cry that triggers another flashback

-It's about the grown-up Dios (ディオス), his frontline units were pretty much wiped out by Dhaos' (ダオス) Illusion army (mmm... Illusion, you mean a squad of yummy girls from Sexy Bea- \*shot\*), his subordinates begged Dios (ディオス) to talk to General Bundy and retreat, Dios (ディオス) was reluctant at first, but eventually agreed

-In the commander's room, Dios (ディオス) asked General Bundy to fall back, Bundy refused to as this is the last line of defense, should Dhaos (ダオス) break through, Palace Gudra would be in total ruins; Bundy then reminded Dios (ディオス) about his parents deaths, and told him that now is the time to repay all these years of training and care Bundy provided him by fighting till the very end; while Dios (ディオス) was looking for a good comeback line, the building suddenly collapsed and buried Bundy alive (such a hilarious and anticlimactic death)

-Well, that pretty much covers Dios' (ディオス) side of the story for now, Ishrantu (イシュラント) says the duo can find out more about their past crimes by going to Loki Magitech Research Center (ロキ魔科学研究所)

#### LOKI MAGITECH RESEARCH CENTER (ロキ魔科学研究所)

-Mel comments on how this place seems familiar, well yeah... it's the Catacombs from ToP disguised under a new name

-I should mention this right now, there are unlit candlesticks that are scattered throughout various rooms in this dungeon (4 in total), you can light them up with your ring, if you lit them all, the central door flanked by coffin rooms on the first floor will be unlocked, and you'll find some nice goodies inside (including three costumes)

-On the first floor, there are multiple rooms with coffins inside, every single coffin you examine will force you into a battle featuring enemies you'd meet during normal encounters in this dungeon anyway (what's the



point?), if you don't want to waste time, just ignore these rooms

-Keep going down the stairs until you reach B5F, the room to the left contains a set of candlesticks you can light up (1 of 4), there's another set on B7F (2 of 4), one more in the left chamber with coffins on B11F (3 of 4), and a final set on B12F in a room near the bottom of the map (4 of 4), if you did this correctly, you should hear a sound and a follow-up message

-In the innermost area, the memory form of Justona (ジエストーナ) pops out and says how empty Mel's heart is, and proceeds to attack the party

-Justona (ジエストーナ) has 54000 HP, resists dark and has no weaknesses, it's a pain in the ass to deal with because as you deplete its HP, it goes into a temporary invincible mode, rendering all your attacks ineffective; on top of this, Justona (ジエストーナ) has a charge attack similar to the dive move Ishrantu (イシュラント) uses, make sure you keep your non-melee characters as far from Justona (ジエストーナ) as possible

-Having a healer, a witch and a tank in your party should make this battle less frustrating, if you find yourself dying too much, tune down the difficulty setting

-Immediately after its defeat, Justona (ジエストーナ) starts to broadcast Meltia's (メルティア) past

-As the senior scientist at the facility, Meltia's (メルティア) research on the Magicannon was finally completed, although there seemed to be some minor issues with mana consumption; a bunch of politicians dropped by and daydreamed about the cannon's awesomeness, they commented how this could wipe out the enemy with one shot; General Bundy then showed up and complemented Meltia (メルティア) for her hard work, which made her extremely happy, because apparently, she did all this for him, as long as she could see a smile on Bundy's face, everything was worthwhile (read: she's a father-con)

-Shifting back to current times, Justona (ジエストーナ) reaffirms what he said earlier: the emptiness in Meltia's heart originally stemmed from her desperate need of attention, and it became twisted as her lust for knowledge, love and power became stronger

-It seems like both Mel and Dio are slowly regaining their memories, based on the scenes so far, you should be able to deduce that Dio and Mel are simply the younger versions of Dios (ディオス) and Meltia (メルティア), the question is how did they become the way they are now; furthermore, the two feel that there is still something important missing, and they believe the answer probably lies at the site where the cannon was fired? Glitnir Mountain Path (グリトニル山岳)

#### GLITNIR MOUNTAIN PATH (グリトニル山岳)

-This is a ridiculously large area, mainly because the pathways are tangled and twisted and are branched into multiple exits; fortunately, there is no valuable chests (blue chests) you must obtain, so unless you are ridiculously low on healing items (which you shouldn't, the money you get per battle is really intended for these) or you absolutely have to open up every single chest for your own enjoyment of satisfaction, just choose one of the pathways and move on till you reach the top

-There is a scene when you first enter, Dhaos (ダオス) appears to make some comments about how this barren land is what's leftover after the war following the firing of Magicannon

-Head for the exit above to go to Lower Level A, if you enlarge your map, you can see that there are multiple exits, the one closest to you on your left is actually hidden, fire your ring at the crack to reveal a hidden path; later on, you'll find a few more spots/dead ends with cracks similar to this one, firing at them may reveal hidden paths, chests or nothing, it's something you should keep in mind as you move along

-Head for the exit on the far right, you'll be in Lower Level C, keep moving to you reach Lower Level D

-There is a hidden path some distance to your left, however, even if you

reveal it, you can't access it because it's also blocked on the other side, meaning that you'll have to back a few areas to take the alternative path, open up the crack on that route in order to get through... a rather time-consuming job that gives you nothing in return, I say, save the exploration for later (you can still break cracks while passing by them) and just keep moving to the northern exit

-You should now enter Upper Level A, there's only one exit to the top left here, which will take you to Upper Level B

-Once you're on Upper Level B, just aim for the top exit, don't forget to save your game

-At the mountain peak, you encounter Dhaos' (ダオス) memory form, he's still obsessed about punishing Dio and Mel, but this time, he lets some manifestation of all the horrible things the two committed in the past give them a taste of their own sin

-The manifestation is called Big Eye (ビッグアイ), yeah, that's its name, couldn't the developers come up with something better? Like... The Eye of Judgment, oh wait...

-Big Eye (ビッグアイ) has 58000 HP, no weaknesses and endures dark, you should equip pendants or mants that prevent petrification on your characters as the thing can shoot petrification beam from its eye; better yet, it also casts mid/high level magics at a pretty fast rate, make sure to stop it with your melee combo before it's too late

-Once you defeat this boss, you'll get the final memory fragment: Dios (ディオス) rushed into the lab, ordering Meltia (メルティア) to fire the cannon; Meltia (メルティア) refused because she knew doing so would consume a large amount of mana that could kill Derris Kharlan, some tweaks must be done to the device to make sure tragedy doesn't happen, which at the fastest, should take no more than 3 days; Dios (ディオス) said there's no time, Dhaos (ダオス) is drawing near and General Bundy, Meltia's (メルティア) beloved father was already killed... he then shoved the shocked Meltia (メルティア) aside, and fired the weapon, which obliterated the enemy but also completely depleted the mana reservoir of this planet

-Dios (ディオス) and Meltia (メルティア) felt weak, as the mana inside their bodies were also escaping, Meltia (メルティア) blamed this on herself, but Dios (ディオス) said they didn't do anything evil, it was all because of the war, Norn (ノルン) appeared and said if that really is the case, then she'll revive them as babies in a different dimension to observe if they are truly inherently evil

-Well, looks like everything's cleared up, Dio and Mel fall silent, they realize that they must atone for their sins; but the masked couple who suddenly teleport in, revealing themselves as Dios (ディオス) and Meltia (メルティア), argue back and claim how the tragedy of Derris Kharlan wasn't their fault; the couples exchange words and eventually come to a conclusion to settle everything at the Crystal Valley of Judgment (審理の晶谷)

-Dios (ディオス) and Meltia (メルティア) disappear, Rodie (ロディ) asks Dhaos (ダオス) if he can just let go of his hatred, but Dhaos (ダオス) says whatever she's seeing now is just a leftover memory form made up of hatred, vengeance and anger

-Dio and Mel know Rodie (ロディ) doesn't want to see Dhaos (ダオス) suffer from painful memories of his past, since they also need to settle things with Dhaos (ダオス), the two suggest that they all go meet Dhaos (ダオス) one last time, Rodie (ロディ) agrees and guides them to Dhaos' Castle (ダオス城)

#### DHAOS CASTLE (ダオス城)

-First, go up and hit the switch with your Sorcerer's Ring, then come back down and head left to take the stairs to B1F

-There are many cells here, all of the doors can be opened, in every jail room, there is a treasure chest, the wall could block your view if you aren't looking carefully; on the far left, there is a switch you should hit, it'll

open a door on 8F

-Go back to the main entrance, head right, take the stairs to 5F, then head right again for another set of stairs which'll take you to 8F South

-There are some visible minions here, if you head north through any of the three exits in 8F South, you'll end up in 8F North, which is also occupied by minions, you need to defeat them all in order to unlock the door leading to the next area

-There is a treasure chest that's blocked by a gate which can only be opened if you managed to activate the switch on B1F, if you did what I told you, you should be able to grab it now

-Anyway, if you defeated all four minions, go back to 8F South, head all the way left, go up the stairs to the north and you'll find yourself in 11F West

-A woman named Silverberg (シルバーバーグ) will attack you, this is like a normal battle, nothing to worry about; you'll get a flashback on Dhaos (ダオス) while he was still in Derris Kharlan, according to Silverberg (シルバーバーグ), who came in to report with excitement, Dhaos' (ダオス) Illusion army was breaking Palace Gudra's last line of defense; however, Dhaos (ダオス) wasn't too impressed, he found this victory to be way too simple, his enemies were on the edge of total elimination, yet they didn't bother to retaliate? That certainly didn't sound right...

-Anyway, once you regain control of your party, head left and through the south exit, you'll be on 11F South, activate the switch to the far left, grab the three chests in this area if you want, and head back to 11F West

-Head right past the stairs, then down through the corridor, you should now find yourself on 11F East, head all the way right, then all the way north up the stairs

-You should now be on 18F, you can find the stairs to 21F by moving all the way right, then all the way up, the rest of the intersections here lead to treasure chests

-Go up the stairs and travel through the long corridor on 27F for your next exit, halfway through there'll be a scene between Rodie (ロディ) and Dhaos (ダオス), if you haven't played ToP before this game, Rodie (ロディ) was teleported away from Cress' party by Dhaos (ダオス) back then, she knows this would happen again, so this time she deactivates the trap by throwing the pendant Dhaos (ダオス) gave her at it; she then calls out to Dhaos (ダオス) and tries to convince him to just return to his former self, she knows the teleportation trick is Dhaos' (ダオス) way of protecting her, she thinks he's still caring and loving, and she doesn't want to fight him, but Dhaos (ダオス) doesn't listen, he tells Rodie (ロディ) to come and fight him if she insists on coming along with Dio and Mel, he can't guarantee her safety if she makes that decision; Rodie (ロディ) says she'll end his suffering with her own hands and moves on

-Nothing special on 33F, go through the corridor and up the stairs to get to 35F

-Here, you'll be forced to fight Silverberg (シルバーバーグ) again, win the fight for another flashback showing Dhaos' (ダオス) benevolent and loving side as he struggles to see all those people who died or suffered during the war (yeah, whatever...)

-Make sure you save your game here, and MAKE SURE you optimize Rodie's (ロディ) equipments/accessories, head up the final staircase

-In Room ???, you'll find Dhaos (ダオス), who's ready to punish Dio and Mel himself

-This boss fight is a two-part battle, and Rodie (ロディ) must be present in both fights; Dhaos' (ダオス) first form is just like the one you fought a while ago, he has 50000 HP and no weaknesses, if you're looking to exploit his weakness against Indignation, you'll be thoroughly disappointed

-Usually Dhaos (ダオス) casts Tetra Assault, Dhaos Flasher or uses Dhaos Corridor, however, if you knock his HP down to half, there is a very high chance he'll use his Mystic Artes - Super Dhaos Laser or Big Bang on your

party, make sure to keep at least one member's (preferably your melee character) HP near full to withstand this onslaught

-Once you screw over his first form, Dhaos (ダオス) will become Collect (I'm kidding)... He morphs into his angelic form, which has 72000 HP and no weaknesses, and still uses the same moves as before, until you chip his HP to half, this is where the battle becomes annoyingly irritating

-Aside from Dhaos' (ダオス) constant abuse of his laser attack, which pierces through the whole screen, he can also cast Time Stop (This is Mint's Mystic Arte, when did it become your normal spell, you jerk!), pausing anyone near him for a short period of time to let him deal some nice combo damage, if you see him chanting, either hit him with your most effective combos, or run like hell, fail to do either could get you killed

-After the battle, Dio and Mel will reflect on their past deeds again and apologize to Dhaos (ダオス), they also complement him for being a kind and caring king who endured and carried the burden of saving and reviving his home planet all by himself; Dhaos (ダオス) also backs down and admits that his hatred towards Dio and Mel originated from the darkness in his heart, he wasn't able to resist it back then and it eventually consumed his soul, he concludes by quoting what Edward D. Morrison said in Top's opening: "Truly, if there is evil in this world, it lies in the heart of mankind.", and vanishes

-As Dio and Mel head off to the Crystal Valley of Judgment (審理の晶谷), Rodie (ロデイ) bids her final farewell to Dhaos (ダオス)

#### ETOS' HOUSE (エトスハウス)

-You need to head back to your time in order to get to the final dungeon, so check the Twin Painting in the top room, then exit to world map to go there

#### CRYSTAL VALLEY OF JUDGMENT (審理の晶谷)

-Again, another gigantic dungeon with multiple paths, a scene as you enter, then take the left path to go to B2F West

-On B2F West, there's a yellow switch you can hit with your ring to activate the transparent bridge that connects broken paths together, do so and head towards the upper right exit

-On B3F, move towards the northeast exit, there'll be a save point here, and some stone tablet; to move on, you'll need to switch Dio and Mel to their appropriate costumes outlined on the stone before you check the mirror, for this puzzle, Dio has to be a Samurai (斬刀系) and Mel has to be a Witch (魔術系) (rank/tier doesn't matter), examine the mirror to get teleported to the next level; note that the Fitting Mant won't be usable on the next level, meaning you can't switch back to whatever class you were using before, at least not until you reach the next save point (which is pointless, 'cause the same set of restrictions apply on a different set of costumes)

-This level is called the First Judgment, your goal is to activate the switch to the bottom right and head for the upper right exit, which leads to another room with a save point, a tablet and a mirror

-This time, Dio and Mel have to wear the Blast Ax (轟斧系) and Healer (法術系) class costume, respectively; examine the mirror to teleport

-You should find yourself on the Second Judgment, head left and activate the switch near the top, then aim for the top right exit, it should take you to the next challenge

-This is the last time you'll be forced to wear something, hang in there; to go to the Third Judgment, put Dio and Mel in their Tamer (獣操系) and Knight (騎士系) costumes, respectively, then examine the mirror

-Aim for the top right exit, you'll find the last room with a mirror with no restrictions, switch back to your favorite costumes to move on

-Not much to say on B7F, except there's a save point near the top exit, be sure to save, the boss battle begins shortly after you enter B8F; don't equip any dark-based weapon, however, equipping dark-resistant mants will help

-Well, Dios (ディオス) and Meltia (メルティア) are waiting for you on B8F, they refuse to admit their mistakes, and blame everything on the war, Dio and Mel try to convince them by telling them that they share the same feeling, but Dios (ディオス) and Meltia (メルティア) strongly reject that idea, Dios (ディオス) says Dio has no clue how it feels to lose his parents, and Meltia (メルティア) tells Mel she doesn't know how much it hurts when she's abandoned and left all alone

-Looks like things ain't improving with negotiation, best way to problem solving? You beat the crap out of them, or vice versa, and so the battle begins

-Both Dios (ディオス) and Meltia (メルティア) have 30000 HP, and no weaknesses; focus on Meltia (メルティア) first since she can cast spells, when she's almost dead, she'll use her Mystic Arte ? Prism Destroyer, a wide area attack which looks like Fin Funnels from Gundam, unless you're low on HP (<2000), it probably won't be enough to kill; once she's down, gang up on Dios (ディオス), who's dark-resistant, he can also attack with dark elemental Artes, therefore, equipping the dark-resistant cape I told you earlier will help; Dios (ディオス) usually goes for your spell casters, if you see them dying, revive and heal, when his HP falls below 10000, he'll execute his Mystic Arte ? Ignite Caliber, super powerful, but short-ranged, in theory, it should not hit more than one person at a time

-Congratulations, you have successfully killed the future versions of Dio and Mel, which means their current forms will also vanish soon... Etos (エトス) is shocked to hear that, Mel apologizes for not telling her, Dio wonders why Norn still hasn't shown up to land her judgment on them, Kruelle (クルール) suddenly runs further into the valley, shortly after that Norn (ノルン) speaks and tells the two to head deeper to meet her

-Enter the next area, and you'll find yourself in Void Dimension A, take the right path and exit to go to Void Dimension C, forget about the four chests guarded by an enemy, and forget about the left path for now, there are some things you cannot activate at this point in time

-In Void Dimension C, there's a giant tablet thing you can hit with your ring near the top left, it'll reveal a path for you to go to Void Dimension D

-Aim for the north exit in Void Dimension D, there's a switch you can activate to reveal an alternative path, it's not mandatory so I'll leave that to you, eventually you'll find a black save spot, make sure to save, optimize your equipments, change into your favorite classes if necessary, then go for the final boss!

-In the innermost area, Norn (ノルン) awaits, she reveals that she has been Kruelle this whole time, the purpose is of course, acting like the Big Brother, monitoring Dio and Mel to see if they are inherently evil; now that the two have come to atone for the sins they've committed, she decides to exterminate them; Etos (エトス) couldn't accept the cruel fate her "children" must suffer and asks if there's another way, Norn (ノルン) says if Etos (エトス) is willing to sacrifice herself for them, she can reconsider; Etos (エトス) agrees and is immediately imprisoned by Norn (ノルン), that really pisses Dio and Mel off, and Norn (ノルン) welcomes them to challenge her, the final boss battle begins now!

-This is a two-part battle, meaning Norn (ノルン) has two forms

-Her first form is a joke: 66000 HP and no weaknesses, you can easily chip her HP to half with any attack, I simply swarmed her with a combo set using Dio (Sword Emperor), with some help from Cress; once her HP's halved, she activates her temporary invincible mode from time to time, which not only nullifies your attack, but also makes her movement twice as fast; in addition, she might use her Mystic Arte ? Akashic Halo, a wide area attack that does around 3000 damage per character, make sure to use gels immediately after this if you're hit; regardless, just tail her and keep attacking, she'll go down in no time

-Mel feels weak as her mana starts to diminish, and Etos (エトス) has yet

to be rescued; Dio refuses to give up and swears to protect both Mel and Etos; as Mel gathers her strength to stand up, Norn (ノルン) twitches as if she's in pain, suddenly Kruelle (クルール) separates from her and rejoins you, it seems like Kruelle (クルール) has grown a heart of its own after spending all this time travelling together with the party, Norn (ノルン) transforms into her final form, and taunts the group to fight, the second battle starts now...

-Kruelle (クルール) is a mandatory member in this fight, think carefully about who you want to replace (I replaced Cress)

-Norn's (ノルン) second form has 126600 HP, no weaknesses, and is much harder than her original form; for starters, she can summon various spirits (eg. Efreet, Gnome, Aska, Undine, etc.) to create wide-area damage, make sure to stop her chanting with your combos

-When her HP's reduced to half, her temporary invincible mode initiates, now she moves twice as fast and gains some new and very annoying attacks:

(1) she summons six orbs that rotate around her and dashes across the screen, if she touches you or vice versa, you lose HP, she's also invincible at this time, so the best way would be to defend until her orbs disappear one by one; (2) she can cast an arte that mimics the effect of Time Stop, it looks like two downward black/purple beams, if they happen to touch you, you'll not only receive damage but will also be paused, try your best to avoid them, pay attention to her chants, whenever you hear "Hikari yo...", get away from her as fast as possible; (3) she has a new Mystic Arte called Ingaouhou, which literally Cause and Effect, but if you want a simpler translation, call it Karma; this move does heavy damage to multiple targets over a wide area, if your defense is weak, it could take away 3500 HP, roughly speaking

-Norn (ノルン) congratulates the two for defeating her, she says her job here is done and disappears, Etos (エトス) is released, however, what awaits her is the gradual fading of her "children", Dio and Mel use their last bit of time in this world to bid farewell to everyone, they apologize to Etos (エトス) for being such troubling kids to her, Etos (エトス) cries, but Dio says there's no need to be sad, they'll meet some time, some where in the near future for sure

-Watch the staff roll, don't turn off the console, you need to save your cleared data for bonus dungeons and quests if you plan on doing a second playthrough

CONGRATULATIONS, YOU HAVE BEATEN THE GAME!

The following have been unlocked:

-Grade Shop is available when you start a new game from your cleared save file

-1000 Bonus Grades has been added to your total Grades obtained (1500 for beating the game on Hard)

-Unknown difficulty has been unlocked

-Distorted Memory is now accessible

-Staff Room is now accessible

-----  
EXTRAS  
-----

+++++++  
GRADE SHOP  
+++++++

The Grade Shop is a Tales series tradition for encouraging players to play through the game multiple times. For every random encounter/boss fight you win, you'll be rewarded a certain amount of Grades that depends on your

performance in battle. The accumulation of all of the Grades obtained can be viewed under System -> Record in this game. You gain access to the Grade Shop by starting a new game from an existing cleared save file, below are the list of options you can order.

Max 99 Items (アイテム所持最大数99個) ? 400 Grades  
Inherit Items (アイテム引き継ぎ) ? 500 Grades  
Inherit Galds (ガルド引き継ぎ) ? 1000 Grades  
Inherit Collector Book (コレクター図鑑引き継ぎ) ? 10 Grades  
Inherit Bestiary (モンスター図鑑引き継ぎ) ? 10 Grades  
Inherit Titles (称号引き継ぎ) ? 500 Grades  
Inherit Cooking (料理引き継ぎ) ? 100 Grades  
Inherit Record (レコード引き継ぎ) ? 10 Grades  
Inherit Level (LV引き継ぎ) ? 10 Grades  
Inherit Costume (コスチューム引き継ぎ) ? 1500 Grades  
Inherit Party Character (パーティキャラ引き継ぎ) ? 500 Grades  
Inherit Captured Monster (捕獲モンスター引き継ぎ) ? 300 Grades  
Increase Maximum HP (最大HP増加) ? 500 Grades  
Reduce Maximum HP (最大HP減少) ? 10 Grades  
EBG Rate x0.5 (EBG上昇率0.5倍) ? 10 Grades  
EBG Rate x1.2 (EBG上昇率1.2倍) ? 1000 Grades  
EBG Rate x2 (EBG上昇率2倍) ? 3000 Grades  
Experience x0.5 (獲得経験値0.5倍) ? 10 Grades  
Experience x2 (獲得経験値2倍) ? 1000 Grades  
Experience x10 (獲得経験値10倍) ? 3000 Grades  
Technical Battle (テクニカルバトル) ? 50 Grades  
Gald x2 (獲得ガルド2倍) ? 600 Grades  
GRADE x2 (獲得GRADE2倍) ? 3000 Grades  
CP x2 (獲得CP2倍) ? 1000 Grades  
Item Drop Rate x2 (アイテムドロップ率2倍) ? 500 Grades  
Special Flag (スペシャルフラッグ) ? 1500 Grades  
Partner Free (パートナーフリー) ? 1500 Grades  
Free Chain Partner (フリーチェインパートナー) ? 3000 Grades  
Unlock 8 Slot System (8スロットシステム解放) ? 1000 Grades  
Unlock Over Brave (オーバーブレイブ解放) ? 500 Grades  
Prohibit Over Brave (オーバーブレイブ禁止) ? 10 Grades  
Unlock All Chat Skits (フェイスチャット全解放) ? 1000 Grades  
Unlock Complete Collector Book (コレクター図鑑全解放) ? 10000 Grades  
Unlock Complete Bestiary (モンスター図鑑全解放) ? 10000 Grades  
All-in (オールイン) ? 18000 Grades  
Instant Death Flag (即死フラグ) ? 1 Grade

++++++  
COSTUMES  
++++++

With Narikiri being the central theme in this game, costume change is a mandatory aspect of the gameplay. You get new Artes, new Skills and elemental-resistance by trying out different costumes on your characters. As I wrote earlier in the Game Basics section, there are many different classes/professions to choose from, each class contains three ranks, each rank has ten levels, maximizing the level of each costume enables you to use new Artes and Skills. If you start from the lower tier costume and max out its level before moving onto the next rank, the Artes you learned while wearing the lower tier costume are inherited and immediately executable when you switch to a higher rank outfit within the same class.

-----  
4. DISCLAIMER

-----  
Unpublished work 2010 by yangxu. I reserve the right to modify, alter and distribute this walkthrough at any given time and location. This document is protected by the Canadian, US and International Copyright Laws.

Plagiarisms, unauthorized modifications of the original document of any sort will receive in immediate warnings, those who refuse to obey will be prosecuted.

All names and locations used in this game are copyrighted by Bandai Namco.

**This document is copyright yangxu and hosted by VGM with permission.**