

# Tales of the World: Radiant Mythology 2 (Import) AI Guide

by Kazamu

Updated on Jun 19, 2009

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[AI-2] Introductory Notes  
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This guide covers the various A.I. options available in the game. The A.I., or "tactics" applied to a character govern a general pattern that a character will act upon on the battlefield. Although it is possible to place actions on a character, it won't give them the ability to do that particular option if it is not within their ability.

For example, placing the order to steal items or search for Gald on a character that does have the "Rob a Item" and/or "Search Gald" skills does not cause them

to learn those abilities. They will simply ignore those commands.

Similarly, you cannot use the Hiougi options on a character that does not ever obtain a Hiougi, nor will you be able to make use of it effectively with a character that isn't level 45 or higher (the level at which characters that do obtain a Hiougi get it).

The order in which you place the tactics is also important. The option placed at position I (1) will have the greatest influence on the character's actions, while an option placed at position V (5) will have the least influence and will thus be the least often performed.

AI Options can be purchased with GP at the Grade Shop (the conveyor belt).

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[AI-3] Version History  
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Version 1.0

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- The guide was started  
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[AI-4] AI Categories  
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AI categories are very basic generalizations of how a character will act. These categories can be further specialized by adding AI options in the list. The second option (全力戦闘) is, I believe, required in order for one of the AI options to work.

自由戦闘 Do what you want to  
全力戦闘 Expend TP regardless of how much is available  
近接戦闘 Always attack the closest enemy  
後方戦闘 Always attack the furthest enemy  
支援戦闘 Balance support and cover attacks  
防衛戦闘 Focus on defense  
節約戦闘 Don't use TP  
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[AI-5] AI Options  
Initial Options  
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The game starts players off with a pretty basic set of AI options. Despite being basic, it's really all most players should need for most of the game. The only options that you may really want to look into at the Grade Shop are the ones regarding Hiougi usage as without them, characters controlled by the AI

will never execute them (the player is required to use them manually, which is impossible to do during full Auto battles).

#### OFFENSIVE TACTICS

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攻撃に専念しろ	Concentrate on attacking
術を使って戦え	Use skills that use no more than 24 TP
後衛を攻撃しろ	Attack enemies at the back
詠唱を阻止しろ	Disrupt enemies that are casting
同じ敵を狙え	Attack the same target as the player
違う敵を狙え	Attack a different target from the player

#### DEFENSIVE TACTICS

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守りを固めろ	Focus on defending (Guard and Magic Guard)
回避行動を優先	Focus on evading (Critical Guard and Side Stepping)
敵から離れろ	Stay away from the enemy

#### MISCELLANEOUS

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待機しろ	Stand by (i.e. do nothing)
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[AI-6] AI Options  
Grade Shop List  
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OPTION	GP	DESCRIPTION
アップルグミ使え	20	Use Apple Gummies
オレンジグミ使え	20	Use Orange Gummies
レモングミ使え	50	Use Lemon Gummies
パイングミ使え	50	Use Pine Gummies
ミックスグミ使え	80	Use Mixed Gummies
ミラクルグミ使え	100	Use Miracle Gummies
ライフボトル使え	100	Use Life Bottles
薬で全員HP回復	80	Use items that recover HP for the whole team
薬で全員TP回復	80	Use items that recover TP for the whole team
回復アイテム使え	500	Use any recovery (healing, status, revival) item
ボトルで石化治療	30	Use items that can cure Petrify
ボトルで毒治療	30	Use items that can cure Poison
ボトルでマヒ治療	30	Use items that can cure Paralyze
ボトルで封印治療	30	Use items that can cure Seal
ボトルで衰弱治療	30	Use items that can cure Weakness
ボトルで防御ダウン治療	30	Use items that can recovery the Defense Down status
ボトルで術防御ダウン治療	30	Use items that can recovery the Magic Defense Down status
ボトルで攻撃ダウン治療	30	Use items that can recovery the Attack Down status
ボトルで術攻撃ダウン治療	30	Use items that can recovery the Magic Attack Down status
ボトルで状態回復	250	Use any items that recover status ailments

敵を分析しろ	10	Use Spectacles, Inspect Eye and/or Inspect Magic
消極的な行動で	10	Refrain from attacking, prioritize defending and evading first
弱った時は待機	30	Stand by when weak
術を盛大に使い	100	Use all available skills (regardless of cost)
弱い術を使い	30	Use skills that use no more than 15 TP
HPを小回復しろ	30	Recover small amounts of HP (First Aid)
HPを中回復しろ	80	Recover medium amounts of HP (Heal, Meditation)
HPを大回復しろ	150	Recover large amounts of HP (Heal, Cure)
HP回復は自力で	50	Heal oneself
味方を蘇生しろ	100	Revive fallen allies
状態異常回復優先	30	Prioritize status recovery first
アイテムを奪え	30	Use skills that can steal items
お金を奪え	30	Use skills like Search Gald
秘奥義は積極的に	500	Use Hiougi immediately when available
秘奥義は消極的に	500	With the exception of the "All out attack" tactic, don't use your Hiougi unless the party is in a predicament

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[AI-7] AI Options  
Tactics Menu List

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Below is a list of options available to the player. This list has been organized based on the order that the options appear in the list when you're selecting which ones to apply to a character. Note that the order here is not the same as when you are purchasing them from the Grade Shop.

OFFENSIVE TACTICS

攻撃に専念しろ	Concentrate on attacking
術を盛大に使い	Use all available skills (regardless of cost)
術を使って戦え	Use skills that use no more than 24 TP
弱い術を使い	Use skills that use no more than 15 TP
後衛を攻撃しろ	Attack enemies at the back
秘奥義は積極的に	Use Hiougi immediately when available
秘奥義は消極的に	With the exception of the "All out attack" tactic, don't use your Hiougi unless the party is in a predicament
詠唱を阻止しろ	Disrupt enemies that are casting
同じ敵を狙え	Attack the same target as the player
違う敵を狙え	Attack a different target from the player

DEFENSIVE TACTICS

守りを固めろ	Focus on defending (Guard and Magic Guard)
回避行動を優先	Focus on evading (Critical Guard and Side Stepping)
消極的な行動で	Refrain from attacking, prioritize defending and evading first
弱った時は待機	Stand by when weak
敵から離れろ	Stay away from the enemy

RECOVERY TACTICS

HPを小回復しろ	Recover small amounts of HP (First Aid)
味方を蘇生しろ	Revive fallen allies
HPを中回復しろ	Recover medium amounts of HP (Heal, Meditation)
HPを大回復しろ	Recover large amounts of HP (Heal, Cure)
状態異常回復優先	Prioritize status recovery first
HP回復は自力で	Heal oneself

ITEM TACTICS

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アップルグミ使え	Use Apple Gummies
オレンジグミ使え	Use Orange Gummies
レモングミ使え	Use Lemon Gummies
ライフボトル使え	Use Life Bottles
敵を分析しろ	Use Spectacles, Inspect Eye and/or Inspect Magic
回復アイテム使え	Use any recovery (healing, status, revival) item
パイングミ使え	Use Pine Gummies
ミックスグミ使え	Use Mixed Gummies
ミラクルグミ使え	Use Miracle Gummies
ボトルで石化治療	Use items that can cure Petrify
ボトルで毒治療	Use items that can cure Poison
ボトルでマヒ治療	Use items that can cure Paralyze
ボトルで封印治療	Use items that can cure Seal
ボトルで衰弱治療	Use items that can cure Weakness
ボトルで防御ダウン治療	Use items that can recovery the Defense Down status
ボトルで術防御ダウン治療	Use items that can recovery the Magic Defense Down status
ボトルで攻撃ダウン治療	Use items that can recovery the Attack Down status
ボトルで術攻撃ダウン治療	Use items that can recovery the Magic Attack Down status
ボトルで状態回復	Use any items that recover status ailments
薬で全員HP回復	Use items that recover HP for the whole team
薬で全員TP回復	Use items that recover TP for the whole team

MISCELLANEOUS

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アイテムを奪え	Use skills that can steal items
待機しろ	Stand by (i.e. do nothing)
お金を奪え	Use skills like Search Gald

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[AI-8] Tips & Hints

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Q. Which options should I get by the end of the game?

A. In my opinion, definitely 秘奥義は積極的に and/or 秘奥義は消極的に (i.e. the ones that control Hiougi usage). 消極的な行動で and 弱った時は待機 may be useful. The rest of the options are pretty useless. Most characters with curative abilities will actually use them if necessary. The item tactics are all useless, since you can manually order characters to use items when you actually need them. Plus, you

may not want characters spamming items (especially when you're fighting Barbatos).

Q. Between 秘奥義は積極的に and 秘奥義は消極的に, which is better?

A. It really depends on what you're looking for in a battle.

秘奥義は積極的に will generally cause characters to use their Hiougi right away (unless you prioritize other options before it, but that tends to cause characters to not use their Hiougi in the end), which can be good, especially during a fight against a really powerful boss. However, on the flip side, you generally don't want characters spamming Hiougis on peons that you could have one-shot.

秘奥義は消極的に, as far as I'm aware, only seems to work with the 全力戦闘 AI category. I haven't witnessed a character use their Hiougi with the option in any other category yet. The difference between this option and the previous is that characters will wait until they feel that there is actually a need to use their Hiougi (e.g. if a character is low on HP). This is better for regular battles, because if you're using a powerful team and want to save your Overlimit for an upcoming boss, chances are characters will try to do what they can before considering to use their Hiougi.

So in the end, I'm tempted to say that 秘奥義は消極的に is ultimately better, but only if used in the 全力戦闘 AI category.

Q. You said that order is important. What type of things should I watch out for?

A. For front-line characters, it appears to be the case that you have to tell them to concentrate on attacking before you can tell them to use skills. Putting skill usage before the "Concentrate on attacking" option seems to cause them to sit and wait, like they're confused as to what they should be doing.

As mentioned before, placing the Hiougi options under "Concentrate on attacking" or one of the skill options seems to cause them to focus more on attacking with regular attacks and skills and can often cause them to run through a whole Overlimit bar without executing it.

Similarly, options like "Disrupt enemies that are casting" tend to get ignored if you have a lot of attacking options prioritized before it.

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[AI-9] Credits  
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This FAQ was written by Kazamu. All information was derived from the sources below and through personal in-game experience.

Sources

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<http://www20.atwiki.jp/kanonno/pages/134.html>

<http://towrm2.gkwiki2.com/119.html>

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