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..... 1. VERSION HISTORY .....
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Version 1.0 - First release: Composed of 7 Sections (Version History, Introduction, Rules of the Run, Playing Tips, Walkthrough, Frequently Asked Questions (FAQs), and Acknowledgments and Closing). 3/6/06 177KB

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..... 2. INTRODUCTION .....
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DavidK5

Allow me to introduce myself! My name is David Kovaz, better known as DavidK5 on the GameFAQs message boards and other various places on the internet. Let me also introduce my partner in crime, Brian Lundin, more widely known as Ragnarok500, Paltheos, or "Rag" for short. Now I'll explain how this FAQ came to be.

A few years ago, Rag first came to the Breath of Fire III board on GameFAQS seeking a co-author for his soon-to-be Single Character Challenge Guide. Although there were no takers, he stuck around and completed SCC's for every character, all the while informing the board of his progress through game

logs. This was the beginning of what has virtually been an age of challenge games on the BoF3 board. Since the SCC FAQ was posted, countless topics about various challenges have been posted, and in-depth discussions on challenges have become common-place. So given the atmosphere of BoF3 challenge mania and the fact that I had become addicted to speed-running Perfect Dark, I guess BoF3 speed games from me were inevitable. Although, it was truly by whim that I decided to do my first three speed games.

Before I started doing speed games, however, another long-time (but mostly scarce) member of the BoF3 board, known as SharpPaper, did two informal speed games; one with cheats and the other legit. His time with cheats was around 8-9 hours (I don't think he ever mentioned the exact figure), and his legit time was 14:24.

My first speed game, which was done sometime late in 2004, was really just a casual "race" through the game that resulted in 13:50. I didn't really prepare or make any sort of log of it, so it wasn't a serious speed run by any means. My second run (11:31), which I completed in the spring of 2005, was a lot more serious. I made a log of saves and started truly developing speed strats. However, my third run, done in late 2005, was the most intense and the most formal. By getting 10:03, I easily exceeded limits that I initially thought to be absolute by successfully employing new and creative strats and just generally being quicker. What made this game so formal was the fact that I took it upon myself to tape the entire thing.

Once I unveiled my results, Rag quickly took interest in the video (vid) and proposed that we use it to create a Speed Game FAQ. I agreed, mailed him a copy of the vid, and within a couple of weeks he managed to watch the entire run, noting all of the instances in which time was lost in order to derive a max time. And now Rag and I have worked together to create this FAQ, which will essentially put my vid into words and provide you with all the information you'll need to clear this game within a very impressive time of 10 hours.

Paltheos

David's pretty much covered everything, but I still wanna say my own little thing. ;P

Prior to Speed Run 3, my involvement in the Speed Runs (SR) was little more than interest (a.k.a. practically nothing). However, as of SR#3, I became interested in the intensive time-cutting attempts and offered some advice here and there to help David out (plus the whole video and critique and FAQ writing thing David mentioned >_>).

Even though I haven't been involved in BoFIII Speed Running for too long, one lesson clearly stands out above all the others: It's hard to gauge exactly how much time can be shaved off the last figure. We've made rough estimates before (namely David's claim after Speed Run 2 that 11 hours was the absolute minimum and my assertion that 9 hours 20 minutes was unpassable after Speed Run 3, where I'd calculated that 9:29 was the minimum with the current strategies), but it seems as if there's always more and more exploits that can cut off a precious few seconds here and there, so now we're cautious about issuing minimum times. Hopefully, I'll be wrong about the "absolute minimum", and Speed Run 4 will yield more saved time than ever thought possible.

Finally, for a quick summary of all the Speed Run times thus far:
Sharp Paper SR (w/ Cheats) - 8-9ish hours

Sharp Paper SR (Legit) - 14:24
DavidK5 SR#1 (Late 2004) - 13:50
DavidK5 SR#2 (Mid 2005) - 11:31
DavidK5 SR#3 (Late 2005) - 10:03

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..... 3. RULES OF THE RUN
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Simply put, the objective of a speed game is to finish the game as quickly as possible (dur). For RPG's like BoF3 which are exceptionally long, this means that the true objective is to finish the game with as little time on the game clock as possible. In BoF3's case, your final time is the time that displays in your Clear Save file, which you have the option to create after the end credits. Expecting someone to play for about half a day straight without saving/resetting is not only unreasonable, but the resulting in-game time won't be anywhere close to its maximum. And that is why we're not interested in real-time speed runs, but rather, shooting for the lowest in-game timer possible.

Now here are the actual rules:

1. Cheating devices (i.e. Game Shark, Turbo Controllers, ect.) may not be used in any way. This is pretty obvious, but I'm pointing it out for formality's sake.
2. You may not play on an emulator. This may seem a little strict, but it's easier to simply ban emulators than saying "you may use an emulator ONLY if the emulator PERFECTLY replicates gameplay on console". Using save sates, altering the game speed, and exploiting other features of an emulator that cannot be performed on console would obviously be prohibited. Even if you are not intentionally using an emulator to alter gameplay, your settings probably don't replicate console gameplay perfectly, and thus you may still hold an advantage over those who play on console.
3. In-game REPEATABLE glitches may be used to your benefit. What exactly does this mean? It means that glitches which can be repeated by anyone, on any game disk, under the same conditions are allowed. An example of this is the item duplication glitch (which doesn't really help you in a speed game). As of right now, no such glitches have been discovered which would actually be useful in a speed run, but this rule is in place to account for any glitches that may be discovered in the furture. Examples of glitches that cannot be exploited are those that can only be performed on emulators or damaged disks, or glitches that result from using cheating devices or tampering with the game system or game disk.
4. You must end your game with a Clear Save to acquire your final time. In other words, you have to choose the "Choose your own path" option at the end of the game, fight the final boss, and make a Clear Save file (which officially marks the end of the run). I think we can all agree that choosing the "Give up your power" option does not constitute beating the game.

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..... 4. PLAYING TIPS
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The 10 Keys to a Successful Speed Game

1. Know the game.

I can't stress this enough. If you need to look at a walkthrough every five minutes to figure out where to go, then this isn't a challenge you'll want to pursue. Sure, you can pause and consult a walkthrough, but ultimately you will be much faster if you just know this stuff off-hand. I'm not saying that you should have every nook and cranny imprinted into photographic memory. However, it will help tremendously if you have a good (not perfect) mental map of each dungeon and town. You should know the basic route to get through each dungeon, and you should know where all of the important items are. Know how to clear all of the mini games and puzzles and know the basic strategies for all of the bosses. In essence, know what to do and how to do it. Being familiar enough with the game in order to take on a challenge like this requires that you have at least a few playthroughs under your belt.

2. Escape, escape, escape!

You'll be using the Escape command a lot. It's faster to run from most random battles than to fight. When a random battle pops up, you have to decide almost instantly whether you should fight or run. Luckily, the answer will most often be run. However, if it looks like you can scatter the enemy in one quick round, then you should probably fight for the extra exp and zenny. If I had to throw a figure out there, I'd say that you'll be running from about 9 of every 10 battles.

3. Anticipate and plan.

I say this primarily in reference to boss fights, but this bit of advice can apply to other things as well. You should be familiar enough with the bosses to predict what attacks they may use and when they may use them, whether it be at any time during the battle or during a certain attack stage. Based off this information, you should be able to anticipate situations that you are likely to encounter. Knowing that you cannot avoid these situations, you should plan ahead and figure out how you'll want to react. If you immediately know what to do when faced with a particular dilemma, you'll be able to fly through the command selection screens. You don't want to waste precious seconds sitting there thinking about what to do.

4. No fishing. No faerie village. No exce... er, ok maybe two exceptions.

Obviously since this is a speed game, side quests like fishing and faerie village are generally a big no-no. However, with fishing there are two exceptions to this rule: 1) Getting a Mackerel for shisu, which is required in order to progress in the game, and 2) Getting a Silver Knife from the Manillo near the Farm, which ultimately saves you a lot of time in McNeil Manor. People have questioned whether or not getting certain items from the faerie village might end up saving time, and right now the answer to that question is no. Building up the village takes too much time, and there are no items that you can get from the faerie village that would make up for it.

5. Just the bare necessities!

No, I'm not quoting "The Jungle Book"... I swear. This goes hand-in-hand with the "no fishing/faerie village" rule. You don't want to go out of your way for items that you won't need. You'll end up skipping most of the items lying

around in dungeons and towns. Only pick up items that are vital in order to progress and items that will ultimately save you more time than it takes to get them.

6. Spend money wisely (and quickly).

This mainly applies to the beginning of the game when zenny is scarce and you need to make some vital purchases (i.e. the Claymore for the Contest of Champions). Try to think ahead and know exactly what you're going to buy before you get to the shop. That way you can blitz through your purchases as quickly as possible. Aside from obtaining key items like the Claymore, most of your money should be invested in Healing Herbs, Vitamins, Antidotes, Panaceas, and Ammonias. Decent equipment is simply too expensive, and the ability to heal yourself quickly without draining AP will prove much more useful.

7. Pause when necessary.

When you're pretty much anywhere other than on the world map, you can press Start and a little white hand will appear over your head. This pauses the game timer and allows you to explore the area immediately around you. You should ALWAYS pause when you're adjusting the camera angles to locate items and other objects. It's also useful if you're in the middle of a dungeon and need to suddenly stop playing. Be aware that there's no way to pause during battles.

8. Make sure Ryu's apprenticeships are timed correctly.

There are only two masters that you should even bother with: Bunyan and Meryleep. The levels at which you apprentice Ryu to these masters are very important in order to have certain skills available when they are needed. It is vital that Ryu gains access to Super Combo by the time you beat the Stallion, and you should acquire Shadowwalk from Meryleep right before you fight the Elder (although, given the new Elder strat that Rag has suggested, Shadowwalk isn't entirely necessary for Elder, but it will help). More details about this are presented in the walkthrough, but this is something you really need to keep in mind as you progress through the first half of the game.

9. Get Influence early!

The current fastest strats for Mikba and Elder require that you have the Influence skill to control Weretiger. It's much faster to meet a Boss Goblin "by chance" and learn Influence on the fly than the other alternative: making an extra save before Mt. Levett and resetting until you get it on the fly there. So if you meet a Boss Goblin, have Ryu examine while your other characters attack. The sooner you get Influence, the better.

10. When in doubt, defend.

Strategic defending is a great technique that I, unfortunately, only realized at the very end of my third speed run. In most boss fights you'll only have one main attacker (usually Ryu), and your other characters will be providing healing and support. However, on many turns your support characters may have nothing to do if the battle is going well. Instead of wasting precious seconds deciding on a command for them and then having even more time wasted with a possibly lengthy attack animation, just have that character defend. This will not only improve their chances for survival, but it will also save you time. Even using a regular attack in these cases probably won't help you, because the damage you deal will be insignificant, you'll waste time with an attack animation, and you can get burned if the enemy reprisals you.

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..... 5. WALKTHROUGH

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Before we get going, allow me to explain some of my notation:

- 1) When I say, "Go north", I don't mean, "Go up." North refers to the game's version of north, or "up-left". Similarly, all other directions are shifted 45 degrees counter-clockwise. However, on the other hand, if I say, "Go up," I mean, "Go up."
- 2) Brackets '[' and ']' are used to signify text scrolling, if just because I'm too lazy to come up with a snappy catchphrase for every trace of dialogue. However, if I'm feeling creative, I'll try to throw in something whenever I can.
- 2a) Just to remind you, there are numerous scenes throughout the game where the game takes over control of text scrolling, and I'll try my best to remember and make note of when those moments are (>.> Usually not outright though), but I'd advise just mashing the X button whenever text appears at all instead of depending on me for that.
- 3) Fairly obvious, but arrows '<' and '>' will contain your playing time. Just to be clear, the arrows are there for nothing more than a means of notation. >_> *wonders why he listed this*
- 4) Throughout the game, you're posed quite a few questions in which you must choose one of two (or more) responses. Whenever I say "Choose the first/second (default) reply", that means you can just continue mashing the X button since the cursor's already in the correct position. However, if I say "Choose the first/second (non-default) reply", you'll need to press up, down, or whatever before the X mashing resumes.
- 4a) When asked to save, "yes" is always the first reply, so I'll refrain from repeating myself in the walkthrough.
- 5) If you return to an area you've been to before yet my directions seem... too general, that simply means that I already listed the quickest path and I expect you to remember it.
- 6) The game has this bad habit of changing your formation without giving you the faintest clue. To alleviate your worries, I'll tell you exactly when the game does so so that you won't need to waste time checking your menu.
- 7) The format used for bosses means the following:

```
o-----o
|           Boss Name(s)           |
|                                   |
|maxHP of Boss(es)                 |
|Attacks of Boss(es)*              |
o-----o
```

PC#1's** Name (Level #) PC#2's Name (Level #) PC#3's Name (Level #)

Weapon:

Shield:

Helmet:

Armor:

Acc. 1: Abbreviation for "Accessory"

Acc. 2: Likewise

Master:

Skills: Foreign Skills only

Formation: Name (any additional information)

*A boss's ordinary physical will not be listed since virtually all of them have one.

**PC being short for playable character.

Now, prepare your mind and fingers, and without further ado, giddyap!

I. The Beginning

Pre-Game Setup Screen

Enter in Ryu's name (or whatever), set Message Speed to Fast, turn on Auto-Run, and begin. Don't worry about timing during this sequence, the clock doesn't start until you press Quit.

Dauna Mine

[Text Scrolling] Use Whelp Breath on Gary and Mogu. Afterwards, take the west path to the next room (south path takes much longer), then head south, east, south to enter the next room to encounter a rather frightened miner. [Text Scrolling] Continue heading south where you'll meet an engineer and a miner. [Text Scrolling] Whelp Breath the two, then continue heading south and then west to leave the room (Note: *Not* any of the staircases; avoid them all). You'll encounter yet another scared-out-of-his-mind miner. [Text Scrolling] Cross the mini-wooden bridge and run south until you're stopped by a buff mine worker. [Text Scrolling] Choose Whelp Breath as your command against the fellow but be stopped by a voice before you can carry it out.

After being knocked out by the crane and consequently carried off on the train, rapidly rotate your finger around the pad to break free from the cage as quickly as possible.

Cedar Woods

[Plenty of text scrolling between Rei's hunting and Ryu's dream sequence] After waking up, head immediately down the steps, examine both drawers in the treehouse's main room for a Vitamin and a Worm, and head out. Walk along the pegs in a counter-clockwise direction to leave the vicinity of the treehouse, continue following the main path, and head south at the fork (a.k.a. the direction of the old, bearded man) into the next area. Run through the trees, then head east until you see a path going north that leads straight out of the woods. On the world map, travel south through the mini-maze straight to McNeil village.

McNeil

[Text scrolling through the trio's antics]

Farm

[More text scrolling] Open the menu, go to tactics, change your formation to Attack, and put Rei at point. Next head south to arrive at Yrall Road.

<Time ~ 0:10>

RANDOM NOTE: You'll want to escape from all random battles except those including a Boss Goblin and at least one other enemy, because you'll want to obtain at some point (preferably early, so you won't have to worry about it later). When a Boss Goblin pops up, have Ryu examine the Boss Goblin, Rei attack the other enemies, and have Teepo defend. If you're really lucky, you'll learn it in a few tries. But keep in mind that every time you try to get Influence, you're sacrificing a little bit of time. So if you meet a Boss Goblin 3-4+ times and fail to get Influence, you should probably reset.

Yrall Road

Run south until you pass the gates of the highway. [Text Scrolling] Hide in the designated spot behind the trees. [Text Scrolling] Head east to grab the 40 Zenny bag in the corner and then leave the way you came in. Head back to McNeil.

McNeil

Go the Item Shop, buy as many Healing Herbs as you can (hopefully around 7), snatch the Molotov in the drawer to the right of the saleslady, and then leave the town via its north entrance.

Enter the mini-maze and head towards the "?" point (a.k.a. The Road to Mt. Glaus).

Road to Mt.Glaus

Yeah, we're doing this now as it's easier with a three-party team (esp. with Rei) than with just Ryu and Teepo. Anyways, designate Teepo as your point field member and then travel east along the main road across the bridge. Continue following the main path until it splits, then head west to see a rock. Kick it over and take the Vitamin beneath it. Now head west, then north-west. Pass the next rock you see and keep running until you see a treasure chest. Take the 80 Zenny inside, then kick the nearby rock, and take the Coin it had covered up. Continue heading west until you leave the area.

Head south, skipping the first entrance to Cedar Woods, and enter the second one on your left (a.k.a. the one closest to Bunyan's house).

Cedar Woods

Head south at the fork, following the path until you arrive at the doorstep of Bunyan's house. Put Rei at field point to unlock the door and enter the cabin.

[Text Scrolling] Being careful to avoid Rei, head towards and climb down the ladder in the back, then run towards the drawer in the south-east corner of the basement, and steal Beef Jerky. [Text Scrolling] Climb the ladder and leave the cabin.

[Text Scrolling] Choose the first (default) reply to begin the Wood Chopping mini-game. Fortunately, since this mini-game always requires the same amount of time to complete and doesn't furnish any rewards at all (other than being able to continue with the main game >_>), you needn't feel pressured at all.

After finishing with the mini-game, follow the dirt path to the nearest exit and then enter Mt.Glaus.

Mt.Glaus

Run north until you see the sandy slopes, then turn west, and run up the dirt (not sand) incline. Continue following the main path and cross a bridge. [Text Scrolling] Enter the nearby mountain cottage. [Text Scrolling] After resting, put Rei at point of Attack Formation (your formation remains unchanged from before) and leave the cabin.

<Time ~ 0:24>

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o-----o
|           Nue (1st fight)           |
|                                     |
|HP=140                               |
|Attacks: Nue Stomp, Chlorine|
o-----o
```

|            | Rei (5)               | Ryu (2)  | Teepo (2) |
|------------|-----------------------|----------|-----------|
| Weapon:    | Ballock Knife         | Dagger   | Dagger    |
| Shield:    | Bracers               | (empty)  | (empty)   |
| Helmet:    | (empty)               | (empty)  | (empty)   |
| Armor:     | Leather Armor         | Clothing | Clothing  |
| Acc. 1:    | (empty)               | (empty)  | (empty)   |
| Acc. 2:    | (empty)               | (empty)  | (empty)   |
| Master:    | (none)                | (none)   | (none)    |
| Skills:    | (none)                | (none)   | (none)    |
| Formation: | Attack (Rei at point) |          |           |

Strategy: Very simple pattern-- Rei attacks (~25~30), Teepo Flares (~20~25), and Ryu defends. Nue's damage maxes out around 12, 13 or so, ergo you should be fine.

~~~~~

Return to the cabin and rest by "talking" to the bed. Then run outside and speak with the Ladon statue to save.

<Time ~ 0:26>

Shift through the wreckage of crushed trees and enter the cave.

[Text Scrolling] Run east and turn north at the second fork, following the

trail of blood, to enter the next area. Follow the trail of blood. [Text Scrolling] Then pilfer 200 Zenny from the cadaver and leave the room the way you came in. [Text Scrolling] Return to the main east-way path and continue heading east until you arrive at another fork. Turn north and enter the next area. [Text Scrolling] When asked if you agree with Teepo's plan or not, choose the first (default) response. Then run north towards the cavern's river and choose the first (default) response to the diving-in question to take a brief swim in the river and enter the Nue's lair.

[Text Scrolling] Follow the bloodier trail towards another cavernous-looking door, but you'll be stopped by the fierce eyes of the Nue glaring at you from the darkness. It's time for Round 2! [Text Scrolling]

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```
o-----o
|                   Nue (2nd fight)                   |
|                   |                                   |
|HP=290              |                                   |
|Attacks: Nue Stomp, Chlorine, Jolt, (moderate counter rate)|
o-----o
```

|            | Rei (5)               | Ryu (2)  | Teepo (2) |
|------------|-----------------------|----------|-----------|
| Weapon:    | Ballock Knife         | Dagger   | Dagger    |
| Shield:    | Bracers               | (empty)  | (empty)   |
| Helmet:    | (empty)               | (empty)  | (empty)   |
| Armor:     | Leather Armor         | Clothing | Clothing  |
| Acc. 1:    | (empty)               | (empty)  | (empty)   |
| Acc. 2:    | (empty)               | (empty)  | (empty)   |
| Master:    | (none)                | (none)   | (none)    |
| Skills:    | (none)                | (none)   | (none)    |
| Formation: | Attack (Rei at point) |          |           |

Strategy: Similar to last time, albeit a few exceptions. On your first turn, Rei attacks, Teepo Flares, and Ryu throws that Molotov you acquired earlier (~25). After that, Rei and Teepo will continue accordingly while Ryu defends whenever everyone's at maxHP. As for Nue, Nue Stomp maxes at 20ish, his physical hits for pretty much the same as before (~10 on average BTW), and the one-time, pre-warned Jolt slams your team for ~15. Responding to damage-- When Rei is damaged, if Rei's HP>20, Ryu casts Heal or uses a Healing Herb on him, but if Rei's HP<20, Rei uses a Healing Herb on himself. If anyone else should get injured, have Ryu take care of the healing. Once Nue pulls out Jolt, have Rei Healing Herb himself while Ryu heals himself. Finally, once Teepo's AP is spent (around the time of Jolt), you needn't worry about his survival anymore, as, should he die, yay, more experience for everyone else.

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Once Nue is conquered, go back west to leave the cave (Note: *Not* east into the Nue's nest; that action triggers unnecessary cutscenes).

II. McNeil Manor

Cedar Woods

[Text Scrolling] Take the exit near the sign that points towards Mt.Glaus. Now go to McNeil.

McNeil

[Text Scrolling] Talk to Loki. Once you're done, head to the Item Shop and buy a Wooden Rod and as many Healing Herbs as you can (30ish would be good). Next, go to the Inn and save.

<Time ~ 0:38>

Leave the Inn and town via the north exit.

Yrall Region

Head west towards the Fishing Spot out on the peninsula. There, equip your new Wooden Rod and Worm and start fishing for 2 Rainbow Trout. Since the shadow of Rainbow Trout are unqie to this spot, you shouldn't have too much trouble locating and pulling them up.

Next, journey to the Fishing Spot west of the Farm and try to capture 2 Trout. Similarly, their shadows are unique to the area and should make your task easier. Then switch your bait to Coin, toss it back out, and wait for Manillo. Once you've reeled him in, trade all your recently captured fish for a Silver Knife which you'll now present to Ryu.

And, yes, the Silver Knife is definitely worth it. In exchange for a few minutes, you gain a weapon that not only has significantly higher base damage but is also strong against every boss on the whole McNeil property except Pooch and Rocky.

Return to the village.

McNeil

Since the fishing may require many resets to get just right, and there are a number of uncertainties until you reach the next save point in McNeil Manor, go to the Inn and save now.

<Time ~ 0:42>

Take the south exit to the Farm.

Farm

Straight to the hut to meet Loki. [Text Scrolling] Afterwards, you'll arrive at the Manor's outskirts. Run east along the path, then north-east as you approach the hut, and finally turn north as you pass the hut on the right until you reach the deteriorated section of the wall. Press X at the wall.
[Text Scrolling]

McNeil Manor

Immediately run west and then north to talk to the man hidden to the left of the bushes to receive 50 Zenny. Go back to where you began and proceed north. When prompted by the first guard you meet for a bribe, pay him the 50 Zenny he requests by choosing the first (default) reply. Resume your northly path up the nearby staircase and turn north then west upon reaching the top. Check the first north-west corner you see to find a Wallet. After that return to the top of staircase and chat with the nearby guard to return and his Wallet and enable you to pass. Carry on east (*not* down the staircase) and then south (this time, down the staircase). Climb the ladder and strike the bell with Ryu's sword. [Text Scrolling] Descend the ladder and dart north-east followed by north to climb the mini-stair case. Converse with the slacking, smoking sentry in the vicinity to receive your task for permission to pass. [Text Scrolling] Dash south down towards the main gate.

o-----o
| Pooch |
| |
|HP=260 |
|Attacks: Snap|
o-----o

	Rei (5)	Ryu (3)	Teepo (3)
Weapon:	Ballock Knife	Silver Knife	Dagger
Shield:	Bracers	(empty)	(empty)
Helmet:	(empty)	(empty)	(empty)
Armor:	Leather Armor	Clothing	Clothing
Acc. 1:	(empty)	(empty)	(empty)
Acc. 2:	(empty)	(empty)	(empty)
Master:	(none)	(none)	(none)
Skills:	(none)	(none)	(none)

Formation: Attack (Rei at point)

Strategy: Rei attacks (~20~30), Teepo Flares (~10) for the first two turns and follows by switching to physicals (~5), and Ryu attacks (~10). Pooch himself isn't that bad either, if you're lucky. Snap gnaws at you for ~10, but his physical can rise up to ~20 on un-Snapped target. The plan: If Teepo is damaged in any way, he is to heal himself. If Rei's hit with Snap, he can wait a turn before healing. However, if his DEF has dropped, that means two physicals, instead of three, will kill him. As for Ryu, if he takes damage from anything, he should be healed ASAP.

~~~~~  
<Time ~ 0:49>

Now that you've disposed of the canine, use Healing Herbs on your party and turn back to pass the lazy guard. After traveling down another mini-staircase, proceed south to spot a man and a woman behind the bushes. Change your bearing toward east and continue circling the bushes until you reach the two. Talk to the man first and then Mina (the woman). Afterwards, go back towards the chicken coop you passed on the way and talk to the sentry guarding its entrance. After he sprints off to Mina's side, enter the coop. [Text Scrolling]

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o-----o
|      Rocky      |
|                 |
|HP=280           |
|Attacks: Ovum,  |
|Jump            |
o-----o

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|            | Rei (6)               | Ryu (4)      | Teepo (4) |
|------------|-----------------------|--------------|-----------|
| Weapon:    | Ballock Knife         | Silver Knife | Dagger    |
| Shield:    | Bracers               | (empty)      | (empty)   |
| Helmet:    | (empty)               | (empty)      | (empty)   |
| Armor:     | Leather Armor         | Clothing     | Clothing  |
| Acc. 1:    | (empty)               | (empty)      | (empty)   |
| Acc. 2:    | (empty)               | (empty)      | (empty)   |
| Master:    | (none)                | (none)       | (none)    |
| Skills:    | (none)                | (none)       | (none)    |
| Formation: | Attack (Rei at point) |              |           |

Strategy: Whoo-boy. Rocky's as evil as ever, and you'll definitely need luck on your side to make it through this disaster. Offense is simple enough: Rei attacks (~25~30), Teepo Flares (~20~25), and Ryu attacks (~10~15). Run-of-the-mill business as usual. But Rocky, as usual, is out to make it as tough as possible for ya. Jump persists in being pure evil with an out of this world numerical gamut (nearly OHKOish at best) and Ovum's disabling prowess never dwindles. Fortunately, also as usual, Rei is the only one faster than the boss, which you can use to your advantage when healing, but at the same time you need to be careful not to dawdle, not only for the obvious reason that this is a Speed Run but also because Rocky *\*will\** make you pay if you don't charge at him with everything you've got.

[Text Scrolling] After the insanity from the wild chickens dies down, track back, again passing the rather carefree, smoking guard and run towards the wall opposite the mini-staircase you descend after passing said guard. From there, turn north to climb the invisible staircase and head east after doing so. [Text Scrolling]

-----  
McNeil Mansion  
-----

Run on the red carpet towards the steps until you're stopped and levitated by the invisible... hand(?) of Torast.

<Time ~ 0:54>

```

o-----o
|    Torast    |
|              |
|HP=120        |
|Attacks: Sleep|
o-----o

```

Ryu (5)                      Teepo (5)

Weapon: Silver Knife                   Dagger  
Shield: (empty)                       (empty)  
Helmet: (empty)                       (empty)  
Armor: Clothing                        Clothing  
Acc. 1: (empty)                       (empty)  
Acc. 2: (empty)                       (empty)  
Master: (none)                        (none)  
Skills: (none)                         (none)  
Formation: Attack (Ryu at point)

Strategy: Sleep = Bad. Aside from being a huge time eater, it gives him a free potshot of ~15ish damage (although, >\_> on the other hand, the smack does wake you up). I suppose the best you can do is hope that it doesn't hit Ryu, as his damage is by far the best (~55, as opposed to Teepo's 10+ Flare damage). Otherwise, if Ryu should take even one hit from a physical, immediately have Teepo Healing Herb him.

~~~~~

<Time ~ 0:56>

[Text Scrolling] Healing Herb the duo as called for and resume your journey before you were so rudely interrupted. After climbing the first set of steps, choose the one on the left to climb, and continue heading west. Turn south and then west through the first doorway. Rush down the corridor and enter the second doorway to the north. Traverse this new corridor until you reach the next doorway. [Text Scrolling]

~~~~~

```
o-----o
|           Kassen           |
|                             |
|HP=62                        |
|Attacks: Drain, Leech Power|
o-----o
```

|            | Ryu (5)               | Teepo (5) |
|------------|-----------------------|-----------|
| Weapon:    | Silver Knife          | Dagger    |
| Shield:    | (empty)               | (empty)   |
| Helmet:    | (empty)               | (empty)   |
| Armor:     | Clothing              | Clothing  |
| Acc. 1:    | (empty)               | (empty)   |
| Acc. 2:    | (empty)               | (empty)   |
| Master:    | (none)                | (none)    |
| Skills:    | (none)                | (none)    |
| Formation: | Attack (Ryu at point) |           |

Strategy: Laugh haughtily as Kassen's abilities have virtually no effect and as Ryu's stabs inflict an inordinately large amount of damage.

~~~~~

[Text Scrolling] Make a sojourn east until you see the first doorway to the south and pass through it. Hug the west wall until you find a Panacea and then motion toward the nearby steps.

<Time ~ 0:59>

~~~~~

```

o-----o
|           Galtel           |
|                             |
|HP=145                       |
|Attacks: Blunt, Weaken, Slow|
o-----o

```

|                                  |           |
|----------------------------------|-----------|
| Ryu (6)                          | Teepo (6) |
| Weapon: Silver Knife             | Dagger    |
| Shield: (empty)                  | (empty)   |
| Helmet: (empty)                  | (empty)   |
| Armor: Clothing                  | Clothing  |
| Acc. 1: (empty)                  | (empty)   |
| Acc. 2: (empty)                  | (empty)   |
| Master: (none)                   | (none)    |
| Skills: (none)                   | (none)    |
| Formation: Attack (Ryu at point) |           |

Strategy: More random stabbing here. Galtel's just too weak.

~~~~~

[Text Scrolling] After defeating yet another McNeil, climb down the staircase and head west until you reach a south-facing doorway. Head through it and then through the other door adjacent to it and continue journeying west. Scale the northward staircase at the end of the room and grab the 600 Zenny out of the chest in the south end of the room. Go back down the stairs and this time head south for another boss fight. [Text Scrolling]

~~~~~

```

o-----o
|           Doksen           |
|                             |
|HP=140                       |
|Attacks: Heal, (high counter rate)|
o-----o

```

|                                  |           |
|----------------------------------|-----------|
| Ryu (6)                          | Teepo (6) |
| Weapon: Silver Knife             | Dagger    |
| Shield: (empty)                  | (empty)   |
| Helmet: (empty)                  | (empty)   |
| Armor: Clothing                  | Clothing  |
| Acc. 1: (empty)                  | (empty)   |
| Acc. 2: (empty)                  | (empty)   |
| Master: (none)                   | (none)    |
| Skills: (none)                   | (none)    |
| Formation: Attack (Ryu at point) |           |

Strategy: Fortunately, hitting this ghost with anything Holy-elemental not only does critical damage but also initiates an algorithm which sets all of his regular turn commands to "Heal a random enemy". So... uh... >\_> yay.

~~~~~

[Text Scrolling] Proceed south and then east until you reach an elevator. Press the button left of the shaft and choose the first (default) reply to start the elevator. Climb the steps to the north-east. [Text Scrolling] Rest. [Text Scrolling] Now save and climb the ladder to the roof.

<Time ~ 1:04>

[Text Scrolling] Head southeast and then west across the chimneys. Continue running north across another set of chimneys until you start approaching the northern edge of the stage. Next head northwest and now west down the left side of the northern-most shingle outcropping to grab the grappling hook.

[Text Scrolling]

Now that you're on the other side of the roof along with Rei, move south toward the smoking chimney and grab the Broad Sword hidden on the right side of the platform bearing the said chimney. Equip Ryu with the newly found Broad Sword and Rei with the Silver Knife, and put Rei at point of Attack Formation (game has not changed the formation).

<Time ~ 1:08>

Backtrack north up the first staircase you see and descend the steps you find up there. Now that you're back inside the mansion, head west until you see a doorway. Approach it to trigger a cutscene. [Text Scrolling]

~~~~~

```

o-----o
|                Amalgam                |
|                |                        |
|HP=520          |                        |
|Attacks: Astral Warp, Flare, Frost, Sleep|
o-----o

```

|            | Rei (6)               | Ryu (6)     | Teepo (6) |
|------------|-----------------------|-------------|-----------|
| Weapon:    | Silver Knife          | Broad Sword | Dagger    |
| Shield:    | Bracers               | (empty)     | (empty)   |
| Helmet:    | (empty)               | (empty)     | (empty)   |
| Armor:     | Leather Armor         | Clothing    | Clothing  |
| Acc. 1:    | (empty)               | (empty)     | (empty)   |
| Acc. 2:    | (empty)               | (empty)     | (empty)   |
| Master:    | (none)                | (none)      | (none)    |
| Skills:    | (none)                | (none)      | (none)    |
| Formation: | Attack (Rei at point) |             |           |

Strategy: Amalgam is quite a load of trouble. His physicals use hit for 20-, and Astral Warp for double that (do the math... >\_>). On the upside, circumstances are a bit easier for you. Teepo does crap damage (~10 from Flare, as opposed to Rei's physical's ~65-~70 and Ryu's Heal's ~20) \*and\* his death is almost desired, thus giving Amalgam a rather convenient target for you. Plus, Rei can survive an Astral Warp at maxHP. Can't say the same about anyone else, but eh \*shrugs\*. Not much to this battle but luck, but you did save right before him, so resets are always an easy option here.

~~~~~

[Text Scrolling]

```

-----
Cedar Woods
-----

```

<Time ~ 1:14>

Equip Rei with a Ballock Knife and Ryu with a Silver Knife. Now, to the Farm!

Farm

Talk to Loki by the wheelbarrow, south from the northern entrance. Next, go to the hut. [Text Scrolling] Leave the Farm through the southern exit.

Now back from whence you came! (through the "This way to Mt.Glaus" entrance of the woods >_>)

Cedar Woods

Head to the treehouse area. [Text Scrolling]

~~~~~

```
o-----o
|Balio and Sunder (1st fight)|
|                               |
|HP=Infinite                   |
|Attacks: Lightning            |
o-----o
```

Strategy: To hasten your demise, have all your party members target Rei.

~~~~~

III. On the Run

Leave Bunyan's house after waking up. [Text Scrolling] Leave Cedar Woods and then immediately re-enter.

You can now apprentice party members to Bunyan (Hooray!), so assign Ryu under Bunyan and be on your way.

Head toward Yrall Road and travel east along the road (Note: East along the road... on the World Map, not *in* Yrall Road) to enter Central Wyndia. Woot! Choose some arbitrary point on the World Map to set-up camp so that you can rest and save.

<Time ~ 1:22>

To Mt.Myrneg!

Mt.Myrneg

Dash south after entering and pick up the Icicle in the treasure chest near the Tarman. Then climb up the ladder east of it and continue heading east. Ascend the next ladder you encounter and change your bearing to the east,

2nd ("beneath")

2nd ("this")

[Text Scrolling] Travel west, avoiding your obstacle by moving to the north. Check behind the second decorated tombstone on the northside (second as in the western-most one) for a Wisdom Fruit. Continue by following the main tiled path out.

Wyndia

Head west, south, and then east up the staircase. Start going south as soon as you can and then descend the several small staircases. Head southeast towards the stationary boy standing on the west side of the fountain. The fastest order for Hide-and-Seek:

- 1) Run southeast and hug the wall until you find the first child.
- 2) Switch between west and southwest for a couple seconds and then continually run southwest until you find the second child in a corner west of the item and weapons shops.
- 3) Run over to the east side of the item and weapon shops on this level (before the first upward set of steps) to find the third child in the corner.
- 4) Climb all the small staircases and run between the tables towards a tree to the east by southeast of a man sitting on the south side of a table. The fourth and last child is by the northeast corner of the tree.

[Text Scrolling] Alternate between west and northwest to run to the exit of the city. Head toward Eygnock Road.

Eygnock Road

Run south along the road and then toward the door to the windmill house. After entering the house, immediately exit it. [Text Scrolling]

Genmel

[Text Scrolling] Go to the southwest corner of town and talk to the invisible Manillo in the corner to receive a Flier for a discount in the shops. Enter and talk to the second Manillo on the right (the northernmost one) and buy 30 or so Healing Herbs and 15 Vitamin(s). Then leave the shop and head east until you see the exit. Scurry northeast to Mt.Boumore.

Mt.Boumore

Change your Formation to Attack with Ryu at point (Ryu's already at point).

<Time ~ 1:41>

Start off by running east and up the first incline and second incline you see. Then you'll reach a series of forks: First west and north. Then take a west fork and follow it to the end to get an invisible 400 Zenny bag in a corner. Head back to the last fork and head towards the ladder you see to the north. Climb, run east, and talk to Mason, who's standing in front of the door of the

house.

After you rest, check the door you just passed to initiate a cutscene. [Text Scrolling] Take the other door outside. Cross the wooden bridge, approach the console, and press X. [Text Scrolling]

Once the lift stops on the other side of the mountain, head southeast toward a staircase. Then run east and keep running east, up every incline until you reach the summit. [Text Scrolling] Head south to leave the area.

First order of business in Eastern Wyndia: journey to the southwest to the "?" area.

Forest by the side of Mt.Boumore in Eastern Wyndia (wordiest title ever)

Snag the Reverse gene at the west end of the area and then return to the World Map. Follow the trail east to Momo's Tower.

Tower

[Text Scrolling] Head northeast, up the main staircase, and take the northern of the two main entrances inside (the one with a traveler by it).

<Time ~ 1:51>

Head east and up the set of steps at the end of the hall. Then run south and enter the door at the end of this corridor. Continue by running east, then up the stairs, northwest and finally up the staircase you spot in the distance. On the new floor, run south while hugging the wall and then east to trigger a cutscene. [Text Scrolling] After resting, save.

<Time ~ 1:57>

RANDOM NOTE: You should run from pretty much all the battles here. A possible exception would be Ice Toads, because you can destroy them fairly quickly with normal attacks from Ryu, Momo packing Flame Chrysm, and Nina using Simoon if she has it. They offer pretty good experience, and even one failed escape attempt against a pair of them can be lethal.

Leave Momo's lab and enter the next room you see to the east. Solve the Floor Panel puzzle. Here's a quick and easy solution, courtesy of the Mini-Game FAQ:

LOCKED DOOR

B	-----					
O	1	2	3	4		
O	-----					
K	12	7,11	6,10,20	5,21		
S	-----					
H	13	8	9,19	18		
E	-----					
L	14	15	16	17		
F	-----					

Go through the unlocked door and retrieve the Flame and Ice Chrysm. Exit both rooms back to the main corridor and head east to a set of steps. After scaling

them, climb up the small staircase to the southeast and proceed west until you reach a door. In the next room, press the switches at the bases of, from the left, the second and fourth cubes. Run north up the stairs and then west into the next room. Dash south down the next hall, east up more steps, and south to another door.

Pull the blue switch and travel to the southeastern door. Run down the new corridor and grab the 800 Zenny in the treasure chest in the second room on the left. Then return to the switch room, cross the red platform and climb up the stairs. On the next floor, dash down the corridor and then west to the stairs.

Climb some more steps and get onto the gray platform. Run up another set of stairs and approach the crystal. Shoot it with Nina's magical beam eight times and then board the orange platform. Ascend the stairs and cross the hallway up more steps. On the next floor, ignore the door and continue scaling the stairs.

<Time ~ 2:03>

Approach the red laser beam and shoot Nina's magical beam at the crystal. Circle a short path around the perimeter of the crystal to be sure none of your party members are in the purple beam's path or where the red beam's path was and shoot the crystal again. Run a slightly elongated path from where you last shot the crystal to clear you party members from the path of where the purple beam will reappear (without getting too close to the blue beam), zap the crystal again, and head east to enter the final room.

[Text Scrolling] Check the center cabinet south of the desk for a Panacea, then activate a switch behind the desk, picking the first (default) reply to pressing it. [Text Scrolling]

Rocket Crash Site

[Text Scrolling] Check by a tree southeast of where the rocket crashed for the Thorn gene.

Back in Eastern Wyndia, get back to the dirt road and continue north to the Coffee Shop.

Coffee Shop

Follow the path to the first of several inclines and follow them all up until Nina stops you. [Text Scrolling] Run back down the hill and resume following the dirt path, taking the other exit (not the way you came in). Journey down the dirt road a little further to the gray Plant.

Plant

Run west around the greenhouse, flip the blue switch, and ride the conveyor belt up. Then head northeast to and up a slope, make a counter-clockwise 180, and ride another conveyor belt. After disembarking from this conveyor, head north then east, around a farmer and up a slope. Cross the nearby conveyor belt, run near the north wall, and ride yet another conveyor. Run southwest to

a blue switch, flip it, and get on the adjacent conveyor belt. Head east from there and then down the last conveyor. Put Momo in the field lead and talk to Palet. Afterwards, run southwest to a sandy slope and slide down. Then go east to the Inn, talk to the woman at the right, rest, and save.

<Time ~ 2:11>

Leave the Plant and head west to the Dump!

Dump

Access the menu, change to Defense Formation, and run south and around the walls until you see an opening in it. Take a short excursion behind them (east, then north) to a blue switch. Flip it twice and snatch the 1200 Zenny in the treasure chest across the conveyor. Head back to outside the walls again and head north to cross the conveyor again. Proceed into the next room. Head west down the slope and then south down another slope. Continue south to the end of the room and retrieve the Magic Shard from the treasure chest and feed it to Ryu. Run east from the chest and into the viny room.

<Time ~ 2:15>

[Text Scrolling]

~~~~~

```
o-----o
|           Mutant           |
|                               |
|HP=500                          |
|Attacks: Dream Breath, Venom Breath|
o-----o
```

|            | Ryu (8)     | Nina (7)      | Momo (10)    |
|------------|-------------|---------------|--------------|
| Weapon:    | Broad Sword | Oaken Staff   | Ammo         |
| Shield:    | (empty)     | (empty)       | (empty)      |
| Helmet:    | (empty)     | (empty)       | Glass Domino |
| Armor:     | Clothing    | Leather Apron | Mage's Robes |
| Acc. 1:    | (empty)     | Soul Gem      | (empty)      |
| Acc. 2:    | (empty)     | (empty)       | (empty)      |
| Master:    | Bunyan      | (none)        | (none)       |
| Skills:    | (none)      | (none)        | (none)       |
| Formation: | Defense     |               |              |

Strategy: Nina Simoons (47), Momo switches her Ammo out for Flame Chrysm and attacks (~80~110), and Ryu Protects Momo for the first two turns. After that, Flame+Defender Dragon and subsequent Flame Claws (~50~60) are the ways to go for Ryu. The luck here is more on Momo than anyone else. Nina's chances of survival don't look that good, considering that Mutant can (but doesn't always) OHKO (~30ish give or take a few points) her when attacking. With that in mind, Momo's ridiculous Flame Chrysm damage is a very nice welcome. Venom Breath shouldn't be too big a worry, and otherwise just hope he targets either the dragon or, when the dragon's down, Momo. And, of course, if hit by Dream Breath too many times, resetting is always a viable option.

~~~~~

[Text Scrolling] Triangle out of the party selection screen.

<Time ~ 2:21>

Exit the Dump. Remember to hit the blue switch on the way, as boxes will again be obstructing your path on the conveyor belt. Return to the Plant.

Plant

[Text Scrolling] Go to the Inn and rest. [Text Scrolling]

IV. Contest of Champions

Genmel

[Text Scrolling] Once Sunder asks who to keep behind as a hostage, choose the second option, Peco (non-default). Leave Balio's room, head down the stairs, and pass the playboy outfit model into the next room north. Climb a set of stairs, shift through the crowd, and keep heading west, passing some steps, into a room in the corner. Head east and then down the stairs. Talk to the guard behind the counter (Note: You should be on the south side of the counter), buy a Claymore, and equip it to Ryu. Move a few inches to the right to talk with the playboy outfit model and buy a MultiVitamin. Then, run over to the other model behind the counter to save.

<Time ~ 2:29>

Climb back up the steps you'd descended but a minute ago, run west down the corridor and into the first door you spot with a carpet adorned with a sword crest. Access your menu, put Momo at position 1 in your formation (while making sure Ryu is in position 2), equip her with Ice Chrysm, and then talk to the playboy outfit model. Choose the second (non-default) and then first (default) responses to her questions. [Text Scrolling]

~~~~~

```

o-----o
|           Claw & Dodai           |
|                                   |
|HP=220; 3000                       |
|Attacks: Blind, Double Blow; (none)|
o-----o

```

Momo (11)

Weapon: Ice Chrysm  
Shield: (empty)  
Helmet: Glass Domino  
Armor: Mage's Robes  
Acc. 1: (empty)  
Acc. 2: (empty)  
Master: (none)  
Skills: (none)



Formation: Normal (Default)

Strategy: Very straightforward. Shoot at Claw's Dodai (~70--~100) as he knives away at yours (50~ for his regular physical, 30+ per hit from Double Blow, and ~20 from Blind) until his Dodai starts sinking into the lava. Then kill off Momo. If your own Dodai starts sinking, use that MultiVitamin you just bought on it.

Ryu (9)

Weapon: Claymore

Shield: (empty)

Helmet: (empty)

Armor: Clothing

Acc. 1: (empty)

Acc. 2: (empty)

Master: Bunyan

Skills: (none)

Formation: Normal (Default)

Strategy: Flame + Reverse Whelp should do it. Be wary of his first strike-- You should be fine as long as he performs neither a completely successful Double Blow or Blinding Blind. His Dodai should fall fairly quickly at ~120 a Frost Claw.

~~~~~

[Text Scrolling] Head back to the "Inn" to rest and save.

<Time ~ 2:38>

Run to the east exit of the room. Climb the stairs, and take the path *without* the mother and litte girl. Enter the room with a green carpet decorated with a sword in front of it. Access your menu, change your formation to Attack, put Ryu at position 1, and change Momo's weapon to Ammo. Talk to model inside the room. [Text Scrolling]

~~~~~

```

o-----o
|           Emitai & 2 Golems           |
|                                       |
|Emitai: HP=600                         |
|           Attacks: (none, not even a standard attack)|
|Golem: HP=750 each                     |
|           Attacks: Spirit Blast       |
o-----o

```

| Ryu (14)                         | Nina (8)      | Momo (11)    |
|----------------------------------|---------------|--------------|
| Weapon: Claymore                 | Oaken Staff   | Ammo         |
| Shield: (empty)                  | (empty)       | (empty)      |
| Helmet: (empty)                  | (empty)       | Glass Domino |
| Armor: Clothing                  | Leather Apron | Mage's Robes |
| Acc. 1: (empty)                  | (empty)       | (empty)      |
| Acc. 2: (empty)                  | (empty)       | (empty)      |
| Master: Bunyan                   | (none)        | (none)       |
| Skills: (none)                   | (none)        | (none)       |
| Formation: Attack (Ryu at point) |               |              |

Strategy: On the first turn, have Ryu access a Flame + Thorn Dragon (\*not\* Flame + Defender, you're gambling everything on the extra power boost for the

defense loss; you \*did\* just save after all), Momo attack Emitai (~40), and Nina defend. The Golems do their usual "alternate between physical (~40) and Spirit Blast (~30) (with one starting on physical and the other on Spirit Blast)", so Nina should Healing Herb people whenever she's needed. Ryu will focus his attack on Emitai (~140) along with Momo. Keeping everyone alive until you defeat Emitai is a good plan (although Nina can die if Emitai is near-death and nobody else needs healing; also preferably before Ryu reverts to human form; otherwise, resetting might be a good call, depending on how it plays out). After that, disperse your attacks on the Golems based off of how much damage each has taken (e.g. Have Ryu attack the less damaged one while Momo [and maybe Nina] attack the more damaged one).

~~~~~

[Text Scrolling] Leave the room, head west, down the steps, into the next room, enter the nearby passageway a guard is standing by, and into the door with a brown carpet adorned with a sword at its foot. Talk to the playboy outfit model inside and choose the first reply (default) to her question, "Are you ready?" [Text Scrolling]

~~~~~

```
o-----o
|                Garr (1st fight)                |
|                                                  |
|HP=Infinite                                       |
|Attacks: Pyrokinesis, Flare, Fireblast, Lucky Strike|
o-----o
```

Strategy: Do whatever you like (providing it's fast, duh). Targetting yourself works, but you save a fraction of a second or so if you auto-attack him but he OHKO Lucky Strikes.

~~~~~

[Text Scrolling] Leave the room, climb the nearby staircase, round the counter, and head southwards down a staircase. Hug the counter, climb up the stairs, and approach Balio's room. [Text Scrolling] Descend the steps and take the south entrance out. Continue along the stone path until you approach several portraits east of the path. Hug them and then head east to the Inn. Rest and save.

<Time ~ 2:52>

Leave Genmel. Journey northwest, across the first bridge but before you go onto the next one, go west and wrap around the mountain toward the "?" that is the tree behind it. Before you enter, switch Peco into your party (it doesn't matter who he's replacing; he'll only be there for a sec).

Thieves' Hideout

Switch Peco to field point and have him headbutt the tree for the Flower Jewel. Then enter the tent and examine the drawer in the back for a Wisdom Fruit and return to the World Map.

Switch Peco back out of the party, put Ryu at position 1 of your formation, and change your formation to Attack. Then backtrack and head toward the second bridge (Maekyss Gorge).

Maekyss Gorge

Start crossing the bridge until you're stopped. [Text Scrolling]

o-----o
| Bully 1, Bully 2, Bully 3 |
| | |
|Bully 1: HP=200 |
| Attacks: (none) |
|Bully 2: HP=200 |
| Attacks: Flare |
|Bully 3: HP=200 |
| Attacks: Blind |
o-----o

Ryu (14)	Nina (9)	Momo (11)
Weapon: Claymore	Oaken Staff	Ammo
Shield: (empty)	(empty)	(empty)
Helmet: (empty)	(empty)	Glass Domino
Armor: Clothing	Leather Apron	Mage's Robes
Acc. 1: (empty)	(empty)	(empty)
Acc. 2: (empty)	(empty)	(empty)
Master: Bunyan	(none)	(none)
Skills: (none)	(none)	(none)

Formation: Attack (Ryu at point)

Strategy: Felling Bully 3 is your first priority since minus Nina (who should be Simooning for ~50) all your attacks are physicals (~100~120 from Ryu, ~70 from Momo). Whenever anyone except Nina is damaged, have Nina toss around Healing Herbs. And as with before, if Nina should die, not only should you not reset, but hoorah! (Damage-- Bully 1- ~30, Bully 2- ~20, Bully 3- ~30)

[Text Scrolling] When asked to switch party members, switch out Nina for Momo. As for your formation, it's already fine, so spam triangle after you exit the party member switch menu. [Text Scrolling]

o-----o
| Stallion |
| | |
|HP=1500 |
|Attacks: Barrier, Resist, Jolt, Utmost Attack|
o-----o

Ryu (15)	Garr (13)	Momo (11)
Weapon: Claymore	Spear	Ammo
Shield: (empty)	(empty)	(empty)
Helmet: (empty)	(empty)	Glass Domino
Armor: Clothing	Scale Mail	Mage's Robes
Acc. 1: (empty)	Titan Belt	(empty)
Acc. 2: (empty)	(empty)	(empty)
Master: Bunyan	(none)	(none)

Inoc.: (none) (none) (none)
Skills: (none) (none) (none)
Formation: Attack (Ryu at point)

Strategy: Fortunately, your first turn is a freebie (as Stallion always opens with Barrier), so use this opportunity to have Momo and Garr heal all the (possible) wounds on Ryu and Momo while Ryu transforms into a Flame + Thorn Dragon. Ryu and Garr should attack (~180~200 and ~50, respectively) while Momo handles any and all healing. After Ryu reverts (and his attack drops to ~100), Momo should continue the healing but cast a Protect on Ryu if she should have the opportunity, but remember that Stallion's physical is evil. Worst case scenario- near-OHKO on Momo (53 was his best damage). Also, on that subject, whenever Momo takes any damage, heal her ASAP. (Damage-- Jolt- ~15, physical- ~40~50)

~~~~~  
[Text Scrolling] Run down the incline and under the bridge toward the hut. Grab the Frost gene to the right of the hut (semi-concealed by a bush), backtrack up the incline and leave via the south.

Follow the dirt path, cross a third bridge, and head west at Eynock Road toward the Yrall Region. Take the entrance to Cedar Woods closest to Bunyan's house.

-----  
Cedar Woods  
-----

Talk to Bunyan at his house three times for Ryu to learn Risky Blow, Focus, and Super Combo. Note however that every time he asks you if there's someone else you'd like to apprentice under him, that you should say yes (first reply and the default) and then immediately triangle out of the menu and continue scrolling through the text, as saying no actually takes longer as it initiates more dialogue than if you'd said yes. Once you've learned all those skills, leave the woods and go to Wyndia.

-----  
Wyndia  
-----

Head east up all the stairs, north by the outside eatery, then west by the Inn and up the steps. Run northeast to and then up a staircase and talk to the sentry guarding Castle Wyndia's front gate.

-----  
Castle Wyndia  
-----

[Text Scrolling] Run down the stairs and past the maid. Enter the main dining area (otherwise, the fork on the north side) and talk to the maid standing by a broken dish. Travel all the way back to where you first came down the stairs except now go south, down a staircase into the basement. Run southwest to another set of stairs, then west through that new room to more stairs. Pass by the first row of wine containers and run down the stairs; then move northwest until you start hugging the wall of the second row. Continue hugging the wall as it does a 90 degree turn and press X as soon as you stop to find Honey. Return to Nina's room (a.k.a. where you started) and use the door on the north side of her room along with all other subsequent doors to go out to the balcony. [Text Scrolling]

----  
Camp  
----

[Text Scrolling]

Once you're returned to the World Map, cross Eastern Wyndia to the Checkpoint.

-----  
[Eastern] Checkpoint  
-----

[Text Scrolling]

-----  
V. Beyd and the Lighthouse  
-----

-----  
Rhapala Region  
-----

East down the hills, then make a quick counter-clockwise turn to approach some more hills. Enter the "?" hut at their top.

-----  
Hut by the Shore  
-----

Head northeast and wrap around the back of the house to a staircase heading down to the beach. Put Ryu at point in field position, check far behind the staircase, and retrieve the Thunder gene. Leave the area.

Come down the hills and scurry along south to the shipping town Rhapala.

-----  
Rhapala/Wharf  
-----

Go north, east, south, and then north again (all as far as you can without entering any houses) and enter the house (Inn) on the right on the quasi-hill. Descend the stairs, approach the table near the northeast corner of the room, and talk to the red-haired Guildmaster. Leave the Inn the way you came in (being wary to avoid the mouse that might hamper you). Head down the staircase you see on the right, wrap around the wall, and continue heading north to the Wharf. Proceed north and turn east at the fork. As you turn south at the next split, make sure to avoid all the cockroaches. Run down the mini-ramp and talk to the blonde Shadis. [Text Scrolling] Start heading back to Rhapala the way you first came, but Shadis will stop you mid-way. [Text Scrolling] Return to the Inn and talk to the Guildmaster again. Head back to the first floor of the Inn and save.

<Time ~ 3:16>

Start heading back toward the exit of Rhapala but stop at the Weapon Shop first. Talk to the young sailor behind the counter and sell the following:

Dagger, Silver Knife, Magician Rod, Ballock Knife (choosing the first, default replies to sell). Then buy a Scale Mail and leave town.

----  
Camp  
----

[Text Scrolling]

Now head to the Wharf.

-----  
Rhapala/Wharf  
-----

[Text Scrolling] Go over to where Beyd and everyone else is and talk to Beyd.  
[Text Scrolling] Go back to where Beyd and everyone else is... again and talk to Beyd. Talk some more with Beyd and choose the second (non-default) reply, confirming you have some equipment for him. Choose the second (non-default) response again to start training.

[Text Scrolling] Equip Beyd with a Broad Sword and Scale Mail. Access the menu, change your formation to Attack, and put Ryu at point. Then talk to Beyd and choose the third (non-default) reply to start the battle.

This will be your only night of training with Beyd, so this is what you do: Nina and Momo will spend every one of their turns Frosting and Healing Beyd (respectively) while Ryu spends his first two turns Focusing and casting Super Combo on his third turn to conclude the battle (Try to get at least 6-7 hits with Super Combo. If you can get more, awesome). [Text Scrolling]

Back to the Wharf.

-----  
Rhapala/Wharf  
-----

Talk to Beyd and choose the third (non-default) reply. [Text Scrolling]

~~~~~

```
o-----o
|           Zig           |
|                           |
|HP=250                     |
|Attacks: Lucky Strike|
o-----o
```

Ryu (15)	Nina (9)	Momo (12)
Weapon: Claymore	Oaken Staff	Ammo
Shield: (empty)	(empty)	(empty)
Helmet: (empty)	(empty)	Glass Domino
Armor: Clothing	Leather Apron	Mage's Robes
Acc. 1: (empty)	(empty)	(empty)
Acc. 2: (empty)	(empty)	(empty)
Master: Bunyan	(none)	(none)
Skills: Risky Blow	(none)	(none)
Focus		
Super Combo		
Formation: Attack (Ryu at point)		

Strategy: Obviously, you won't be depending on Beyd to actually win here, so your goal is to wait until Zig's attention is distracted to the sidelines (a.k.a. waving to Shadis) and hit him with Super Combo the instant he does so. On every turn he's actually fighting, have everyone defend. At worst, you'll have two turns to do this and at best four turns, so if Zig doesn't give you an opening by then... well... reset ahoy.

~~~~~

[Text Scrolling]

-----  
Rhapala Region  
-----

Access your menu, switch Nina out for Garr, and place Momo at field point. Enter Rhapala.

-----  
Rhapala/Wharf  
-----

Run down to the Inn and save.

<Time ~ 3:26>

Go to the Wharf. Examine the treasure chests by Beyd for a Silver Knife and Crepe Cape. Talk to Beyd for a Guild Badge. Run north up the set of stairs then west and down the first staircase. Resume heading west until you see a wooden bridge. Run up it until you're stopped by a sailor. [Text Scrolling] Continue crossing the bridge. Walk a few inches to the north on the World Map to the Lighthouse.

-----  
Lighthouse  
-----

Head north and then up a staircase. Go east to a series of barrels and shoot the northern-most barrel. Continue heading east toward another staircase. Immediately after descending it, check the small western corner for a Mithril Shield. Access your menu and equip Momo with a Crepe Cape and Ryu with the new Mithril Shield. Head south toward a bridge that doubles-back after heading a bit far out onto a pier. After crossing the third bridge, head up the stairs, and check the corner behind the lamp and opposite the five barrels for a Swallow Eye. Backtrack to the top of those steps and climb up the nearby ladder. Ascend the stairs in front of you and continue following the path to the entrance to the Lighthouse interior.

RANDOM NOTE: Always run from Spectres! They'll drain your AP, which may be problematic when it comes time to fight the boss.

Descend the steps and turn west at the T-intersection. Go down the staircase you come across and turn north at the subsequent T-intersection. Pull the blue switch you cross and continue along the path. After passing through a doorway, approach a wooden hatch, examine it, and insert a Flame Chrism. Pull the blue switch in the back and engage the generator (X) once the graph reaches its apex (top of the graph and its center). [Text Scrolling] Come down the ladder and leave the room via its east exit. Follow the path and head south at the fork, through the doorway, and to the outside. Examine any one of

the invisible chests (preferably the one right next to you >\_>) for a replacement Flame Chrysm and head back inside. Go back to the intersection except now head north to grab a Dream Ring in the southeastern corner. Open your menu and feed that Swallow Eye you picked up to Ryu, equip Momo with Flame Chrysm, and Ryu with the Dream Ring. Then backtrack to the stairs you see. At their top, continue north, pull the blue switch en route, and resume heading north up the stairs. Then head northeast until you're stopped. [Text Scrolling] Keep going north until you stop for a cutscene. [Text Scrolling]

~~~~~

```
o-----o
|           Gazer           |
|                             |
|HP=1100                       |
|Attacks: Eye Beam, Hypnotize|
o-----o
```

	Ryu (15)	Garr (13)	Momo (12)
Weapon:	Claymore	Spear	Flame Chrysm
Shield:	Mithril Shield	(empty)	(empty)
Helmet:	(empty)	(empty)	Glass Domino
Armor:	Clothing	Scale Mail	Crepe Cape
Acc. 1:	(empty)	Titan Belt	(empty)
Acc. 2:	Dream Ring	(empty)	(empty)
Master:	Bunyan	(none)	(none)
Skills:	Risky Blow	(none)	(none)
	Focus		
	Super Combo		

Formation: Attack (Ryu at point)

Strategy: Garr should spend most of the battle Pyrokinesising (~70~80) (except) to heal, Momo should attack whenever her HP is above 30 (~70~80), and Ryu should transform into a Flame + Thorn Dragon (whose physical ~180 and Flame Claw ~290~330). Gazer's not really all that bad. Eye Beam does 0 damage... to everyone, his physical is his best damage at ~20~30 on everybody, but Hypnotize is your only really worry, bungling up your pace and creating the possibility of slashing away at your own teammates. Still, this battle's not that bad.

~~~~~

<Time ~ 3:35>

Now you can finally climb that staircase... and all the ones that follow. Keep on scaling them 'til you reach the roof. Pull the blue switch in the back behind the giant light bulb. [Text Scrolling] Re-equip Momo with Ammo and leave the Lighthouse. Choose some arbitrary point between Rhapala and the closest flower circle to make camp. Now rest and save.

<Time ~ 3:40>

To a flower circle. Choose the first (default) reply to using the Faerie Tiara to enter.

-----  
Faerie Village  
-----

Scale up the hill towards the small cottage and go right in. [Text Scrolling]



Leave the cottage, run north by a set of bushes (not up the inclines) and then south down a decline and to the ocean. [Text Scrolling] When asked by the game (OMGLOLBBQ! 4th Wall'd!) if you'd like to rewatch the scene in English, choose the second (non-default) reply. [Text Scrolling]

~~~~~

```
o-----o
|           Dolphin           |
|                               |
|HP=1200                       |
|Attacks: Tsunami, Intimidate|
o-----o
```

	Ryu (15)	Nina (9)	Momo (13)
Weapon:	Claymore	Oaken Staff	Ammo
Shield:	Mithril Shield	(empty)	(empty)
Helmet:	(empty)	(empty)	Glass Domino
Armor:	Clothing	Leather Apron	Crepe Cape
Acc. 1:	(empty)	(empty)	(empty)
Acc. 2:	Dream Ring	(empty)	(empty)
Master:	Bunyan	(none)	(none)
Skills:	Risky Blow	(none)	(none)
	Focus		
	Super Combo		

Formation: Attack (Ryu at point)

Strategy: For the first turn, Momo should cast Protect on herself. Meanwhile, Nina should cast Jolt incessantly (again, if Nina dies... hooray) while Ryu transforms into a Thunder + Thorn Dragon and Thunder Claw (~300) away. Momo should spend the remainder of her turns casting Heal on either Ryu whenever he/she should take damage (and, obviously, numerically equal damage between the two is worse for Momo so prioritize accordingly), and you should finish the Dolphin before Ryu even reverts.

~~~~~

Head back inside the cottage. [Text Scrolling] Leave the village. Switch Nina out for Garr and head for the Wharf.

-----  
Rhapala/Wharf  
-----

Talk to Beyd, then head for the Inn in Rhapala. Go down to the basement bar and talk to the Guildmaster to receive the Guildmaster's Letter. As always, fear teh mouse on the way out! Talk to the innkeeper before leaving the Inn and save.

<Time ~ 3:50>

Stop by the Weapon Shop and talk to the old man on the left. Buy 20ish Vitamins, 10ish Antidotes, 10ish Panaceas, and a couple Ammonias. Then leave Rhapala, head west, scale the hill, wrap around it, and head east to Mt.Zublo.

-----

-----  
Mt.Zublo  
-----

Go east up the stairs and pass by the guards to the south. Head up the steps and turn south at the T-intersection. At the next T, turn east and continue following the path until you enter the volcano's interior.

Start out going east and then south. Turn west at the second intersection and follow the trail into the next room. Hurry on east and down the narrow path with the yellow, confusion gas on the south (obviously trying to avoid the gas if at all possible) and do the same for the next "narrow path with the yellow, confusion gas". Grab the Ring of Fire its termination and equip it to Momo. Leap down from the hill and climb up all the rope ladders. Scale the stairs and head east into the volcano's main room.

(Note: Once you encounter an easily and quickly winnable match in the volcano, switch out Momo's Ammo for Ice Chrysm.)

Follow the path laid out for you (straightforward for a while) and don't change your bearing at the first intersection. At the second one, however, wrap around the corner and head southwest to grab a Wisdom Fruit in a treasure chest on the peninsula. Return to the main trail and proceed east until you approach an isthmus. [Text Scrolling]

```
o-----o
|      Gisshan, Charybdis, Scylla (GCS)      |
|                                             |
|Gisshan: HP=800                            |
|      Attacks: Vitalize, Confuse, Sleep|
|Charybdis: HP=1000                         |
|      Attacks: Snap, Wall of Fire         |
|Scylla: HP=1000                            |
|      Attacks: Snap, Wall of Fire         |
o-----o
```

|            | Ryu (16)              | Garr (14)  | Momo (14)    |
|------------|-----------------------|------------|--------------|
| Weapon:    | Claymore              | Spear      | Ice Chrysm   |
| Shield:    | Mithril Shield        | (empty)    | (empty)      |
| Helmet:    | (empty)               | (empty)    | Glass Domino |
| Armor:     | Clothing              | Scale Mail | Crepe Cape   |
| Acc. 1:    | (empty)               | Titan Belt | (empty)      |
| Acc. 2:    | Dream Ring            | (empty)    | Ring of Fire |
| Master:    | Bunyan                | (none)     | (none)       |
| Inoc.:     | (none)                | (none)     | (none)       |
| Skills:    | Risky Blow            | (none)     | (none)       |
|            | Focus                 |            |              |
|            | Super Combo           |            |              |
| Formation: | Attack (Ryu at point) |            |              |

Strategy: Have Momo toss your only Icicle (~100 on C&S, ~50 on Gisshan), Garr anticipative heal Ryu, and Ryu transform into a Frost Whelp. After that, Momo should cast Quake (as it seems to increase Gisshan's chances of using Vitalize, as opposed to the scarier Confuse and Sleep, and at max damage completely cancels out the +60 HP from Vitalize), Garr should continue the anticipative healing on Ryu, and Ryu should Frost Claw away at Scylla (~250-~340; the default lava beast). Mid-way into the battle, as Momo's AP starts

to drop quite a bit and presumably Scylla is approaching death, switch Momo to healing and have Garr aid Ryu in assaulting Scylla. The fight gets a little easier here as Momo outruns the magma-inhabiting serpents (so she doesn't need to anticipate what the serpents might do to Ryu that turn, she's just healing what already has been done >\_> \*states the obvious\*). Once Scylla falls, concentrate the onslaught on Charybdis, being more lenient with your healing. Once it's just Gissshan left, auto-charge him to defeat.

Damage-wise, it's important to bear in mind that the beginning of the battle is easily the most difficult period. Frost Whelp Ryu can be one-turn KOed by Wall of Fire x2 (~60~75 each on the Whelp; half that on Momo or Garr) or [near max damage] a Wall of Fire and serpent physical (~35-60-). Also on the list of things you need going your way is Gissshan not suddenly spamming Sleep or Confuse, throwing off your pattern and leaving you ripe for the picking. After Scylla's gone, as said before, everything gets much easier but keep an eye of Gissshan and don't be too lazy on the healing, even if the fight seems won.

~~~~~

Keep on going east until you leave the volcano. Continue eastward, go down the hills, and head toward the platformed village Urkan Tapa.

Urkan Tapa

Head east and then into the first doorway. Climb up the right-hand staircase and then two ladders. Switch Garr to field point and push the boulder out of your way. Pass through the newly opened doorway. [Text Scrolling] Switch Garr out of field point (it doesn't particularly matter who's up next in the switch) and leave Urkan Tapa.

Camp

[Text Scrolling]

Urkan Region

Switch out Nina for Momo *stabs game for changing your party yet again without saying anything*. Then set up camp at some arbitrary point between Urkan Tapa and Angel Tower in order to rest and save.

<Time ~ 4:06>

Embark unto Angel Tower.

Angel Tower

Pass the two priests and climb up the steps. Go east through the a crack in the banisters mid-way up, run toward the priest, and leap down all the ledges near him. Then doubleback on the adjacent stairs to enter the interior of the tower. (Note: At any opportune moment after healing from a battle, switch Momo's weapon to Ammo.)

Go down a large set of steps and then head east around a couple corners to another staircase. After descending it, move a little more to the east and climb the small set of stairs. Pass into the room at the end of the corridor. Travel to the east end of that room and go through the doorway. Continue north until you come across some steps leading down.

Descend more stairs until you reach a block. Switch Garr to field point and push it to the opposite wall (2 pushes). Go to the next block you see to the east and push it twice, then switch a smaller party member to field point, pass through the opening, and put Garr back at the front. Have Garr shove this block to the opposite (western) wall (5 pushes). Again, switch a smaller party member to field point, squeeze through the narrow opening, and place Garr back at field point. Push the block again, now this time to the southern wall (4 pushes). Circle around the elevated platform with the descending staircase (which you can't reach yet) until you arrive at another block. Push this block north 12 times, then push the adjacent block north 2 times. Head south to the staircase and climb up. Cross over all the blocks you've pushed into place and approach the staircase. But before going down, remove Momo's Ring of Fire and equip it in Ryu's remaining blank accessory slot.

<Time ~ 4:10>

[Text Scrolling] Run to the west side of the large monument and examine the western-most panel. [Text Scrolling]

~~~~~

```
o-----o
|                Garr (2nd fight)                |
|                |                                |
|HP=380          |                                |
|Attacks: Pyrokinesis, Flare, Fireblast, Lucky Strike|
o-----o
```

Ryu (16)  
Weapon: Claymore  
Shield: Mithril Shield  
Helmet: (empty)  
Armor: Clothing  
Acc. 1: Ring of Fire  
Acc. 2: Dream Ring  
Master: Bunyan  
Skills: Risky Blow  
Focus  
Super Combo  
Formation: Normal (default)

Strategy: Transform Ryu into Trygon (Flame + Frost + Thunder) and Auto-Charge (~110~130). Garr's attacks aren't anything to worry about; you'll finish him in no time.

~~~~~

[Text Scrolling]

Dauna Mine

[Text Scrolling] When asked by Garr if you can forgive, choose the first reply (default; although, technically, either reply is acceptable, the first saves a fraction of a second). [Text Scrolling] Wrap around the nearby corner and run to the southern exit of the room. [Text Scrolling] Run to the south end of the room and exit via the west. Pass by all the lampposts as you move south and then turn west at the T-intersection. Board the elevator and go to B1 (first choice, default). [Text Scrolling] Head south, down the ramp, and doubleback to open the treasure chest for Light Clothing. Pause, equip it to Ryu, and change your formation to Attack (Ryu is already at point; leave it that way). Return to the lift and ride it to B2 (first option, default). Enter the room by the elevator shaft and use the diary to save.

<Time ~ 4:19>

Leave the rest point, head east down the ramp and flip the first switch you pass. Continue following the railroad tracks to another switch. Flip that one as well. Return to the starting terminal of the tracks, switch Garr to field point, and have him push the car of dynamite. Run to the east end of the room and up the nearby ramp. Resume heading east until you see the treasure chest that the dynamite car enables you to reach since it's acting as a bridge now. Open the chest for a Feather Sword and equip it to Ryu. Go back down the ramp and follow the tracks east (Note: Pull the eastern switch en route) until you need to swerve around a wall to get behind the car. Push the car back to its starting position. Run southwest to a switch almost directly west of the last one and flip it. Return to the car's starting point and push it again. Run to where the car of dynamite is now and push it a final time into the giant boulder, destroying both. [Text Scrolling]

~~~~~  
o-----o  
| Dragon Zombie |  
| |  
|HP=2500 |  
|Attacks: Rotten Breath, Bone Dance|  
o-----o

|                                  |            |
|----------------------------------|------------|
| Ryu (17)                         | Garr (14)  |
| Weapon: Feather Sword            | Spear      |
| Shield: Mithril Shield           | (empty)    |
| Helmet: (empty)                  | (empty)    |
| Armor: Light Clothing            | Scale Mail |
| Acc. 1: Ring of Fire             | Titan Belt |
| Acc. 2: Dream Ring               | (empty)    |
| Master: Bunyan                   | (none)     |
| Inoc.: (none)                    | (none)     |
| Skills: Risky Blow               | (none)     |
| Focus                            |            |
| Super Combo                      |            |
| Formation: Attack (Ryu at point) |            |

Strategy: Ryu should immediately transform into a Flame Whelp and Flame Claw (~250~330) at the undead dragon while Garr Pyrokinesises (~70~80). What

you're hoping for in this battle is for Dragon Zombie to spam Rotten Breath, since, as with most Dragon Zombie strategies, you're not going to heal the poison, so it's the equivalent of him wasting a turn. Bone Dance is as always your worst enemy (~30) and his physical's pretty nasty too (~70). Your best bet is to prioritize Ryu's/the Whelp's (>\_>) survival over Garr's, so have Garr toss Vitamin(s) whenever needed and with any luck you should be fine.

~~~~~  
[Text Scrolling] Take the newly no-boulder exit out of the cavern. When the tracks split, take the eastern branch and the door up the stairs out. Hug the west wall of the next corridor to another doorway and then hug the east wall to another doorway. In the control room, flip the lever 3 times, leave the room and then exit the mine via the south exit.

Start following the path down until you're stopped by the chief. [Text Scrolling] After walking a little to the southeast, Garr will stop to console Ryu. [Text Scrolling] Continue southeast into the first hut. [Text Scrolling] Go into the adjacent hut and save at the diary on the counter.

<Time ~ 4:31>

Leave the second hut, dash west down the ramp, and pass through the exit to the south.

Camp

[Text Scrolling]

Once you're grown Ryu sprite spawns on the Dauna Hills map, head south, cross the wooden bridge, and resume journeying south, down a hill, toward the forest.

Ogre Road

Take the southwest road for a while, twisting and turning with it. On the way, cut three Horseradish bushes down. Resume heading south (southeastish) until you're stopped. [Text Scrolling]

~~~~~

```
o-----o
|       Weretiger       |
|                         |
|HP=930                  |
|Attacks: Snap, Focus|
o-----o
```

|         |                |            |
|---------|----------------|------------|
|         | Ryu (17)       | Garr (15)  |
| Weapon: | Feather Sword  | Spear      |
| Shield: | Mithril Shield | (empty)    |
| Helmet: | (empty)        | (empty)    |
| Armor:  | Light Clothing | Scale Mail |
| Acc. 1: | Ring of Fire   | Titan Belt |
| Acc. 2: | Dream Ring     | (empty)    |
| Master: | Bunyan         | (none)     |
| Inoc.:  | (none)         | (none)     |

Skills: Risky Blow (none)  
Focus  
Super Combo

Formation: Attack (Ryu at point)

Strategy: After Ryu transforms into a Flame Whelp, just Auto-Charge Rei, and he should flee in a few turns.

~~~~~

Resume following the trail out of the forest. Then proceed south to Mt.Levett.

Mt.Levett

Head south and then east up the large hill. Go northeast to the higher trail and use that to get around instead of the lower one (which is nothing but a trap). Follow the path off the mountain and head east to Yrall Road.

Yrall Road

Stay on the road until you reach the Wyndian blockade. Turn north from there and go to McNeil.

McNeil

[Text Scrolling] Drop by the Inn. [Text Scrolling] Switch Ryu to field point and take the north exit out of the village. Take the entrance to Cedar Woods bearing the sign "This way to Mt.Glaus".

Cedar Woods

Go to the treehouse's area. [Text Scrolling] Start up the trail to the treehouse. [Text Scrolling] Continue following the path to the back of Ryu's, Rei's, and Teepo's house. [Text Scrolling] Meet up with Garr again. [Text Scrolling] Leave the woods and go back to the Farm.

Farm

Head south pass the crops and go southeast at the fork to McNeil Manor.

McNeil Manor

[Text Scrolling] Access the menu and change your formation to Attack (Ryu is already at point; leave him there).

<Time ~ 4:45>

Southeast of where you start off is the exit. [Text Scrolling] Hug the fence

until it ends, then head southwest back to the Farm.

Farm

Return to the World Map, and go back to Mt.Levett.

Note: If you have not learned Influence by now, you may want to detour back to McNeil and make a save at the Inn. The trip back through Mt. Levett is your last opportunity to acquire Influence before the Mikba battle. If you don't get it there, you'll have to reset, and I doubt that you'll want to start over from way back at Dauna Mine. If you've already managed to snag Influence on the fly, then you're all set to pwn Mikba. Awesome!

Mt.Levett

Similar to last time, except this time take the low road (yay for traps?). Snatch the Gold Hairpin from the treasure chest and go west to leave the cavern. Hop down from the platform and then leave the mountain. Once you reach Dauna Hills, hug the mountain west to find Syn City.

Syn City

[Text Scrolling] Hurry west past all the mauled vendors and whatnot, then north across the drawbridge, and east into the back room. Talk to the shivering man laying against the east wall and then leave the room. [Text Scrolling] Exit the city.

Head east then up the hill. Continue going north/northwest until you near the Checkpoint. Choose some arbitrary spot to make camp. Save.

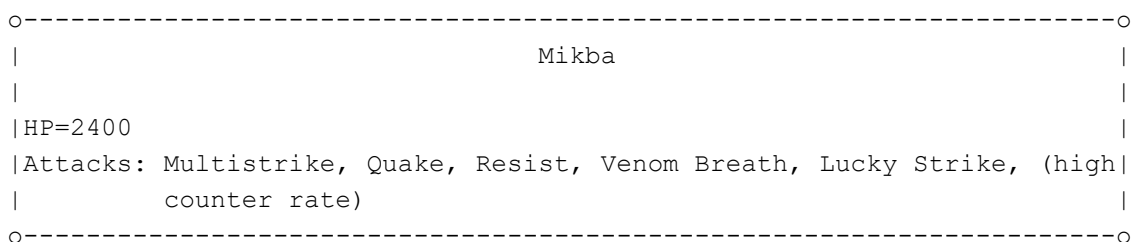
<Time ~ 4:49>

Head out for the Checkpoint.

[Northern] Checkpoint

Head west to trigger a cutscene. [Text Scrolling] When asked to choose party members, give Garr Nina's spot, and when asked to pick a formation, put Rei at position 1 and triangle out. [Text Scrolling]

~~~~~



|                    |               |           |
|--------------------|---------------|-----------|
| Rei (19)           | Ryu (17)      | Garr (15) |
| Weapon: Moon Sword | Feather Sword | Spear     |



|         |                 |                |            |
|---------|-----------------|----------------|------------|
| Shield: | Steel Gauntlets | Mithril Shield | (empty)    |
| Helmet: | Bandana         | (empty)        | (empty)    |
| Armor:  | Light Clothing  | Light Clothing | Scale Mail |
| Acc. 1: | (empty)         | Ring of Fire   | Titan Belt |
| Acc. 2: | (empty)         | Dream Ring     | (empty)    |
| Master: | (none)          | Bunyan         | (none)     |
| Skills: | (none)          | Risky Blow     | (none)     |
|         |                 | Focus          |            |
|         |                 | Super Combo    |            |
|         |                 | Influence      |            |

Formation: Attack (Rei at point)

Strategy: For this battle, as crazy as it may sound at first, Weretiger will be your vanguard. In all actuality though, the plan works out very well (albeit, it requires some degree of luck to do so, but its premise is very solid). Ammonia and Vitamin Rei on Turn 1. After the Vitamin, the command script to automatically initiate Weretiger status will kick in and Rei transforms. If this isn't already painfully obvious, Rei attacks every turn (not as if you had a choice otherwise anyway >\_>). Ryu supports by casting Protect on Rei, then Influence (before the % chance of Rei hitting your other party members becomes too high) on Mikba, and then a series of 3 Shields. Meanwhile, Garr will pretty much be anticipative Vitaming Rei every turn. The only times Garr is to stray from that is to heal either himself or Ryu (should one or the other be in a danger zone from Lucky Strike).

As for what Mikba has to offer: Base physical (~30 -> ~20; acceptable), Quake (???, he never whipped it out in this run, but its damage should be low enough so that you wouldn't mind too much), Resist (seeing as Rei is faster than Mikba, you want him casting this as much as possible), Venom Breath (see Dragon Zombie on poisoning issues, another "you want him to do this" but obviously more Resists are preferable), Multistrike (10+ per hit -> 10- per hit; acceptable), and last but not least Lucky Strike (~75 -> ~60; his worst damage and the only real reason to be afraid of him, combined with his counter rate. Basically, if you take too many hits from this and your Ammonia supply just can't cover it, reset.).

~~~~~

[Text Scrolling] Switch Nina out for Garr at the party select screen. Enter the guard station hut, put Rei at field point, and unlock the door by the first guard. Grab the Deluxe Rod from the treasure chest inside. Leave the area.

VIII. Plant Problems

 Dauna Hills

Pick a spot to make camp. Rest and save.

<Time ~ 4:58>

Note: This save is entirely for insurance. Imagine how much it would suck to pull off an awesome win against Mikba (after several tries, most likely), and

then get ambushed by a Goo Titan or have several failed escapes at Mt. Levett!
So if you have the "huevos rancheros" then feel free to skip this save... at
your own risk.

Leave Camp and go to Eygnock Road.

Eygnock Road

[Text Scrolling] After Nina's rant, leave the way you came in and then head
toward the Plant.

Plant

Ride the conveyor belts to where Palet used to be. [Text Scrolling] Exit the
Inn. [Text Scrolling] Leave the Plant, southeast to Yggdrasil's domain.

[Eastern Wyndia's] Yggdrasil Tree

[Text Scrolling] When asked to choose party members, switch Nina and Momo for
Rei and Peco. Depart from the area and journey north to the zigzaggy spot of
forest and the "?" within that is Meryleep's Forest.

Meryleep's Forest

Run northeast and have Ryu slice away the three bushes cutting you off from
the pond. Then switch Peco to field point, have him run away from the nearby
stone, then suddenly pull a 180 charging toward the stone, and watch him
smash it into the pond. Talk to Meryleep twice after she emerges. During your
second convo, say, "Yes," (first reply, default) to the question regarding
whether or not you've found the Flower Jewel. Apprentice Rei under Meryleep,
say you want to apprentice someone else under her (first reply, default),
apprentice Ryu under her, and then state that you don't have anyone else to
apprentice under her (second reply, non-default). Exit the forest and return
to the Plant.

Plant

[Text Scrolling] Ride the conveyor belts as you usually would until you spot
a set of stones and X mark on the ground. Headbutt the stone nearest you
onto the X mark after getting off the conveyor belt. Then run in a circle
for a moment or so and headbutt it east off the hill into a greenhouse. Pull
the blue switch for the next conveyor belt (while trying your best to avoid
the stones in your way) and ride it. On the other side is another set of
rocks and an X. Here, headbutt the rock west of the scientist 4 times to the
north. Then get on its west side and continually headbutt it onto the X. Once
it's there, run backwards a little, then forward again, only now to the
south wall of the cliff, and then turn north at the right time to smash into
the greenhouse. [Text Scrolling] Temporarily leave the Plant to take Peco out
of the party for Momo.

Now go back in and, again, head back to where Palet would usually be but now enter the building toting green smoke. Switch Momo to field point and shoot the furnace. [Text Scrolling]

Secret Underground Lab

[Text Scrolling] Go south and then east at a conveyor belt toward a computer room. Examine the computer panel with the red "1" on it. [Text Scrolling] Go into the back room and the beds therein to rest and save.

<Time ~ 5:14>

Return to the base of the ladder that first led you into the Plant and head north through the numbered door into the numbered doors room. Pass through the door at the southern end of the room. Inside, descend two sets of stairs into a room flooded with chrysm radiation. Check by the plants in the northeast corner for the next password (toggle the map if needed). Return to the computer room and enter it in the panel with the red "2". [Text Scrolling]

Go back to the numbered doors room and pass through the middle door this time. Before going north, make a quick trip to the adjacent room to pull the blue switch inside. Follow the path down a set of steps and continue following it until you see a door nearby some external ventilation shafts. On the other side, examine the memo behind the ventilation shafts for the next password, then climb up them. At the peak of the shafts, grab the Force gene, then come back to the bottom. Take the conveyor belt up and walk into the next room. Before boarding another conveyor belt, check the east side of the giant box for Sleep Shells and equip them to Momo. Now board the conveyor belt and return to the computer room. Switch Momo to field point and examine the panel displaying a red "3". [Text Scrolling]

Revisit the numbered doors room and go through the door directly opposite the way you came in. Pass by the green generators and circle around the monstrous device toward a door that will blow open as you approach. [Text Scrolling]

~~~~~

```
o-----o
|           Huge Slug           |
|                               |
|HP=2500                       |
|Attacks: Syphon, Molasses, Quake|
o-----o
```

|            | Ryu (18)              | Rei (20)        | Momo (14)    |
|------------|-----------------------|-----------------|--------------|
| Weapon:    | Feather Sword         | Moon Sword      | Sleep Shells |
| Shield:    | Mithril Shield        | Steel Gauntlets | (empty)      |
| Helmet:    | (empty)               | Bandana         | Glass Domino |
| Armor:     | Light Clothing        | Light Clothing  | Crepe Cape   |
| Acc. 1:    | Ring of Fire          | (empty)         | (empty)      |
| Acc. 2:    | Dream Ring            | (empty)         | (empty)      |
| Master:    | Meryleep              | Meryleep        | (none)       |
| Skills:    | Risky Blow            | (none)          | (none)       |
|            | Focus                 |                 |              |
|            | Super Combo           |                 |              |
|            | Influence             |                 |              |
| Formation: | Attack (Ryu at point) |                 |              |

Strategy: Easy as pie. Have Momo switch her weapon to Flame Chrysm while Rei casts Speed on himself and Ryu transforms into a Flame Warrior (Flame + Force). During the EX turn, have Rei cast Speed on Ryu to grant Ryu an EX turn as well. Flame Claw hacks off ~570~660 per hit and the support from the rest of the team adds to that total. Huge Slug should be gone in no time. Oh, and should either of the support PCs die, don't worry about it.

~~~~~

[Text Scrolling]

<Time ~ 5:25>

Leave the slug's room and scale up the steps to the west. Then check the portfolio for clues to the final password and go back to the computer room. Examine the computer displaying the red "4" and pick the sixth choice (non-default) followed by the third choice (also non-default). [Text Scrolling]

Enter the back room and rest. Take the east door from the rest point to enter a narrow corridor. At the end of this corridor is a ladder. Climb it and pass thorough another door. Head east, then climb onto the platform. Run across the platform (north at the T), grab the Wisdom Ring from the treasure chest and equip it on Momo. Resume along the path down a ladder. A few steps after climbing down, a cutscene will begin. [Text Scrolling]

~~~~~

```
o-----o
|                Shroom                |
|                |                       |
|HP=3000         |                       |
|Attacks: Head Cracker, Ragnarok, Lavaburst, Blitz, Restore|
o-----o
```

|            | Ryu (19)              | Rei (21)        | Momo (14)    |
|------------|-----------------------|-----------------|--------------|
| Weapon:    | Feather Sword         | Moon Sword      | Flame Chrysm |
| Shield:    | Mithril Shield        | Steel Gauntlets | (empty)      |
| Helmet:    | (empty)               | Bandana         | Glass Domino |
| Armor:     | Light Clothing        | Light Clothing  | Crepe Cape   |
| Acc. 1:    | Ring of Fire          | (empty)         | Wisdom Ring  |
| Acc. 2:    | Dream Ring            | (empty)         | (empty)      |
| Master:    | Meryleep              | Meryleep        | (none)       |
| Skills:    | Risky Blow            | (none)          | (none)       |
|            | Focus                 |                 |              |
|            | Super Combo           |                 |              |
|            | Influence             |                 |              |
| Formation: | Attack (Ryu at point) |                 |              |

Strategy: Shroom shouldn't be too difficult, lest he spam his heavy artillery. First turn: Ryu transforms into a Warrior dragon (Force gene only), Rei casts Speed on himself, and Momo casts Protect on herself. Rei should then cast Speed on Ryu on his EX turn, which will net Ryu EX turns as well. Now just have Ryu do Focus + normal attacks (~400~500), while Rei and Momo support. Momo should lay 2 or 3 Protects on Ryu, then a few on Rei if you wish. Rei will spend most of his time healing with Vitamins (or Healing Herbs if you only have light wounds), and Momo should assist in healing if you get into critical condition. On their free turns, you should have Rei and Momo Pilfer and defend respectively. You'll want to anticipate Shroom using Blitz around half-way through the fight, and when he does, smack him with Focus + Aura (or

double Focus if you think he still has quite a bit of HP left). This should hit for at least ~700~1000. But be sure to roughly keep track of your total damage in case he doesn't pull out Blitz so you can Focus + Aura when he gets below about 1000 HP.

As for Shroom's attacks... there are only a few big dangers and uncertainties. His physical hits for a painful ~70~100 (before Protects) and Lavaburst deals ~40~50 flame-based damage to everyone. You can expect Ragnarok to do ~0 or something weird like that (as seems to be the trend in this particular battle). Your main concerns, however, should be Head Cracker and Blitz, which we don't have exact numbers for at the moment, since Shroom never used them in this run... go figure. Head Cracker is very likely to cause a OHKO if it's used before you lay down some Protects. The same goes for Blitz, but you'll probably have enough Protects up to have at least Ryu and Rei survive it by the time it's used. Just remember that Ryu is the only character whom you absolutely must keep alive, so use more Protects on him if either of these attacks becomes a problem.

~~~~~

[Text Scrolling] Examine the blue switch. [Text Scrolling] Choose the first reply (default). Leave both the Lab and Plant.

Camp

[Text Scrolling]

Once respawned to the World Map, return to Wyndia.

Wyndia

[Text Scrolling] Climb up to Castle Wyndia and talk to the gate guard.

Castle Wyndia

[Text Scrolling] Head east toward the basement. [Text Scrolling] Go back to the castle's main area, run west across the dining room and then up the steps. Put Nina at field point and talk to the woman between the two maids, Queen Sheila. Go back down the stairs. [Text Scrolling] Follow Honey down some staircases to the wine storage room. [Text Scrolling] Chase after Honey, down the ladder. [Text Scrolling]

Durandal's Hut

[Text Scrolling] Climb the ladder out of the teleporter room and leave the hut. [Text Scrolling] Go south to leave the area.

Camp

[Text Scrolling] When asked to choose a party, put Garr in Nina's spot.

IX. Freeing Deis

Central Wyndia

Hurry east to the Checkpoint.

[Eastern] Checkpoint

Approach the guards at the entrance to the bridge. [Text Scrolling] Cross the bridge and then journey to Mt.Zublo.

Mt.Zublo

Pass the guard as usual but turn north instead of south at the first T-intersection to take the main road out of Mt.Zublo. Now enter Angel Tower.

Angel Tower

Switch Garr to field point and try passing the two priests. [Text Scrolling] As you descend the stairs, pass through the crack in the east banister and grab the Ivory Dice in the treasure chest. As you try to leave, the priests will talk to you. [Text Scrolling] Exit the tower, head south along the narrow coastline and make camp at some arbitrary spot. Rest and save.

<Time ~ 5:55>

Resume following the coastline and enter the Tidal Caves.

Tidal Caves

As you pass the Manillo, he gives you a warning. [Text Scrolling] Leave the caves and then immediately re-enter.

Enter the first cave and then another. You'll encounter several forks; tackle them by heading west, northwest, and finally southeast. Leave the cave, and climb down the ladder to the east. Proceed southeast to a treasure chest. Grab the Thunder Ring inside and backtrack to that last ladder and descend the one right near it. Enter the nearby cave and continue along the main path. At the T, turn south and out of the cave and then back in (via the immediately adjacent cave). Climb up the ladder and exit the cavern by heading south. Finally, as you leave the Tidal Caves, grab the Gross gene en route. Again, continue along the coastline in order to reach Cliff.

Cliff

Head west and climb up the first set of steps. Continue heading west until you reach Gaist's cave/home. [Text Scrolling] Leave Gaist's home and talk to Garr outside. To Garr's question, choose the first (default) reply. [Text Scrolling] Go back a bit to a set of steps your crossed along the way. Enter the hut at the top, rest, and save.

<Time ~ 6:04>

Return to Gaist's cave, talk to him, and say that you want the truth (first reply, default). Then stand between the two braziers. [Text Scrolling]

~~~~~

```

o-----o
|                Gaist & 2 Torches                |
|                                                    |
|Gaist: HP=2500                                     |
|           Attacks: Corona, Risky Blow, Sanctuary|
|Torch: HP=300                                      |
|           Attacks: Flare, (no regular attack)  |
o-----o

```

Ryu (19)

Weapon: Feather Sword

Shield: Mithril Shield

Helmet: (empty)

Armor: Light Clothing

Acc. 1: Ring of Fire

Acc. 2: Dream Ring

Master: Meryleep

Skills: Risky Blow

Focus

Super Combo

Influence

Formation: Normal (default)

Strategy: Despite how it may look, Ryu's actually perfect for this fight as is. Because his base AGL is lower than Gaist's, his dragon form won't take any of the damage from Gaist's attacks. However, Ryu's AGL in Frost Warrior (Frost + Force) is high enough to get EX turns on Gaist, putting Ryu in an almost perfect scenario. Frost Claw is the way to go, of course, after a solid Focus boosts the damage up to ~520~700. You should keep the torches alive, because their presence is actually what nets you those vital EX turns in Warrior form. Gaist's base physical is nothing to be afraid of (~45 against Warrior, ~80 on Ryu) and only Corona has any real stopping power (~120 on Frost Warrior, absorbed by Ryu... to the max!). Your only other worry is Risky Blow, and its accuracy is far too crappy to be much of a real concern.

~~~~~

[Text Scrolling] Check Gaist's remains for the Beast Spear, equip it to Garr, and change your formation to Attack (Ryu's already at point, keep it that way). Now return to Angel Tower.

Angel Tower

Take the route you'd usually take to enter the interior of the tower, only this time don't climb up the huge staircase. Instead, go down the staircase to the south after leaping off the numerous tiers. [Text Scrolling] Back to Mt.Zublo.

Mt.Zublo

Enter the blue stone cave at the base of the volcano and examine the east wall of the cave. [Text Scrolling] Choose the first (default) reply to Deis' question (you won't be apprenticing under her anyway, so you might as well). [Text Scrolling] Leave the mountain, heading northeast in the Urkan Region to the pile of machines and Junk Town.

X. Fixing the Ship

Junk Town

Run west up a staircase to the town Inn. Talk to lady behind the counter to rest and save.

<Time ~ 6:19>

Leave the Inn and walk down a couple sets of staircases. Proceed west until you hit a guard, a couple sailors, and Beyd. [Text Scrolling] Follow them. Switch Nina out of the party for Momo; then head southwest to the Dock.

Dock

Run southwest to the ship. [Text Scrolling] Place Momo at field point and talk to Beyd. [Text Scrolling] Climb up the ladder to leave the engine room and enter the main room of the ship. Then swerve around the corner and leave the ship (east). As you start heading for the exit of the dock, a machine guildsman will talk to you. [Text Scrolling] As you leave the Dock, make your third party member Rei (replacing Nina, of course). Return to Junk Town.

Junk Town

Head northeast to enter the Chief of the Machine Guild's house. He's stationary behind the table; go talk to him. Now leave Junk Town and head north to Steel Beach.

Steel Beach

Run north along the wooden planks. The watchman will stop you. [Text Scrolling] Hurry northeast around the hunks of junk toward the bulky-looking

Foreman. Switch Garr to field point and speak to him. Play the scavenger hunting mini-game (a.k.a. rope-pulling mini-game) until you pull up Angler.

```
o-----o
|               Angler               |
|                                     |
|HP=3000                               |
|Attacks: Venom Breath, Thunder Clap|
o-----o
```

	Ryu (20)	Rei (21)	Garr (16)
Weapon:	Feather Sword	Moon Sword	Beast Spear
Shield:	Mithril Shield	Steel Gauntlets	(empty)
Helmet:	(empty)	Bandana	(empty)
Armor:	Light Clothing	Light Clothing	Scale Mail
Acc. 1:	Ring of Fire	(empty)	Titan Belt
Acc. 2:	Dream Ring	(empty)	(empty)
Master:	Meryleep	Meryleep	(none)
Skills:	Risky Blow	(none)	(none)
	Focus		
	Super Combo		
	Influence		

Formation: Attack (Ryu at point)

Strategy: Start off with a Speed on Rei, Ryu transforming into a plain ol' Warrior (Force), and Garr attacking (~120~170). From there on out, it's basically: Garr attacks, Ryu Focuses then attacks (~450~570), and Rei either attacks (~40) or heals. >_> Very simple; after all, Angler completely and totally sucks as a boss in general. All of his real attacks are ST and never come close to topping a 100, everyone but Garr EXes him, and that leaves him with nothing but Venom Breath, which stinks without some real firepower. Summary: Angler sucks, and you'll obliterate him.

[Text Scrolling] It's time to go part hunting! Grab the part you saw while conversing with the Foreman (on the edge of the water). Then approach the south cliff-face and toggle the map to see another part. Head west and grab the part lying on a scrap heap. Cross the wooden bridge and map-toggle the south cliff-face here to find another part. Turn north and check north of the engineer fellow working on the outside of the freighter for a part. Then enter the freighter.

Hug the west wall as you head north until you get stuck on a part. Continue north until you find a part right out in the open. Do a 180 and descend the stairs and double set of ladders. Head north and down another ladder. Pull the blue switch twice to raise the striped girder and grab the part on the opposite side. Go back north and check behind a gray girder for another part (the exact location is the spot behind the girder behind a blue switch). Then head southwest crossing beneath a striped girder to snatch a part at its base. Pull the nearby blue switch twice. Head back up the ladder and start crossing the paths made by your movements of the girders, grabbing two parts along the way. Climb down the ladder onto the bottom of the hull again and pull the blue switch near the part on top of a steel crate that you couldn't reach before. Now grab the part near the base of the striped girder you just moved (northeast side of the base). Proceed north until you approach the last steel crate on the west side of the hull. On the east side of this crate is a concealed part. Similarly, the last crate on the east side has a part hidden

also, although for this crate the part is on its north side (as, obviously, being on the west side would leave the part in plain view, but I digress). Check east of the east-side crates for a Robe of Wind. Then return to the "beginning" of the hull, climb up the ladder, and cross all the striped girders to reach that last part. Now exit Steel Beach and return to the Ship.

Note: After finding a part, mash the X button until you can move again.

Dock

Go to the ship's engine room and approach Momo. [Text Scrolling] Press X for every number of every part, then hit triangle. [Text Scrolling]

Ship

[Text Scrolling] Climb down the ladder to leave the bridge and go the ship's outside. Talk to Nina at the front of the ship. [Text Scrolling]

XI. Crossing the Ocean

Rhapala/Wharf

[Text Scrolling] Go to the ship's bridge and talk to Zig and say that you're ready (first reply, default).

Ship

[Text Scrolling] Leave the bridge and talk to Garr, who's standing between the beds. Then climb up to the bridge again and tell Zig you've made a decision (first response, default). [Text Scrolling]

The Middle Sea

Blast your engines north out onto the Outer Sea. [Text Scrolling] After your brief excursion into the crashing waters of the Outer Sea, talk to Zig and say that you're ready to go to Parch (first reply, default). Head south past the rocks and then west to arrive at the small port village.

Parch

Run along the wooden pier while avoiding all the beetles. Once you arrive on land, turn east at the wooden T and continue east up the stairs to the mayor's house. Speak with the seated mayor, then backtrack to the shop you crossed on

the way. Rest and save at the Inn inside.

<Time ~ 6:43>

Leave Parch, return to the Wharf, take the Lighthouse exit out, and trace backwards to Maekyss Gorge.

Maekyss Gorge

Enter the hut below the bridge on the eastern side of the river. Speak to the blue-haired lady inside. Choose the sixth (non-default) reply. Leave the area.

Central Wyndia

Go to the Fishing Spot that just appeared on the west side of the bridge. Set Deluxe Rod and Worm as your rod and lure respectively and then cast out your line for a Mackerel. They're fairly easy to catch and common to boot. As for size, it's irrelevant for a Speed Run. Now go east to the Coffee Shop.

Coffee Shop

Scale the hills as usual, run east past the tables, and go down the small slope behind the coffee shop. Switch Garr to field point and talk to the small, cloaked fellow. [Text Scrolling] Play the well mini-game. [Text Scrolling] After he rewards you some Vinegar, return to Maekyss Gorge.

Maekyss Gorge

Check behind the hut (and bridge behind the hut) for a tree. Switch Peco to field point and headbutt it twice. Now enter the hut and talk to the blue-haired lady again. Choose the sixth (non-default) followed by the second (also non-default) responses, switch Ryu to field point, and head back to Parch.

Parch

Go to the mayor's house and talk to his assistant(?) to initiate the shisu mini-game. X the Mackerel, 11 Shaly Seeds, and all your Vinegar and Horseradish. Then Knead everything once and End. [Text Scrolling] Leave Parch.

Sail east to the two rocks beyond the west-stretching peninsula (the one with the hut on it) and enter the "?" area.

Rocky Sea and the "Legendary Mariner's" House

Take the northern path through the waters. Otherwise, all I can say is to leave yourself sufficient (READ: plenty of) space between the ship and the rocky crags. [Text Scrolling]

Ship

[Text Scrolling] Leave the bridge and go to the ship's outside. Talk to Momo and then return to the bridge and talk to Zig. [Text Scrolling]

The Middle Sea

Wait for the Black Ship to enter the Middle Sea and then ram her be-hind!

Ship

Go to the engine room and check on Momo. [Text Scrolling] Switch out Nina for Rei and save.

<Time ~ 6:59>

Now go from a little ship to a big one!

Black Ship

Pass through a door into the ship's interior. Descend a staircase and travel through the door at the north end of the corridor. Examine the panel on the east end of this room and choose Program 3 (third choice, non-default). Board the platform and continue boarding it until you're taken down. Then enter the adjacent room and examine a panel to activate the crane (first reply, default). Then reboard the platform and take it back to the starting point. Now activate Program 4 (fourth choice, non-default) and continually board the movable platform until you can access a door on the north end of the room. At the end of the corridor beyond the door is a slot holding an ID card. Choose the first reply (default) to take it. Then take the platform back to the starting terminal.

Return to where you first entered the Black Ship interior and take the north door. Continue north until you see a panel. Choose the the first option (default) to operate the crane without the guide. Then capture a crate with the crane and repeat the whole process until you've moved three of the four crates. (Note: For fastest results, don't go for the crate in the northeast corner, as it's the furthest away) Cross the crate bridge and exit south. Climb the set of steps and pass north through this corridor to more stairs. Examine the panel and perform an ID check (first reply, default) to use the elevator. Switch Momo to field point, climb the stairs, and examine the panel in the bridge.

[Text Scrolling] Choose the first reply (default) to Momo's question to start the Boost Counter mini-game. Go back down the stairs, down the elevator, and down more stairs. Then enter the first door you see on the east side of the corridor and examine the panel inside. Return to the bridge and once the counter hits 100, talk to Momo. [Text Scrolling]

Return to the bridge. [Text Scrolling] Switch out Garr for Momo, change your formation to Attack (Ryu's already at point; leave him there), then head for the door Momo displayed. However, on the way, after the first staircase down

after the elevator ride, check the first door on the west side of the corridor to save.

<Time ~ 7:12>

Now head for the corridor. Run north to the end of it into the next room. Now go east down and up some stairs and south into a small chamber. Grab the Ivory Dice in the treasure chest and proceed north to the end of the next room. Then climb down a ladder and continue to follow the path into another room. Head east up the stairs and continue following the path until you encounter another set of steps. Descend them and the stairs after them as well. Climb down the ladder and hug the boxes until you see a ladder attached to one of them. Climb it, run along the tops of the crates and enter the door at the end of the room. Ascend the ladder to the deck of the Black Ship. Approach the front of the ship. [Text Scrolling] If at all possible, lure the Ammonites within the range of the ship's main cannons. [Text Scrolling]

~~~~~

```
o-----o
|                2 Ammonites                |
|                |                            |
|HP=2000 each  |                            |
|Attacks: Tsunami, Iceblast, Blizzard, Multistrike, Hypnotize|
o-----o
```

|         | Ryu (20)       | Rei (22)        | Momo (16)    |
|---------|----------------|-----------------|--------------|
| Weapon: | Feather Sword  | Moon Sword      | Flame Chrysm |
| Shield: | Mithril Shield | Steel Gauntlets | (empty)      |
| Helmet: | (empty)        | Bandana         | Glass Domino |
| Armor:  | Light Clothing | Light Clothing  | Crepe Cape   |
| Acc. 1: | Ring of Fire   | (empty)         | Wisdom Ring  |
| Acc. 2: | Dream Ring     | (empty)         | (empty)      |
| Master: | Meryleep       | Meryleep        | (none)       |
| Skills: | Risky Blow     | (none)          | (none)       |
|         | Focus          |                 |              |
|         | Super Combo    |                 |              |
|         | Influence      |                 |              |

Formation: Attack (Ryu at point)

Strategy: The only tough part of this battle is the beginning. If you can survive that, the rest is pie. The problem-- Multistrike's potential, essentially a OHKO at max damage (50+, usually ~50 to 50-) at max number of hits (3, from 1-3). Fortunately, bearing in mind these factors in addition to its mediocre accuracy, it shouldn't be too much to worry about. Start off the battle with Rei Speeding himself, Ryu transforming into a Thunder Warrior (Thunder + Force) and Momo using the Robe of Wind on Ryu. Now that Ryu and Rei both have EX turns, the battle should be easy. You need about 4 Thunder Claws to down one Ammonite (~600 per Thunder Claw) unless you get a random Reprisal along the way. Rei will handle all your healing, and Momo will cast Protects on people (in the priority: Ryu -> Rei -> herself). Whenever Rei has the chance though, toss two Ivory Dice on the Ammonite Ryu's \*not\* concentrating his attack on. And that's about it. Iceblast isn't too much of a problem at ~70, Tsunami could get ugly (Rei \*and\* Momo at healing then, \*fast\*), Confuse... \*points to Rei, and Blizzard's not likely to make an appearance given the brief time span of the battle.

~~~~~

Climb down the ladder. [Text Scrolling]

XII. The Lost Continent

Kombinat

[Text Scrolling] When asked to choose your party, switch Peco out for Rei. Then run north along the long pier until you enter the main area of the city. Enter the first storage house you see. Talk to the man in white on the west side of the room to buy weapons. Buy a Spiked Gauntlets from him and equip it to Ryu. Then move over to the east-side vendor and buy 20ish Vitamin(s) and 10ish Panaceas. Leave the building and head east into a storage house with a yellow "1" on the front. Talk to the man inside to rest and save.

<Time ~ 7:23>

Leave the Inn and run west past two storage houses, then north up a flight of stairs and out of the automated city.

Camp

[Text Scrolling]

Head north to the "?" that is another Yggdrasil tree.

[Lost Shore's] Yggdrasil Tree

Grab the Trance gene on the right side of Yggdrasil and then return to the World Map. Head south down the small slope and hug the eastern wall until you arrive at the Steel Grave.

Steel Grave

Change your formation to Attack as soon as you enter (Ryu's at point; keep it that way). Turn north at the first T-intersection and continue following to two sets of ladder. Climb the north one first and retrieve the UV Glasses at the top and then backtrack to the east one. Hurry south and down a slope and check a small alcove immediately east of the slope for Speed Boots. Equip both the UV Glasses and Speed Boots to Ryu (placing the latter over the Dream Ring). Walk east to a ladder and resume heading east onto a dirt path. At the T-intersection, take the north branch out and march north to the Colony.

Colony

[Text Scrolling] Head north up three flights of stairs into a teleporter room.
[Text Scrolling] Pick up the Key at the center of the device. Leave the room

and head down the west staircase. Run to the spot northwest of you where you can leap down to the next level.

<Time ~ 7:30>

Hurry to the western edge of the stage (the piles of machine scrap) and follow that path through a room and up some stairs until you approach a ledge and a treasure chest. Steal the Wisdom Fruit from the chest and then jump off from the ledge through the window. Switch Momo to field point and have her examine the panel. [Text Scrolling] Press the southern mirror's red button twice, the northwestern mirror's thrice, and the northeastern mirror's twice. Then pull the red switch on the console to activate the transporter. Exit the room, climb up the adjacent set of steps and follow the path up all of the immediately adjacent steps back to the transporter. Enter the beam.

Relay Point A

Leave the teleporter room and follow Honey until you're stopped for a cutscene. [Text Scrolling] At the party select screen, switch out Nina for Rei. Return to where you first left the transporter room but head south this time. Pass the first flight of stairs you come across but run up the second. Proceed up more steps. Head southeast toward four levers and pull them in this order: Blue-dotted, Light Blue-dotted, Brown-dotted (ignoring the Red-dotted lever). Pass beneath the red-dotted, striped girder and climb up the stairs. Traverse three striped girders and travel under a fourth up the stairs. Head southwest through this room to another flight of stairs.

Time for the platform mini-game. Head east past two platforms (the first one you pass will be called "Platform B" and the second one "Platform A"). Ride Platform A south until it bumps into Platform B which in turn collides with the edge. Then ride Platform B south until it stops. Now walk across Platform B onto another platform, C. which will eventually stop. Take Platform C north, then west until it crashes into Platform A. Once Platform A stops, go back to Platform C and ride it to the center of the room to unlock the door. Take Platform C back to the mainland and go through the door.

Climb up both flights of stairs and turn south to take you outside. Grab the Barbarossa from the treasure chest and head back inside. Return to the top of the second flight of stairs and take the north path this time. Continue to follow the main path until you reach the antenna. Examine the console and choose the second (non-default) option, followed by the first (default) option. Align the antenna. [Text Scrolling] Now return to the transporter room, examine the console, choose the third option (non-default), and step into the beam.

Container Yard

Grab the Radiance gene in the southeast corner and go back to the transporter. Then examine the console, choose the second (non-default) option, and step into the transporter beam.

Dragnier

Exit the chamber. [Text Scrolling] Leave the banquet room (west). [Text

Scrolling] Head northwest up the stairs and then northeast up more steps. Talk to Garr. [Text Scrolling] Backtrack down the stairs and resume running south to leave Dragnier. Switch Rei out for Nina and then re-enter the hidden village of the dragons.

Descend the pit in the center of the village. The path is linear until after the mural, at which point you should enter the northernmost room. [Text Scrolling] Put Garr at field point and approach Jono. [Text Scrolling] Switch Nina to field point and approach Jono. [Text Scrolling] When Nina asks you what to do, choose the first (default, although which you choose is otherwise irrelevant) answer. [Text Scrolling] Climb out of the pit and head for the transporter room.

For the two transportations, use the fourth (non-default) option for the first panel and the third (non-default) option for the second console. Now head to Meryleep's Forest.

Meryleep's Forest

Summon Meryleep and talk to her twice for Ryu to learn Charm and Shadowwalk. Leave the forest. Return to Castle Wyndia and beam back to Dragnier (fourth, non-default location followed by the second, non-default location).

Dragnier

After exiting the transporter room, head east into a tent containing a statue of Ladon. Save.

<Time ~ 8:01>

Return to the pit in the center of town. After crossing the mural room, first enter the room opposite of where you enter this new corridor and examine the drawer in the northeast corner for an Ivory Dice. Now go to Jono's room. Open the menu, change your formation to Attack (Ryu's already at point), replace Ryu's Speed Boots with the Thunder Ring, equip the newly available Speed Boots to Momo's open accessory slot, and equip Sleep Shells on Momo. Have Ryu approach Jono. [Text Scrolling]

~~~~~

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o-----o
|                Elder                |
|                |                      |
|HP=5000        |                      |
|Attacks: Bad Back, Inferno, Myollnir, Sirocco, Double Blow|
o-----o
```

|         | Ryu (24)         | Rei (25)        | Momo (21)    |
|---------|------------------|-----------------|--------------|
| Weapon: | Feather Sword    | Moon Sword      | Sleep Shells |
| Shield: | Spiked Gauntlets | Steel Gauntlets | (empty)      |
| Helmet: | UV Glasses       | Bandana         | Glass Domino |
| Armor:  | Light Clothing   | Light Clothing  | Crepe Cape   |
| Acc. 1: | Ring of Fire     | (empty)         | Wisdom Ring  |
| Acc. 2: | Thunder Ring     | (empty)         | Speed Boots  |
| Master: | Meryleep         | Meryleep        | (none)       |
| Skills: | Risky Blow       | (none)          | (none)       |



Focus  
Super Combo  
Influence  
Charm  
Shadowwalk

Formation: Attack (Ryu at point)

Strategy: After building up some defenses on Ryu (first a "Robe of Wind" Speed from Momo while Ryu Protects himself several times, throwing in a couple Shields inbetween, Rei casts a Speed on himself, and Momo follows up with Might's on Ryu), use your main offense here-- Focus x2 -> Shadowwalk (~830--~1060) with the dragon prince. Afterwards, the rest of the team should support Ryu. If they die... (namely through Myollnir or Double Blow, which are OHKOs, as opposed to Inferno's ~45, Sirocco's ~70, or his physical's ~115, which only OHKOs Momo) well, they die. Revive them if you have Ammonia; if not, then that's fine too. Ryu can pretty much handle everything by himself, and Double Blow is the only thing he has to fear. PS: Use that Ivory Dice on him before you slay Jono.

~~~~~  
[Text Scrolling] Approach Jono. [Text Scrolling] Grab the Infinity gene left behind by the dragon elder, climb out of the pit, and try leaving until Griol stops you. [Text Scrolling] Head east toward the green tent. Examine one of the beds to rest. Now go to the Ladon statue in the village and save.

<Time ~ 8:13>

Now leave the dragon village and journey north to the Factory.

XIII. Crossing the Desert

Factory

Tackle the forks as followed: Fork 1 - South; Fork 2 - Southeast; Fork 3 - East, taking you inside.

Head north (not up the staircase) and down the dirt slope. Turn east at the intersection and scale up the steps. Proceed northeast through the door. Follow the path and pass the first blue switch you see. However, the second blue switch, you flip. Then hurry back to the first one, flip it, and cross over both brown blocks before they rise again. Then descend the stairs and run west to a door. Head east, then turn south, and run to the end of the room through the doorway. Flip the blue switch right near the door. Then hurry northeast to another blue lever to push. Climb up to the platform and begin the Workbot mini-game. The solution, straight from the Mini-Game FAQ:

"This is how it's done step by step, literally! Well first of all, when I'm referring to direction, up means walking towards where the workbot is and down is walking towards the side with the stairs. Now, take two steps to the left and one step down to end have the workbot end up on the left side of one of the cubes. Walk right three steps and then go back left by one step. Head up one step, then left one step, and then

up one step again. Now take one more step to the left to position the workbot in front of one of the switches. Hit it and then walk right one step. Head south one step and then take two steps to the right to get the workbot back behind one of the cubes. Take three steps downward, and then go back up by three steps to reach another switch. Flip the switch and take two steps to the right to access the last switch."

Note: Don't bother hitting the last switch, since you won't be picking up the Hourglass here.

Backtrack to the door that took you into the room (without going through it). Climb up the ladder west of it and follow the path northeast to another door. After ascending the giant flight of stairs, cut the lock next to the door and head out. Once back out on the World Map, scurry north a few steps into the desert.

Desert of Death/Camp

[Text Scrolling] Check the canteen and take some water (second option, non-default). At the diary, remove Nina from the party in exchange for Momo and then save.

<Time ~ 8:18>

Exit the area (eastern end of the field is closest).

Now, for desert travel, it's very simple: Shift your bearing between the north star and the fake north star and travel in that direction until you encounter Manmo. Camp strategies? Simple- always immediately walk to the edge of camp and choose "Break after resting" (first choice, default).

Anyway, once you reach the Manmo screen: [Text Scrolling]

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o-----o
|               Manmo               |
|                                     |
|HP=3200                                     |
|Attacks: Quake, Focus, Feign Swing, (huge counter rate)|
o-----o
```

|            | Ryu (25)              | Rei (25)        | Momo (23)    |
|------------|-----------------------|-----------------|--------------|
| Weapon:    | Feather Sword         | Moon Sword      | Sleep Shells |
| Shield:    | Spiked Gauntlets      | Steel Gauntlets | (empty)      |
| Helmet:    | UV Glasses            | Bandana         | Glass Domino |
| Armor:     | Light Clothing        | Light Clothing  | Crepe Cape   |
| Acc. 1:    | Ring of Fire          | (empty)         | Wisdom Ring  |
| Acc. 2:    | Thunder Ring          | (empty)         | Speed Boots  |
| Master:    | Meryleep              | Meryleep        | (none)       |
| Skills:    | Risky Blow            | (none)          | (none)       |
|            | Focus                 |                 |              |
|            | Super Combo           |                 |              |
|            | Influence             |                 |              |
|            | Charm                 |                 |              |
|            | Shadowwalk            |                 |              |
| Formation: | Attack (Ryu at point) |                 |              |

Strategy: IRT Kaiser (Infinity + Radiance + Trance) FTW! Focus x2 -> Shadowwalk (~2200) is the way to go, although Ryu immediately reverts to base form. In base form, Focus x2 -> Shadowwalk again (~900) followed by a regular physical (~200) to finish the fight. As with before, and for pretty much all of the bosses from now on, the rest of your team is there solely for support and their deaths are acceptable (although that doesn't mean they shouldn't heal themselves). Damage: Quake (~40 on Ryu/Momo, ~60 on Rei; not bad at all) and his physical (~100~150; potential OHKO depending on the target, also not that bad). Yeah... fairly easy battle here.

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[Text Scrolling] Cut down the rakda. [Text Scrolling] Approach the tent. [Text Scrolling] Enter the tent. [Text Scrolling]

Oasis

[Text Scrolling] Switch Peco out for Rei at the party select screen. Head west to the Inn and save inside.

<Time ~ 8:45>

Leave the Inn and head north up the hill back out to the World Map.

XIV. Myria Station

Desert

Change your formation to Attack and equip Rei with the Feather Sword. Then travel northeast to Caer Xhan.

Caer Xhan

Follow the road until you see a building with three doors. Enter the third door and talk to the robot behind the counter. Sell all your weapons and then buy a Sun Mask and equip it to Rei. Leave the store and follow the road to a 4-way intersection. Turn east and enter a building on the north side of the road. Proceed along the path until you arrive at the first beam security trap. Hug the wall to avoid all the lasers and move onto the second beam security trap. This one, however, you'll have to just plow right through, so you'll incur some damage. After coming outside, head north through another door and examine the console at the north end of the room. To its questions, choose both first replies (default) to deactivate all the safeguards to the lift to Orbital Station Myria. Leave the security room, run southwest to a ledge, and leap off of it. Continue southwest until you reach the main road again and follow it north to another building on the east side. Examine the console for a small cutscene and then follow the purple stones out. [Text Scrolling] Board the lift. [Text Scrolling]

Orbital Station Myria

Head northeast to the stairs to descend into the Worker's Area. Hug the east wall until you find a staircase heading up. Pull the blue switch in that room, climb back down, examine the console near the elevator shaft, and choose the Maintenance Deck (second option, non-default). Follow the path on the scaffolding until you arrive at another elevator shaft. Check the panel and choose to rise back to the Worker's Area (first option, default). Go west to a door and north through the next room to a T-intersection. Turn east and climb the staircase at the end of the hallway. Examine the left console and deactivate the laser grid blockading the Final Area. Walk back down the steps and this time head west at the T. After the corridor twists north, enter the door on the east side. Shift through the lockers into the the small connected room and rest on the beds. Now check the diary and save (fourth option, non-default).

<Time ~ 8:50>

Leave the locker room and head north up the flight of stairs. Run southwest to the exit of the next room and then follow the orange panels into the Laboratory Area.

Ride the moving walkway and the continue along the orange panels. Pass through the medical room and stray from the orange panels at the north end of the next room to grab the Holy Robe in the closet. Equip it to Momo and resume your journey on the orange squares. Enter the room at the northern terminal of the orange trail. [Text Scrolling] Examine the panel to stop the release of the sleeping gas; then check the drawer at the northwest end of the room for a Swallow Eye. Backtrack along the orange trail and pass through the second door on the east. Run southeast up the stairs and approach the electric grid. Choose the first (default) reply to enter. Heal Ryu after crossing and then ride the lift down. Head southwest through a doorway and then proceed along the path through another door. In the next corridor, enter the first door you spot, examine the console, and choose the first (default) option to ride the lift up. Grab the Slicer from the treasure chest, equip it to Rei, and use the Swallow Eye on Ryu. Pass through the door. [Text Scrolling]

<Time ~ 8:55>

~~~~~

```
o-----o
|               Chimera               |
|                                       |
|HP=7500                                     |
|Attacks: Paralyzer, Myollnir, Blizzard, Inferno, Restore|
o-----o
```

|         | Ryu (27)         | Rei (25)        | Momo (23)    |
|---------|------------------|-----------------|--------------|
| Weapon: | Barbarossa       | Slicer          | Sleep Shells |
| Shield: | Spiked Gauntlets | Steel Gauntlets | (empty)      |
| Helmet: | UV Glasses       | Sun Mask        | Glass Domino |
| Armor:  | Light Clothing   | Light Clothing  | Holy Robe    |
| Acc. 1: | Ring of Fire     | (empty)         | Wisdom Ring  |
| Acc. 2: | Thunder Ring     | (empty)         | Speed Boots  |
| Master: | Meryleep         | Meryleep        | (none)       |
| Skills: | Risky Blow       | (none)          | (none)       |
|         | Focus            |                 |              |

Super Combo  
Influence  
Charm  
Shadowwalk

Formation: Attack (Ryu at point)

Strategy: Most of Chimera's attacks are pretty deadly. Fortunately, he's still not that tough. Gross Warrior (Gross + Warrior) with Ryu is the way to go. Rei should Speed himself and then Momo while Momo Protects/Mights Ryu. As for Ryu, Focus x2 -> Aura (~2750~3000), and then regular physicals (~800). If Ryu reverts, retransform him. Only other catch is Paralyzer; keeping one of your teammates alive just means you have to Panacea Ryu to continue the battle, but if Ryu's the only one left, then Paralyzer = Game Over. Fortunately, this battle is short enough so that that's barely a concern, but I'm just throwin' it out there.

~~~~~

<Time ~ 8:59>

Pick up Card Key B. [Text Scrolling] Now ride down the lift Chimera had been standing on. Head south to the next room, retrieve the HE Shells from the treasure chest, and equip them to Momo. Now leave the Laboratory Area.

Backtrack along the orange panels and then switch to the green panels ASAP. Now trace your path by the green panels and enter the next area.

Ride the escalator up, and pass through the medical room. Switch Momo to field point and blast the door at the east end of the room. At the 4-way intersection, head east. Proceed onto the grass, down a small hill, and then northeast to another hill. After scaling up and down that second hill, head southwest and hug the western walkway until you can doubleback onto it. Follow it to a locked door. Switch Rei to field point to break the lock and enter the room. Head for the northwest exit but hug the east wall as you pass the pit in order to avoid the poisonous vines (and grab the Wisdom Fruit in the drawer near the northwest exit too). Proceed west but steal the Silver Tiara in the treasure chest next to the tree in the second northern alcove. Continue going west until you see a set of steps. Climb up them and head east to a door. Hurry north through this corridor and examine the console at its terminal. Choose to go to Eden (first option, default).

[Text Scrolling] Step down the platform and head north across a bridge. [Text Scrolling]

Ryu's Dream

[Text Scrolling] Head north. [Text Scrolling] Continue north. [Text Scrolling] North again. [Text Scrolling] More north, to the Ladon statue. Examine it and then turn back south. [Text Scrolling] Talk to the Ladon statue to rest and save.

<Time ~ 9:11>

Proceed north until you arrive at another Ladon statue. Talk to it and then stand there motionless until the Dragon God tells you to continue. Hurry north. [Text Scrolling] More north. [Text Scrolling] North into the "sparkly" circle.

This area's a real labyrinth, so for simplicity I'm gonna list the turn to make at *every* intersection, even if it's obvious that one of the routes leads to a dead-end: West, West, South, West (into yellow teleporter), East, South, [Text Scrolling] North (into blue teleporter), East, North (into green teleporter). [Text Scrolling] Continue north to a blue teleporter. [Text Scrolling] Open the menu, replace the Ring of Fire with the Dream Ring, and then approach the staircase. [Text Scrolling]

~~~~~

```
o-----o
|           Arwan           |
|                             |
|HP=2400                     |
|Attacks: Sleep, Chill|
o-----o
```

Ryu (28)  
Weapon: Barbarossa  
Shield: Spiked Gauntlets  
Helmet: UV Glasses  
Armor: Light Clothing  
Acc. 1: Dream Ring  
Acc. 2: Thunder Ring  
Master: Meryleep  
Skills: Risky Blow  
Focus  
Super Combo  
Influence  
Charm  
Shadowwalk  
Formation: Normal (default)

Strategy: Warrior (Force) -> Focus x2 -> Aura (2300+) and then nick him with a regular physical (~200) to finish him off if the Aura didn't OHKO him. Half the time the single Aura will be good enough.

~~~~~

Orbital Station Myria

[Text Scrolling] At the party select screen, exchange Nina for Momo and set your formation at Attack (Ryu's already at point; *obviously*, leave him there).

~~~~~

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o-----o
|           Dragon Lord           |
|                             |
|HP=12500                     |
|Attacks: Inferno, Blizzard, Sirocco, Howling, Triple Blow|
o-----o
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|                          |                 |              |
|--------------------------|-----------------|--------------|
| Ryu (29)                 | Rei (26)        | Momo (23)    |
| Weapon: Barbarossa       | Slicer          | HE Shells    |
| Shield: Spiked Gauntlets | Steel Gauntlets | (empty)      |
| Helmet: UV Glasses       | Sun Mask        | Silver Tiara |

|         |                |                |             |
|---------|----------------|----------------|-------------|
| Armor:  | Light Clothing | Light Clothing | Holy Robe   |
| Acc. 1: | Dream Ring     | (empty)        | Wisdom Ring |
| Acc. 2: | Thunder Ring   | (empty)        | Speed Boots |
| Master: | Meryleep       | Meryleep       | (none)      |
| Skills: | Risky Blow     | (none)         | (none)      |

Focus  
 Super Combo  
 Influence  
 Charm  
 Shadowwalk

Formation: Attack (Ryu at point)

Strategy: It's critical that Rei successfully Pilfers the Dragon Blade on the first turn (reset-worthy, depending on how Dragon Lord uses his turn, Momo dieing is an acceptable loss) while Ryu defends and Momo switches out her Speed Boots for the Ring of Fire and then casts Speed on Rei. On the next turn, Ryu should replace his Barbarossa and Dream Ring with Dragon Blade and Speed Boots respectively and then transform into IRT Kaiser (Infinity + Radiance + Trance). Now, what you need here is at least one other non-Ryu memeber alive. If it's Momo, have her use a Wisdom Fruit now on Ryu. If Rei and if he has EX turn capability, defend now and use the Wisdom Fruit on Ryu during that EX turn (as Rei using the Wisdom Fruit on Ryu \*before\* he transforms sorta defeats the point). Once Ryu's AP's charged up to max, Focus x2 -> Shadowwalk (~6000~6300) twice and then one non-focused Shadowwalk (~3000) to finish the job.

Against Dragon Lord's attacks, IRT Kaiser should be fine. After IRT emerges, Teepeo has only four turns to knock Ryu out of the astounding form, which in three turns can only be done by three Triple Blows and in four turns any number of things, but considering that you have another ally to draw fire \*and\* that Dragon Lord's tremendous skill arsenal is more of a shortcoming in this type of scenario.

~~~~~

[Text Scrolling]

<Time ~ 9:21>

Grab Card Key A. Now open the menu and equip Dragon Armor on Ryu over Light Clothing. Then head southwest to the lift to leave Eden. Exit from the entire garden area and backtrack on the green panels. Pass the gates where the security laser beams were blocking the path to the Final Area. Immediately head west after traversing those gates, examine the wall console near the door, and choose the first (default) response to unlock the door.

Take the T-intersections as follows: North, North, and West. Once you enter the Sample Rooms, head east to fight Sample 1.

~~~~~

```

o-----o
|3 Sample 1s (3 Nues)|
o-----o

```

|         |                  |                 |              |
|---------|------------------|-----------------|--------------|
|         | Ryu (31)         | Rei (26)        | Momo (23)    |
| Weapon: | Dragon Blade     | Slicer          | HE Shells    |
| Shield: | Spiked Gauntlets | Steel Gauntlets | (empty)      |
| Helmet: | UV Glasses       | Sun Mask        | Silver Tiara |
| Armor:  | Dragon Armor     | Light Clothing  | Holy Robe    |

|         |              |          |              |
|---------|--------------|----------|--------------|
| Acc. 1: | Speed Boots  | (empty)  | Wisdom Ring  |
| Acc. 2: | Thunder Ring | (empty)  | Ring of Fire |
| Master: | Meryleep     | Meryleep | (none)       |
| Skills: | Risky Blow   | (none)   | (none)       |

Focus  
 Super Combo  
 Influence  
 Charm  
 Shadowwalk

Formation: Attack (Ryu at point)

Strategy: Auto-Charge -> Instant Win.

~~~~~

Take the east door out and continue heading east through the next door to fight Sample 3.

~~~~~

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o-----o
|2 Sample 3s (2 Mikbas)|
o-----o

```

|         | Ryu (31)         | Rei (26)        | Momo (23)    |
|---------|------------------|-----------------|--------------|
| Weapon: | Dragon Blade     | Slicer          | HE Shells    |
| Shield: | Spiked Gauntlets | Steel Gauntlets | (empty)      |
| Helmet: | UV Glasses       | Sun Mask        | Silver Tiara |
| Armor:  | Dragon Armor     | Light Clothing  | Holy Robe    |
| Acc. 1: | Speed Boots      | (empty)         | Wisdom Ring  |
| Acc. 2: | Thunder Ring     | (empty)         | Ring of Fire |
| Master: | Meryleep         | Meryleep        | (none)       |
| Skills: | Risky Blow       | (none)          | (none)       |

Focus  
 Super Combo  
 Influence  
 Charm  
 Shadowwalk

Formation: Attack (Ryu at point)

Strategy: Gross Warrior's (Gross + Force) is your best choice here, then Focus -> Aura on each of them should get the job done, while the rest of your team works on support damage or defends (whatever, really).

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Climb the ladder and head west through a door. Grab the Moon Tears in the treasure chest and then exit south. Climb down another ladder, head through the northeast door to a rest point. Accordingly, rest, and then head back to the last room and save at the diary (fourth choice, non-default).

<Time ~ 9:30>

Descend the ladder. [Text Scrolling] Hurry south. [Text Scrolling] Ride the elevator down into the abyss. [Text Scrolling] Run west past the hologram into the next room and then proceed south. [Text Scrolling] After the next turn, follow the path west until you spot a small descending ramp. Walk across it and then up another nearby ramp. [Text Scrolling] Continue up another ramp and stay on track. [Text Scrolling] At the T-intersection, ignore the turn and continue east. Take the steel lift up. [Text Scrolling] Talk to

all your allies (clockwise or counter-clockwise; it doesn't particularly matter); then approach the goddess. [Text Scrolling] Since you plan on fighting Myria, when asked whether or not to retain the power of the Dragon Clan, choose the second (non-default) reply. [Text Scrolling] At the party select screen, exchange Garr for Momo, and, at the formation select screen, in case this pattern isn't already painstakingly obvious, pick Attack formation with Ryu at point (which, also as usual, he already is). [Text Scrolling]

~~~~~

```

o-----o
|
|                Myria                |
|
|HP=20000
|Attacks: Inferno, Myollnir, Blizzard, Restore, Sirocco, Sanctuary, Evil Eye,|
|                Death, Venom, Holocaust                |
o-----o

```

|         | Ryu (31)         | Rei (27)        | Momo (24)    |
|---------|------------------|-----------------|--------------|
| Weapon: | Dragon Blade     | Slicer          | HE Shells    |
| Shield: | Spiked Gauntlets | Steel Gauntlets | (empty)      |
| Helmet: | UV Glasses       | Sun Mask        | Silver Tiara |
| Armor:  | Dragon Armor     | Light Clothing  | Holy Robe    |
| Acc. 1: | Speed Boots      | (empty)         | Wisdom Ring  |
| Acc. 2: | Thunder Ring     | (empty)         | Ring of Fire |
| Master: | Meryleep         | Meryleep        | (none)       |
| Skills: | Risky Blow       | (none)          | (none)       |
|         | Focus            |                 |              |
|         | Super Combo      |                 |              |
|         | Influence        |                 |              |
|         | Charm            |                 |              |
|         | Shadowwalk       |                 |              |

Formation: Attack (Ryu at point)

Strategy: Whoo-boy, it's time for the final battle, and Myria's not gonna make it easy for ya. IRT Kaiser (Infinity + Radiance + Trance), of course on turn 1 from Ryu, while Rei and Momo handle the Speeds (on Ryu and Rei, respectively; and get a second Speed in on Rei as soon as the opportunity arises). Focus x2 -> Shadowwalk (~2000~2400) from Ryu is your best chance, and have either Rei or Momo restore his AP via a Wisdom Fruit whenever Ryu's AP sinks into critical. Priority #1 is to keep Ryu in IRT form, and since you have quite a few Wisdom Fruits to work with, it might be a good idea to use them a turn early in case Myria does something cheap (which is very likely). Priority #2 is to make sure Ryu keeps EX turns, which requires one casting of Speed. Without EX turns you'll eat through your AP way too quickly. So if Myria spams Sanctuary a lot, you might want to reset (as painful as that is). Keeping either Rei or Momo \*alive\* however is an entirely separate ordeal. Myollnir is a OHKO on any non-IRT PC, her physical hits for ~110 damage (~50 on IRT, but that's simply because True Kaiser rules), and Holocaust is a OHKO on Momo and near-OHKO on Rei. As these statistics would seem to suggest, your chances of keeping both Rei and Momo alive are pretty dang slim... to none. So, once they're both gone, finish up with IRT normally, except substitute Bonebreak in before you're forced to revert. Once you're back in human form, have Ryu use a Wisdom Fruit on himself and then command him to transform into a Gross Warrior (Gross + Force). Aura (~2000) spamming is the way to go, but remember the risks. Since you're out of True Kaiser form, you're susceptible to all status effects and ID attacks in addition to being less durable overall. Most of everything is tolerable except a possible Blind status from Venom (believe me, Poison and Confusion are the least of your worries) and worst of all, the

dreaded Evil Eye, which renders an instant Game Over. However, with any luck, you've torn through most of Myria's HP by now, so finish her off as quickly as possible, at all costs, before she beats you to it!

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[Text Scrolling] Enjoy the ending and Pure Again! Congrats! As soon as the credits are done rolling, and the "Fin" screen is done (be sure to mash the Start button after the song sequence on the Fin screen plays through once):
[Text Scrolling] Choose to save.

<Time ~ 10:03>

And there you have it! Take a gander at your shiny new save, do a little dance, call all of your friends (ok, maybe not >_>), and give yourself a pat on the back. You just beat the game really freaking quickly!

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..... 6. FREQUENTLY ASKED QUESTIONS (FAQS)
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Q: Where can I get the full 10:03 video?

A: Jon Barber (a.k.a. Ngame) has graciously allowed me to host the speed run vid in its entirety on his webspace. The video can currently be found at www.thengamer.com/BOF3.

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..... 7. ACKNOWLEDGMENTS AND CLOSING
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Thanks go out to the following for making this guide possible:

Paltheos..... For proposing the FAQ in the first place, watching and analyzing hours of video footage, creating the walkthrough, and just generally being cool.

GameFAQs..... For hosting this guide, as well of the rest of our FAQs.

The Board.... For all of your support and helping to keep BoF3 alive.

SharpPaper... For his work in completing our community's first speed game. I apologize for absolutely shattering your record, though :P

Jon Barber... For allowing me to host the full speed run vid on his webspace. And thanks for helping to keep www.the-elite.net alive! I probably would never have done a single speed run if it wasn't for The Elite.

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