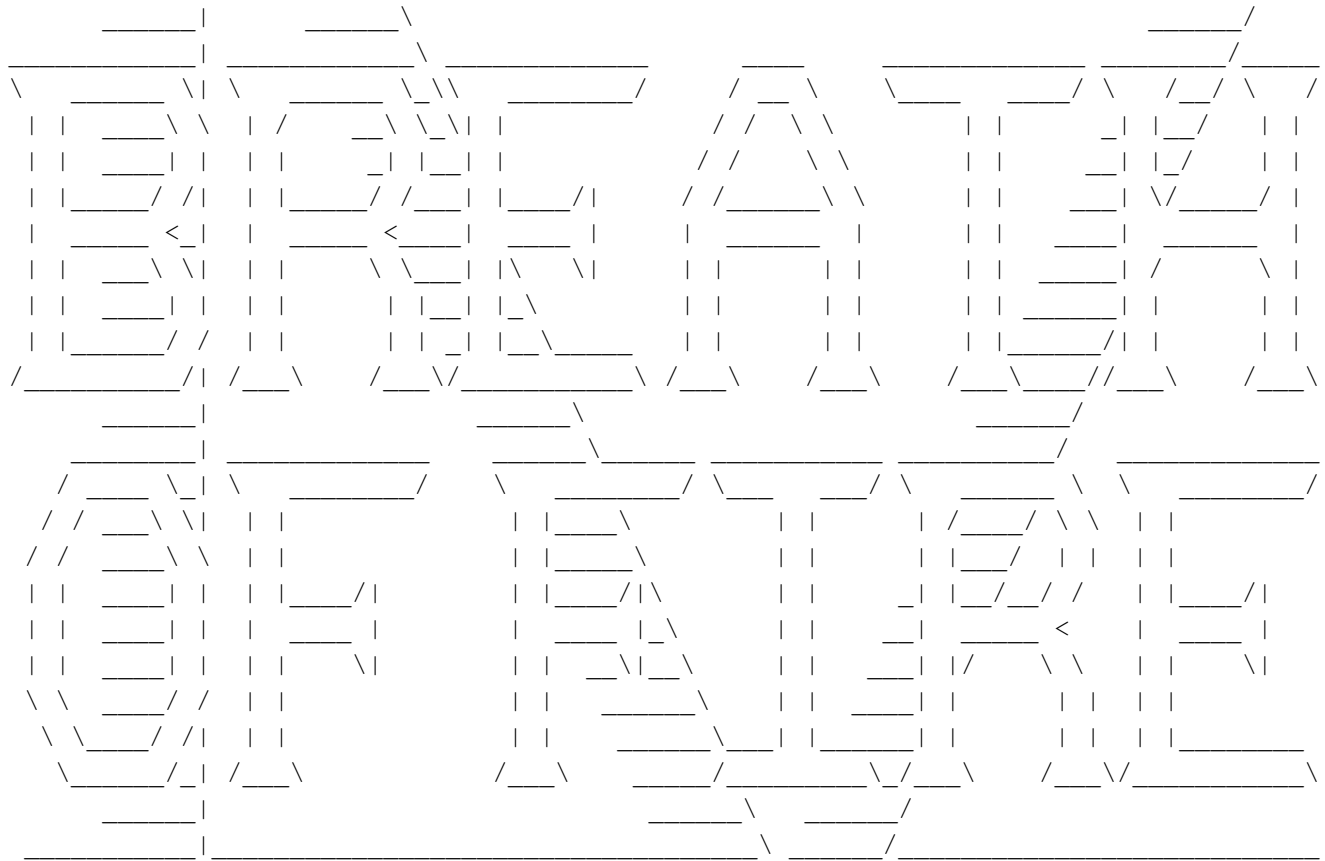


# Breath of Fire IV FAQ/Walkthrough

by angelwingnl

Updated to v0.16b on Jan 25, 2001



```
 /-----\  
 | Breath of Fire IV FAQ v0.16b |  
 | By Angelwingnl |  
 | angelwingnl@yahoo.com |  
 | Check out my site at |  
 | www.geocities.com/angelwingnl |  
 \-----/
```

Newest version available at [www.gamefaqs.com](http://www.gamefaqs.com)

Any comments, suggestions, questions, ideas or contributions welcome!

This FAQ is best viewed in 1024x768 in WordPad, in the Courier New font. Apart from the ASCII art above, though, it looks well on down to 640x480 as well.

=====  
= Disclaimer =  
=====

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Everything is okay, as long as you keep it in this original  
form and don't make money from it directly or indirectly  
(IE, don't sell it or give it as a "free" gift with anything  
you ask money for). I would appreciate it if you told me you  
are posting it on your site, but you don't have to.

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-- Sending in stuff --

If you send in any information which I use in my FAQ, I will  
take the freedom of adding your name and e-mail address to  
the credits section at the bottom of this guide. If for some  
reason, you don't want your e-mail, name or either displayed  
there, please tell me. I will use the name with which you  
sign the mail, if there is none the user name of the e-mail  
address. This means nicknames will come before real names.

Also please don't send in anything about later parts of the  
game than the walkthrough covers. I will complete this  
guide soon, so have the decency to wait until I'm there,  
okay? This includes errors about which I will find out later  
in the game myself. If I don't find out at the proper point  
of the game, you may correct me.

=====  
= Revision History =  
=====

The listed size is the size of the version when I submitted  
it. The date is the date I submitted it.

-----  
--- v0.1(14k) ----- none -----  
-----

- Started the guide, it's still very small. I don't even own  
the game yet, that's why this version was never published.
- Added some sections, most are still empty, but it is an  
oversight for me for what this FAQ is going to look like.
- Created ASCII art. I think it looks pretty nice for my  
first ASCII art ever.

-----

--- v0.2(58k) ----- 12/08/00 -

- Started actually putting stuff in the different sections.
- Started the walkthrough.
- Created tutorials for the various concepts of the game.

--- v0.3(107k) ----- 12/11/00 -

- Continuing the whole walkthrough process.
- Filling in all those sections.

--- v0.4(158k) ----- 12/13/00 -

- Added first Frequently Asked Question.
- Continuing on with the walkthrough, Chapter I finished (actually, I was almost done with that on the previous update).
- Revised the paragraph headings.

--- v0.5(172k) ----- 12/14/00 -

- Revised the price guessing subgame in Sarai a bit.
- Added Assists to the Characters section. Not all are known to me yet, though.
- Added a hopefully well explaining example for Combo Magic. This concept is really simple, once you understand how it works.
- Added the smith section. It's still kind of scarce though.
- Added some techniques for catching fish.
- Added an ASCII for the compass (which seems to be confusing for some people). I \*hope\* I explained the concept of the Plains well now, because about 25% of the mail I have gotten until now is about the Plains...

--- v0.6(243k) ----- 12/18/00 -

- Continuing the walkthrough...
- Started working on the Faerie Village section. I still need some time to complete the sheer amount of lists this section requires, though.
- Added Earth Ward in the Woods to the walkthrough, and the Wisdom Seed while I was at it :).

-----  
--- v0.7(314k) ----- 12/21/00 -  
-----

- Continuing the walkthrough as ever; finished Chapter II.
- Completed the first four Masters: Rwolf, Stoll, Una and Njomo.
- Revised my theory on Elemental Combos, because it was wrong.

-----  
--- v0.8(323k) ----- 12/21/00 -  
-----

- Going on with the walkthrough.
- Corrected some mistakes in the previous update.

-----  
--- v0.9(370k) ----- 12/23/00 -  
-----

- Still busy on the walkthrough.
- Changed Egg Status(what the manual says is wrong).
- Added some more evaluation to the characters section.
- Put Ershin's Armor seperate from the rest.

-----  
--- v0.10(397k) ----- 12/30/00 -  
-----

- Continuing the walkthrough.
- Added info for the Faerie Village Troops and the Faerie Village Bonds.
- Expanded Smith List a little further.
- Added example of mail I do not like to the Author's Notes.
- Revised Smith Section layout a little.

-----  
--- v0.11(408k) ----- 01/01/01 -  
-----

- Continuing the walkthrough as ever.
- Finished the entire Smith list, which was quite some work.

-----  
--- v0.12(416k) ----- 01/03/01 -  
-----

- Did a whole lot of fishing. Three more fish to catch, eleven more to master (best points).
- Made a few minor changes. No walkthrough update this time though.

-----  
--- v0.13(442k) ----- 01/07/01 -  
-----

- Added some more walkthrough.
- Almost done with the Fish List.

-----  
--- v0.14(460k) ----- 01/14/01 -  
-----

- Finished Chapter 3 of the walkthrough.
- Added the last Fishing Spot, and the last Fish. Now I only have to get the biggest size for them all.
- Started Tough Enemies Section, added Trunk strategy.

-----  
--- v0.15(476k) ----- 01/18/01 -  
-----

- Finished another six sections of walkthrough.
- Added Treasure trading section.
- Still have to look into that Rider guy.

-----  
--- v0.16(491k) ----- 01/21/01 -  
-----

- Removed all Fou-Lu's items and added them to Ryu's walkthrough.
- Finished Skill list.
- Revised Trunked strategy.
- I'll add the Rider after completing the game.

-----  
--- v0.16b(491k) ----- 01/24/01 -  
-----

- Added my site URL to the document. That's all.

=====

=====

To make searching through this guide easy for you, I've put a code after each section. If you select the code (for instance, select s02\2 for the Weapon List) by dragging the mouse pointer over it, and use Find (ctrl-F, or those binoculars on the toolbar for WordPad), your text editor will jump right to the respective section.

Don't select more than one space behind the code, or Find won't default to the selected area.

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=====
=   Getting Started                               s00 =
=====
```

```
-----
--- Game Controls ----- s00\1 -
-----
```

Note that the letters I used for the buttons are the same as what I use throughout this FAQ. In short:

- T: Triangle
- X: Cross
- S: Square
- O: Round

Of course, L1, L2, R1, R2, Start, and Select are the buttons labeled that way on the controller.

The buttons you use for different actions are customizable, but they default like this:

On the normal screen:

T: Action  
S: Menu  
O: Run  
X: Basic Action (talk, use)  
L1/R1: Camera Angle  
L2/R2: Change Character  
Start: Pause  
Select: Help

In a battle:

T: Cancel  
S: Confirm  
O: None  
X: Confirm  
L/R: Call up Charge and Escape options  
Start: Pause  
Select: Help

In the menu:

T: Cancel  
S: Exit the menu  
O: Switch between HP/AP/CP screen and Status screen  
X: Confirm  
L: -  
R: -  
Start: -  
Select: Help

Various subgames may have their own set of controls, those will be explained at their respective location in the FAQ.

-----  
--- The Menu ----- s00\2 -  
-----

In the basic menu, you will see a row of options on the left, and in the rest of the screen, the status of the characters is shown. With the square button, you can swap between showing Status or HP/AP/CP.

Item

This screen will allow you to scroll through all items you have aquired. You can also use them (Item section only). Use left/right on the D-Pad to switch between different sections.

Special



This is a listing of all the Skills you have learned. Some magical abilities can also be used from this screen (Healing or status removing). Use left/right on the D-Pad to switch between different sections.

#### Equip

Here you can change what your characters are equipped with. When you are scrolling through available equipment, the changes made by the choice of equipment will be shown. Use left/right on the D-Pad to switch between team members.

#### Status

This will call up a very detailed description of the Status of the character, including all stats, current Master, his effect on your stats, and experience. There is also some interesting data to the right.

#### Change

This allows you to change the order of the characters.

#### Setting

This allows you to change all basic settings of the game, which don't affect the gameplay itself. I always put text speed to the max, it's still slow, and you have to confirm to make the text go away, anyway.

#### Save

This allows you to choose a position and save your game in it.

```
-----  
--- Combat ----- s00\3 -  
-----
```

Battles are called up randomly when you walk over certain areas. When you enter a battle, the color of the screen with the curving figure will tell you who has the initiative.

Blue: Normal

Red: The enemy gets one turn in the start in which you may not move.

Green: You get one turn in the start, in which the enemy may not move.

You have several options to your disposal as you fight a battle. They are:

Attack: One attack will be made, the damage depends on your Power, and the number of Hits.

Special: You can pick a Skill or Spell to use. These sometimes cost you AP.

Use Item: You can use an item from your inventory. Not all items can be used in battle.

Guard: You defend, improving parry rate and decreasing taken damage. This also allows you to learn Skills used by the enemy.

Pressing and holding any of the L/R buttons will allow you to call up the special menu. Here, you can pick:

Charge: Your characters will keep using Attack until the battle ends. Press Triangle to cancel.

Escape: You will attempt to run away. If you succeed, the fight is ended. If you fail, the enemies execute their attacks, and the fight continues.

-----  
--- Characters ----- s00\4 -  
-----

I will add ratings for all the characters when I finish the game. I don't have them yet now, because I feel I need to have had some experience with all the characters before I can compare them.

All characters have an innate element in this game, which determines what elements they are strong/weak against.

--- Nina -----

Nina is, as always, the princess of Wyndia. She is not really good at taking care of herself, as she is used to be taken care of. She also cries a lot.

Action:

Jump. You can use it to get a better view of your surroundings.

Element:

Nina is of the Wind element.

Special:

Used in back row: Cheer. Recovers HP for active members. The chances of her using this are much greater when a party member in the front row has critical HP.

Evaluation:

Nina is a better character than she was in BoF3. Her physical attack is still very weak, but her defensive strength is less under par than in BoF3. Her magic is also more defensive than in BoF3, as she takes over the role of main magical healer from Ryu.

If you give her a headstart with some Fire Magic, her Wind Magic will do tremendous damage. To all enemies. Also use her to heal, she is the best healer.

--- Ryu -----

Ryu is, as in all previous BoFs, a guy who seems to have lost his memory at first, but who really has never had any. He will soon find out that he is not a human, but a dragon. Because he starts out this game as an adult (BoF3 had too

much, but a little childhood storyline would've been nice...), he isn't such a crybaby as he was in BoF3.

Action:

Slash. Use it to cut through things like bushes.

Element:

Ryu is of the Fire element.

Special:

?

Evaluation:

He is still one of the most powerful characters in the game, as he is a great all-rounder in statistics (He has to be, because his difference in statistics is really determined by the Dragon Form he is currently in, and his normal form should have basic stats). He does have pretty high CP. He has no more healing abilities like in BoF3, though, Nina took them over.

Give him some powerful Skills to use with his high CP. Sometimes Skills will work better than Dragon Forms.

--- Ershin -----

Ershin is a rather mysterious figure, as he wears armor that fully covers her. He seems to be rather attached to Ryu for some reason, and his style of speech is rather odd.

Action:

Ram.

Element:

?

Special:

Just an attack from the back row.

Evaluation:

He tends to miss more than others. He has good Defense and HP though, and her Power is reasonable as well.

Some people seem to think Ershin is a weakling, but I don't agree. It's just a matter of building him up. As you may have noted, his Wisdom and AP are very low. So give him a Master who drains away all Wisdom and AP, and Ershin will barely notice. Give him some Magic Shards so his AP and CP stay at the same level, and you have a strong warrior.

Another trick for Ershin is to give him a Master that raises his Wisdom a lot. They kept his Wisdom so low for a reason, you know. It might never be as great as Nina's, or anyone else's for that matter, but with Ershin's CP, you can use an incredibly powerful Spell every other turn.

His armor is also very versatile. There is no armor that is certainly the best one, but they all have different properties. Keep some different armors in stock, and use the

right armor for the right enemy.

Even though he may seem no good at first, don't give up on him too soon. Especially since from lv 25 and up, he'll suddenly get heavy Stat boosts (especially Wisdom).

--- Cray -----

Cray is the chieftain of the Woren people. He is also an old friend of Nina. He is always there to help Nina out.

Action:

Push. Use it to move heavy objects.

Element:

Cray is of the Earth element.

Special:

He will sometimes take a hit for a character with critical HP.

Evaluation:

I think Cray is great. He has great Power, and good Defense and HP as well. His Intelligence is low though. His Agility is not so high either, but with the disappearance of EX Turns, that is not so important anymore.

Make sure Cray always has a good weapon. If he has a weak weapon, his usefulness will decrease rapidly. You can also use him before a combo, since he's very slow. That way, the enemy can't interrupt your combo.

--- Scias -----

Scias is a mercenary initially hired to look after the party when Cray is being tried. He seems, however, not to be as eager to stop you as his superiors are. He seems to be in doubt as to what side he is on. As he thinks, he is very quiet, and when he does speak, he stutters pretty bad.

Action:

None.

Element:

Scias is of the Water element.

Special:

Rakhasa: He shouts: "You will feel my blade!", and he becomes much stronger. He tends to use it when his HP hits critical.

Evaluation:

He is pretty much an allrounder. He has quite a powerful attack, but his Wisdom is pretty good too. His swords are weaker than Ryu's, but have +1 Hit more often.

Make sure he has some good armor or he will take quite much damage.

--- Ursula -----

Ursula is a general of the Empire. Initially, she travels along with Ryu because she has orders to bring him back to the Empire, and Ryu wants to head there.

Action:

Shoot.

Element:

None.

Special:

She sometimes comes back with 1 HP after being killed.

Evaluation:

Ursula is an allrounder like Scias. She is a little more a Magic user though, and she has a good set of Innate Skills. She misses a lot like Momo from BoF3, but she gets to attack all enemies with some weapons, so she's very valuable against large groups of enemies.

Make sure Ursula is equiped with the right type of gun. Attack All guns won't do much against bosses who are on their own, but they are great against groups of three or more enemies.

--- Fou-Lu -----

Fou-Lu is the founder of the Empire. He has before his death proclaimed to rise again from his grave. As his prophecy becomes truth, however, the Empire is not happy to see him back. Fou-Lu goes through a lot of trouble once he has risen, as the Empire attempts to hunt him down.

Action:

none.

Element:

Fou-Lu is of the Water element.

Special:

?

Evaluation:

Fou-Lu doesn't get an evaluation, because he travels alone. His battles are also all very easy.

-----  
--- Hints ----- s00\5 -  
-----

- Always be on the lookout. Even though I carefully searched

every area, it is very probable there is lots of stuff I missed. If you're overly kind, maybe you will even tell me what you found?

- Don't be a thief! If you slash people to take their money, your Game Points will decrease, which is bad.
- Always keep the Master requirements in the back of your head, so you can always try and meet some.
- For the above reason, always keep one of every item you find remaining. One of the Master will teach you more Skills as you have more items on you.
- Don't sell any fish. You are better off trading them for items. Even if you trade them for items first and then sell the items, your profit is higher.
- Ryu and Fou-Lu share Skills. this means that when either Ryu's party or Fou-Lu learns a Skill, the other won't need to learn it anymore.
- By using left and right on the D-Pad during battle, you can choose which character should move. You can also choose which character goes first with this.
- Hit trees with Ershin's Action, ram, to receive Apples or Berries.
- If someone is low on HP, and your healer is slower than the enemy (or you wish to heal in a Combo), put the low HP character in the back row for a turn.
- At the end of a battle, use the AP gathered with CP to heal. Might as well use them if you can't keep them!
- When you use Combo magic, use the stronger spell first if possible. That way, the stronger spell will determine the increased effect. For the same reason, when trying to get many hits, use the most hits magic first.
- Also try using a powerful Skill first, and then following it up with an Affect All Skill. All the targets will receive the increased effect.
- Sometimes, it might be better not to finish off the enemy as swiftly as possible. Playing the waiting game for a while can work out very well under the right circumstances.

=====  
= Walkthrough s01 =  
=====

Just a note: The locations with a ? before their name are



Heading on, Nina will find a merchant's cart. As Nina Walks further, she slips and falls down into the crater. A dragon, which is invisible to Nina, observes her. Then, the Dragon shows itself to her, and flies off. After the Dragon is gone, Nina finds Ryu lying there naked. She seems quite embarrassed by this (kind of like Ryu in BoF3 when Deis was freed), and Ryu quickly dresses himself with some clothes left by the merchant. Ryu has no clue as to who he is. Nina gives Ryu the King's Sword, and lets Ryu come with her.

World Map p004

~~~~~  
Enemies: Eye Goo, Mage Goo, Cap, Scorpion

When you walk over the World Map, random locations will pop up , where you will find a random item, and you will encounter enemies. You could also learning some Skills from the encounters here. For more details on learning Skills, check section 05/06. I suggest having Ryu learn Rest from an Eye Goo, so he can Combo it with Nina's Heal, and Burn from a Mage Goo, to Combo with Sever.

When you are ready, head further south to arrive at the Cliff.

Cliff p005

~~~~~  
Item: Ammonia  
Enemies: Eye Goo, Cap

Just follow the path up to the bridge. Once you cross the bridge, take the hidden right path and follow it to an Ammonia. Take it and go back to the intersection, where you shouldkeep heading west. Once you jumped over the ledge, you will find another. Here, Nina will fall down, and Ryu jumps after her. Ryu finds out that Nina can fly (and that he can't) the hard way. After the comical sequence, just head in the cave, where Ryu and Nina will rest. The game will now switch to Fou-Lu, Ryu's evil counterpart.

%%  
%% The Emperor Awakens c1.1 %%  
%%

?(Fou-Lu's Tomb) p006

~~~~~  
Enemies: Zaurus  
Boss: Kahm

Note that Fou-Lu will have any skills Ryu has, too.

You are now in control of Fou-Lu. Just follow the path outside, and go up, and jump over the blocks. Keep going until you get a sequence. After the sequence head on west to the World Map.



~~~~~

You can only go to one place. So just go there.

~~~~~

Enemies: Zaurus

Boss: Kahm

Take the southern path, and follow it until you meet someone. It appears that not everyone is happy to see Fou-Lu rise from his grave. Yohm was sent to assassinate you. To aid him, Yohm summons the monster Kahm.

```

  /Kahm\
 /
 | HP: 15000      Zenny: 0          Experience: 16000 |
 |
 | Item: Ambrosia |
 | Skill: Flaming Fist |
 |
 | Morph into the Astral Dragon right away. Keep using |
 | Frost Strike until it dies. This should be pretty easy. |
 \

```

After the battle, Yohm will not leave Fou-Lu alone. He orders his soldiers to fire burning arrows at Fou-Lu. As you escape, just follow the path. A tree will fall over, forcing you to take the other path. At the intersection, head north and take the SuperVitamin. Head back and take the west path. At the bridge Yohm will reappear, and explain why he thinks he's very smart. He will then attack Fou-Lu, causing him to fall off the bridge. So much for a glorious "Renaissance". Now the game will switch back to Ryu and Nina.

~~~~~

Ryu's Dragon Powers have been awakened by the rebirth of Fou-Lu. This means that Ryu now has access to his first Dragon Form, the Aura. Anyway, just head outside, back to the World Map.

~~~~~

Enemies: Cap, Eye Goo, Mage Goo, Scorpion

Item: Aurum

Underway, you will find a ? area. Get the Aurum from here, and take the side exit from this area to find the first fishing spot. You can't fish yet, you need fishing equipment. Just head into Sarai.

Sarai p011  
~~~~~

Items: Lead Ball, Panacea, Ginseng

Once here, Nina will insist you split up, unless you pick the third option, which will make her let you help her, and she will stay with you. The wacko girl here will explain various basic concepts to you, and the merchants will act as stores. When you are ready to go on, head to the left side of town, to the tavern. Talk to the frog man, and he will offer to sell you the Lead Ball. Buy it. After that, talk to the eating guy at the bar. Buy him some food. Now it's time for the first subgame.

For this subgame, you have to fill up his Happy bar before either the Drink or the Food bar fills up. To achieve this, just buy him food, then a drink, then food again, and keep alternating until he is satisfied. He will give you a Panacea, and hint you that you should head for the Inn. If you make a meager score here, you will only get an Antidote, btw.

Talk to the weird looking fellow just outside the Inn. You have to guess how much you need to pay for the information (what's up with al these guys wanting to play games while you are on a mission?). If you need more money, he will tell you. Anyway, the amount is 123 Zenny. When you start the bidding, and the guy will tell you how much you are off. You will get four tries. Failure will give you your money back, while succes will make you pay the guess. Once you win, the man will tell you to go outside, and find the next person there.

Note that the item you get is different as the reached amount is different. This is what you get:

- 123 Z: Ginseng
- 124 - 128 Z: Healing Herb
- 129+ Z: nothing

World Map p012  
~~~~~

Outside, head to a Random Location.

?(Oasis) p013  
~~~~~

Just talk to the fellow sitting here for the password. Now it's time to head back into the village.

Sarai p014  
~~~~~

Item: Aurum

If you walk against the edge of the town wall outside, you'll find a merchant sitting there. He'll give you an Aurum, providing you have the password.

Go back to the tavern, and talk to the barkeeper. Search the cabinet for 40 Z, then go through the passageway behind the barkeeper. After the sequence here, you have to go to the Valley to search for parts. The series of subgames is not over yet...

World Map p015

~~~~~  
Head south to the Valley.

Valley p016

~~~~~  
Items: Croc Tear x8, Brass Helm, Digging game items  
Enemies: Mage Goo, Scorpion, Eye Goo, Cap

As you enter this area, head on to the log. Cross it, and take the 8 Croc Tears behind the sail there. Slightly to the south, turn the wheel to the right and go down to get the 200 Z from the chest. Now go back up to turn the wheel all the way to the left (turn it twice), and you can head on. Go east and go in the ship, and go up the ladder in the front. Take the Brass Helm. Go back down and operate the winch. Go outside, and step on the anchor, and it will automatically go back up(?). Head north to a hut. Head in there to find an old geezer, who loans you a dog and a shovel for 50 Z. You have to use these to find the parts for the sand boat.

The digging subgame, stuff to find:  
Note that the rudder is really the position to the lower right of it. So count from there.

Flattop: Sorry, can't remember... Maybe try the dog after picking up all the others?  
One step to the right of the small blanket: Sage's Staff  
Two steps to the lower right from the rudder: Ship Parts  
Two steps to the lower left from next to the barrel (also to the lower left): Magic Shard  
Up and left 3 steps from where you start: Glass Shard  
Right from the rudder: Glass Shard  
One step to the lower right of the rudder: Molotov

After all that, just head back to Sarai.

Sarai p017

~~~~~  
Boss: Joh

Back in Sarai, head to the tavern. Here Nina will face even more trouble. She has to battle Joh.

```

/
| HP: 1200           Zenny: 0           Experience: 100   |
|
| Item: Aurum       |
| Skill: Burn*     |
|
| Just use the Sever spell a couple of times and it will |
| die. Heal when needed. This is still not very tough.  |
\

```

After you win, Ryu will leap in to help Nina. In the process, he will break the King's Sword, which will consequently become the Broken Sword.

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% The Great Escape                                     c1.3 %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

World Map p018

~~~~~

Head east toward the Cliff, which is no longer a ? area, but which has been changed into a ! area. This means something more or less important is happening there.

!(Cliff) p019

~~~~~

There is nothing to do here, you just see some sequence concerning patrolling Imperial soldiers. A merchant will help you out, and tell you about the alternative path, which leads through Chamba. Afterwards, just exit the area.

World Map p020

~~~~~

Back on the World Map, a new path will open up. Follow it to reach Chamba.

Chamba p021

~~~~~

Items: Life Sandals, Panacea x2

Head straight into the house where you start and take the Life Sandals. Up the stairs here, there is a house to the right. It has a merchant and an Inn. At least buy the Bowie Knife for Ryu. Get the 2 Panacea's from the cabinet here.

Just head for the northeast, and talk to the old smith. He will talk about hexes. Now a large group enters the town. They will be all over the town. Head into the house to the west. Talk to the guy next to the pot. He is Tahb, the boss of the purifiers. Tell him you'll wait (when you're ready).

After some talking, you'll need to find a worker willing to guide you through the hex. After having talked to all of the purifiers, you'll find they are not too willing at all. Head back to the house where Tahb was, and he'll be waiting at the entrance (if not, you didn't talk to all of them).

In the middle of your conversation, a purifier will drop in. Apparently, her name is Ershin. Her talking style is... weird, but convincing. When you are ready, head west into the hexed area.

Hex Area p022

~~~~~

Enemies: Zombie, Ghost, Gasser  
Boss: Skulfish  
Items: Healing Herb x3, Molotov, Waistcloth

Cross the bridge to the roof, then head south. Take the eastmost path first, and follow it to a chest containing 3 Healing Herbs. Go back, and take the alternate path south. Go on through the house and west. Take the ladder up. Go east at the first intersection. Go across the big plank, and down the small one. Cross another plank, go up the roof, and take the 300 Zenny in the chest here. Go on to the west. Inside, drop down, and Ershin will suggest splitting up. Press select to switch between them.

Move Ershin down with the ladder. You will notice the crate is in her way. Jump Ryu and Nina over the gap, and go back to the crate you came down on. Stand on it.

Now switch back to Ershin. Move through under the crate, and take the west path first. Take the Molotov here. Stand on the crate (move Ryu and Nina off theirs first).

Now Ryu and Nina can cross their crate. Cross it. Take the second east passage (the one after the crate), and take the Waistcloth outside. Go back, go on south, and try to operate the valve. Ershin will say you have to operate two valves at the same time.

Take the east path as Ershin. Operate the valve just before the ladder. The mist will fade slightly, and your characters will go on.

Follow the path over the roofs. on the bridge, you will hear a strange sound. Go on. You will see some more scary stuff. Go on through under the red flag, and Ershin suggests running. Subgame time, hammer the O button, real simple. If you fail, Ryu will drop down, but climb back up, but he will have reduced HP and be poisoned for the upcoming battle. Now you have to fight the Skulfish.

```
_____  
_/Skulfish\  
/  
| HP: 2400          Zenny: 291          Experience: 429 xp |  
|  
| Item: Antidote, Fish-head |
```

```
| Skill: Venom Breath |
|
| Use Aura with Ryu. Use Heal with Nina(The fish is |
| undead, hence Heal magic hurts it.). I didn't even need |
| to heal, but if you do, don't forget to. |
\_____/\
```

After the battle cure any poison Status you might have. Jump at the orange piramid shape, and you will exit the Hex. In the sandy area move two steps down, and you are back on the World Map.

Head back to the Crash area.

Crash p023  
~~~~~

As you can see, Cray, is real busy... being worried. Nina will introduce you and Ershin to Cray. As you go to sleep, Ryu will have a dream...

Dream p024  
~~~~~

Enemies: Armor, ToxicFly  
Items: Aurum x2

If you want, you can fight the Armors here until they drop you a Raptor's Claw (yes, you get to keep items found here, even though you're dreaming), a good weapon for Ershin. It might take you a while, though.

You can use the diary to the east to save. Go west, and follow the path. When you are at the two doors, enter the first one to get the Aurum in the item bag. The second door leads to an empty room. Head on east, and go up the stairs. Head on through the door, the hallway, and another door. Examine the cabinets here for another Aurum. Then walk to the passage where the red curtain hangs. Someone will come in. Cray suggests moving behind the curtain. You will see that there is a small passage that allows you to go behind the curtain. Do so, and walk to the north. The dream will now be over.

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% The Search For Elina c1.4 %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

Crash p025  
~~~~~

Everyone will be discussing the dream now. As Ryu wakes up, Cray decides to go for it. You will end up back on the World Map.

~~~~~  
Enemies: Eye Goo, Flue Goo, Cap, Red Cap, Bandit

If you want too, you can try fighting the Bandits until they drop a Moon Sword, a powerful weapon for Ryu. It might take some patience though.

You can now fish again, and enter all the towns. The blue fish merchant in Sarai will now be the first Manillo shop. Too bad you don't have any of the fish he wants yet! After you are done with any business you might have, take the new path leading west from Chamba, to Kurok.

~~~~~  
Enemies: Flue Goo, Mage Goo, Cap, Red Cap  
Item: Deep Diver

Follow the path to the dog man with the bird. He is Rwolf. Agree with him, people like it when you agree with them. He will now become your first Master. If you get into battle with at least 3 enemies, you can easily make a 5 hit Combo (If you haven't done so already). Just use some skill with Cray first, then Burn with Ryu, and Sever with Nina. After that, you can get Eddy from Rwolf.

You can also make a 10-hit Combo if you use Rock Blast and then Burn on a group of 6 Caps. If you're lucky, the Caps will survive the Rock Blast.

Passing Rwolf, take the northmost path. At the end of it, you will find a chest containing a Deep Diver. Go back, go down the small slope, and take the lower path west. Follow the path until you reach the exit to this area. Head on to the Dam.

~~~~~  
Enemies: Puspool, Eye Goo, Mage Goo, Flue Goo  
Items: Short Sword, Swisher, Vitamin x2, Swallow Eye x2

You will have a short conversation with the guy here. Now, you're going to have to cross the dam. You are already at the bottom of the first ladder. Head to the next and go down. Go west and down yet another ladder. Go into the hallway. Inside, go west (there is a man to the east, but he has nothing interesting to say). Follow the path, talking to the people underway if you want to, until you reach the forced conversation. Talk to the guy with the tube. You'll receive the Sluice Key. Go all the way back up, and go into the door with the sign on it. Operate the switch in here.

Head up the ladder, and outside, up the next ladder. Go east past the next ladder, and cross the sluice. Take the ladder to the east first for a chest with a Short Sword. Now follow the path inside. Operate the second sluice. Subgame time...

Just twirl around the D-Pad to make the wheel spin. You

should start slow and keep going faster. There's a small tone sounded when you are going fast enough, as well as a ! over Ryu's head. Keep going for another while until Ryu sweats. Nina doesn't want him to stink, so press O then. The girl will give you a Swisher.

(-NSS- The girl says something about wanting to see what happens if you keep going for a while before you start. She also says the wheel will go smoother now you've helped her. I'm not sure whether you always get the Swisher, only when you perform well, or there are many different prizes to be won.)

Go through the passage to the south, take the chest with 2 Vitamins to the west. Head back inside and up the ladder. Follow the path back, and go over the second sluice. Go up the ladder and take the 2 Swallow Eyes in the chest at the end. Go back down and keep going eastward. As you go back outside, talk to the man in the tower if you want, and go on south. At the ladder leading up, first operate the switch to the north, and cross the drawbridge. Give the key back to the boss-type-guy, and the alarm will be sounded. Cray is determined, however, and he wants to go on. Go back over the drawbridge.

Up the ladder here merely leads back to the guy standing guard atop the tower, so there is no need to go there.

Operate the lift, and you will have to press X a couple of times. After some sequence, you will be back on the World Map. Go north.

!(coast) p029  
~~~~~

There is some sequence, and then some fellow will ask you money for his song. Give him 100 Z. Don't go cheap on him, or he will sing nonsense about tadpoles and other generally uninteresting stuff, and ask the same question again. So unless you have an assignment about tadpoles, pick 100 Z.

Actually, if you pick the 10 Z four times, he will eventually sing the Dragon song for you. So if you think hearing out four uninteresting songs is worth 60 Z, you can pick 10 Z.

He will sing for 10 seconds. That's all folks! Back on the World Map, head on east to Kyria.

Kyria p030  
~~~~~  
Item: Belladonna

There are some traps in this town, but they are really obvious so you can easily avoid them (not that they harm you). The chest to the southeast of town contains three monsters, chests named ????. I'm not sure of their stats, but they dropped me an Ice Punch. The three houses here are,



from south to north: the mayor's house, the Inn, and a shed. Just head over the bridge. Get caught in the trap on the bridge. Once over the bridge, talk to the guy on the east for a Belladonna. At the house to the south, examine the dog house to fight a BeeTroop.

Walk into the southern hole, and you will fall down. Climb the ladder into a house. Take the Fish-head from the cabinet. Talk to the schizophrenic parrot. You are supposed to translate what he says :). Try it, it's fun. If you don't want to play yourself, here are the correct answers:

"We really have no time for this..."

"No"

"No"

"Not really"

Then just pick "Where's the mayor?".

Go out of the house. Fall into the northern hole this time. Drop down, take the 400 Z, drop down again, and go back up. Exit the village and head for the Woods.

Woods

p031

~~~~~  
Enemies: Cap, Red Cap, Flue Goo, Fungoid

Boss: Maman

Items: Apple, PointedStick, Earth Ward, Aura Ring,  
Healing Herb x4, Wisdom Seed

Head on into the woods, and talk to the guy near the apple tree. He'll tell you about the mayor, and give you an Apple. Head north past the fellow, and go east. In the new area, head east and skip the pitfall, head south instead. Go up north to the chest hanging as a trap. Activate the trap to get the PointedStick. Go south, and south of the bridge, walk south through the trees here, and you will come to a small area with a chest containing a Earth Ward. Head back, down the slope, up the slope to the east, and head past the pitfall and fall down the pitfall there. Get the Aura Ring from the chest, jump down and curl around the path to find the ladder back up through the well. Go up the northern slope near the well. Go on past the cage, and drop down the pitfall just east of it. Take the four Healing Herbs from the chest, jump down, and climb back out of the well. Head up the northern slope again, but this time head down the slope west of the cage. Follow the path into the next area. Keep following the path, jumping over all the gaps, to the first intersection. South is a small dead end, so take the northern route. At the next intersection, take the path to the west and get the Wisdom Seed. Head back and take the northern path. You will get some sequence, and you have to fight Maman.

\_\_\_\_\_  
/Maman\  
/

| HP: 3600

Zenny: 450

Experience: 1500

|

|

| Item: Apple, Flame Punch |  
| Skill: Body Press |  
| |  
| This is the first boss battle in which you will have |  
| than three characters. This means you can change who is |  
| in the back row. You should change the person in the |  
| back row every now and then, because they will heal |  
| Status and some AP (equal to CP). Anyway, this dude will |  
| go down after some strong spells. Use Aura's Flame |  
| Strike, and some other Skills with the rest. Combo some |  
| skills, it's handy. When Nina is in the back row, she |  
| might use cheer, which heals 140 HP to all, which comes |  
| in very handy. Also try the Burn + Sever\Eddy Combo. |  
\ \_\_\_\_\_ /

After that, you'll be back on the World Map. Head back to Kyria.

Kyria p032

~~~~~  
The mayor will tell you you can stay at the Inn. You will see some Fou-Lu sequence, then you will be back to Ryu, and Cray will fall down a pitfall. Head back up, save at the Inn if you want. Go up the mountain path to the northwest of Kyria.

Secret Passage p033

~~~~~  
Enemies: Army Bat, Puspool, Tadpole, Zombie, Cadaver  
Items: Water Bomb, Ammonia

Walk east past the shallow water, and get the Water Bomb from the chest. Go back, and head north over the water. At the turn, head further east. Follow the path into the next area. At the intersection, take the path north. Get the Ammonia, head back, and take the path east this time. Go on through the twirling passage, and into the next area.

Walk up the steps to the northwest. Go up another set of steps to the north, and another to the west. Jump over the gap, and get the 500 Z from the chest. Jump back over the gap, and go back down the steps. Head north. Follow the path into the next area. Follow the small pathway here to the small chamber with the ladder. Head up the ladder. You will now climb up out of the Synesta well.

%%  
%% The Search Continues c1.5 %%  
%%

Synesta p034

~~~~~  
Okay, this place is a MAZE. Use Nina's Jump action to ease things up a little. Luckily, the Item shop is easily

recognized by the fact that it's ran by a fish man (thank Capcom for making all merchants look exactly the same!).The house near the marketplace is ann Inn, and upstairs you will find the Weapon Shop(also a fish merchant).

In order to continue the game, you should go into the orphanage(the house near the well), and talk to the nun there. Go back out, and you will see another nun chasing Chino. Talk to the nun, then to Chino, and you have to play catch with him (lot's of subgames in this game, huh?).

Chino runs just as fast as you, but you can gain a small bit on him by making better curves. The real problem is, you can't see very well with all the buildings in your way. You have to cut him off somewhere, try Nina's Jump action to find him more easily. The best place to catch him is on the walkways at the higher levels, because you can see better there. Try the balconies to the north and east of town, you can easily hide behind a corner here, and use all the corners to gain some terrain on Chino.

The nun will tell you about the visit of Elina. She doesn't know where she went, though. Chino will come in, and tell you he knows, but you have to play Hide and Seek with them.

The first kid is found... inside the orphanage. There are actually two kids already in here, one is not playing, the other is. Talk to them. The one playing will give you a hint on where to find Rudd. Go out of the orphanage.

Inside the passage to the east balcony, you will find Rudd. Talk to him. He'll tell you that Goete is at the gate.

Head west to the gate out of Synesta. You'll find Goete there. He'll tell you Nahma is on the stairs.

Head up to the northeast, and up the first stairway. Go further up the stairs to the south. As you reach the stairs leading back down to the balcony, note that Nahma is on them. Talk to her. She will tell you about Modo.

Head back up, over the bridge, and back down all the stairs. Head east with the passage next to the stairs, and talk to the frog boy here. He will tell you about Konoko.

Don't mind the directions, I've already counted them out. Just head west, and into the Inn, Konoko is up the stairs here.

After all that, head back south, then east back to the orphanage. Talk to the nun. Modo will say that Chino is hiding in the cellars below. Now you have to go find Chino. Head south some, up the stairs, further up to the east. Turn around to the west, and talk to the guard here. He won't let you go in. A woman carrying a pot with water will come from the north. Talk to her. The guard will go buy water from her. Now is your chance, head in there.

~~~~~  
Enemies: Roach, Mouse

Items: Ammonia, Protein, Raptor Claws

Just follow the path down. You'll come to a hall with doors. In the first room, there is an Ammonia in the cabinet. The second is empty. Follow the path further, down into the large room. Cray can't push the barrels here, so walk over the planks instead. Take the Protein from the cabinet behind the bar. Go on, there still is no choice of direction. Take the 80 Z from the cabinet underway. When you arrive at the cells, you will see Chino is in the first one. You can't open it, though. The other cell holds the Raptor Claws for Ershin. Keep going, this dungeon is pretty linear huh?

Both of the cells upstairs will have a hole in the ground, the second one shut with planks. Stand on the planks to fall down to where Chino is. He will tell you about Elina.

Synesta

p036

~~~~~  
Boss: Kahn

You should now head for Marlok's place. It's opposite the Inn. Talk to the big guy in front of it. Now you have to fight Kahn.

```
_____/Kahn\  
/_____  
| HP: 3000          Zenny: 0          Experience: 1000 |  
|_____|  
| Item: Ginseng    |  
| Skill: Shout, Focus* |  
|_____|  
| Combo magic works nice, as always. He attacks very |  
| little, but when he does, he hits you hard. Make sure to |  
| heal to full health after being hit! He has high defense |  
| so you want to use magic more than physical Skills. If |  
| you use Aura, use Hwa, not Flame Strike. |  
\_____|
```

After the battle, Marlok will invite you in. He tells you to go find some thief, and Nina has to help him do some chores. >From Marlok's house, go up the stairs and head to the south. Talk to the man sitting up there. He will hint that you should look outside the village. Spend almost all your Zenny on equipment and items.

World Map

p037

~~~~~  
A new path will open. Go into a Random Location on this path. You will find the guy. He will run off.

Hideout

p038

~~~~~  
Enemies: Mouse, Rat, Army Bat

After a small sequence back at Marlok's, you are back at Ryu's crew. Go inside the cave, and you have to play yet another subgame. Use Cray to block passages with the barrels, and catch the thief (splitting up seems like an easier solution to me, but maybe that's too much thinking for them?). Watch out, he'll run past you quickly when the passage is blocked. Tap X to prevent him from doing that.

After catching him, the thief will explain it was Marlok who swindled the thief. When you are back in control, go back into the Hideout. Talk to the thief. His name is Stoll, he is a Master, who will teach you Steal at 80 items. You don't have that many yet, but keep him in mind, Steal is a great ability. Also, any characters not apprenticed to anyone should be apprenticed to Stoll, because he gives NO penalties. Just +1 agility.

Synesta p039  
~~~~~

As you head back to Marlok's he will think you did a bad job, and send you on a new errand. Go out of Synesta. yet another new path will open up.

World Map p040  
~~~~~

Yet another new path will open up. Go into a Random Location here. Read the sign in there, and you will open up a new fishing spot. When done fishing, head for the Wharf.

Wharf p041  
~~~~~

Enemies: Roach

Talk to the man behind the crates. He'll tell you to clean up the storage room. Now you have to play... Sokoban (Does ANYONE know that old game...?)! Just destroy the old, darker barrels with Ershin, move the jars north, and the crates south. The dark tiles around the signs are where the jars and barrels go. If you screw any up, just destroy them with Ershin.

\*\*\* My score: 1000 + 1500 Time Bonus = 2500 \*\*\*

After you complete that subgame, you'll get another Marlok & Nina sequence that leaves little to the imagination (or a lot, if you're a pervert). You have to do another subgame, with the crane. You have to place crates on the blue marked squares. Go for the light blue ones, those give double points.

\*\*\* My score: 1000(I screwed up on the light blue spots) \*\*\*

Marlok will show up. He will give you something for your trouble, it's variable. You can get:

Chopsticks

Straw  
Spoon

You can return here anytime after this to play this subgame for extra Game Points. You'll only receive 10% of the points you could make the first time, though.

After some sequence, you will switch to Fou-Lu again.

Bunyan's Place p042

~~~~~  
Enemies: Snapfly  
Boss: Khafu

Fou-Lu will be all healed up now. Go outside. Fou-Lu will talk to Bunyan shortly. Behind Bunyan's house there is a chest which contains 2 Proteins, but Ryu will come here sometime too, and I think leaving them is a better idea.

Head down the slopes into the next area. You will meet up with your old pal Yohm. He summons a big bird-type-thing to kill you. You have to fight Khafu.

```
_____  
_/Khafu\  
/_____  
| HP: 20000      Zenny: 0      Experience: 22000 |  
|_____|  
| Item: Fire Ward, Ambrosia |  
| Skill: EldrichFlame, Heal |  
|_____|  
| Change into the Astral Dragon. Use Frost Strike. This is |  
| very easy. |  
\_____|
```

After that, Yohm will tell Fou-Lu he commands many more monsters, and another Khafu will show up. Fou-Lu tries to escape, and he changes into a dragon, but he is shot down by the bird. After a not so great landing, you will switch back to Ryu.

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%  
%% The Empire c1.6 %%  
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

Kyoin p043

~~~~~  
Head north into the village. There are two shops here, and an Inn. That's pretty much all. Head up the stairs and into the tower.

Causeway p044

~~~~~  
Enemies: Gonghead, Mouse, Armor

Boss: Ymechaf

Items: Healing Herb x3, Glass Domino, Ammonia x2

There is nothing down the stairs, so head into the doorway. Go on to an elevator. Go in. To the east, there are some doorways. Skip the first. Through the second, search the cabinets for 3 Healing Herbs. Go back outside and head on up the stairs. You'll come to a hall with two doorways. The first holds a chest with a Glass Domino. The path continues through the second. Keep going. You'll come to another one of those square holed rooms, but this one has a platform in the middle. The platform is an elevator, you can use it to go to other floors. Head on through the doorway to the east, and take the elevator up. You'll see some sequence with lightning, and when you head forward, you will meet the guy who summoned Joh before again. This time, he will summon Ymechaf.

```

_____/Ymechaf\_____
/
| HP: 6000          Zenny: 0          Experience: 2000 |
|
| Item: Aurum, Ice Punch |
| Skill: Whirlwind, Cyclone, Sever |
|
| You can throw Ymechaf off balance, which lowers his |
| Defense severely for one of your attacks. I'm not sure |
| but it seems to me that Combing magic makes him go off |
| off balance (2x is enough). Do watch out for his |
| powerful Whirlwind attack, and just attack. The best way |
| to attack is to first make a Combo in which you throw |
| him off balance, and then make a second Combo with many |
| physical Skills to damage him. He is slow, but not |
| necessarily so slow that everyone moves before him. If |
| not everyone moves before him, put the slowest character |
| in front for the Combo. |
|
| Note that when you throw him off balance before he acts, |
| and you don't hit him anymore that turn, he won't act |
| anymore! |
\_____

```

After the battle, the party will run through the teleporter, leaving the weird fellow behind. You will arrive at a similar tower. You could just take the elevator straight down, but if you want, stop at the third floor for 2 Ammonias, and stop at the second floor to get a Vitamin from the cabinet in the room across the hall. Head outside.

World Map p045

~~~~~

Enemies: Mage Goo, Flue Goo, Bandit, Gonghead, GooCount

Head south to Astana.

Astana p046

~~~~~

Here, do any shopping and stuff you want to do. When you are ready to go on, just talk to the big buff horse man walking around the stairs at the entrance of this area. He will ask you:

"Have you seen the big aqueduct nearby? That's where Anasta gets all it's water from."

That seems to be enough reason for your characters to go there (?), since on the World Map, the Aqueduct area will appear. Go there.

Aqueduct p047

~~~~~

Enemies: Mage Goo, Flue Goo, GooCount, ToxicFly, Armor  
Items: Ginseng, Life Shard, Magic Shard

Head up the plank, and up the ladder. Go east to get the Ginseng from the chest. Go back west. Head further up the ladder on the other side of the aqueduct. On the other side, you'll come to a small guy who will think you are the repairman, and who will power up the gondola for you. The gondola will take you down to the planks. Slash the rope to drop the plank and open the passage back to where you came from. Go the other way (unless you want to go back outside...). Jump over the gap and go up the ladder. Up there, head further east toward a chest with 500 Z. Go back west, down the ladder, and over the gap. Climb the ladder. Go east, and you will come to a water basin. Jump in. The place where you end up will look familiar...

The diary is still there, so use it to rest and save. Go west, north, then east a bit to the two doors. Go in the first of them, There is a Life Shard in the bag this time. Skip the second door, go further east and up the stairs. Go on through the door, the hall, and another door. You will find a Magic Shard in one of the cabinets. Walk into the passage with the red curtain before it. Cray will say exactly the same thing as in the dream (Couldn't he just say: "Well, we all know what we did in the dream, right?"). Go behind the curtain, and walk to the other side. After some sequence, it's time for chapter II.

%%  
%% The Endless c2.0 %%  
%%

Ludia p048

~~~~~

Item: Aurum

Nina will come to wake you up. When you are in control, take the Aurum from behind the bed and save\rest at the diary if you want to. Go downstairs. You'll meet Scias, someone assigned to make sure you don't run off. Go outside, and Scias will join you. He's a new party member, mind you. Also note that since Cray is being questioned, he can't come with



you. Head for the castle and you will have a short sequence there. Now upgrade your equipment in the house to the west of where you start if you want, and head out of Ludia.

Don't forget to change Scias' Master to Stoll or Rwolf (I'd say Stoll).

World Map p049

~~~~~  
For the story to continue, you have to go to Worent. I suggest you head north to Shyde first though. Go into a ? area on the path between Shyde and the intersection. You'll find another sign for a Fishing Spot. Fish if you want. Go on north into Shyde.

Shyde p050

~~~~~  
You will note the blue fish at the entrance. He is a Manillo with whom you can trade fish. This time, you actually have some of the fish he wants. Still, none of the fish can be aquired from the only Fishing Spot available to you at the time :(.

Walk on under the passage. In a corner here, a man is standing. Exchange your Lead Ball with him for a Bronze Ball. There are two shops here. The area past here contains nothing that is of any use as of yet. When done here, head for Whychwood.

Whychwood p051

~~~~~  
Enemies: Wyd, NutTroop  
Boss: Sparrow (easy)  
Items: Healing Herb x3, Magic Shard

Head south into the woods. Instead of going down the slope, cut off by taking the path to the east :). Take the path leading west and get the 3 Healing Herbs from the chest. Go back and further to the south. You will be forced to go east and go into the next area. Now, Nina will shrink all of a sudden. The rest of your party will think she has disappeared. Then a bird will fly down and pick her up. Still, your party is clueless. Head on south, and you will see some sequence with a couple of faeries.

The faeries will think YOU are no fair... But they will explain what they did to Nina.

Don't go down the slope to the west, but instead, take the path to the right of it. Jump over the gaps, and you will come to a bag with a Magic Shard. Take it. Head further west, and down the slope. Go to the southwest and go up the slope there, and jump over the gap. This tree here holds Nina. Ram it with Ershin, and you will get some sequence.

You are now in control of Nina.

Walk up the edge of the nest, and you will see a spot where you can jump off. Do so. Head to the north. Now, the bird will come back, and it thinks Nina is one of her babies. The bird will insist that Nina eats a caterpillar. You will now initiate a battle.

```
_____  
_/Sparrow\  
/  
| HP: 600           Zenny: 100           Experience: 250 |  
|  
| Item: Bird Drop, Wooden Rod |  
| Skill: Feeding Time, Ponder |  
|  
| Don't fight it. Defend, and heal (You don't want to kill |  
| the birdie do you?). If you didn't kill it, it will |  
| escape, and it will leave you alone, leaving you a |  
| Bamboo Rod. |  
\  
/
```

Head further north. There will be a conveniently hanging string from the tree, so climb down it. Ershin will not allow Nina to climb down safely, and he will ram the tree some more. Nina will enlarge right at that moment, and fall on top of Ryu. She seems quite embarrassed by this.

Anyway, just head north for another while, and you will be able to leave the forest, and you'll be back on the World Map. The path to Worent will open up. You could go try out your new fishing rod first though :).

Worent p052

~~~~~  
Boss: Kahn  
Item: ManlyClothes

It's a whole village with people looking just like Rei! I mean, Cray. Go into the Watermill, and look who's there. It's the wack girl again. She will explain some more simple concepts to you. Head into the house east of the mill. This is another Inn/Shop combination.

The two buildings to the south contain people who will tell you that Cray is the chief of Worent.

Go further up east, and up the stairs. The party will explain their situations to the elders. After the elders almost declare war on Ludia, they will tell you about Tarhn, Cray's mother. Ryu decides to go look for her. Head through the door to the south and down into the basement. Take the ManlyClothes there. Go back outside and try leaving the village. Kahn will leap down and attack you.

```
_____  
_/Kahn (2nd fight)\  
/  
| HP: 3500           Zenny:           Experience: 2000 |  
|
```

```
|
| Item: Ginseng
| Skill: Tiger Fist, Shout
|
| Have Ryu morph into the Aura Dragon. He still has high
| Defense, so use Nina's magic rather than physical
| attacks. ShiningBlade works very well though, especially
| if you Combo it. Also, Flame Strike is more effective
| than Hwa this time. . Also heal when needed. The Tiger
| Fist Skill does heavy damage, but Kahn only has the AP
| to cast it once :). After that, he will mostly use Shout
| and guard. Just practice your Combos on him or
| something :).
|
\_____/_
```

After you kick his rear again, Una will show up. She is the Master of Kahn, so it seems. Go back into the house where the elders live, and head up the ladder. Talk to Una here. Say that you are sorry, and she will offer to train you. I'd say she makes a good master for Cray, but he is not in your party at the moment. Anyway, if you go on the World Map, a new path will appear to the Plains.

Plains p053

~~~~~

There is a sign a small ways to the east. It says:  
"This way to the Golden Plains. Need a horse? Go to Worent!"  
It appears you need a horse to travel here, so go back to Worent.

Worent p054

~~~~~

Go to the southeast of town. Talk to the woman by the floating... thing with a saddle on it. The woman will tell you it takes a long time to learn horsebackriding. The weird thing flying around you is a whelk. You will take that thing with you instead of a horse. Head back to the Plains (make sure Ryu has the BurnSkill).

Plains p055

~~~~~

Enemies: Nut Mage, NutArchr, NutTroop

As you arrive here, Ryu will be riding the whelk out of the camp. He falls of after a short while. After Ershin explains that riding is not an innate ability for Ryu, Scias will ask Nina why she would help people when there is no benefit for her. Anyway, you will now be sitting on the whelk, on a screen that will look very familiar to people who have played BoF3.

Just like the BoF3 desert, many people seem to hate this part of the game, but I don't see why. If you follow the directions you get, you won't get lost. I know I didn't.

Just a note, I've been keeping my levels very low throughout the game, partially because I run away a lot. Ryu was only lv 12 here in my game. This is the first part of the game where it really caused me some trouble, because those Nuts hit pretty hard, I was on my own, and having to start this part all over is not funny.

Before you start running through the Plains, I will first show you a small ASCII of the compass, just so you are heading the right direction.

```
Red pin
  N
  |
W - + - E
  |
  S
White pin
```

You'll start facing east. That is the direction you need to go. Unlike BoF3, you are allowed to use your compass here. Just head east, by pressing up on the D-Pad.

<East: Red pin points left.>

When you encounter enemies, just use Burn and they will die. The NutArchrs/NutTroops might require two.

After a while, you will come to the big rock. Head northeast from here. After a while you will see a thin line of smoke at the horizon. Head a little further toward there, and you will arrive at the Camp Site.

<Northeast: Red pin points to the upper left.>

?(Camp Site) p056  
~~~~~

Cray's mom will invite you to join her at the fire. You will talk to her for a while, and she will tell you you can rest in her tent. You will also see some sequence of Cray's trial, and some flashbacks.

The next morning, as you woke up, head outside the tent. Talk to Cray's mother again. You will get three options to use as arguments to free Cray. Pick the King's Sword. Cray's mother will think it's a good idea. Now you need to head back to Worent, to ask the Worens how to get to Mt. Glom. Walk out of the area. You will be on the World Map. Head for the Plains, which is now a ! area.

Plains p057  
~~~~~

You'll have short chat with Nina. Afterwards, walk of the edge of the area, and pick to exit the Plains. Go back to Worent.

~~~~~

Go talk to all three the elders. One will tell you how to get to Mt. Glom. It's time to head back to the plains for another trip...

~~~~~

You will now be on foot (?). Head east again, to the big rock.

<East: Red pin points left.>

This time, head south from the rock.

<South: Red pin points down.>

You will have to walk south for a while. You can continuously see your target at the horizon. After a while, you will come to a brighter part of the Plains, and you will switch to the Mountain.

~~~~~

Enemies: Wyd, Firewyd

Items: Fire Ward, Vitamin x2, Drill Punch, Molotov x4

Note that, if you want to quit playing now, or rest and save, you can just walk out of Mt. Glom, and you will be back on the World Map, with a convenient new path leading to Mt. Glom.

Head into the cave. This cave resembles Mt. Zublo from BoF3, and stepping onto the lava will have the same effect, HP loss. Go north, and jump over the gap. Get the bag here, it contains a Fire Ward. Go on into the passageway, and keep heading east. Go up the slope, and into the passage to the north. Head toward the east. It seems a dead end, but when you fought a battle (either by winning or running away, it doesn't matter), the plates lying here will rearrange, and you can get the chest across the plates. It holds 600 Z. Get back on the plate, and run around on it to get into another battle.

After that battle, the plates will move back into their old positions. Move onto the northmost plate. With another battle, the plate will rise. Get the chest toward the northwest. It will contain 2 Vitamins. Get into another battle, and the plates will change position again. Move onto the plate to the north. After yet another battle, you can go into the passage to the west here. Take the Drill Punch there. You could equip it, but the Ice Punch is really handy against those Fire monsters. Anyhow, head back outside, and battle again. Move over to the eastern plate. You will need to do one more battle. After that, you can cross over to the

east side, and go into the passage there. Cross over the bridges and you will come to a cottage. This is where the smith resides.

He tells you that you will need the Faerie Drop, a very rare metal that can only be obtained in the Faerie Dimension. After your party decides to go visit the faeries in Wychwood, you will be back in control. Take the Aurum from the smith's cabinet, and then head down the ladder in the hatch. Down the ladder, take the west path first. Cross the two bridges, and you will come to a chest holding 4 Molotovs. Go back to the cave below the smith's house, and take the east path this time. Follow the small pathway outside. Outside, take a few steps, and you will be back on the World Map. Do your stuff, then head back for Wychwood.

Wychwood p061

~~~~~  
As you walk in, you'll hear faeries laughing. Head into the forest toward the south. Jump over the gap, head northeast, up the next slope. You'll see some of those sparkles that indicate the presence of a faerie. Examine them, and a faerie will appear. His two buddies will come up behind him.

Watch the sequence. You need to be dreaming to enter the Faerie Dimension. But don't worry, the faeries will give you a hand doing this :).

Faerie Dimension p062

~~~~~  
Bosses: Nmago, Ckom, Kyo, Udy, Bokta, Fantam

When you are here, the faeries will explain they need you to get rid of the nightmares for them. Look for the speech bubbles saying "ZZZ", walk up to them, and examine them. Each of them will initiate a battle with one of the nightmares. Note that you can return to the regular world to heal up at any time, by talking to the leader-type-faerie.

```

  _____
 /Nmago\
 /
 | HP: 1700          Zenny: 40          Experience: 340  |
 |
 | Item: -          |
 | Skill: -         |
 |
 | Just attack him until he kicks the bucket. He's very |
 | easy. You probably won't even need to heal.          |
 \
  _____

```

```

  _____
 /Chkom\
 /
 | HP: 1600          Zenny: 50          Experience: 320  |
 |
 | Item: -          |

```

```
| Skill: Sleep, Rock Blast |
|
| This one will actually be able to deal some damage to |
| you, with it's Rock Blast Skill. You might need to heal |
| in between once. |
\_____/\
```

```
_____/Kyo\_____
/
| HP: 1800          Zenny: 30          Experience: 360 |
|
| Item: Magic Shard |
| Skill: Weaken, Blunt, Enfeeble |
|
| Don't use magic, it has no effect on him. Just use |
| physical attacks and Skills, you should be fine. |
\_____/\
```

```
_____/Udy\_____
/
| HP: 1900          Zenny: 20          Experience: 380 |
|
| Item: Life Shard |
| Skill: Leech Power, Drain |
|
| It will evade many physical attacks. Use magic instead. |
| If you use Firewind (Burn, then Sever), the Combo will |
| do pretty high damage. So use it. |
\_____/\
```

```
_____/Bokta\_____
/
| HP: 1300          Zenny: 60          Experience: 300 |
|
| Item: Life Shard |
| Skill: - |
|
| Just attack him a couple of times. This is another one |
| of the real simple ones. |
\_____/\
```

A big, bouncing... Errr... thing will appear. Examine it for the final battle, against the big nightmare boss, Fantam.

```
_____/Fantam\_____
/
| HP: 5000          Zenny: 1800         Experience: 5000 |
|
| Item: Magic Shard |
| Skill: Frost, Drain, Nose Dive |
|
| Every attack you perform will change it's size, and with |
| that, it's attributes and Skills. This makes magic a |
| rather tedious thing, so use physical Skills where |
| possible. Use ShiningBlade up, then put Scias in the |
| back row to regain AP, and use it again. It should be |
\_____/\
```

| pretty easy. |

\ \_\_\_\_\_ /  
Once you win the battle, the thing will shrink and disappear. People who played BoF3 should recognize the music playing now, it's been edited a bit, but it's the same.

The faerie leader seems pretty happy now. He will hand you a Faerie Drop. Now, it's time to exit the area and head back to the smith.

?(Smith's house) p063

~~~~~

Head back into the cave, and go on into the cave underneath the smith's house. Climb the ladder here. Talk to the smith and he will forge you a new King's Sword. Head back down the ladder and east outside. Leave the area, and head for the Ludia kingdom.

Ludia p064

~~~~~

Head east into the castle. You will find that the Empire has had the same idea as you... Nina decides to go rescue Cray. Head back to the town area, and go into the first house (the one you started this Chapter in, remember?). Upstairs, you will be prompted to wait for nightfall.

?(Unknown) p065

~~~~~

You will see a sequence with Fou-Lu, as he was saved by someone again, a girl this time.

%%  
%% Cray's Escape c2.1 %%  
%%

Ludia p066

~~~~~

Enemies: Soldier, Troop, Roach, ToxicFly  
Item: Artemis' Cap

At night, save if you want. You will notice that Scias is with you... Anyhow, just head downstairs, outside, and to the southwest of Ludia. Talk to the man standing here to exchange your Bronze Ball for an Iron Ball. Head back towards the castle. You will get some sequence. It appears that Scias does not really agree with his superiors. Go west a few steps and head north toward the guard. You have to kill him off in one turn, or he will call for help, and you have to start over the castle. He has about 900 HP.



Go on to the north. You will come to the next room. Beat the guard here and go into the passage behind him. Take the Artemis' Cap here, and go back to the previous room. Head up the stairs. Head on east through the passage, and up the stairs. You will come to another guard.

Once you win the battle from the guard, you will get some more sequence. Cray will now rejoin your party.

Head inside, and east through the passage. Go downstairs again, and follow the path back outside. Head out of Ludia.

World Map p067

~~~~~  
You really have to head towards Worent now, but I suggest heading back to the smith's place first. You'll see why soon enough.

?(Smith's house) p068

~~~~~  
When you talk to the smith, he'll offer to make you Armor out of items. If you want a guide on what can be made into what, check section 04\4. To actually get something, you will need 3 resources, but you should have the 2 Glass Shards from the digging game, and you might have found some exploring. When you're done at the smith's place, just go back outside and head for Worent.

Remember this place whenever you have any good junk with you.

Worent p069

~~~~~  
Just head into the village, and talk to all three the elders. The one in the center will tell Cray he should also go see his mother. So you'd better go do that. Exit here, and head for the campsite (? area north of the Plains).

?(Camp Site) p070

~~~~~  
Cray will apologize to his mom. His mom will tell you that you can stay in her tent again. After you wake up again, head out of the tent. Talk to Cray's mother. Nina will figure it all out, and conclude that the Empire must be looking for Ryu.

Nina will suggest asking the Wyndian Wind Dragon for advice. Cray's mother will say she is not sure whether Ryu is indeed a dragon, but I suppose you already figured it out by now :). Head back to the Plains area.

Plains p071  
~~~~~

This time, just head east, and further east past the big rock. After heading east for a while, you'll come to a golden area in the plains again. You are now at the Shrine.

Shrine p072  
~~~~~

Enemies: Drake, Catrpilr  
Items: Silver Top x4, Light Bangle

As always, you can just exit the area and it will become a spot reachable from the World Map.

Head east, and down the passage leading inside. Examine the altar before the statue, and you will be prompted to insert the Jadestone. Do so. The statue will sink, allowing you access further inside.

Head on east. Head north at the first intersection. Continue north at the second. At the third, head west first to get a chest containing 500 Z. Head back to the intersection. Head east to the next, and east past the following one too. At the next intersection, head south. Follow the path east to a passage. You will come to a room with multiple colored lasers.

You have to use Cray to push the handles, so the lasers will change direction. The crystals will reflect the lasers. Don't touch any of the lasers, because they will damage you.

Walk down the middle stairs. Push the handle on the green laser here toward the south. Go on to the north, to the yellow laser. Push it's handle to the north. Head back up the middle stairs, and go down the southern stairs. Follow the path between the lasers here to a chest containing 4 Silver Tops.

Go back down, and push the red laser's handle to the north. Head back to the south and up the stairs, then down the middle stairs again. Push the handle of the green laser back to the east. Go back up and down the southern stairs again. Push the handle for the red laser back to the east.

Enter the passage to the east and take the Light Bangle from the chest here. Head back out. The lasers are already out of your way, so just head into the passage to the north. Go up the stairs here. You will come into a hut. Talk to the dude in here, and he will exchange your Iron Ball for a Brass Ball. Head out of the house.

If you trade a Bronze Ball for an Iron Ball here, you missed

the trade in Shyde, or the one in Ludia. If you trade a Lead Ball for a Bronze Ball, you missed both. The one in Ludia can't be gotten anymore now... :(.

To the west of the house is a chest containging 2 Ammonias. Take it. After that, just exit this area in any direction. Head for Ahm Fen.

Ahm Fen p073

~~~~~  
Enemies: Patrol, Cracker, Nut Mage  
Items: Baby Frog, Life Shard x3

Head on east over the thin bridge to the small isle. Go on over the bridge to the south. Follow the bridge to the next isle, and go over the following bridge to another isle. Head for the bridge to the east. Jump over the gaps in the bridge, and you will come to another isle. Head down to the west of it. Keep going west to a chest with a Baby Frog. Head back east, go past the plank you came down with, and go up the next plank, into the next area.

You will come to an intersection. Take the path northeast, stepping on the repaired piece of bridge underway. The snakes will move. Head on over the planks, and you will be able to walk over the snake. On the next plank, step on the repaired piece, but don't go over it. Instead, walk back to the snake. Over the snake, head further south, down the plank, and get the Scale Mail from the chest. Walk back over the plank. The snake will move away before you. Oh well. Just step on the repaired piece four more times, and the next snake will be in position. Walk east toward the next plank. Step on the repaired piece three times to make the snake appear here. Head back west over the snake, and you will notice he is now in your way to get the chest. Step on the repaired piece two more times and get the 3 Life Shards out of the chest. On your way back, you have to walk over the repaired piece again and the snake will move conveniently into position. Move over it. At the next plank, just step on the repaired piece and head back onto the snake. Walk over it once more, and head down the plank. Jump over the stepping stones in the water to the south. Head on up the plank and walk to the east out of this area.

Walk on over the plank to another isle. There will only be another plank to the north, so take that one. You will be back on the World Map.

World Map p074

~~~~~  
Some new paths will open up. Before you head to visit all those cool new areas, I suggest taking the path all the way north straight to Wyndia. Halfway the path before Wyndia, you will have a camping sequence and a faerie will ask for your help. You can now start the Faerie Village subgame, which is the coolest subgame ever IMO. Check section 11 for information about the Faerie Realm. I'd say it's a good idea

to develop the Faerie Village a bit before continuing.

Also, head for the ? area to the northwest of Ahm Fen.

?(Njomo's house) p075

~~~~~

Item: Vigor Seed

There is a house here. Head inside. Take the Vigor Seed from the cabinet here, and talk to the man. He will tell you about his wife (weird, weird story. Especially if you consider the fact that faeries have no gender...). Head up and talk to the faerie there. She will scold you for barging into her room. Remember her though, she will become a Master when you have progressed enough into the Faerie Village.

Do your stuff, and when you are ready to go on, head on north to Wyndia.

Wyndia p076

~~~~~

Items: Swallow Eye x2, Fish-head x2, Eye Drops,  
Ring of Wind, Fat Frog

Walk east a small bit and you will see a blue manillo sitting there. You guessed it, he runs another fish shop. This time, you can actually head back and catch some of the fish he wants, if necessary.

Straight north from the Manillo merchant, head up the stairs and into the mill. Inside, you will see a familiar person, it's Momo! Talk to her and she will become a Master. I'd say she is a good Master for Nina.

To the west of the mill is an Inn. There is a merchant upstairs here.

Head into the big house to the south. There is nothing upstairs. Head into the south door. The thin man here will trade you 4 Aurums for your Straw. Head into the west door and take the 2 Swallow Eyes from the cabinet. The cabinet on the other side holds 2 Fish-heads. The northmost door will lead back to the hall of the house. The house to the east holds an Eye Drops in the cabinet.

Head up the stairs in the east of Wyndia and enter the elevator. It will take you up into the castle.

Head further east and enter the tower. Head up the stairs in here. Head back outside. Follow the path north into the next tower. Take the Ring of Wind in the chest here. Head back south to the previous tower and down the stairs again. Outside, head north into the middle area. Talk to either of the guards here with Nina in front, and they will let you pass.

Head down the stairs here, and head west, outside. Enter the passage to the north. Follow it and you will come down to a

prison cell. The man here will trade your Brass ball for a Tin Ball (again, a different trade means you missed one in the past).

Head back outside and back into the big room. Head back upstairs. Talk to the thin man here and you will get some sequence with the king of Wyndia, and about the Wind Dragon.

You'll note that the king of Wyndia is a lot nicer than he was in BoF3 :).

After you wake up again, head out of the room you are in to the west. Re-enter the king's room to the north, and loot his dressers for a Fat Frog. Take the elevator back down and leave Wyndia. Head for Kasq Wds.

Kasq Wds

p077

~~~~~

Enemies: BeeTroop, Bilboa, Cracker, Nut Mage

Items: Weather Vane x2, Long Boots, Magic Shard, Aurum

Flattop x3

Head west into the woods. Go over the bridge. Head south from here and talk to the man standing over there. He will tell you about a new Fishing Spot. If you are a fishing freak like me, that's enough reason to head straight out of the forest again :).

Anyhow, when you are ready to go on, head north from the bridge. You will enter a new area. Head northwest. At the intersection, head up the slope. Head southeast and over the bridge. Follow the path further, and you'll come to a sign that explains how to ride the logs. It's pretty self-explanatory though.

Step on the log you can reach from here. Ride it north and step onto the next log. Ride it west a bit, and step off it at the small isle. Step on the log at the other side of the isle, and ride it to the item bag. Take it for 2 Weather Vanes. Head back on the log, back over the isle, and back onto the log north of the isle. ride it further west, and hop on the next log. Ride this one to the north, skip the first patch of land where you can step off, and go further all the way to the north. Step off. Walk to the west, and follow the path to a chest containing a Long Boots. Go back, back onto the log, but don't ride it back all the way. Instead, ride it to the patch of land you skipped earlier, and go off it, and walk over the patch of land to the next log. Ride it east to yet another log. Ride it north and you will be back on steady land. Head south, take the chest with 600 Z, and go back north. Head further north into the next area.

Head west, curl around the path, being careful not to hurt your characters on the thorns of the vegetation here, and take the Magic Shard from the chest. Head back, and go east this time. At the intersection, take the northwest path. Keep watching out for thorned vegetation, and follow the path into a new area.

Keep going to the next intersection. At the intersection, head north. The sign says:

"If ye seek the Oracle of Wind, ye shall find her here."

Just a little further is a house. Enter the house. An old lady will be here. She is the Oracle of Wind. After she tells you you need to head back to Wyndia, take the chest in her house for an Aurum, and loot her bookcase for 3 Flattops. Head back out of the house. Head west and you will get a camping sequence. Scias will now have left your party :(. Head back to Wyndia

Wyndia

p078

~~~~~  
Head back into the castle with the elevator, and go back into the large room east of the king's bedroom. After the sequence, head west, and take the north passage outside. Go into the north tower. Head down the stairs here. The guard will have stepped aside. Head in.

Wyndia Castle Catacombs

p079

~~~~~  
Enemies: Catrpilr, Zombie, Cadaver, ZombieDr, GntRoach  
Items: Soul Gem, Swallow Eye x3, Balance Ring,  
Healing Herb x4

Somehow, the lower areas of the castle are infested with monsters, so this is a dungeon. Head east until you come to the first intersection. Take the northeast path and you will come to another intersection. Go north to a Soul Gem. Head south to another intersection, head east here. Follow the path to the next area.

Keep going to the next intersection. Head northeast for 3 Swallow Eyes. You can only go when the mill points the other way, but it won't be hard to get there. When back, take the northern path. You will head into a new area.

Head north a bit, and step on the spinning bridge-type-thing. Walk over to the plank and step on the next. Head across to the south for a Balance Ring (just step on the thing and wait for it to point south). Head back on and go onto the bridge to the east this time. Go further to the east and you can exit this area.

Head south a couple of steps and you will come to another intersection. You have to head north from here, but you have to look out for the wind or it will blow you back. You can tell from the mills whether wind is blowing, and you have to hide in the gaps in the wall when the wind is blowing. When you the wind starts to blow and you are not in a gap yet, just run in against it and make your way to a gap. Don't forget the bag with 4 Healing Herbs to the east along the way. After that, there is a bag with 2 FlashGrenades to the west wall. You'll exit the area to the north when you are far enough.

This is the end of the dungeon, the Wind Flute lies here. Just take it. Now you have to head back. Head back through the wind tunnel, over the spinning bridges, and through all the tunnels.

You will have another sequence about the betrayal of Scias. You now switch back to Ryu's gang. Just head out of Wyndia, and head for Pung' tap.

Pung' tap p080

~~~~~  
Enemies: GntRoach, Drake. BloodBat  
Boss: Grunt A/Grunt B/Grunt C x2  
Items: Homing Bomb, FightingRobe, Power Food x2

Your party will automatically play the Wind Flute and make the elevator come down. Head southeast and into the castle.

Head on east down the stairs. You will come to a very small room with three doorways. Take the south doorway. The path will curl around and lead you to a small chamber. In the small chamber, open the chest for a Homing Bomb. Go back to the room with three doors, and head south this time. Walk on for a small while and it's subgame time again.

You have to jump from the ledges. The wind will be able to carry you up. The situation looks like this:

```
South          North
                Y
-----        ----
X              1
-----        -----
                S
-----        -----
```

S = You start here.  
1 = Chest containing 600 Z.  
X = Passage leading to Y.  
Y = Passage leading to X.

Jumping when there is wind will cause you to go to the other side, one level higher, except from the middle south, from which you'll fall one level down instead. Jumping when there is no wind will cause you to:

Jump over to the other side on the lowest level.  
Jump two levels down from the upper south.  
Jump one level down from anywhere else.

The objective is (After you get the 600 Z, of course), to jump while there is wind, from the highest level, from the north side.

For those of you who did not figure it out yet, here is what you need to do:

1. Jump over to the south when there is no wind.
2. Jump back to the north when there is wind.

3. Take the 600 Z from the chest.
4. Jump down one level when there is no wind.
5. Jump up to the south when there is wind.
6. Head through the passage to arrive in the upper north.
7. Jump up while there is wind.

You will arrive at another wind tunnel. Here you should:

1. Jump to the north while there is wind.
2. Jump to the south while there is wind.
3. Jump to the north while there is wind.
4. Jump to the south while there is wind.
5. Take the FightingRobe from the chest here.
6. Jump back down while there is no wind.
7. Jump down without wind again.
8. Jump to the north while there is wind.
9. Jump to the south while there is wind.
10. Head through the passage.
11. Jump down while there is no wind.
12. Take the 2 Power Foods in the chest.
13. Jump up while there is wind.
14. Jump up while there is wind.

You will come to a small room with one exit to the west. head outside and you will get some sequence. Head south over to the gondola. The zombie look-a-like Ludian fellow will be right behind you. He will send his clones to attack you (Well, that's what they look like isn't it?).

```

_____/Grunt A\Grunt B\Grunt C\_____
/
| HP: Grunt A      Zenny: 500      Experience: 2600  |
|   1300          |
|   Grunt B      |
|   1400          |
|   Grunt C      |
|   1500          |
|
| Items: Eye Drops, Molotov, Knockout Gas |
| Skill: Grunt A: Feint*, Blind*         |
|       Grunt B: Flare                   |
|       Grunt C: Sleep, Weaken, Blunt    |
|
| The Burn/Cyclone(Simoon) Combo works quite well against |
| these guys, because there's three of them. Status that  |
| cancels your current action such as Sleep might sabotage |
| your Combos though. Heal if needed. These guys should be |
| quite easily disposed of.              |
\_____

```

After you beat them, the man has more clones for you. Scias will appear and help you out (Check out the grin!). The next battle is exactly the same, except Scias is now on your side. Note that he is not in your party though, he game-technically is an enemy who just happens to be damaging the other enemies, and who does not need to be killed for you to win. He also won't gain any experience. Don't use affect all spells on the enemy!

You will get a sequence in which you find the Wind Dragon, P'ung Ryong. He takes you to "The place of Summoning".



Your HP and AP are fully restored. Just head down the mountain and you are back on the World Map.

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%  
%% The Dragons c2.3 %%  
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

Ice Peak p081

~~~~~  
Enemies: Icebeak, Blue Cap, Red Cap, Bilbul, Bilboa  
Items: Vitamin, Icicle, AsbestosArmr

Head west until you come to the slope leading up. One step up this slope you can go back off it to the west and take the bag containing a Vitamin. Head up the slope to the east, and a bit further to the north. You will have to go back down. Take the northmost path first. Head into the cave and follow the path to a chest containing an Icicle. Head back outside and back up the slope. Take the southmost path now. You'll come to a cavern with a frozen waterfall through it. Walk over the ice, into the cave.

Follow the path north. Up at the intersection, you will notice that the northern path is a dead end, so take the southern path instead. Follow the path back outside, and head west into a new area.

You will notice that a snowball is in your way. If you examine it, the game will hint you that it should be pushed. Switch to Cray and push the snowball out of your way. Walk after it, but be careful not to push it again (if you do, head out of the area and back in again to reset the snowball). Walk around it, and follow the path to the south. You will come to another snowball. Push it down and it will form a bridge for you. Go over it and you will have to push another snowball. Ignore the path to the north for now and go after the snowball. It will still be in your way, so push it one step further. Head to the north, and then to the east, and you will come to a snowball lying before a narrow path down. Push it down. Go after it and go east to get the AsbestosArmr from the chest. Cross over the snowball again and take the path south. Walk down the slope to the west. Head a little to the north and push the snowball there down to the south. Now push it down to the west. Keep pushing it until it falls in the gap and forms a bridge for you. Head over it. Push the snowball lying here to the north four times and then push it into the gap to the east. Head over it and take the 500 Z from the chest.

It doesn't matter which path south you take, both will lead to the exit of this area.

World Map p082

~~~~~  
Enemies: Red Cap, Blue Cap, Bilboa, Bilbul, BlueBall

On the World Map, a new path will open to Chek.

Chek p083

~~~~~

Item: Aurum

You'll notice that the entire town of Chek is inhabited by children. If you talk to some, though, you'll note that they are quite knowledgeable.

Head west into the Inn. Take the Aurum from the bag there. Rest if you lost any MaxHP, and go back outside. Head for the Abbess' place, the house to the east.

The Abbess will start to tell you about the difference between gods and mortals, and about Lifestreams (no, not mako).

As Ryu wakes up, walk outside. Apparently, you are dreaming. The Abbess will tell you more Important Story Stuff, and Ershin will join in the conversation. It seems that Ershin is also a god...

As Ryu \*really\* wakes up, head outside again. You'll see some sequence with Cray and Nina. You are not allowed to sleep at the Inn (saving is possible though), or to go out of the village. So head up the stairs to the northwest of the town and follow the path to the Abbess. She will tell you you should release Ershin from her armor. You will be sent to Ershin's Dream World.

Ershin's Dream World p084

~~~~~

Enemies: Gulper, Spectre

Boss: Umadap/Azeus/Agiel/Yeleb

Item: Water Ward

First, the Abbess will explain to you what you need to do. You are then in control again. Heading west will cause you to head back out of Ershin's mind. Head north and follow the path for a while. At the first intersection you come to, take the south path and jump over the gap to reach the chest, which contains a Water Ward. Head back and head north now. After another while of following the linear path, you will come to a new area.

Keep going north, jumping over some gaps. Examine the white crystal hanging here and the big rock will stop spinning. Jump onto it. Ascend to the top and you will come to a large green crystal, with a silhouette in it...

Examine it and you will talk to Ershin, in her true form this time. She will ask you to get rid of the pillars. When you examine one of the pillars, a boss-fight will be triggered.

```

    /Umadap\Azeus\Agiel\Yeleb\
/
| HP: 1200           Zenny: 0           Experience: 10000
|
| Items: Electrode, Water Bomb, Molotov, Weather Vane,
|         Earth Ward, Water Ward, Fire Ward, Wind Ward
| Skill: Umadap: Sever, Cyclone
|         Azeus: Frost, Iceblast
|         Agiel: Rock Blast, Stone Pillar
|         Yeleb: Flare, Fireblast
|
| These guys will recover 600 HP each turn, which means
| the best way to take them out is one by one. To find out
| what element they are weak against, press square to
| examine them. The magic they 'suppress', is what they
| weak against(even though my logic says they should be
| strong against it if they suppress it. It's just how you
| interpret the word 'supress' I suppose.). Stay healthy,
| and it should be easy.
|
| Note: ShiningBlade does 0 damage to Azeus for some
| reason. Azeus is also strong against physical attacks.
\

```

After the fight, Ershin wants you to find her a body to live in. She makes it sound so easy... Anyway, just head out of the Dream World again, back to Chek. Note that you can't follow the same path back, you have to go by the path where you got the chest. You'll know when you're there because that's where the path you took here can't be followed anymore.

Chek p085  
 ~~~~~

Ershin will insist on some relaxation before she talks about anything. The game will now switch to Fou-Lu.

?(Still no clue) p086  
 ~~~~~

There is just a very short sequence, and it appears Fou-Lu is still at the girl's place.

Chek p087  
 ~~~~~

You can still not rest at the Inn(I hate walking around with decreased MaxHP!) :( So just go talk to the Abbess again (she is at her home). You will get some more sequence, and the game will switch to Fou-Lu again.

?(Sonne Village) p088  
 ~~~~~

You can save and rest at the diary if you want. Head out of

the house. Talk to the people here if you want. Walk out to the man at the exit of the village, and he'll tell you he doesn't like strangers. Mami will come to help you, and you will switch back to Ryu.

Chek p089

~~~~~

There will be more sequence back here. You can't actually do anything...

?(Sonne Village) p090

~~~~~

Boss: Papan

Fou-Lu will talk about himself to Mami. You will then be back in control of Fou-Lu. Head outside again, and head out of this area.

In the next area, head west a while until you meet Mami again. You'll hear a roar. Head south over the bridge and follow the path east into the next area. Keep heading east and you will meet Papan, a creature that looks quite much like the Maman.

```
_____/Papan\_____  
/  
| HP: 13000      Zenny: 750      Experience: 10000 |  
|  
| Item: Apple, Wisdom Fruit |  
| Skill: Stone Pillar, Body Press |  
|  
| Morph into the Astral Dragon. Use Frost Strike until it |  
| dies. This is pretty easy huh? |  
\  
\_____/  
/
```

After you kill the thing, or rather make it go back to it's old form, head back to the Sonne Farms and you will get a small sequence. You will now switch back to Ryu.

Chek p091

~~~~~

You will get some more sequence (and Cray will say "Doesn't that beat all?". He only forgot one word... He will also say some less nice stuff though). Your HP and AP and even MaxHP have already been restored for you.

Head for the Abbess' place again. You will once again have to enter Ershin's mind.

Ershin's Dream World p092

~~~~~

Items: Knockout Gas x2, ManlyClothes

Follow the path. After the curve, jump over the gap and take the 2 Knockout Gas' from the chest. Keep going to the intersectioned area. Both sidepaths are dead ends so keep going south. At the next intersection, take the sidepath to the north to get a ManlyClothes from the chest. Head back and further east, and north at the turn. You'll come to a building that looks like a temple. Enter it. You will get some sequence. Ershin will be mad, because she just had some... visitors.

After the sequence, you can talk to the various men here. Some say stuff that's funny, and others will reveal Ershin's true name to you... (BIG spoiler, I won't tell you). Head back outside and Ershin will wake up.

Chek p093  
~~~~~

Ershin will tell you you can still call her Ershin, but she would rather have you use her real name. You are allowed to exit the village again. Head for Sinchon.

!(underway sequence) p094  
~~~~~

Enemies: Bilboa, Bilbul, Fiend

It seems that Ershin's armor has started leading a life of it's own, and it is sad about Ershin leaving it. After the sequence, exit the area to the south.

Sinchon p095  
~~~~~

Enemies: Fiend, Bot, Protobot  
Items: Swallow Eye x2, Dragon Scale x3, Magic Shard x2,  
Soul Ring

Head on north into the shrine. Keep heading north until you come to the slightly raised platform. Once over it, you can only take the east path because the west path is blocked by a piece of a broken pillar. Head further north with the east path. Through the passageway, head on west. Go through the westmost passageway and south to a chest containing 2 Swallow Eyes. Head back north to the hallway and take the north passageway this time. Keep going north and down into the next area.

You will note that the rubble in this area splits the path in two. Take the east path first and head up the stairs and into the doorway. You'll note you can jump across the pillars here. Jump over the west pillars, but use the middle pillar to cross over to the east, and take the chest for 3 Dragon Scales.

Head back to the south and to the previous area. This time, take the west path and go down. Walk through the room to the north side of it and examine the plaque with the red jewel in it. The two northmost pillars will rise, allowing you to

jump over them. Quickly run back out of this room and head back upstairs, and jump over the pillars. Head for the northmost pillar on the west side. Once your time is up, it will lower again, giving you access to the west doorway. Walk north and take the 2 Magic Shards from the chest. Then head through under the bridge. Take the chest on this side for a Soul Ring. Head back outside through the east doorway.

Examine the plaque again. Run back outside and around the rubble back upstairs, and jump over the pillars. This time take the east pillar and jump onto the middle platform from there. Head through the doorway here. Keep heading north and you'll be outside again, and get some sequence with Ershin. The game will switch to Fou-Lu again.

Sonne p096

~~~~~

Items: Rice Ball

You can save in Mami's house. Head over to the farmlands, and talk to Mami there. After a short conversation, Fou-Lu decides to go to Mt. Yogy. You'll be on the World Map, but head back into Sonne. When you talk to Mami now, she will give you a Rice Ball. Head back to the World Map and just head north to Mt. Yogy.

Mt. Yogy p097

~~~~~

Enemies: Bilbao, Cairn, Lavoid, BlackGoo

Boss: Marl/Klod/Bellwyd

Fou-Lu will punch the rock out of the way. Follow the path to the intersected area. Take the upper north path. Follow it, and take the upper path at the next intersection again, instead of the small dead end. At the next intersection, take the lower path and head into the volcano.

\*\*\* Note \*\*\*\*\*

I missed a whole bunch of items, but that's because Ryu will be here much later too. Since Fou-Lu only gets a very short part of the game, and an easy part at that, Ryu needs the items more. Besides, Fou-Lu already has Mami's snack :).

\*\*\*\*\*

Inside the volcano, head north into the next area. At the intersection, head east. Keep going up the steps and to yet another new area.

\*\*\* Another Note \*\*\*\*\*

Since Ryu and Fou-Lu share their Skill Pools, you can learn Skills with Fou-Lu and then Ryu has them as well. Make use of this, the Ebonfire Skill used by the BlackGoo's and the Blitz Skill used by the Bilbao's are very useful.

Blitz is very handy for getting good Combos, both in terms of hits and damage, and Ebonfire is just powerful.

\*\*\*\*\*

Just follow the linear path to the next area here. There, keep going for another while and you will reach some creature. It's not really intelligent, and it will attack Fou-Lu for using difficult words.

```
_____/Marl\Klod\Bellwyd\_____  
/  
| HP: Marl:           Zenny: 2650           Experience: 25000 |  
|   16000 |  
| |  
|   Klod/Bellwyd: |  
|   1500-2000 |  
| |  
| Item: Wisdom Seed x3, Life Shard, Magic Shard, |  
|   Wisdom Fruit, SuperVitamin |  
| Skill: Marl: |  
|   Klod: Rock Blast |  
|   Bellwyd: Speed |  
| |  
| Morph into the Astral Dragon. Kill off it's buddies with |  
| Eraser, and keep using Eraser to make sure those things |  
| stay gone. As usual for Fou-Lu, this is very easy... |  
\  
\
```

After the fight, head back outside. Head all the way back out of Mt. Yogy, and Mami and that other guy will come up. The guy will ask Fou-Lu what he is, and the game will switch back to Ryu.

Sinchon p098

~~~~~  
In the mean time, Ryu's team will have summoned all the dragons to them, all in their 'humanoid' form. After the sequence the game will switch back to Fou-Lu.

Sonne p099

~~~~~  
The guy from before will still be asking Fou-Lu questions, but Mami says he shouldn't worry about it and tell Fou-Lu he should get some rest. Head for Mami's place and rest up. Save if you want, and head back outside. You will note that the landlord has sold you out. Fou-Lu seems unwilling to fight, and thinks maybe he'd better try escaping. Head back into Mami's house. You will get some more sequence, and Mami will help you escape. Mami will be arrested by the Empire after the sequence. The game will switch back to Ryu and friends.

Sinchon p100

~~~~~  
The dragons will tell Ryu that he needs to seek out all their true forms to gain their powers. You have to make your way back through that last dungeon again... :(. You will be

fully healed though. Just keep heading south until you reach the exit.

Chek p101

~~~~~  
Boss: Pikeman/Archer (easy)

The Abbess will wake Ershin (the armor) up, and ask it to help defend against the Imperial soldiers who have arrived. As Ershin, use the diary to save. Then head outside and you will have to battle two soldiers.

```
_____/Pikeman\Archer\_____  
/  
| HP: Pikeman      Zenny: 60      Experience: 255  |  
|   500                                                    |  
|   Archer                                                |  
|   600                                                    |  
|                                                         |  
| Item: Healing Herb                                     |  
| Skill: Pikeman:                                       |  
|           Archer: Lucky Strike                       |  
|                                                         |  
| Just attack and kill them. Not tough. The Archer does |  
| most damage so kill him first.                       |  
\  
_____
```

After some sequence, there will be another such battle, but with an additional Pikeman. Rasso will come up and damage Ershin. You will now be back in control of Ryu. Head for Chek.

Chek p102

~~~~~  
Ershin will walk toward you. It sustained heavy damage and will break down. Deis (I'll call her that from now on...) will tell you that reviving Ershin would require her to climb back into the armor, but that she does not intend to do so. After that, you will be at the Abbess' place again and you'll regain control after a short conversation. Head outside.

After some more conversation, rest at the Inn if needed, and head out of Chek, to the Abandoned Village.

?(Path to Abandoned Village) p103

~~~~~  
Enemies: Yaen, Bilbul  
Item: Soul Gem, Wisdom Seed

Head north up the path. Skip the small sidepath that dead ends, and head southeast at the following intersection. You'll quickly come to another intersection. Head south here and get the chest containing a Soul Gem. Head back north and continue going to the north. At the next intersection, take



the lower path to the west first to get a Wisdom Seed. Head back up and take the east path. You will get a camping sequence.

?(Camping Site) p104

~~~~~  
Cray will try to comfort Nina. Nina doesn't believe that Ershin was not really a person. You can save in the tent if you want. If you are perceptive, note that your HP/AP is already restored, and try to leave, the game will tell you to rest. So do that. The game will switch to Chek

Chek p105

~~~~~  
Deis will talk to the Abbess for a while about how she does not understand humans. Seems to me it's pretty logical that not every person is the same, though...

?(Camping Site) p106

~~~~~  
Boss: Ight

You will hear that Nina seems to be in trouble. Again, you can save if you want. If you head outside, you will meet Ursula. She will lead you to Rasso. You will note that Rasso has not been very nice to the kids. Ursula seems pretty upset by this. Rasso will now summon Ight to fight you.

```
_____  
/Ight\  
/_____  
| HP: 3000          Zenny: 0          Experience: 3600  |  
|_____|  
| Item: Aurum, Flame Sword |  
| Skill: Jab, Inferno      |  
|_____|  
| He's invincible... Just let him kill Ryu, and Ryu will |  
| transform to Kaiser. He will no longer be controllable. |  
| He will do the rest for you :). |  
\_____  
/
```

After some more sequence, you will be at Chapter III.

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%  
%% 3.0 Streams                                c3.0 %%  
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

Sonne p107

~~~~~  
Item: Ivory Bangle

The game will switch back to Fou-Lu. A man from Sonne will

tell you to git, and give you an Ivory Bangle. It's pretty useful as Fou-Lu can only heal himself with Rest. Head into the forest, and follow the path around to the World Map. Head for the Sanctum.

Sanctum p108

~~~~~  
Enemies: Cairn, Cyclops

Just head west to the inscripted stone. Examine it and a creature will come after you. It appears that it's the Papan. It will pound the stone out of the way, killing itself in the progress. Head into the newly opened passage. Keep following the path here until you come to the first intersection. Head south there, and you will come to a large crystal. Fou-Lu will be pretty happy as he finds the Water Gene. This is in fact his third Gene, because if you check his forms, you'll see that Ryu's Kaiser sequence has activated Fou-Lu's Tyrant Dragon.

Keep going west through the passage that was previously blocked by the crystal. You'll eventually come outside. Head south, and follow the path down the mountain. Head for Soma.

Soma p109

~~~~~  
Enemies: Bilbao, Shadow, Morph, Bandit

Head west until you come to the field with the tree in the middle. Go south from here, and follow the path into a new area.

Keep going west and head down the slope. As you go on, Fou-Lu will snce something bad happening, and the game will switch to Mami, who is being sacrificed. Yohm will order the Carronade to be fired at the Soma forest. It will fire, and the bomb will fall precicely on Fou-Lu's head. Such bad luck... Fou-Lu will be heavily wounded, and the forest is suffering badly in the nuclear holocaust that has been caused by the weapon. You'll see Fou-Lu laughing, and he really reminds me of Sephiroth here. The game will switch back to Ryu.

Abandoned Village p110

~~~~~  
Ursula will ask Cray whether they are planning to use Ryu as a weapon against the Empire. Cray starts arguing with her. Scias will cut up Ursula... 's ropes. Is it just me or does Ursula look a lot like Chun-Li? You will atomatically appear back on the World Map. Head back to Chek.

Chek p111

~~~~~  
Head back to the Abbess' place. You will get some sequence,

and she will ask you to wake up Deis. Don't worry, there is no need to enter her dream world this time. Just talk to her. She will be back into the armor, which seems rather happy. Deis will tell the armor that it can have the name Ershin. Basically, that means the armor is named Ershin, and Deis is Deis. You will be back on the World Map, but head back into Chek again.

Talk to the Abbess. She will offer to become your Master, but she won't let you until you have met more dragons. Oh well.

\*\*\* Note \*\*\*\*\*  
Just a small note, you now have six party members. Just thought I'd let you know. The CP is really going to get useful now :).  
\*\*\*\*\*

I suggest heading back to the Abandoned Village now. It's not necessary, but you can meet Trunks there.

Abandoned Village p112

~~~~~  
Enemies: Trunked, Trean

If you walk around here, you will run into Trunks. Beating them is impossible (for now), but you can practice your Combos on them. They come in groups of 6, and they never die (like I said, for now), so you can try making huge damage or hits Combos with no problems. Have fun with them for a while, and make a 20+ Hit Combo so you can get all of Rwolf's Skills later (Rock Blast, Fireblast, Rainstorm). When you are done, head south for Mt. Ryft.

Mt. Ryft p113

~~~~~  
Enemies: Fiend, Yaen, BlueBall, Mud Pup, Crawler  
Item: Rocket Punch, Fish-head x3

Head south. You will come to a cavern entrance, go in. Inside, go on south, jumping over the stepping stone. At the intersection, ignore the southern path and head northwest. At the small lake, jump over the stones to get the Rocket Punch from the chest. Jump back and follow the path to the west. You will come to another intersection. Head southwest and go outside. You will note that a raft is conveniently lying here. Step onto it. You will start a subgame, you have to manoeuvre the raft, and you can gather items. The raft can break, mind you.

On your first attempt, bounce against the sides of the stream and your raft will break down. You will find yourself at the side of the stream. Take the 3 Fish-heads from the chest to the west, and go back up to the east. The raft is back in one piece somehow.

This time, try keeping your raft in one piece. Gather as many bags as possible. Eventually, you'll come to the end of

the stream.

After the quite rough ride downstream, just walk to the south, out of this area. You will be back on the World Map.

World Map p114

~~~~~

A new path will open, from Mt. Ryft to Shyde. This means you can finally go back past Shyde! Go visit Njomo, she'll teach you a lot of new Skills (you built up the Faerie Village, right?). As for Momo, she still didn't teach me a single Skill. She said in the beginning you need a certain amount of time on the clock, but why won't she just say how much? Head back to Shyde.

Shyde p115

~~~~~

Head up the stairs to the west and head east. You'll come to a new area. Don't go into the doorway yet, first head up the ladder here. Talk to the weird girl. You will note you can now ask her about Shift. If you do so, you will gain the ability to travel ANYWHERE. So don't miss it. It's important. Don't bother going outside to use Shift just yet though, you can't go anywhere yet.

Just head back into the building and talk to the blue frog man. He'll tell you sandfliers are not cheap. He will advise you to ask one of the merchants here to take you along. Ursula and Scias will attempt to hijack a sandflier. After the sequence, you will meet Marlok again. In the conversation, Cray and Nina will shrink(?). Marlok will give you a Bond. Head back into the building. After another conversation with the frog man, you will be standing next to your very own sandflier. When you examine the sandflier, you will be able to pick where to go, currently that is only Kyoin. So pick Kyoin. You will initiate a subgame.

You need to ride the flier through the mazey path. Your time will be remembered, and you can try to make better times.

Kyoin p116

~~~~~

Walk into the town. You will be told by the people here the causeway is broken. Head up anyway, and the guard will stop you. Head back to the sandflier. A man here will ask you to take him to Shikk. Examine the sandflier, but don't choose Shikk yet, pick "Outside of town". You will be standing on the World Map outside Kyoin. Press right to head for Shyde, or down to head to the Wharf. Pick the Wharf now.

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

World Map p117

~~~~~

Head for the Hideout and talk to Stoll. He should teach you Steal now (He is called "Stole the thief" here. Weird.). Also head back for Kurok, and Rwolf will teach you all of his Skills.

Also check the Crash Site (where you started the game).

?(Crash Site) p118

~~~~~

You'll find a small fellow next to your old sandflier. He will trade your treasure (Tin Ball --> Copper Ball if you didn't miss any).

Head to Synesta.

Synesta p119

~~~~~

Head for the orphanage. Talk to the girl standing next to Lyta. She will upgrade your treasure (Copper Ball --> Silver Ball).

Head for Marlok's place. When you talk to him, he will become a Master (providing you have at least the Tin Ball, which you should have). If you have followed the walkthrough, you can also get the Charm Skill.

World Map p120

~~~~~

If you haven't learned Blitz yet you can get it from Una at Worent.

Since you can now finally go anywhere again, you might want to do some fishing.

When you are ready to go on, it's time to go visit the dragons, so that you may get their powers. First head for Synesta, and go south twice. You will arrive at the coast area. Talk to the dragon there (he is in humanoid form). He is the Mud Dragon. Of course, ask him to help you. You will learn Mud Flow.

Now head for the Plains area. Note that you can use Shift now, so just press Select and you can move there instantly. Go north up to the Camp Site of Cray's mother, and she will tell you you need to follow a shining bird. Yes, it's time for another walk trough the Plains, people.

~~~~~

Head east to the big rock. To go east, the red pin of the compass should be pointing to the left. It already is.

At the big rock, look around, maybe walk around a bit, and you will soon see a shining bird. You can't miss it, the glow is very obvious. If it is far away you see the glow but not the bird. Anyhow, follow the shining bird, of course.

The bird will not slow down for you, so keep running at all times, and press forward already before the end of battle screen disappears. After a while, you will see a transparent dragon appear, walk into him. He(or she?) is the Grass Dragon. He will teach you Healing Wind.

Head for Shyde.

~~~~~

Examine your sandflier and choose to head for Shikk.

On the course, you will note an area not reachable by simply riding your sandflier there, because there is no path toward it. The idea is to use the nearby hill to get there. Once there, walk north into the oasis, and you will meet the Sand Dragon. He will teach you Onslaught. The game will call him "Grass Dragon" in the sequence, which is confusing. But my logic tells me the other "Grass Dragon" is the real one.

Head back to Chek and the Abbess will become a Master. Now head for N. Chamba.

~~~~~

Boss: Angler

Talk to the guy sitting here. He will warn you not to go in. Anyone who has some experience playing RPGs will know that that really means go in there, there is something interesting in there.

So head in. Climb down the ladder here. When you head for the upper east edge of the roof, you will see a ? appear above your head, and you will be attacked by the Angler.

```

_____/Angler\_____
/
| HP: 17500-25000 Zenny: 1300           Experience: 12000 |
|
| Item: Deep Diver, Fish-head          |
| Skill: Jolt, Feint*, Chlorine*, Curse |
|
| It's the Angler from BoF3! It looks the same except for |
| the colors, heck, even the name is the same.             |

```

|  
| To beat him, use your strongest Skills on him. He dishes |  
| out quite some damage so stay healthy. Also, make good |  
| use of the fact that the back row will restore AP. Use |  
| fast characters to Combo Healing Magic. |  
|  
| Preferably use Magic because he has high Defense, and |  
| physical attacks won't hurt him much(or not at all, if |  
| you are at low levels like me). If you do use physical |  
| Skills, use strong ones(not Super Combo, that will just |  
| make 9 very weak hits). |  
|  
| If you can't beat him, there's only one solution, head |  
| out of here and level up some more. |  
\\_\_\_\_\_/\

Head back outside, and try to leave. The man will hint you that you can fish in the mist. If you head back in here, N. Chamba is a Fishing Spot, with many weird fish... (Well, supposedly, all I've caught here is about 25 Jellyfish)

After any fishing and other World Touring you might want to do, you are ready to continue with the storyline.

%%  
% 3.2 The Empire c3.2 %  
%%

World Map p123  
~~~~~

Head either for Shyde or Kyoin and examine your sandflier. Choose to head for Shikk, and just fly your sandflier through the course. When you arrive, you will get some camping sequence. Exit the camp site and you will be back on the World Map. Head for Mt. Giga.

Mt. Giga p124  
~~~~~

Enemies: Saruga, Yaen, Legion  
Items: MultiVitamin, Weather Wand

Head east to the lift. Step onto it and it will take you to the other side. Follow the narrow path to the first intersection. There, head east and take the bag for 800 Z. Go on and jump over the two gaps to the next intersection. The south path dead ends as you see, so head north. Follow the path, jumping down twice. See that red crystal? You probably already guessed what it is by now. Walk up the slope and jump down to the crystal. Examine it, and you will receive the Fire Gem Dragon Crystal. Ryu can now use the Wyvern Dragon Form. Jump back down, and head north up the narrow slope. Use the lift here.

Take the upper path to the south, and take the bag there for a MultiVitamin. Go back and take the lower path this time.

Head to the south, out of the covered area, and take the southmost path to the west. Jump over two more gaps and take the Weather Wand from the chest.

Go back into the covered area and take the northern path east. You will be able to exit the area here. a new path will open, leading to Chkpoint.

Chkpoint p125

~~~~~  
Boss: Y.Troop/G.Troop (easy)  
Items: Ginseng x3

You'll meet the guy who you gave a ride here. The building houses an Inn. The big man outside will explain why Shikk has closed the Checkpoint. Ursula will suggest a violent way past here, but Nina (and the rest) will disagree.

Cray will go and talk to the guards, but they recognize him and attack him. You will have to fight a battle.

```

  _____
 /_ /Y.Troop\ /G.Troop\ _____ \
 | HP: 700           Zenny: 200           Experience: 1400 |
 |                                                           |
 | Item: Void Sphere, Dynamite                             |
 | Skill: Rock Blast                                       |
 |                                                           |
 | Just attack them. They are easy.                         |
 \_____ \

```

After the battle, Nina will suggest using the wagons to sneak past the gate.

You can move the two northmost wagons by pushing them with Cray. There is also a wagon to the south, in front of the Inn, which you can push. Go there first, and push the wagon west three steps. Climb up the ladder to the south of the Inn, and jump over the roof and over the wagon to the chest. It holds 3 Ginsengs.

Now it's time to push the wagons to the north. Push the east wagon three steps to the north, and the west wagon eight steps to the east. Climb up to the roof of the Inn again and jump over the wagons. You'll end up on the top of the gate. You'll go right in front of the noses of the guards, but they don't notice a thing.

Head to the north and you can jump down. You are across.

World Map p126

~~~~~  
Enemies: Yaen, Saruga, Legion

Head for Shikk. Underway, go into a ? area. Follow the path here until you come to a sidepath to the east. Go into the sidepath. If you follow it out of the area, a new path will



open on the World Map. Head to the new ? area.

Talk to the humanoid dragon here. He is the Tree Dragon. He will teach you Holy Circle. Now head for Shikk.

Shikk p127

~~~~~  
Item: Water Bomb

Head west into town. Head west, past the Manillo(no, not a merchant), and into the building. Examine the cabinet here for a Water Bomb. Head down the stairs here, and you can exchange your treasure with the man down here. Assuming you got all, you now have an ElectrumBall, which allows you to get Monopolize from Marlok. So keep that in mind.

Head back up. Outside, head north and down for a shop. If you head down here, you'll come to the Pub. Talk to the man who is on his own. That's Zig. He will tell you you need the blessing of The Sea God, or he won't let you come on his ship. Head out of Shikk, and go northeast of there to Fane.

Fane p128

~~~~~  
Enemies: Mud Pup, BlueBall, Bad Coil, Bollor, Rollob,  
Maskcrab

Items: Hanger x5, Ammonia x2, Wetsuit

Head north, and walk over the plank. You will meet a man there, talk to him. After talking to him, he'll let you pass. Walk over three more planks. Head down the slope here and walk south for a while until you come to a chest. It contains 5 Hangers.

Head back north and back up the slope. Once up, head west and take the bag for 2 Ammonias. head back and go over the plank to the east. Head down the slope, and go on to the east to a cave entrance.

Inside, head west. Follow the path, into a new area, until you come to two passageways next to each other. Enter the southmost one to get a Wetsuit. Go back outside and go through the northmost passage. Follow the path in here and take the Wave Stone. Head back out of this area, and go back around the path. When you are at the exit of the cave, don't go outside yet. Instead, stand on the green stone and walk up to the pond. You will throw the Wave Stone into the water, and light will shine from the pond. Head out of the cave to the south. Head back west and up the slope. Walk over the plank and take the upper path. You will come to another cave entrance. Go in.

You will encounter another dragon. He will give you the Salt Stone. Head back west, and then south, and leave the Fane area. Time to head back for Shikk.

Shikk p129

~~~~~  
Boss: Copycat (easy), Rat Pack x5/King Rat (easy)

Go talk to Zig. He'll let you come with him on the ship. As you are almost there, he'll tell you he won't let the women on the ship. Can't argue with superstitious people... After Nina tries in vane to persuade Zig, you'll meet up with your old pal Kahn. Ursula will shoot him off the mast. Zig will suggest a different way to prove yourself. He wants you to do a mast fight. Nina will volunteer. Of course, Nina can fly, so for her it should be a piece of cake.

Fun fact: the sailor Nina is up against is named Iggy (like that monkey that was with Zig in BoF3).

To win the battle, you have to push Iggy of the mast. To do so, use X to jump onto him, and then run into him while holding Square. The best trick to do it is to stand near the end, wait for Iggy to run up to you, time it right and jump on him, and run into him while he's stunned and near the edge.

If you do it swift enough, you'll get time bonus. This will add to your game points.

Zig will STILL not let you come on the ship, he has another task for you. He's starting to be annoying, huh? Anyhow, when you're ready, talk to him again. Nina and Ursula will have to spend the night in the hold, a dark and cold area. This guy is not very nice to women, is he? Anyway, after a while Nina and Ursula will be attacked by a ghost named Copycat.

```
_____  
| /Copycat\ _____  
| /  
| HP: 2000          Zenny: 800          Experience: 1000 |  
| |  
| Item: Nothing |  
| Skill: Blitz* |  
| |  
| He will transform depending on what you do to him. |  
| Physical attack: Sepoy |  
| ANY Skill or Magic: Wizard |  
| |  
| If you wait(guard) for three turns, he will think you |  
| are no fun and start using Blitz. If you let him use |  
| Blitz often enough, you can kill him in his Copycat |  
| form. But I suggest the Sepoy form. |  
| |  
| I suggest making him turn into the Sepoy with a regular |  
| attack, so you can learn the powerful SwordBreaker Skill |  
| from him. |  
| \
```

```
_____  
| /Sepoy\ _____  
| /  
| HP: 2000          Zenny: 280          Experience: 650 |  
| |  
| Item: Nothing |
```

```
| Skill: SwordBreaker*, Focus* |
| | |
| Learn SwordBreaker from him, it's a great Skill. |
| | |
| Just use some Magic on him and he will easily die. He's |
| not tough at all. You can kill him in one Fireblast + |
| Cyclone(Simoon) Combo. |
\_____/\
```

```
_____/Wizard\_____
/ |
| HP: 1800          Zenny: 400          Experience: 500 |
| | | |
| Item: Nothing |
| Skill: Recall, Bad Back* |
| | | |
| His physical attack is stronger than Sepoy's. The Skill |
| you can learn from him does nothing. I see no point in |
| making this guy appear. Not that he's tough, he's easy |
| like Sepoy. |
\_____/\
```

After the fight, Nina and Ursula will be harrassed by some mice. More fighting.

```
_____/Rat Pack x5\King Rat\_____
/ |
| HP: Rat Pack      Zenny: 35          Experience: 2200 |
|   600 |
|   King Rat |
|   200 |
| | | |
| Item: Flank, Iron Scraps, Rotten Meat |
| Skill: |
| | | |
| Just use some Affect All Magic to kill them off. It |
| should be pretty easy. |
\_____/\
```

The mice will run. Nina will start a conversation about broccoli. It appears that while Ursula is not afraid of ghosts or rats, she does not really like lice. The game will switch to Ryu and Cray, who decide to go check on Nina and Ursula. Go talk to Zig, and he will tell you you can now go on his ship. You are allowed to leave town again. When ready to go on, talk to Zig again.

Ship p130  
~~~~~  
Boss: Kahn  
Item: Warbler

Zig will ask you where he needs to take you. When Cray tells him you need to go to the Empire, Zig will tell you he can only drop you off at a nearby island. Nina will suggest looking around the ship.

Head down the stairs at the rear of the ship(no compass). Take the Warbler from the cabinet here. Head through the doorway here. There is nothing interesting here, so keep walking(talk to Ursula if you want to). Then head down the ladder into the hold. After the sequence, head back up the ladder you will see Ursula freaking out over the sea lice.

Head back up to the deck, and Cray will tell you something is chasing the ship. I'll bet you didn't expect THAT to come out of the water, huh?

```
_____  
/Kahn\  
/_____  
| HP: 12000          Zenny: 0          Experience: 12000 |  
|  
| Item: Ginseng, ManlyClothes |  
| Skill: Flex, Shout, Tiger Fist, Focus* |  
|  
| Some people just don't know when to give up. Just attack |  
| with Magic until he drops. He should be easy as ever. Do |  
| stay healthy though, his attack is pretty powerful. |  
|  
| Try using SwordBreaker or Blunt to reduce his high |  
| Power. |  
\_____  
/
```

After Kahn dives back into the water, you will get some more sequence, and you will be back in control of Ryu. A diary has been conveniently placed on the crate, so you can rest and save. Resting isn't necessary though, your HP/AP has already been restored.

Head up to the deck. Talk to Zig. He will tell you that you have ended up near the Island of Fire, which he intended to avoid. Nina will conclude that the beast Zig is talking about is probably an avatar of one of the dragons.

You can talk to Iggy if you want head to the Island of Fire. However, if you climb down into the ship, and then back up, Kryrik will be down too, and you can buy stuff from him.

When you are ready, talk to Iggy. He will take you to the Island of Fire.

Island of Fire p131

```
~~~~~  
Enemies: Sepoy, Bollor, Rollob, Gulper, Istalk  
Boss: Glebe/???? x2/Loam  
Items: Burnt Plug x3, Ring of Fire, Panacea x2
```

Note that you can talk to Iggy anytime, and you will head back to the ship so you can rest and heal.

Walk east into the ship. a will-o'-wisp will appear over Ryu's head. This thing will help you out, he turns yellow when you come near a broken area of the floor, and red when you are next to it. By falling down you will come to the hold of the ship, and you have to take the ladder back up.

The will-o'-wisp can't totally prevent you from falling down, but I can. If you'd rather grab the two chests and climb up the ladder to the north by yourself, do so, but I'll explain step by step what to do for those interested.

Take the eastmost path. At the first intersection, head west. Continue west past the first intersection, and head north at the second. Head east immediately, and then immediately north again. At the very first opportunity, head east again. At the intersection, head south, and then east to the chest. It holds 3 Burnt Plugs.

Head back west two steps, and north all the way. Head west four steps, and south two steps. Head west two steps, south four steps, west two steps, and all the way north to the chest. It holds a Ring of Fire.

Head back south all the way, east two steps, and north four steps. Head east two steps, north two steps, and east two steps. Head all the way north. Now go east two steps, and head north onto the platform. Climb the ladder up to the deck.

Head south and take the chest lying on the deck. It contains 1500 Z. Head back to the other side of the deck and take the passage to the east. On the rock surface, go on east (you can't get that chest with the northern path here). At the next intersection, do go north, and then west. Take the 2 Panaceas from the chest.

Go back to the east and continue to the east. Follow the path until you come to the cave. Enter it. There is another god wanna-be here.

```
_____/Glebe\/???? x2\Loam\_____  
/  
| HP:Glebe           Zenny: 15620           Experience: 18556 |  
|   17500  
|   ????  
|   400  
|   Loam  
|   1300  
|  
| Item: Bent Screw x3, Glass Shard x3, Iron Scraps x3, |  
|   Aurum x3, Wisdom Fruit, Light Bangle |  
| Skill: Glebe: Tempest, GiantGrowth, Resist* |  
|   Loam: Molasses, Enfeeble |  
|  
| It's SummonMinion Skill does not seem to take up a turn, |  
| since it can still attack after that... It's |  
| SummonMinion also always goes first. So just use one |  
| strong Affect All Magic each turn and the minions will |  
| be history. Unless he summons Loam, he is tougher. Stay |  
| healthy as always, his attack is quite strong. |  
|  
| Use some strong Combos on him, and he should fall pretty |  
| easily. Flame Pillar works quite well. |  
|
```

| I think the items he drops depend on how many times you |  
| kill off it's minions. So if you want lots of items, |  
| kill them a lot. I'm not sure exactly how it's affected |  
| though. I killed them quite some times, btw. |  
\  
/

Just head back to Iggy and talk to him. You will go back to Zig's Ship. If you head down and rest, the ship will arrive at an island. Go talk to Zig. You will arrive in the town of Lyp.

Lyp p132

~~~~~  
First, jump over the small boat and talk to the fishing frog. He will become a Master if you have at least 3000 Fishing Points. If you don't have that (which is likely), try catching some of the new fish in the Fishing Spot south of Lyp. Otherwise, wait until you find the second Ocean Spot, which also holds a lot of new fish. Do any shopping you want to do. Then, head outside the village.

World Map p133

~~~~~  
As you can see, there is a new Fishing Spot out here. But that is not all. Use Shift to travel back to Shikk, and there, Kryrik will become another new Master, providing you have done 25-Hit Combo. You should have.

If you got the fisherman Gyosil, you can return to Synesta and Lyta will also become a Master. Note that someone must be apprenticed to Gyosil for this. It doesn't matter, you can just switch someone and when you are done, switch him right back.

While you are at it, check back on some of your other Masters. The Abbess in Chek is now probably ready to teach you Concentrate.

When all done, head to the ? area between Lyp and the Fishing Spot.

Sea p134

~~~~~  
Items: Bent Screw x3, Water Bomb x5, ManlyClothes,  
HarmonicRing, Water Ward x3

By talking to Zig, you can set sail on his ship to explore the sea. You can find stuff out there. What I found until is:

Bent Screw x3 (Red flag to the N of Shikk)  
Second Ocean Fishing Spot (Blue flag to the north of Lyp)  
Water Bomb x5 (Red flag south of Lyp)  
ManlyClothes (Red flag south of Shikk)

HarmonicRing(Red flag south of the previous one, reach by sailing through the rocky area south of Lyp)  
Water Ward x3(West of the Fishing Spot)

You can also find the Sea Dragon here. He has no flag though, and is pretty tough to find. From Lyp, head east past the Island of Fire, head north, then east again. You will see some shallow water(the lighter blue water which you can't cross), and lots of rocks. Head for the rocks to the northeast. Because he is so hard to find, here is an ASCII chart. Every character represents one square of the sea.

o = Shallow water  
R = Rock  
S = Sea Dragon(in shallow water)

```

                R
            R      R  o
          R      R  o  o
        R      R  o  R
      R  R      S  o  o
R      o  o  o  R
      o  o  o
    o  o
  o
```

He will teach you Flood Tide.

As you can see, there are a couple of simple treasures, which you can easily just row to, and there are some that are tougher. The toughest one is the HarmonicRing. You need luck with the wind. It's quite doable though, and the HarmonicRing is a great prize.

If you want to retry, just hold O until you are out of supplies, and you will return to the last port.

?(Forest) p135

~~~~~

Enemies: Smasher, Mask, Mirror, Tar Baby

Head south for a while. You will see a red critter sitting here. Examine it and choose to feed it. Give it something that is edible. Berries, Apple, any fish or meat will do. You can keep feeding it until you weigh an ounce(Dutch expression), but not much will happen. So leave the area to the south. A new path will open to the Jungle area.

Jungle p136

~~~~~

Enemies: Smasher, Tar Baby, FireAnt  
Item: SuperVitamin, Aurum x2, Toxic Claws

Head west over the plank. At the intersection, head up the plank to the east, and jump over the gap to the north. At

the tree, head east and go down. Go west to collect the chest, which holds a SuperVitamin. Head back east and up the plank. Head back to the tree and climb the rope ladder hanging from the only branch. head over the bridge and climb down at the next tree. Head north and jump over the gap. Head west to the next area.

Keep going west. Keep heading over the different bridges until you come to an intersection. Take the southern path and get 2 Aurums from the chest. Head back and take the path north. Don't jump over the gaps, just head on west and to the next area. Here, you have to do some more log-walking.

Head onto the log to the north and ride it onto the next log. Go two steps further north, and cross over to the log to the west. Head south, and stop at the log to the west. Head onto the log to the west. Ride it south to the log to the east, and cross over to that one. Go north, onto the next log, and north again to reach the item bag. Take it for the Toxic Claws.

Head back onto the log, south, onto the next log, and one more step south. Cross over to the log to the west. Head three steps north, onto the log to the west, and south into the next log. From this log, head west onto the shore. Exit the area to the west. You'll be back on the World Map, and a path will open to Pabpab.

Pabpab

p137

~~~~~  
You will be shot at the second you enter. However, the red critter you met earlier will stop her friends from attacking you. A man will come out. His name is Beyd. It appears that he is married to the pink critter(weird huh?), and he has already lived here for quite a while. After the talking ends, head out of the house through the door, and head to the house south of here. Read the diary to find some notes about the language in which the critters talk. Here are the notes for easy reference:

ain	--	during, a period
ishi	--	east
kairu	--	guide, teach
ko	--	here, this
micchu	--	secret
nah	--	fish
ni	--	you, that
no	--	wrong, bad
nosta	--	north
pabpab	--	us
paketo	--	but, still
poto	--	more, amazing
purechi	--	friend
pukapuka	--	slowly; relaxed; what will be, will be <I think it also means something like working, having effect.>
rikuku	--	medicine
roi	--	rock, stone



sanami -- south  
santo -- thanks  
sonna -- sorry  
taan -- time  
tatoru -- dance  
temi -- enemy, bad person  
treja -- treasure  
ueshi -- west

This is what the critters in this room say:

Orange critter: We dance disease away, dance works.

Green critter: Dance, dance! disease cures.

Blue: \*She just moans\*.

<Any suggestions as to what the critters are saying are welcome...>

Head back to Beyd and you will tell him the blue critter is sick. Loot Beyd's cabinet for an Ammonia, then climb down the ladder in his house.

The purple critter down here will say: What will be, will be, friend.

Head outside. There are two more critters here.

Orange: Sorry, ???????... ?????? enemy.

Blue: This is the Pabpab village. You are our friend.

Just leave the area to the southwest. Head for Lyp.

Lyp p138

~~~~~

Talk to the woman on the boat to the west. She will tell you about Mozweed. Head to the south of Lyp and talk to the man in the tower. He will tell you Mozweed is found on the Nameless Island. Head for Shikk and talk to Zig again, it's time to make another trip on his ship.

The game will show you where the purple flag is. It's just too easy, isn't it? Just row there and you'll arrive at the Nameless Island.

Nameless Island p139

~~~~~

Item: Mozweed

The bushes to the southeast are Mozweed. Slash them with Ryu's sword to receive a Mozweed. Slash them again for another. Keep going for a while, Mozweeds are useful. When you have enough weed on you, head back to the ship and go back to Pabpab.

You can also sell the Mozweed for 50 Z each.

~~~~~

Head for the house with the ill Pabpab, and feed it a Mozweed. After a short conversation with Beyd, you are at Beyd's house again. Head back to the sick Pabpab and they are all dancing there.

The blue Pabpab will say: Thanks for the medicine! ????????!  
Dance worked, but medicine also worked. You are our friend you are amazing!

The green one will say: It cured, it cured!

The orange one will say: You friend, thanks for the cure.

If you talk to them, this is what they say:

Blue: Thanks friend! We will show you our secret!

Between Lyp and Shikk, there are rocks. North of the rocks, amazing treasure!

Green and Orange will repeat themselves.

When you head outside, the red Pabpab will say:  
Friend! Friend!

Then, he will say: It is time to go! We will guide our friends!

You will be back on the World Map. Head for the new area.

?(Tidal Flats)

p141

~~~~~

Enemies: Smasher, Sandclaw, Krabby, Squirt, Rafresia,  
Mirror, Fragrans, Mandraga

Items: PoisonPowder x2, Moon Tears, Silver Mail

The Pabpab with you will say: Here ????. You should go west!

After Nina talks to him, he will say: No, friend. Go west!  
I go back to Pabpab, you go there!

Head west over the beach. Go on west until you come to a chest. Open it for 2 PoisonPowders. Head back east and take the path south. Keep heading west here until you reach a new area.

Head on west, past the slope. You will come to a chest holding a Moon Tears. Go back east and head up the slope, onto the rock surface. You will see the purple crystal here. You can't reach it because of the trees, so head north up the slope, and jump over the first gap. Head down the small slope and go south to get the Dragon Gene Crystal. It's the Earth Gem, and will grant you the Behemoth form.

>From here, head back to the thin slope, but don't go up, instead, head east down another slope, back onto the sand. Follow this path north to a chest which holds a Silver Mail.

Head back to the grassy area and head back up the thin slope. Jump over the gap to the west. Here, head up the slope and continue to the south with the upper path. Follow the path to a slope leading back down. Head north here, and take the narrow path to the next area.

Keep going, walking through the path between the rocks, to the next area. You will get some sequence, as it's getting dark. The next morning, Nina will notice that the tide has changed, and you can't leave here. Head west to the next area. Keep going until you are where Ursula is again. It seems you'll have to stay here for another while... The game will switch to Fou-Lu.

Chedo p142

~~~~~

It seems Fou-Lu is not doing very well. He will stagger into Chedo, and the game switches back to Ryu.

?(Tidal Flats) p143

~~~~~

Enemies: Smasher, Sandclaw, Krabby, Squirt, Rafresia,  
Mirror, Fragrans, Mandraga

Items: Crab x2, Deluxe Rod

After some more sequence, you are in control of Ryu again. Head west and Nina and Ursula will come with you. After the small sequence, keep going west, and up the rock, and on the other side, down the rock again. Before you head down to the sand, go north on the lowest level of the rock to collect the 2 Crabs from the chest. Now head down from the rock and follow the path to the chest which holds a Deluxe Rod. Keep going west. You'll come to a Fishing Spot. Fish some if you want, and exit the area. When you talk to Nina, Ryu will show her the fish(I don't know what happens if you return to camp with no fish), and Nina and Ursula will rejoin you. Head back to the camp.

The game will switch to Fou-Lu again.

Imperial Castle p144

~~~~~

Fou-Lu arrives at the castle. Fou-Lu will be stopped by the guards, but not for long. You are now in control of Fou-Lu. Head for the crystal, and Fou-Lu will summon his Guardian. Fou-Lu is angry at his Empire, and he tells the Guardian that he wishes the Empire to be destroyed. He orders the Guardian to destroy Chedo. The game will switch back to Ryu.

?(Tidal Flats) p145

~~~~~

Enemies: Smasher, Sandclaw, Krabby, Squirt, Rafresia,  
Mirror, Fragrans, Mandraga

Nina suggests that you go fishing. Head for the Fishing Spot, and the game will switch to Fou-Lu.

Imperial Castle

p146

~~~~~  
Boss: Kahbo, Kamyu, Diviner/Evoker/EliteTrp x2 (easy)

Head into the doorway to the east. If you head down the stairs and follow the path, you will come to a room where you can rest and save. The stairs up lead to nothing of interest.

Head to the east to get a sequence. After it, you have to battle Kahbo.

```
_____  
| /Kahbo\ _____  
/_____  
| HP: 18000      Zenny: 0      Experience: 20000 |  
| _____ |  
| Item: Wisdom Fruit, SuperVitamin |  
| Skill: Flaming Fist, Mystic Fire |  
| _____ |  
| Transform into the Serpent. Use Waterspout on it. 3 |  
| times should kill it.nd not to transform. Just attack a |  
| couple of times and it will fall. |  
\_____  
|
```

```
_____  
| /Kamyu\ _____  
/_____  
| HP: 28000      Zenny: 0      Experience: 30000 |  
| _____ |  
| Item: Wisdom Fruit, Ambrosia |  
| Skill: EldrichFlame, Simoon |  
| _____ |  
| Transform into the Behemoth. Use MeteorStrike a couple |  
| of times. Use Searing Sand when your HP drops below |  
| 2000 (probably won't happen). He will die when you are |  
| just about to run out of AP. |  
\_____  
|
```

After you defeat both these bosses, Yohm will apologize for what he has done, and blame it to the current Emperor, Soniel. Yohm will sacrifice himself to Fou-Lu.

You might want to head back to the room with the diary to rest and save.

Examine the statuette behind where Yohm was, and warp to the inner sanctum. There, walk east and talk to the guards. As you can see, they are the same two enemies who Ershin took out on his own, so Fou-Lu can't lose. After beating them, you will get some sequence. Yuna will come out, and you will have to fight some more soldiers.

\_\_\_\_\_  
| /Diviner\ /Evoker\ /EliteTrp x2\ \_\_\_\_\_  
|

```

/
| HP: Diviner      Zenny: 0          Experience: 11600 |
|   2500          |
|   Evoker        |
|   2500          |
|   EliteTrp     |
|   1000          |
|
| Item: Nothing   |
| Skill: Diviner: Concentrate*, Magic Ball* |
|           Evoker: Concentrate*, Inferno  |
|           EliteTrp: Target*              |
|
| They have 'Barrier' which makes them immune to attacks. |
| To get rid of the Barrier, you need to use a Breath      |
| Skill from one of the Dragon Forms. Of course, the      |
| Breath Skill will also make short works of this team in |
| that one shot.                                         |
\

```

Yuna will run away. Head on east into the castle. Soniel will suck up to Fou-Lu, but stab him with the Dragonslayer when he is not paying attention. He will laugh, and be very proud of himself. However, Fou-Lu has the last laugh, and Soniel had his last. The game will switch to Ryu again.

?(Tidal Flats) p147

~~~~~

Enemies: Smasher, Sandclaw, Krabby, Squirt, Rafresia,  
Mirror, Fragnans, Mandrago

Nina will tell Ryu that she's in love with Cray(?). As you can see, Ryu is really paying a lot of attention to Nina :). After a while, Nina will suggest heading back for the camp. So head back for the camp.

At the camp, you can rest and save at the diary in the tent. After resting once, Cray will tell you the tide is changing. Talk to Cray and Ursula, who are blocking the way back. You should go to the other side to check whether the path there is back, too. So head back to the other side \*again\*, don't head over the rock, but go south there, and you will see that the path is back. You will automatically be back on the World Map again.

World Map p148

~~~~~

At the ? spot to the north you will meet Kahn. He will become a Master. After getting any Skills he will give you, head south to Koshka.

Koshka p149

~~~~~

You can talk to the villagers here, and upgrade your equipment, but that's pretty much it. When you are done

here, leave the village and head south to the Shan Rvr.

Shan Rvr

p150

~~~~~  
Enemies: LizardMn, Sporeon, Generatr  
Items: Titan'sBoots, Earth Ward, Aurum x2

Head west three steps and pull the lever. Step onto the gondola. You will be instructed how to move the gondola. Just move it west to the patch of land. Jump over the gap to the south. Pull the lever and head west on the next gondola. Walk on west and leave this area.

Jump over the gaps and climb over the large tree stump. Head east from here and take the bag for 1000 Z. Head back all the way west from here and take the Titan'sBoots from the chest here. Head back east and take the southmost path to the east. You will be back in the previous area.

As you step on the gondola, you will notice that a log is floating in front of it. Position the gondola just in front of the log(if you miss it, either leave the area and re-enter, or make the next log ride into your gondola, and it will reset), and when it is in front of you, ride into it. Take the Earth Ward from the chest here. Ride the gondola here and jump down. You will be back at the entrance. Head back to the west and out of this area, around the path, a little to the south and east back into the area.

You'll be back at the gondola that you rammed into the log. Head onto it and ride it past the first log, into the second. As your party automatically gets of the log to the north, walk back over it and take the chest for 2 Aurums. Pull the lever here and take the gondola west. Head around the path over the big tree stump again, and you are back at the gondola again. This time, don't ram into either of the logs, and you will reach the other side. Head south, and you will be back on the World Map. Head for Chiqua.

\*\*\* Note \*\*\*\*\*  
There is now a Manillo Shop at Chkpoint. I'm not sure when it appears, but I \*believe\* it's not there when you first arrive at Chkpoint.  
\*\*\*\*\*

Chiqua

p151

~~~~~  
There are some shops here, so spend some money/fish if you want to. Also talk to the fishing frog in the south of town and he will tell you about a new Fishing Spot. Finally, talk to the man in the east of town, and he will tell you he will show you the way to the capital if you bring him either:

- A Relic found in some ruins near Koshka
- A jar from Koshka
- Three fish, any combination of MartianSquid, Salmon, and Sea Bream

You'll actually want to gather up all three of these requests for him, it pays off. Give him the fish if you have them, if you don't, catch some now, or you could wait a while with it. Head for Koshka.

Koshka p152

~~~~~

Talk to the man with the spiky brown hair and the beard here. He'll tell you where the En Jhou ruins are. Head into the house and talk to the man holding a jar. He'll tell you it will take him some time to make the jar. I'm not sure exactly how long it will take him so let's just head to those ruins for now. Head south and then east to En Jhou.

En Jhou p153

~~~~~

Enemies: LizardMn, Istalk, Ibomb, Puppeter, Decoy, Snapfly, Mimic

Items: Wisdom Seed x3, Antidote x3, Aurum, WardingStaff, Magic Shard x2

Head east and into the temple. Enter the passageway you come to. Talk to the guy here complaining about how all the treasure here has already been taken. Head back out and up the stairs. Upstairs, examine the east wall to find that it's weakened. Put Ershin in front and use his Ram action to break down the wall. Head through the newly opened passage.

Head north up the stairs, and through the passage. Head down the stairs here, and through the passageway. Head south, over the gap, and climb the wooden bridge up. Head into the passage to the east here. You can slash the ropes here with Ryu's sword to drop what is hanging on them. Slash the first and third from the south to drop both the chests. Head back outside, and through the north passage to collect the 3 Wisdom Seeds in the chest there. Head back outside and climb the wooden bridge down again. Head north, into the passage, up the stairs, and outside to the south. Head a little further south and jump east over the gap. Go through the passageway and you will be in the room where you dropped the chests. Open both of them for 3 Antidotes and an Aurum.

Head back outside, over the gap, and north up the stairs. Go around down the stairs again, and back outside. Jump over the gap to the east this time. Follow the path around until you reach the ladder leading down. Go down the first set of stairs to the west, then head south. Jump down one level. Jump down to the south, then to the west and get the chest for a WardingStaff. Jump another level down and walk around the path and back up the stairs. Head through the passage on the stairs again, and jump down again. Jump down to the south twice, and jump over the gap to the south. Head east and through the passageway and follow the path to another Dragon Gene, which allows you to transform into the Mutant. Head back outside, and go all the way west and down the stairs, to get the 2 Magic Shards from the chest.

Head back up, jump over the gap, jump down, head around the pool, and up the stairs again. Head back up the ladder, south, up the stairs, around the path, through the passage to the north, around the stairs, outside to the south, further south and through the passageway to the west, and down the stairs again. Now follow the path to the west, and back outside to the World Map. Head for Koshka.

Koshka p154

~~~~~  
Talk to the man with the pot in the house again to receive the jar. He'll charge you 500 Z for it. That's pretty much all you need to do here. Head back to Chiqua.

Chiqua p155

~~~~~  
Talk to the man to the east again. Give him the fish if you didn't already, and now that you've got the jar, he'll trade your ElectrumBall for a Gold Ball. He never took the jar from me, though.

It might be a good idea to check back at some of the Masters to get new Skills, btw.

When you are ready, head out and head for the River south of Chiqua.

River p156

~~~~~  
Enemies: BoltArch, Bolt Trp, Generatr  
Items: Dirty Filter x3, Wisdom Seed, Power Food,  
Atomic Punch, Armored Vest

You'll immediately start with a subgame here. You have to put Cray in front of the party to push any of the crates.

Head south over the bridge-type-thing, a little east, and north over the gap. Push the crate here to the east, and it will bump into the other crate, forming a convenient bridge for you. Cross over the crates and head up the stairs. Head south until you come to another crate. Jump down off the crate. Head south, and jump over the gap to the south. Head east from here, into a new area.

Operate the control panel here to raise the dam. Climb up the ladder. Climb down the ladder here to get the 3 Dirty Filters in the bag, then go back up and north over the dam. Climb down the eastern ladder here and operate the control panel. The dam will lower again. Head a bit east and push the crate here. It will float to the east. Head east and cross the small dam here. Talk to the man sitting here. He'll give you various topics to talk about.

- Pick "Dragons", then "Yes", then "They all look



different", then "Like grass and rocks". The man will tell you how to get to the Quarry.

- Pick "Traveling", then "Yesterday" and he will give you a Wisdom Seed.
- Pick "Traveling", then "Across the sea", then "Chased by the Empire" and he will give you a Power Food.

When you are done with your little chat, go a little further east and jump over the gap to the south. Push the crate and jump back. Operate the control panel next to the man to lower the water level. Operate it once more to lower the dam again. Head over the crates to the south, and head east. Climb the ladder, and go back down to the east. Exit the area and re-enter. Climb back up the ladder and down to the west. Head west a little further and climb the ladder down. Walk west and you can take what is in the chest, an Atomic Punch (I spent like one and a half hour trying to figure out how to get to that chest. Cheap puzzle, just exit and re-enter like that.). Climb back up and head east, up the ladder and down to the east, and east out of the area.

Keep heading east until you come to the gap. Jump over it to the north. Head back west into the previous area to get the Armored Vest from the chest, then head east all the way, up the plank, jump down from the crate, and walk on east. You will be back on the World Map. Head south, then west to the Quarry.

?(Quarry) p157  
~~~~~

Head north and talk to the Dragon Avatar here. He is the Rock Dragon. He will teach you Fulguration. After that, head for Pauk.

Pauk p158  
~~~~~

Head a little north and enter the big tent (the only one you \*can\* enter). You will get a short conversation here. Talk to the woman again and she will tell you you need to catch Tak the chicken if you want to talk to her gramps. Talk to the man, and you'll see why. Leave the village. A new path will open up to the west. Head there.

?(Western Plains) p159  
~~~~~

You will have to play yet another subgame here. You have to chase the chickens into the coop.

You basically have to run after them chickens to make them go into the coop. You'll get a 100 points for every white one, 2000 for Tak (the brown one), and 3000 if you catch them all. Note that once you catch Tak, the game is over, so

catch him last if you want a perfect score. There is no time limit so it can easily be done (not swiftly though).

The chickens like to hang out together, so try chasing multiple chickens at the same time, so that it goes faster. There are 19 white chickens in total.

After you complete this subgame, you will be back on the World Map. Head back to Pauk.

Pauk p160

~~~~~  
Item: Rusty Pipe

Head back into the large tent. The bearded man will thank you (he came back to his senses). He will tell you there is an alternate path to Astana through Fou-Lu's Tomb. Talk to the kid just west of the tent for a Rusty Pipe. Head out of the village.

\*\*\* Note \*\*\*\*\*  
You can now return to the Western Plains anytime to play the catch the pigs subgame (same as the chickens, only with pigs). You can do that to rack up Game Points.

Like with the Crane subgame, you will only receive 10% of what you gained when you played it the first time.

If you ask me, the best way to rack up Game Points here quicky is to just catch the mother pig (with some others if possible) right away, and repeat. Catching all the pigs gives Bonus Points, but it takes much longer.

\*\*\*\*\*

World Map p161

~~~~~  
Head north. You will come to an intersection. Since you can't enter Kwanso, just head on north. You'll come to a ? area (it's the forest where Fou-Luran from Yohm the first time). Enter the forest.

?(forest) p162

~~~~~  
Enemies: Egg Gang, Zaurus, Morph, GoldGang, Sporeon

Head a few steps south. Head west from here, through the dense vegetation. Avoid the white bushes, they damage you (four whole Hit Points!). In the new area, head further west to the scorched area of the forest. Head a little south, and west to a passage in the vegetation. Examine the green Dragon Crystal to receive the Myrmidon Dragon Form. Head back and take the passage south to arrive back on the World Map. You'll also note that there is now a new Fishing Spot. Head further east to the Tomb.

~~~~~  
 Enemies: Zaurus, Morph, Egg Gang, GoldGang, Sporeon,  
 Guardian, DeathBot, ProtoBot, Berserkr, MorphGoo  
 Boss: Won-qu  
 Items: Wisdom Fruit, Ambrosia, Vitamins, Electrifier,  
 Dragon Scale x5, Napalm x2

Don't follow the path east, instead, climb up the scorched area to the south. Follow this path to the first intersection. Head north there to get a bag with a Wisdom Fruit, then head back south, then east. At the next intersection, take the north path. Jump over the pillars. Walk down the fallen piece of rubble and head east to the next screen.

Keep going east. You'll note Fou-Lu's guardian sitting here. Examine it and you will have to do battle, after some sequence. It's the first boss fight for Ryu since Glebe!

```

  _____
 /Won-qu\
 /
 | HP: 32000      Zenny: 0      Experience: 30000 |
 |
 | Item: Moon Tears, Cupid's Lyre |
 | Skill: Sanctuary, Sleep, Blizzard, Frost Breath, |
 |         Lucky Strike, Stone Pillar |
 |
 | Equip an Ice Ring on Ryu, he'll need it. |
 |
 | Morph into the Kaiser Dragon straight away. Use Fire |
 | Magic on him, because he is weak to Fire. You should try |
 | to make some Elemental + Dragon Magic combos (Any Earth, |
 | Flame Pillar, Hwajeh), but if you gave Flame Pillar to |
 | Ryu like me, you'll have to do without that. Go for |
 | regular Fire Magic, and KaiserBreath. Keep in mind that |
 | his Lucky Strike does 800-900 damage so stay healthy. |
 | His Blizzard is also very powerful. |
 |
 | For healing, try using the Snooze/Rest/Vitalize Combo. |
 | It works pretty well, but only use it if you are fast |
 | enough! |
 \_____

```

I recommend you head back outside and heal up before you head down here.

Don't go down the stairs yet, instead, head north past them first, to get an Ambrosia from the chest (it won't be there if you took it with Fou-Lu). Head down the stairs here and head through the passage to the north. Keep following the path to the next intersection. Head further south here to get a Vitamins from the chest, and head back. Head up the small stairs and onto the block. It will act as an elevator and take you down.

Once down, head through the passageway to the north. Head on north and examine the plaque to lower the pillar. Head through the passageway behind the pillar. It's puzzle time.

You have to use the switches here to move the blocks. O pushes all the blocks on the line forward and X pushes them back. The area looks like this:

\* = Switch  
# = Raised platform  
R = Red block  
B = Blue Block  
O = Bead  
T = Treasure chest (Electrifier)

```

          T
15 *      # #
                * 14
16 *      B
    B      R      * 13
17 * #      #O# B  R #
    #      # #      # * 12
18 *
                R      * 11
19 *
                * 10
    * * * * *
    0 1 2 3 4 5 6 7 8 9
```

Push X three times at switch 6. Then push O four times at switch 13. Push X twice at switch 14. Push O once at switch 7. Finally, push O once at switch 16. Head back to the east side and walk over the red blocks. Pick up the bead. Go on over the blue blocks and take the Electrifier from the chest. Head back and south out of this room. Keep going south.

The block here will form a stairs for you to walk down. Climb the ladder to the south. Since the lower path is blocked by another pillar, head up the southern path and up the ladder. Head through the passageway to the northwest. Head north a few steps and into the passageway to the northeast. Open the chest here for 5 Dragon Scales. Head back through the passageway and north past the first intersection. At the next intersection, head west. A pillar is blocking your way, but it will lower when you come near it. Head through the passageway, then climb down the ladder.

This room contains another puzzle. You have to walk over to the platforms here with the block. However, the red eye will damage you and drain 10% of your MaxHP. Just make sure you never walk away from the side with the red eye and you're fine.

First step east once, then north twice, and west once. Step north once and get the bead. Step south once, west once, and north four times. Step east once, then south once. Step east twice and open the chest for 5000 Z.

Now you'll have to go back by doing what you just did in

reverse, ie west x2, north x1, west x1, south x4, east x2, south x2, west x1. Head back off the block and climb the ladder up. Head through the passage and go east back to the intersection. Go south until you are back at the room with the pillar, where your Bead will crumble. Head down the ladder and a little west, and take the northmost path this time. Keep going up and head through the passageway to the northeast. Follow the path until you come to an intersection. Take the thin path to the northwest to get 2 Napalms from a chest, then go back and take the path east. Head through the passageway.

Head up the stairs to the east and use the block to go up. Step off the block and go all the way down the stairs. Go north and use the block to go up. Head north out of this room. Head over the bridges that will form for you, and examine the plaque. You'll have to fight a boss.

```

  /II\I\
/-----\
| HP: II           Zenny: 0           Experience: 50000 |
|   10000          |                   |
|   I              |                   |
|   10000          |                   |
|                   |                   |
| Items: Wisdom Fruit, HarmonicRing x2, Vitamins |
| Skill: Stasis, Punch, Fireblast, Revolution, Inferno, |
|         Powder, Rejuvenate, Kick, Death |
|                   |                   |
| Due to their Revolution Skill, don't heal to much HP or |
| you'll be sorry. I is immune to Physical attacks and II |
| is immune to Magic. Kill off I first with some powerful |
| Magic, then put your Magic users in the back row so they |
| can recover AP and use it to heal. Use some high Power |
| characters to get rid of II. Keep your characters at |
| about 50-65% HP. their Revolution Skill might heal you |
| when you're lucky, but don't count on it. |
|                   |                   |
| Tip: If five members are dead, try using a Sturgeon. It |
| saved me... |
\-----/

```

After you beat the dice, Won-qu will appear. He will give you Won-qu's Gem. Head back south, through the block room, and south through the dark hallway. Out in the staircase room, you'll get a short sequence. Head all the way down, and onto the block. Pick "Move ahead" and you will arrive at some rock platform. Head down and take the path west to arrive back on the World Map. After this long and tiring dungeon, it's good to be able to save and rest. When you did that, head back into Mukto.

Mukto p164  
 ~~~~~  
 Enemies: Cyclops, MorphGoo  
 Items: Swallow Eye x4, Dynamite x5, Wisdom Seed x3,  
 Dragon Tear

Take the southern path and follow the path. Don't jump over the gap, but head past it, further north. Head through the passageway. The end of this path will seem to dead end, but if you head a little way back, you'll see a piece of cracked wall on the southern wall. Use Ershin's Ram to break it open. Head through the hole and down the stairs. Downstairs, take the lower path and follow it to a bag which contains 4 Swallow Eyes. Head back and take the upper path. Follow it to a room with some rock platforms. Head north and climb the rocky ladder. You should jump down the rock platforms to obtain the bags wich hold 5 Dynamites and 3 Wisdom Seeds.

Climb back up and head north this time. Climb the ladder and head through the passageway to the west. Keep going and head into the temple. Open the chest here for a Dragon Tear. Head back out of this area. Back on the World Map, head for Astana.

Astana p165

~~~~~  
All you can do here is shop, really. There is some good equipment available here though. Also, the Manillo here sells some great stuff, so if you feel like going fishing, check there first to see what fish you need for his stuff. When you are ready to move on, leave Astana and head south of Kwanso to the ? area.

?(Mountain Path) p166

~~~~~  
Enemies: NutTroop, Bolt Trp, Nut Mage, BoltMage  
Items: Taser, Barrier Ring

Head south and down the mountain path. At the first intersection, head east. Take the sidepath to get a Taser from the bag, then go on west. At the next intersection, take the path down to get 1500 Z from the chest. Head on east, and take the southern path to the west at the intersection. Keep going until you get to the bag, which holds a Barrier Ring. Go all the way back to the previous intersection. Climb up, and at the empty chest, head up another slope. Go west from here and follow the path. You'll be back on the World Map. Head for the Hut.

Hut p167

~~~~~  
Enemies: Snapfly, Stingfly  
Items: Protein x2

Head east all the way up the mountain. You will arrive at Bunyan's place. Take the 2 Proteins from the chest behind his house if you didn't do so with Fou-Lu. Talk to Bunyan and tell him he is not a simple hermit. He will become your final Master. Talk to him again to get his first Skill (you should have done a 3000 damage hit already). Head back out of this area and re-enter the Mountain Path.

?(Mountain Path) p168

~~~~~  
Enemies: NutTroop, Bolt Trp, Nut Mage, BoltMage

Head east. At the first intersection, take the lower path. Head further down, and head east to the small tree. Head south from here. At the intersection, take the path east, and follow it all the way out of this area.

World Map p169

~~~~~  
Enemies: Poppy, Gold Fly, Lampkin

You'll get some camping sequence. After that, head south to the Highway. Underway, you can read a sign in another ? area btween the Highway and the Mountain Path to find the last Fishing Spot.

Highway p170

~~~~~  
Head a bit south and you'll see a whole bunch of soldiers standing here, and blocking the road. They won't let you pass, so talk to the guy next to the soldier blocking the road with Ursula, and he'll tell you to go talk to the General, who resides in Astana. So head for Astana.

Astana p171

~~~~~  
Items: Swallow Eye x3, Croc Tear x3

Head for the building southeast of Astana. Once you enter, you will get some sequence. After that, head further downstairs, and follow the path outside. Keep going into the next area. Once up the stairs, walk onto the thin path to the south (east of the stream of water). Follow this path and go up with the ladder. You'll find a chest with 3 Swallow Eyes. Head back down and follow the thin path back. Head north of the large building and take the 3 Croc Tears there. Head back to the entrance to the east of the building, and head inside.

You'll be attacked by a whole bunch of critters here.

```
_____/Zombie x2\Cadaver x2\ZombieDr\Warlok\_____  
/  
| HP: Zombie      Zenny: 2140      Experience: 5740 |  
| 1500-2000      |  
| Cadaver        |  
| 750-1000       |  
| ZombieDr       |  
| 1500-2000      |  
| Warlok         |  
| 3000-4000      |  
|                |
```

```

| Item: Skull Staff |
| Skill: Zombie: Feint*, Feign Swing* |
| Cadaver: Feint* |
| ZombieDr: Feint*, Powder, Vitalize |
| Warlok: Death, Dream Breath, Dark Breath, |
| Lucky Strike |
| |
| They are very easy. Try using Ursula to attack, she will |
| easily kill all those Zombies off with an Attack All |
| Weapon. |
\_____ /

```

After you kill them off, head further east and north through the passage. Keep going until you come to a fish man standing next to a wounded soldier. Step north onto the elevator and go down. Now, you are in the lower levels of the Imperial HQ.

Imperial HQ p172

```

~~~~~
Enemies: ToxicFly, Krabby, Cadaver, Warlok
Items: Old Tire, Rotten Meat x2, Ghostbuster

```

Head south over the walkway. Once across, head south and then east and north over to the lever. Pull it. Walk back and head over the sluice. Take the Old Tire from the chest and head back. Follow the path south to some stairs leading down. Don't go down yet, head west to get 2 Rotten Meats from a bag. Head back to the stairs and go down. Talk to the soldier if you want and go on west. You'll come to some stairs leading back up. Head a little east from here to get a Ghostbuster from a chest, then head back and go up the stairs. Head east and then south over the plank. Then head west and operate the switch. Head over the now lowered sluice and follow the path into the next area.

You'll come to some huge organic... things. Climb up the web-like stuff and attempt to slash through the red blood vessel. Elina will appear and explain that you'll need the Dragonslayer to cut through it. Head down the web again and all the way back out of here. Talk to the two soldiers who let you through in here, and leave Astana. Head for Kwanso.

Kwanso p173

```

~~~~~
Put Ursula in the lead and talk to the soldiers here. They will open the gate for you. You will have a short conversation with Yuna, and Ryu will 'persuade' him to leave the Dragonslayer behind. Leave Kwanso and head back for Astana.

```

Astana p174

```

~~~~~
Just head back to the Imperial HQ.

```



~~~~~

Enemies: BttlSuit, Gonger, Gold Fly, SaltClaw, ZombieDr,  
 Warlok, Zombie

Items: Poison Ward, Diana'sDress

You'll note some funny colors here. The monsters have also become more powerful. Head back through this area to where you saw Elina (south to the stairs, down, follow the path to the next stairs, head back up, head south, lower the dam, head over it, and follow to the organ area). Climb up again and equip the Dragonslayer on Ryu. Slash through the blood vessel. After the short sequence, equip Ryu with his old sword (unless you want to keep the Dragonslayer), and head on. Head up the white pillar at the top. Upstairs, take the Posion Ward from the chest. Head up the stairs at the south of this room.

You'll get some more sequence with Yuna. After that, head up the stairs to the west of the building, but not inside yet. Head around and take the Diana'sDress behind the building. Then head inside. You'll get some sequence with Elina. After the sequence, head outside. You'll get some more sequence. Now, you'll find out why everyone at the Gamefaqs BoF4 message board hates Yuna so much. After all the sequence, it's time for Chapter 4.

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

%% That Which Passes c4.0 %%

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

~~~~~

Head out of Astana and you'll get some camping sequence. Afterwards, head south for the Highway.

~~~~~

Enemies: Cyclops

The soldiers will no longer block your path, so head south. Take the exit to the east to open up a path to Sonne, or south to open a path to the junction south of the Highway. You could open both but it doesn't really make a difference. Head for Sonne.

~~~~~

Enemies: Bilbao, Morph

Item: Ring of Clay

Head south along the path, and talk to the sitting woman. She will trade your treasure, and if you have all until now,

you should get the PlatinumBall, with which you can get Marlok's final Skill. Leave the village to the World Map and re-enter, and you will note your entrance is at a different location, in the forest (I'm not sure what causes this). Head east and then north a little, and you'll see a pit to the west. Break the rock with Ershin and take the Ring of Clay from the chest. Leave Sonne, and head for Mt. Yogy.

Mt. Yogy p179

~~~~~  
Enemies: Bilbao, Lavoid, BlackGoo  
Items: Aurum, Wisdom Fruit, MultiVitamin x3

It's time to collect all the stuff Fou-Lu left behind here. Head west and on to the first intersection. Take the upper path south. Use Ershin to bash through the rock and collect the bag for an Aurum. Head back to the intersection and take the lower path north for a bag with a Wisdom Fruit. Now take the upper path north and follow it up. At the intersection, take the upper path first to get the Magma Armor beyond the rock, and head back, take the lower path south, and head into the cave. Jump over to the west to get three MultiVitamins from the chest. Head back out and down the mountain. Leave Mt. Yogy. Head for Sanctum.

Sanctum p180

~~~~~  
Enemies: Cyclops  
Item: Icicle

Head west into the Sanctum. Keep going to the intersection. Head north there to collect the Icicle, then leave the area again. Head for Chedo.

Chedo p181

~~~~~  
Enemies: Scavengr, Gonghead, Shadow, Bandit, Gonger  
Item: Firecracker, DamacsusHelm

After doing any shopping you might want to do here, head through the large gate to the east. You'll meet enemies in this area of town. Head south, then east up the stairs. Head north a few steps and take the bag behind the roof for a Firecracker. Jump over the gap to the east and follow the path to the entrance of the building. Go inside.

Head east a couple of steps and head up the ladder. Go west all the way and you'll come outside. Take the DamacsusHelm (should probably have been DamascusHelm) from the chest. Head back east and down the ladder, then head west until you are outside again. Head up the stairs to the east, and through the doorway (hard to see). Back inside, head east. When you're at the stairs, head outside to the south first to go get the 2000 Zenny from the chest, and head back in and down those stairs. Follow through the hallway and head down the stairs at the end. Head a little north and through

the gate to the east. You'll come to a part of Chedo that has obviously seen better times. Head east for a while until you run into A-tur, a pretty tough boss.

```
_____  
_/_A-tur\  
/  
| HP: 45000-65000 Zenny: 0           Experience: 50000 |  
|  
| Item: Moon Tears, Spirit Ring      |  
| Skill: Frost Breath, Sanctuary, Howling, Lucky Strike, |  
|           Magma Blast              |  
|  
| Equip the Ring of Ice on someone. You could equip      |  
| Water Wards on the rest, but if you have something    |  
| better, feel free.                                     |  
|  
| Nothing is particularly effective or ineffective on this |  
| guy, so just use your most powerful attacks. Since his |  
| HP is high but he has no super powerful attacks, play |  
| the waiting game and make the maximum use of your CP.  |  
| Use strong Skills, but have the healers (Especially    |  
| Nina) conserve AP for healing, and sit in the back row |  
| to recover AP. When out of AP, regular attacks are not |  
| a good idea, since he counters a lot. Use 0 AP Skills if |  
| possible. With Ryu, use a good Skill if he can do so   |  
| effectively, otherwise just use Kaiser's KaiserBreath. |  
| War Shout might be effective if you're going all out  |  
| physical next turn, but otherwise don't bother, because |  
| he will use Sanctuary pretty swiftly.                  |  
\  
/
```

After you kick this dude's rear end, you'll get quite some sequence. You will then automatically appear back on the World Map. A new path will open to the Castle, so head there.

Castle (5th floor) p182  
~~~~~  
Item: Healing Ring

Walk north just before the bridge and walk as close as possible to the river to go under the bridge. Head further south, jump over the river, and back north to acquire a Healing Ring from a chest. Head back and walk east over the bridge. At the next area, there will be music. Keep walking east and head towards the crystal here. A-tur will arrive again and apologize to you. He will take you to the castle. After that, he will disappear. Just walk into the edge here if you want to go back out of here. Head east into the next area.

Head down the stairs to the south and walk around the path. The door to the west needs a 'Blue Charm', but you can go into the door to the east. You can rest and save here (but you didn't fight a single monster yet). You'll note a key on top of the cabinet. Bash it with Ershin to get the key. Head back out of this room and go back south a to the stairs leading down. Use the key to open the small fence on these stairs. Head down.

Castle (4th floor) p183

~~~~~  
Enemies: Kolpum, Chingol, StarGazr, Shadow  
Items: Ivory Dice, Hunting Cap, Vitamins, Icicle x2,  
Magic Shard x5

Head west and then north. You'll come to a wooden walkway. Head east over it, and head north. Head through the passage here and you'll come to a room with a large gap in the middle. Head through the doorway to the east, and examine the bookcases for some weird records. One of the bookcases contains an Ivory Dice. Head back out and go through the doorway to the west. Follow the path to some stairs leading down. Don't go down, head past the stairs into the next room. Head east here and jump over the gap. Head a little further east and go into the doorway to the east. Search all the cabinets here for a Hunting Cap, Vitamins, and 2 Icicles. Head through the doorway to the north, and take the 5 Magic Shards from the chest here.

Head back into the room with all the cabinets, and leave through the southern doorway. Head down the stairs here.

Castle (3rd floor) p184

~~~~~  
Enemies: Orochi, StarGazr, Karon, Shade  
Item: Earth Ward

Head through the doorway to the south. Walk down the stairs and head out the other doorway here. You'll be in the main room, but on the lower path. Follow it to the stairs up, head through the doorway and get the Earth Ward from the bag. Head back through the doorway and follow the path back up the stairs in the small room. back at where you came down to the third level, take the northmost stairs down. Head over the walkway to the doorway, and head through it.

Head east and follow the path to the next doorway. Once through it, head east through yet another doorway. Since the path stays linear, just keep going until you find the stairs leading down to the 2nd floor.

Castle (2nd floor) p185

~~~~~  
Enemies: Orochi, Shade, Horseman, StarGazr, Karon  
Items: Fire Ward, Water Ward, Taser, MultiVitamin x2

Head south to the big door. Since it's shut tight, head through the door opposite it. Head a few steps north and through the door here. Head down and through under the bridge to get a Fire Ward from the chest. Head back south and out of this room, and head east. Take the small sidepath to the north. Head north with either the west or east path, and head north of the middle platform. Head east first to get to a room with lots of bookcases. One of them holds a Water Ward. Go up the stairs and loot the cabinets here for

a Taser and 2 MultiVitamins. Head back out of this room and go west to the other side of the large room. Head south from here and down the stairs.

Castle (1st floor) p186

~~~~~

Enemies: Shade, Karon, Goo King, Goo Nurse, Baby Goo,  
Mage Goo, Eye Goo, BlackGoo

Items: Burglar Garb, Lgt.Clothing, Power Food x2,  
Belladonna x4, Vitamin x5

Head north and through the large doorway. Search the cabinets in this room for a Burglar Garb. Head through the doorway to the north and heal your party. Once you examine the dragon lying on the ground, it's boss time.

```
_____/Dragonne\_____  
/  
| HP: 25000-35000 Zenny: 3600           Experience: 60000 |  
|  
| Item: Belladonna, Moon Tears          |  
| Skill: Ebonfire*, Sleep, Howling, Mjollnir, Wither |  
|  
| It will restore 15000 HP each turn, so start by |  
| transforming Ryu into Kaiser. Also, since it doesn't |  
| have the Sanctuary Skill, use War Shout, it works great! |  
| Since you have to wait for KaiserBreath with attacking |  
| anyway, you might as well spend the first turn with |  
| Support Magic. Use another War Shout on the second turn, |  
| and of course, KaiserBreath. On the rest of the turns, |  
| show him your best physical Skills. Use another Breath |  
| attack with Ryu. Dragonne will lose his healing ability. |  
| You should easily win. |  
\  
_____
```

After you beat the dragon, examine the blue floating thing to get the Blue Charm. Head east a few steps. Now head north. The eastmost doorway here leads to a save point. Head through the northern doorway to get a Lgt.Clothing from a chest between the beds. The east doorway leads to a shut door. Head back out. Head through the doorway to the west and search the cabinets in this room for 2 Power Foods and 2 Proteins. Head back south, and further south. Head through the doorway here and head east through another. Loot the cabinets for 4 Belladonnas. Go back out of this room and take the upper path west to another doorway. Head through and take the 5 Vitamins from the chest and head back. Head back east, and then north to the large doorway where you beat the dragon. Head through. You'll come to an elevator. Head to the 5th floor.

Castle (5th floor) p187

~~~~~

Item: Defender

Head north and follow around to the door with the blue seal on it (you might want to save at the room with the diary

too). Examine it and it will open. Take the Defender from the cabinet and head down the ladder.

Castle (4th floor) p188

~~~~~  
Coming soon...

=====  
= Item List s02 =  
=====

Item and Option are sorted by alphabetical order, and Armor and Weapon are sorted by power. Weapons are also first sorted by character.

The value is the price a shop asks for it, the buying price. The selling price is half of this.

-----  
--- Item ----- s02\1 -  
-----

the letter between (parentheses) denotes the target of the item. (1) = Single  
(A) = All  
(s) = Self only

Name	Value	Note
%%%		
Ambrosia	????	Recover HP to all Dragon Forms
Ammonia	250Z	Revive with 25% HP(1)
Antidote	12Z	Remove Poison Status(1)
Apple	10Z	Recover 100 HP(1)
Aurum	10Z	Learn Skill from scroll
Belladonna	200Z	Kill target(1)
Bent Screw	10Z	Raw material for the smith
Berries	8Z	Restore 50 HP(1)
Bird Drop	2Z	Does nothing
Burnt Plug	50Z	Raw material for the smith
Croc Tear	4Z	Recover 20 HP, might restore status(1)
Dragon Scale	200Z	Raise Defense for single battle(1)
Dynamite	500Z	Major Earth damage(1)
Earth Seed	300Z	Reduces Earth dmg until next rest(1)
Electrode	250Z	Medium Earth damage(A)
Eye Drops	14Z	Remove Blind Status(1)
Firecracker	700Z	Major Fire damage(1)
Fire Seed	300Z	Reduces Fire damage until next rest(1)
Fish-head	400Z	+1 Wisdom(1)
Flank	300Z	Restores 10 AP(1)
FlashGrenade	100Z	Blinds target(1)
Ginseng	200Z	Raise Power for single battle(1)
Glass Shard	30Z	Raw material for the smith



Sage's Staff	15	2	230Z	Ranged, Wis +5
Reed Baton	28	2	1600Z	Ranged
Ruby Scepter	30	2	2000Z	Ranged, Fire atk
Wand of Air	38	1	3600Z	Ranged, Wind atk, Use to cast Sever
Weather Wand	48	2	5000Z	Ranged, Wind attack
WardingStaff	56	3	4800Z	Ranged, Resist Magic
Battle Rod	61	2	6200Z	Ranged
Rune Staff	72	2	8000Z	+5 CP, +10 Wis
BlessedStaff	84	2	12000Z	Use to cast Heal

%%%

--- Ryu\Scias\Fou-Lu -----

Name	Pwr	Wgt	Value	Usd	Note
Chopsticks	2	0	40Z	S	Strong vs Flies
Broken Sword	4	2	-----	R	
Bowie Knife	10	1	150Z	RS	
King's Sword	12	2	-----	R	Holy atk, Casts Protect
Short Sword	15	3	480Z	RS	
Jang'do	22	3	2000Z	S	+1 Hits
Moon Sword	28	4	1500Z	RS	
Biter	30	3	4500Z	S	+1 Hits, +3% Critical chance
Katzbalger	30	4	1800Z	RS	
Broad Sword	38	8	2600Z	RS	+5 to user's Defense
BastardSword	42	6	3200Z	R	
HiddenDagger	42	2	4900Z	S	Might do Instant Kill
Ice Blade	50	8	4200Z	S	Water atk, might cause Sleep
Render	50	6	60000Z	S	+1 Hits, Water atk, Use to cast Frost, *
Claymore	56	8	5200Z	RS	
Firangi	58	2	8600Z	RS	+1 Hits
PiercingEdge	72	5	7200Z	RS	Use to cast Weaken
FeatherSword	88	1	9600Z	RS	
Royal Sword	96	6	????	F	+1 Hits, casts Drain
DamascusSwd	104	5	14500Z	RS	
Barbarossa	112	8	18000Z	RS	

%%%

\* The Render is much more powerful then the listed value.  
I'm not sure yet what causes this, but it's a BIG  
difference.

--- Ershin -----

Name	Pwr	Wgt	Value	Note
Red Knuckles	12	1	200Z	Ranged
Fork	14	1	300Z	Ranged, Induces Blind
Ice Punch	20	1	550Z	Ranged, Water attack
Flame Punch	20	1	550Z	Ranged, Fire attack
Raptor Claws	24	1	800Z	Ranged, Wind attack
Earth Claws	26	1	1300Z	Ranged, Earth attack
Drill Punch	32	1	1800Z	Ranged



Homing Bomb	40	1	3500Z	Ranged, Better chance to hit
Rocket Punch	51	1	4300Z	Ranged
Toxic Claws	62	1	5800Z	Ranged, Induces Poison
Ghostbuster	85	1	??????	Ranged, Extra dmg vs Demons
Rocket Punch	93	1	10000Z	Ranged
Power Glove	95	1	22000Z	Ranged, Critical +20% for enemies with 25% HP

%%

--- Cray -----

Name	Pwr	Wgt	Value	Note
Bamboo Stick	8	3	130Z	Use to cure Confusion
Log	13	4	400Z	Earth attack
Steel Bat	25	5	1000Z	
Spiked Rod	35	5	2200Z	
Mace	43	6	3300Z	
Flail	45	13	7800Z	+1 Hits
Quarterstaff	54	7	5000Z	
Stone Club	65	6	7000Z	
Crusher	86	8	9400Z	
Giant Club	99	16	12000Z	Might stun enemy
Cudgel	115	10	20000Z	
Earthbreaker	126	12	?????	Earth damage, Use to cast Stone Pillar
Linked Pole	133	8	?????	Damage increases with target's Power

%%

--- Ursula -----

Name	Pwr	Wgt	Value	Note
Scattershot	35	4	3600Z	Ranged, Attack all
Flintlock	42	2	3200Z	Ranged, +1 Hits
Sparkler	50	4	5000Z	Ranged, Fire atk, Attack all
Flamethrower	60	4	9000Z	Ranged, Fire atk, Atk all, Use to cast Fireblast
Arquebus	70	2	6800Z	Ranged
Repeater	82	6	22000Z	Ranged, +1 Hits
Mortar	102	6	24000Z	Fire dmg, Atk All
Culverin	108	6	?????	Ranged, Attack all, To-Hit +20%, Critical +5%
Electrifier	110	2	16000Z	Ranged

%%

-----  
--- Armor ----- s02\3 -  
-----

The Used section tells you which characters can use the  
Armor, namely: R = Ryu  
N = Nina  
E = Ershin  
C = Cray

Name	Def	Wgt	Value	Used	Note
%%%					
Clothing	4	2	150Z	RN CSU	
Fancy Dress	5	2	170Z	N U	
Leather Armor	5	2	220Z	R CS	
Waistcloth	8	2	320Z	RN CSU	
Chain Cap	10	4	600Z	R CS	
Crepe Cape	12	2	730Z	N U	
Cuirass	13	4	840Z	R CSU	
Steel BPlate	17	3	1300Z	R CSU	
ManlyClothes	17	3	2000Z	R CS	Revive at death (destroys it)
Mage's Robes	19	3	2300Z	N	Increases resistance to magic
Scale Mail	20	5	2100Z	R CS	
FightingRobe	23	3	2500Z	RN CSU	
Party Dress	25	4	2500Z	N U	
AsbestosArmr	26	4	2700Z	R CS	
Amber BPlate	28	4	3000Z	R CSU	
Short Skirt	32	1	3200Z	N U	Reduces wearers Magic Resistance
Lgt.Clothing	34	0	?????	RN CSU	
Brigandine	35	5	4800Z	R CS	
Robe of Wind	44	0	6500Z	N U	Dodge +5%, Resist Wind
Full Plate	47	8	6000Z	R CS	
Sage's Frock	50	4	7000Z	N U	+5 Wisdom
Silver Mail	54	5	6800Z	R CS	
Armored Vest	60	4	7200Z	RN CSU	Resist Ranged atks
MithrilArmor	64	5	8000Z	R CSU	
Holy Robe	64	4	?????	??????	
BlizzardMail	66	6	9300Z	R CS	Strong v Wind&Water, Weak v Fire&Earth
Magma Armor	66	6	9300Z	R CS	Strong v Fire&Earth, Weak v Wind&Water
Wolfskin	72	4	9500Z	RN SU	
Burglar Garb	77	5	??????	U	+10% Critical rate
Force Armor	82	7	??????	??????	Casts Barrier at start of battle
Diana'sDress	83	5	13000Z	N U	
DamascusMail	88	6	23000Z	R CSU	
Life Armor	90	9	50000Z	R CS	Restore 100 HP/Turn
Star Dress	92	6	38000Z	N	+5 CP
Gideon'sGarb	93	10	35000Z	??????	Power +10
Mist Armor	93	8	40000Z	R CS	
Royal Armor	96	6	??????	F	
Lighting	0	0	200Z	E	+40 Agility, +20% Dodge rate
Light Armor	10	0	200Z	E	+20 to Agility, +10% to Dodge Rate
Psychometer	20	5	200Z	E	+20 Wis
Gravedigger	20	5	200Z	E	Sometimes casts Eruption as counter
Booster	20	5	200Z	E	Sometimes casts Firewind as counter

Maelstrom	20	5	200Z	E	Sometimes casts Storm as counter
Panzer	20	5	200Z	E	Sometimes casts Jolt as counter
Gargantua	25	8	-----	E	
Spirit Armor	25	5	200Z	E	+10 Wis
Stout Mail	30	5	200Z	E	
Flame Armor	30	5	200Z	E	Resist Fire
Wind Armor	30	5	200Z	E	Resist Wind
Hydro Armor	30	5	200Z	E	Resist Water
Earth Armor	30	5	200Z	E	Resist Earth
Fire Rig	30	5	200Z	E	Fire does no damage
Whirlwind	30	5	200Z	E	Wind does no damage
Water Rig	30	5	200Z	E	Water does no damage
Earth Rig	30	5	200Z	E	Earth does no damage
Quicksilver	30	5	200Z	E	Casts Speed at start of battle
Defender	30	5	200Z	E	Casts Barrier at start of battle
Orihalcyon	30	4	200Z	E	Raises chance of Critical Hit
Heavy Armor	40	10	200Z	E	
Mithril Rig	50	15	200Z	E	

%%%

-----  
--- Option ----- s02\4 -  
-----

Name	Def	Wgt	Value	Used	Note
%%%					
Artemis' Cap	4	1	6000Z	RNECSU	+25% Chance To-Hit
Astral Ward	0	0	?????	RNECSU	Raises Magic resist, Lowers Phys. resist
Aura Ring	0	0	500Z	RNECSU	Resist Mind atk(?)
Bandana	2	1	30Z	RNECSU	
Barrier Ring	0	0	5000Z	RNECSU	Protects against Mind attacks(?)
Bell Collar	3	2	?????	RNECSU	Higher chance to get Random Battle
Body Ward	0	0	?????	RNECSU	Raises Phys. resist, Lowers Magic resist
Brass Helm	3	2	90Z	R ECS	
BronzeShield	7	2	380Z	RNECSU	
Buckler	13	3	1200Z	RNECSU	
Combat boots	15	3	5000Z	RNECSU	
Coupons	0	0	?????	RNECSU	Gives you a discount at shops
Cupid's Lyre	3	1	15000Z	RNECSU	Recover 10 HP/step and 50 HP/turn
DamacsusHelm	19	4	11000Z	R ECS	
Demon's Helm	12	3	1000Z	R ECS	
Diamond Ring	0	0	3000Z	RNECSU	Protects against death attacks
Dragon Tear	0	0	50000Z	F	Immune to Status Chg
Dress Shoes	10	0	800Z	N U	
Earth Ward	0	0	2500Z	RNECSU	Resist Earth attacks
Face Guard	8	3	450Z	R ECS	

Fire Ward	0	0	2500Z	RNECSU	Resist Fire attacks
Glass Domino	5	2	220Z	RNECSU	
Hairband	1	0	50Z	N U	
HarmonicRing	0	0	25000Z	RNECSU	Increases chance of performing a Combo
Hawk's Ring	5	1	6000Z	RNECSU	Increases chance of getting Initiative
Healing Ring	0	0	18000Z	RNECSU	Restoring Status takes 1 turn
Holy Mantle	2	1	?????	RNECSU	Lower chance to get Random Battle
Hunting Cap	1	1	8000Z	RNECSU	+40% Chance to learn Skill from enemy
Ivory Bangle	9	1	?????	F	Recover 30 HP/Step and 150 HP/Turn
Light Bangle	0	0	5000Z	RNECSU	Resist Status Change (Stronger than Life Sandals)
Life Sandals	0	0	500Z	RNECSU	Resist Status Change
Long Boots	9	3	550Z	RNECSU	
Poison Ward	0	0	2500Z	RNECSU	Immune to Poison (Element & Status)
Red Cape	0	15	-----	E	Counter rate up
Ring of Clay	0	0	10000Z	RNECSU	Gain HP from Earth attacks
Ring of Fire	0	0	10000Z	RNECSU	Gain HP from Fire attacks
Ring of Ice	0	0	10000Z	RNECSU	Gain HP from Water attacks
Ring of Wind	0	0	10000Z	RNECSU	Gain HP from Wind attacks
Shaman'sRing	0	0	40000Z	RNECSU	Reduces AP Cost of Skills by 25%
Soul Gem	0	0	1000Z	RNECSU	Revive at Death (desroys Soul Gem)
Soul Ring	0	0	30000Z	RNECSU	+50% CP
Spats	17	0	9000Z	N U	
Speed Boots	3	0	4500Z	RNECSU	+20 Agility
Spirit Ring	0	0	65000Z	RNECSU	Doubles CP
Talisman	0	0	300Z	RNECSU	Resist Death attacks
Titan'sBoots	6	3	6000Z	RNECSU	+10 Power
Toothpick	0	0	20Z	S	Raise Critical chance by 5%
Topaz Tear	0	0	?????	RNECSU	?????
Water Ward	0	0	2500Z	RNECSU	Resist Water attacks
Wind Ward	0	0	2500Z	RNECSU	Resist Wind attacks
Winged Boots	4	0	7000Z	RNECSU	+4 Evade
Wisdom Ring	3	2	5000Z	RNECSU	+20 Wisdom
UV Goggles	3	1	3000Z	RNECSU	Immune to Blind

%%%

-----  
 --- Fishing Equipment ----- s02\5 -  
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Name	Value	Note
Wooden Rod	50Z	Weakest Fishing Rod, pwr lv 1
Bamboo Rod	250Z	Medium Fishing Rod, pwr lv 2
Deluxe Rod	1000Z	Easier to handle than Bamboo Rod, but

```

                has lower range, pwr lv 2
Angling Rod    2500Z Powerful Rod, long range, pwr lv MAX
Spanner        5000Z Not as ranged/powerful as the Angling
                Rod, but better then the Deluxe Rod,
                pwr lv 3
Master Rod     20000Z Has slightly lower range then the
                Angling Rod, but is by far the
                strongest
Silver Top     20Z   lv 1 Spinner Lure
Gold Top       80Z   lv 2 Spinner Lure
Platinum Top  400Z   lv 3 Spinner Lure
Twister        20Z   lv 1 Winder Lure
Warbler        80Z   lv 2 Winder Lure
Dancer        400Z   lv 3 Winder Lure
Popper         20Z   lv 1 Topper Lure
Flattop        80Z   lv 2 Topper Lure
Swisher       400Z   lv 3 Topper Lure
Floater        20Z   lv 1 Minnow Lure
Hanger         80Z   lv 2 Minnow Lure
Deep Diver    400Z   lv 3 Minnow Lure
Baby Frog     20Z   lv 1 Frogger Lure
Toad           80Z   lv 2 Frogger Lure
Fat Frog      400Z   lv 3 Frogger Lure
Straight       20Z   lv 1 Worm Lure
Tail           80Z   lv 2 Worm Lure
Crab          400Z   lv 3 Worm Lure
Spoon         120Z   lv 0 Ultimate Lure

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%%%

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--- Best Equipment ----- s02\6 -
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```

Will be added as soon as I complete the game.

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=====
= Finding Items s03 =
=====

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This is a list of all the items, which will tell you where you can find them. The lists are ordered the same as the regular item lists, only this one tells you where to find them instead of their statistics.

The list contains places to buy, places to find, and an enemy to steal it from (or who drops it if stealing is not available). For easily found stuff such as Healing Herb, not all locations and stores will be listed (enemies will though).

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---

Ammonia	Buy at various shops Find at various locations
---------	---

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Antidote	Buy at various shops Various locations Stolen from: Gasser, Sporeon
----------	---

---

Apple	Get from man in the Woods area Faerie Search Dif.1 Stolen from: GooCount, Goo King, Goo Nurse, Baby Goo
-------	--

---

Aurum	Buy from various Manillos Various locations Faerie Search Dif.1 Stolen from: Puspool, Generatr
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Belladonna	Buy at Odd Item Shop in Faerie Village Get from man in Kyria Faerie Search Dif.1 Stolen from: Fiend, SaltClaw
------------	--

---

Bent Screw	Dropped by Bot if you have used an Elemental Combo Faerie Search Dif.2 Stolen from: BoltArch, Bolt Trp, BoltMage
------------	---

---

Berries	Stolen from: Cap, Army Bat, Rat, Wyd, Trunked, Treat
---------	---

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Bird Drop	Buy from Lazy Item Shop in Faerie Village Dropped by Sparrow if you kill it Stolen from: Blue Cap
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Burnt Plug	Find 3 at the Island of Fire Stolen from Morph after Fire damage Faerie Search Dif.2
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Croc Tear	Find in various locations Stolen from: Eye Goo, Roach
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Dark Draught	Stolen from: BlackGoo
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Dirty Filter	Find 3 in the River area Faerie Search Dif.2 Stolen from Morph after Wind damage
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Dodge Seed	Stolen from: Shadow
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Dragon Scale	Buy from Manillo in Sarai Various locations Dropped by: Gonghead
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Dynamite	Buy at Astana Item Shop (Chapter 3+) Find 5 at Mukto area
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Earth Seed	Buy from Faerie Arum Shop
Electrode	Buy at Odd Item Shop in Faerie Village
Elixer	Stolen from: MorphGoo
Elixer+	Dropped by: MorphGoo
Eye Drops	Buy at various shops Find in Wyndia Stolen from: Scorpion
Flank	Get from hunting Get from the Rat Packs you fight in the hold of Zig's ship
FlashGrenade	Buy from Lazy Item Shop in Faerie Village
Firecracker	Buy at Chedo Item Shop Find one in the dungeon area of Chedo Stolen from: Snapfly
Fire Seed	Buy from Faerie Arum Shop Stolen from: Fire Ant
Fish-head	Trade Cards at Manillo Shop Find in various locations Dropped by: Mouse
Ginseng	Buy from Manillo in Sarai Find in various locations Faerie Search Dif.5 Dropped by: GooCount, Bad Coil
Glass Shard	Find it in the digging subgame at the Valley Faerie Search Dif.2 Stolen from: Sandclaw
HadeSeed	Stolen from: Mirror
Headband	Buy from Manillo in Sarai Stolen from: Spectre
Healing Herb	Buy at various shops Various locations Stolen from: Mage Goo, Flue Goo, Fungoid, Gonghead, Troop, BeeTroop, GntRoach
Holy Seed	Buy from Faerie Arum Shop
Icicle	Buy from Manillo in Sarai Buy at Odd Item Shop in Faerie Village Find in various locations Stolen from: Rollob
Iron Scraps	Get from the Rat Packs you fight in the hold of Zig's ship Faerie Search Dif.2

Stolen from: Squirt, Guardian

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Ivory Dice	Buy from Astana Manillo Dropped by: Trunked, Fragrans
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Jabbergrass	Buy at various shops Dropped by: Mandraga
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Knockout Gas	Buy from Lazy Item Shop in Faerie Village Find it in Ershin's Dream World Stolen from: Mud Pup, Krabby, Fragrans
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Life Shard	Find it in the Aqueduct area Dropped by: BloodBat, Gonger
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Loins	Get from hunting
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Magic Shard	Trade Cards at Manillo Shop Various locations Dropped by: Gulper, Spectre
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Molotov	Buy at Kyria shop/Worent Shop Various locations Stolen from: Nut Mage
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Moon Tears	Buy from Manillo in Sarai Find at Tidal Flats area Dropped by Won-qu (boss)
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Mouth Gag	Buy from Lazy Item Shop in Faerie Village Stolen from: Mandraga, Decoy
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Mozweed	Get from purple flag in Zig's boat
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MultiVitamin	Buy at Normal/Diligent Item Shop in Faerie Village Various locations Win at Rock-Paper-Scissors game in Faerie Village Stolen from: Cairn, Orochi
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Napalm	Buy at Astana Item Shop (Chapter 3+) Find 2 in the Tomb area Dropped by: Ibomb
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Old Tire	Faerie Search Dif.2 Find one in the Imperial HQ Stolen from Morph after Earth damage
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Panacea	Buy at various shops Various locations Stolen from: Puppeter
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Phoenix Seed	Buy from Faerie Arum Shop
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PoisonPowder	Buy from Lazy Item Shop in Faerie Village Find 2 at the Tidal Flats area Stolen from: Yaen
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Power Food	Trade Cards at Manillo Shop
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Get from various locations  
Faerie Search Dif.5  
Stolen from: Shade

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Protein Find in various locations  
Dropped by: Bilbul, Legion, Egg Gang, Shade

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Ribs Get from hunting  
Stolen from: Mouse

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Roast Get from hunting  
Stolen from: Bilboa, Bilbul

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Rotten Meat Buy from Lazy Item Shop in Faerie Village  
Various locations  
Dropped by: Cadaver

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Rusty Pipe Get one from a girl in Pauk  
Faerie Search Dif.2  
Stolen from Morph after Water damage

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SageSeed Stolen from: Mask

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ScorchedRice Buy from Lazy Item Shop in Faerie Village  
Stolen from: Firewyd

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Spirit Seed Buy from Faerie Arum Shop

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Straw Stolen from: BloodBat

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Strike Seed Stolen from: Gold Fly

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Swallow Eye Trade Cards at Manillo Shop  
Find in various locations  
Steal from: Smasher

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SuperVitamin Find one in the Jungle area

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Target Seed Dropped by: Saruga

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Taser Buy at Chedo Item Shop  
Dropped by: Rollob, Generatr

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Vigor Seed Buy from Faerie Arum Shop  
Get it from a cabinet in Njomo's house

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Vitamin Buy at various shops  
Find at various locations  
Stolen from: Legion, Bad Coil, Rafresia,  
Ibomb, Scavengr

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Vitamins Find one in the Tomb area  
Dropped by I/II (boss)  
Dropped by: GooNurse

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Void Sphere Buy at Odd Item Shop in Faerie Village

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Water Bomb Buy at Worent Shop  
Various locations  
Stolen from: Icebeak

Water Seed	Buy from Faerie Arum Shop Stolen from: BlueBall
Weather Vane	Find 2 in the Kasq Wds Stolen from: Bollor
Wind Seed	Buy from Faerie Arum Shop
Wisdom Fruit	Dropped by I/II (boss) Find in Mt. Yogy Dropped by: Istalk
Wisdom Seed	Buy at Diligent/Normal Item Shop in Faerie Village Find in various locations Stolen from: Egg Gang, StarGazr
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--- Weapon ----- s03\2 -	
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--- Nina -----	
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Bamboo Stick	Buy from Ordinary/Diligent Arms Shop in Faerie Village
Baton	Initial equip on Nina
Battle Rod	Buy at Lyp Weapon Shop
BlessedStaff	Buy at Chedo Weapon Shop
Magic Wand	Buy at Synesta Weapon Shop/Kyoin Weapon Shop
PointedStick	Find in Woods area Dropped by: GooCount, Wyd, Baby Goo
Reed Baton	Buy at Ludia Shop/Worent Shop
Ruby Scepter	Buy from Manillo in Shyde
Rune Staff	Buy at Koshka Shop/ Chiqua Weapon Shop
Sage's Staff	Buy from various shops Find it in the digging subgame at the Valley
Skull Staff	Buy from Chiqua Manillo Stolen from: Karon
Wand of Air	Buy at Wyndia Shop/Chek Shop
WardingStaff	Find it in the En Jhou area
Weather Wand	Find in Mt. Giga area

Buy at Shikk Shop/Kryrik  
Dropped by: Bollor

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--- Ryu/Scias/Fou-Lu -----

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Barbarossa	Buy at Chedo Weapon Shop
BastardSword	Buy at Wyndia Shop/Chek Shop
Biter	Buy at Wyndia Shop
Bowie Knife	Buy at Chamba Shop
Broad Sword	Buy from Manillo in Shyde
Broken Sword	Get it when the King's Sword breaks
Chopsticks	Buy from Chiqua Manillo Faerie Search Dif.1
Claymore	Buy at Shikk Shop/Kryrik
DamascusSwd	Buy at Astana Weapon Shop (Chapter 3+)
FeatherSword	Buy at Koshka Shop/ Shiqua Weapon Shop Dropped by: Bolt Trp
Firangi	Buy from Manillo in Shyde Dropped by: LizardMn
HiddenDagger	Buy from Lazy Arms Shop at Faerie Village Dropped by: Sepoy
Ice Blade	Buy from Diligent Arms Shop at Faerie Village
Jang'do	Initial equip on Scias
Katzbalger	Buy at Ludia Shop/Worent Shop
King's Sword	Given to Nina by Cray
Moon Sword	Stolen from: Bandit, Drake
PiercingEdge	Buy at Lyp Weapon Shop
Render	Trade Cards at Manillo Shop
Scramasax	Buy at Synesta Weapon Shop/Kyoin Weapon Shop Stolen from: NutTroop
Short Sword	Buy at Kyria Shop Find at Kurok area
Taegum	Buy from Ordinary Arms Shop in Faerie Village

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--- Ershin -----

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Atomic Punch	Get it from the River area
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Drill Punch	Get it at Mt. Glom
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Earth Claws	Buy from Manillo in Shyde Dropped by: Sandclaw
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Flame Punch	Get from Maman boss in Woods area
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Fork	Dropped by: Krabby
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Ghostbuster	Find it in the Imperial HQ
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Homing Bomb	Get it from Pung' tap
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Ice Punch	Dropped by weird chests in Kyria Dropped by Ymechaf
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Power Glove	Buy from Chiqua Manillo Dropped by: SaltClaw
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Raptor Claws	Found in the Cellars area Stolen from: Armor
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Red Knuckles	Inititial equip on Ershin
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Rocket Punch	Find in Mt. Ryft area
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Stunner	Buy from Ordinary Arms Shop in Faerie Village Stolen from: BttlSuit
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Toxic Claws	Find in Jungle area
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--- Cray -----

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Crusher	Buy at Koshka Shop/ Shiqua Weapon Shop
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Cudgel	Buy at Chedo Weapon Shop
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Earthbreaker	Buy from Astana Manillo
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Flail	Buy from Manillo in Shyde
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Giant Club	Buy from Chiqua Manillo Dropped by: Cyclops
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Linked Pole	Trade Cards at Manillo Shop
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Log	Inititial equip on Cray
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Mace	Buy at Wyndia Shop/Chek Shop
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Nunchaku	Dropped by: Trean
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Quarterstaff	Buy at Shikk Shop/Kryrik
Spiked Rod	Buy at Worent Shop
Steel Bat	Buy at Synesta Weapon Shop/Kyoin Weapon Shop
Stone Club	Buy at Lyp Weapon Shop
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--- Ursula -----	
Arquebus	Buy at Chiqua Weapon Shop
Culverin	Buy from Astana Manillo
Electrifier	Find in the Tomb area
Flamethrower	Buy at Koshka Shop Dropped by: Snapfly, Stingfly
Flintlock	Buy at Shikk Shop/Kryrik
Mortar	Buy at Chedo Weapon Shop
MultiGun	Stolen from: Bot, ProtoBot
Repeater	Buy from Chiqua Manillo Dropped by: Guardian
Scattershot	Initial equip on Ursula
Sparkler	Buy at Lyp Weapon Shop
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--- Armor ----- s03\3 -	
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Amber BPlate	Initial equip on Ursula
Armored Vest	Buy at Koshka Shop Find one in the River area
AsbestosArmr	Buy at Chek Shop Find it in the Ice Peak area
Blizzardmail	Buy at Koshka Shop
Brigandine	Buy at Shikk Shop/Kryrik
Burglar Garb	Find one in the Castle area
Clothing	Initial equip on Ryu (he grabs it from a cart)

Chain Cap	Buy from various shops Stolen from: Cadaver
Crepe Cape	Buy it at various shops
Cuirass	Buy it at various shops Dropped by: Armor
DamascusMail	Buy at Astana Weapon Shop (Chapter 3+)
Defender	Found in Castle area
Diana'sDress	Buy at Chedo Weapon Shop Find at Imperial HQ
Fancy Dress	Initial equip on Nina
FightingRobe	Buy at Shikk Shop/Kryrik Get it from Pung'tap Steal from: ZombieDr
Force Armor	Buy from Chiqua Manillo
Full Plate	Buy at Lyp Weapon Shop
Gargantua	Initial equip on Ershin
Gideon'sGarb	Dropped by: BttlSuit
Holy Robe	Buy from Chiqua Manillo
LeatherArmor	Buy at various shops
Lgt.Clothing	Find in the Castle area
Life Armor	Buy from Astana Manillo
Light Armor	Have the smith make it
Mage's Robes	Buy at Wyndia Shop/Chek Shop
Magma Armor	Buy at Chiqua Weapon Shop Stolen from: Lavoid
ManlyClothes	Buy at Odd Arms Shop in Faerie Village Find in Worent/Erhin's Dream World
Mist Armor	Buy at Chedo Weapon Shop Dropped by: Horseman
MithrilArmor	Buy at Pauk Shop
Party Dress	Buy at Wyndia Shop
Ranger Garb	Buy at Worent Shop
Robe of Wind	Buy at Lyp Weapon Shop
Sage's Frock	Buy from Diligent Arms Shop at Faerie Village

Scale Mail      Buy at Wyndia Shop  
                  Initial equip on Scias

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Short Skirt     Buy from Lazy Arms Shop at Faerie Village

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Silver Mail     Buy at Chiqua Weapon Shop  
                  Find at the Tidal Flats area

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Star Dress      Buy from Astana Manillo  
                  Dropped by: Karon

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Steel BPlate    Stolen from: Soldier

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Waistcloth     Buy from various shops  
                  Initial equip on Cray  
                  Find in the Hex Area of Chamba  
                  Stolen from: Red Cap

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Wetsuit         Find one in the Fane area

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Wolfskin        Buy at Pauk Shop

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UV Goggles     Buy at Chiqua Weapon Shop

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--- Option ----- s03\4 -  
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Artemis' Cap    Buy from Lazy Arms Shop at Faerie Village  
                  Find it in Ludia Castle

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Astral Ward     Buy at Chkpoint Manillo

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Aura Ring       Buy it at Astana Weapon Shop/Shyde Weapon Shop  
                  Find in Woods area

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Balance Ring    Buy from Ordinary Arms Shop in Faerie Village  
                  Find in the Wyndia Castle Catacombs

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Bandana         Buy at Sarai Weapon Shop  
                  Stolen from: Zombie

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Barrier Ring    Buy at Astana Weapon Shop (Chapter 3+)  
                  Find at Moutain Path area

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Bell Collar     Buy from Manillo in Shyde

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Body Ward       Buy at Chkpoint Manillo

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Brass Helm      Buy at various shops  
                  Initial equip on Cray  
                  Find in the Valley

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BronzeShield    Buy at Worent Shop  
                  Dropped by: Soldier

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Buckler	Stolen from: LizardMn
Combat boots	Initial equip on Ursula
Coupons	Trade Cards at Manillo Shop
Cupid's Lyre	Buy from Astana Manillo Dropped by Won-qu (boss)
DamacusHelm	Buy at Astana Weapon Shop (Chapter 3+) Find one in the dungeon area of Chedo
Demon's Helm	Stolen from: MaskCrab, Sepoy
Diamond Ring	Buy at Astana Weapon Shop (Chapter 3+) Dropped by: Fiend
DivineHelm	Dropped by GoldGang
Dragon Tear	Trade Cards at Manillo Shop Find one in the Mukto area
Dream Ring	Buy from Ordinary Arms Shop in Faerie Village
Dress Shoes	Buy at Lyp Weapon Shop Win at Rock-Paper-Scissors game in Faerie Village
Earth Ward	Buy at Odd Arms Shop in Faerie Village Find in various locations Get from boss fight in Ershin's Dream World
Face Guard	Buy it at various shops Stolen from: NutArchr
Fire Ward	Buy at Odd Arms Shop in Faerie Village Find it in various locations Get from boss fight in Ershin's Dream World
Glass Domino	Buy at various shops Find in Causeway Dropped by: Zombie, Red Cap, Troop
Hairband	Initial equip on Nina
HarmonicRing	Buy from Lazy Arms Shop at Faerie Village Various locations
Hawk's Ring	Buy at Chedo Weapon Shop
Healing Ring	Buy from Astana Manillo Find one in the Castle area
Holy Mantle	Buy from Manillo in Shyde Dropped by: Chingol
Hunting Cap	Buy from Lazy Arms Shop at Faerie Village
Light Bangle	Buy at Astana Weapon Shop (Chapter 3+) Find it in the Shrine area



Life Sandals	Buy it at Astana Weapon Shop/Shyde Weapon Shop Found in Chamba village
Long Boots	Buy it at various shops Find it in the Kasq Wds
Poison Ward	Buy at Chiqua Weapon Shop Find in the Imperial HQ
Ring of Clay	Find one in Sonne
Ring of Fire	Find one in the Island of Fire
Ring of Ice	Get from Gyosil when you have 4000 Fishing Points
Ring of Wind	Find in Wyndia
Shaman's Ring	Buy from Lazy Arms Shop at Faerie Village Dropped by: StarGazr
Spirit Ring	Dropped by A-tur Faerie Search Dif.5
Soul Gem	Buy at various shops Various locations
Soul Ring	Find one in the Sinchon area Win at Rock-Paper-Scissors game in Faerie Village Buy at Chkpoint Manillo
Spats	Buy at Chedo Weapon Shop
Speed Boots	Buy from Diligent Arms Shop at Faerie Village Stolen from: Saruga
Talisman	Buy at Astana Weapon Shop/Shyde Weapon Shop
Titan's Boots	Buy from Diligent Arms Shop at Faerie Village Find in Shan Rvr area
Toothpick	Faerie Search Dif.1 Stolen from: Chingol
Topaz Tear	Buy at Chkpoint Manillo
UV Goggles	Buy from Ordinary Arms Shop in Faerie Village
Water Ward	Buy at Odd Arms Shop in Faerie Village Find at various locations Get from boss fight in Ershin's Dream World
Wind Ward	Buy at Odd Arms Shop in Faerie Village Get from boss fight in Ershin's Dream World
Winged Boots	Buy from Diligent Arms Shop at Faerie Village
Wisdom Ring	Buy from Diligent Arms Shop at Faerie Village

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--- Fishing Equipment ----- s03\5 -  
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Angling Rod	Buy at Lyp Manillo Shop
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Bamboo Rod	Dropped by the Sparrow if you don't harm it Buy at Wyndia Manillo Shop Buy at Diligent Item Shop in Faerie Village
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Deluxe Rod	Find at the Tidal Flats area
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Master Rod	Get from Gyosil when you have 9500 Fishing Points
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Wooden Rod	Buy it at various shops Dropped by Sparrow if you kill it
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Baby Frog	Buy it at Sarai Item Shop/Shyde Item Shop Stolen from: Tadpole
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Crab	Buy at Lyp Manillo Shop Find 2 at the Tidal Flats area
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Dancer	Buy at Lyp Manillo Shop Dropped by: Decoy
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Deep Diver	Buy at Lyp Manillo Shop Find it in the Kurok area
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Fat Frog	Buy at Lyp Manillo Shop Get from the king's room in Wyndia Dropped by: Mud Pup
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Flattop	Buy at Wyndia Manillo Shop Various locations
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Floater	Buy at Synesta Item Shop/Shyde Item Shop
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Gold Top	Buy at Wyndia Manillo Shop
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Hanger	Buy at Chiqua Item Shop Find 5 at the Fane area
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Platinum Top	Buy at Lyp Manillo Shop
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Popper	Buy at Lyp Item Shop Stolen from: Ghost
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Silver Top	Buy at Lyp Item Shop Find 4 at the Shrine Dropped by: Puspool
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Spoon	Buy at Lazy Item Shop in Faerie Village
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Straight	Buy it at Sarai Item Shop/Shyde Item Shop
Swisher	Buy at Lyp Manillo Shop Get from subgame in the Dam area
Tail	Buy at Chiqua Item Shop Stolen from: Crawler
Toad	Buy at Chiqua Item Shop Dropped by: Tadpole
Twister	Buy at Lyp Item Shop Stolen from: ToxicFly
Warbler	Buy at Wyndia Manillo Shop Find one on Zig's ship

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= Shop List s04 =

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--- Regular Shops ----- s04\1 -

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--- Sarai Item Shop -----

Name	Price	Def	Wgt	Used	Note
Croc Tear	4Z	Recover	20HP,	might	remove Status(1)
Healing Herb	20Z	Recover	300	HP(1)	
Antidote	12Z	Remove	Poison	Status(1)	
Eye Drops	14Z	Remove	Blind	Status(1)	
Ammonia	250Z	Revive	with 25%	HP(1)	
Wooden Rod	50Z	Fishing	Rod		
Baby Frog	20Z	lv 1	Frog	Lure	
Straight	20Z	lv 1	Worm	Lure	

--- Sarai Weapon Shop -----

Name	Price	Def	Wgt	Used	Note
Sage's Staff	230Z	15	2	N	Wis +5
LeatherArmor	220Z	5	2	R	CS
Bandana	30Z	2	1	RNECSU	
Brass Helm	90Z	3	2	R	ECS
Soul Gem	1000Z	0	0	RNECSU	Revive at death (Destroys Soul Gem)

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--- Chamba Shop -----

Name	Price	Def	Wgt	Used	Note
Bowie Knife	150Z	10	1 R	S	
Sage's Staff	230Z	15	2 N		Wis +5
LeatherArmor	220Z	5	2 R	CS	
Brass Helm	90Z	3	2 R	ECS	
Healing Herb	20Z	Recover 300 HP(1)			
Antidote	12Z	Remove Poison Status(1)			
Panacea	100Z	Remove all Status(1)			
Ammonia	250Z	Revive with 25% HP(1)			

--- Kyria Shop -----

Name	Price	Def	Wgt	Used	Note
Short Sword	480Z	15	3 R	S	
Sage's Staff	230Z	12	2 N		Ranged, +5 Wis
Leather Armor	220Z	5	2 R	CS	
Waistcloth	320Z	8	2 RN	CSU	
Glass Domino	220Z	5	2 RNECSU		
Healing Herb	20Z	Recover 300 HP(1)			
Ammonia	250Z	Revive with 25% HP(1)			
Molotov	100Z	Minor Fire damage(1)			

--- Synesta Item Shop -----

Name	Price	Def	Wgt	Used	Note
Healing Herb	20Z	Recover 300 HP(1)			
Antidote	12Z	Remove Poison Status(1)			
Eye Drops	14Z	Remove Blind Status(1)			
Jabbergrass	20Z	Remove Mute Status(1)			
Panacea	100Z	Remove all Status(1)			
Ammonia	250Z	Revive with 25% HP(1)			
Wooden Rod	50Z	Weakest Fishing Rod			
Floater	20Z	lv 1 Minnow Lure			

--- Synesta Weapon Shop -----

Name	Price	Def	Wgt	Used	Note
Scramasax	1200Z	13	2 R		+1 Hits
Magic Wand	800Z	18	2 N		Ranged, +3 CP
Steel Bat	1000Z	25	5 C		
Waistcloth	320Z	8	2 RN	CSU	

Chain Cap	600Z	10	4	R	CS	
Brass Helm	90Z	3	2	R	ECS	
Glass Domino	220Z	5	2	RNECSU		
Soul Gem	1000Z	0	0	RNECSU	Revive at death	(Destroys Soul Gem)

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--- Kyoin Item Shop -----

Name	Price	Def	Wgt	Used	Note
Healing Herb	20Z	Recover	300	HP(1)	
Vitamin	100Z	Recover	800	HP(1)	
Antidote	12Z	Remove	Poison	Status(1)	
Eye Drops	14Z	Remove	Blind	Status(1)	
Jabbergrass	20Z	Remove	Mute	Status(1)	
Panacea	100Z	Remove	all	Status(1)	
Ammonia	250Z	Revive	with 25%	HP(1)	
Molotov	100Z	Minor	Fire	damage(1)	

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--- Kyoin Weapon Shop -----

Name	Price	Def	Wgt	Used	Note
Scramasax	1200Z	13	2	R S	+1 Hits
Magic Wand	800Z	18	2	N	Ranged, +3 CP
Steel Bat	1000Z	25	5	C	
Waistcloth	320Z	8	2	RN	CSU
Chain Cap	600Z	10	4	R	CS
Crepe Cape	730Z	12	2	N	
Glass Domino	220Z	5	2	RNECSU	
Soul Gem	1000Z	0	0	RNECSU	Revive at death (Destroys Soul Gem)

%%%

--- Astana Item Shop -----

Name	Price	Def	Wgt	Used	Note
Healing Herb	20Z	Recover	300	HP(1)	
Vitamin	100Z	Recover	800	HP(1)	
Antidote	12Z	Remove	Poison	Status(1)	
Eye Drops	14Z	Remove	Blind	Status(1)	
Jabbergrass	20Z	Remove	Mute	Status(1)	
Panacea	100Z	Remove	all	Status(1)	
Ammonia	250Z	Revive	with 25%	HP(1)	

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--- Astana Weapon Shop -----

Name	Price	Def	Wgt	Used	Note
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--- Worent Shop -----

Name	Price	Def	Wgt	Used	Note
Katzbalger	1800Z	30	4	R	S
Reed Baton	1600Z	28	2	N	Ranged
Spiked Rod	2200Z	35	5		C
Ranger Garb	1500Z	16	3	RN	CSU Resist Fire
BronzeShield	380Z	7	2	RNECSU	
Healing Herb	20Z			Recover	300 HP(1)
Molotov	100Z			Minor	Fire damage(1)
Water Bomb	100Z			Minor	Water Damage(1)

--- Wyndia Shop -----

Name	Price	Def	Wgt	Used	Note
BastardSword	3200Z	42	6	R	
Wand of Air	3600Z	38	1	N	Ranged, Wind atk, Use to cast Sever
Mace	3300Z	43	6		C
Biter	4500Z	30	3		S +3% Critical chance
Scale Mail	2100Z	20	5	R	CS
Mage's Robes	2300Z	19	3	N	Raises resistance to magic
Party Dress	2500Z	25	4		N
Long Boots	550Z	9	3	RNECSU	

--- Chek Shop -----

Name	Price	Def	Wgt	Used	Note
BastardSword	3200Z	42	6	R	
Wand of Air	3600Z	38	1	N	Ranged, Wind atk, Use to cast Sever
Mace	3300Z	43	6		C
AsbestosArmr	2700Z	26	4	R	CS
Mage's Robes	2300Z	19	3	N	Raises resistance to magic
Healing Herb	20Z			Recover	300 HP(1)
Panacea	100Z			Remove	all Status(1)
Ammonia	250Z			Revive	with 25% HP(1)

--- Shikk Shop -----

Name	Price	Def	Wgt	Used	Note
Claymore	5200Z	56	8	R	S

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Weather Wand 5000Z 48 2 N Ranged, Wind attack
Quarterstaff 5000Z 54 7 C
Flintlock 3200Z 42 2 U Ranged, +1 Hits
Brigandine 4800Z 35 5 R CS
FightingRobe 2500Z 23 3 RN CSU
Vitamin 100Z Recover 800 HP(1)
Ammonia 250Z Revive with 25% HP(1)
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--- Kryrik(on Zig's ship) -----

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                Pwr/
Name          Price Def Wgt  Used Note
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Claymore      5200Z 56 8 R S
Weather Wand  5000Z 48 2 N Ranged, Wind attack
Quarterstaff  5000Z 54 7 C
Flintlock     3200Z 42 2 U Ranged, +1 Hits
Brigandine    4800Z 35 5 R CS
FightingRobe  2500Z 23 3 RN CSU
Vitamin       100Z Recover 800 HP(1)
Ammonia       250Z Revive with 25% HP(1)
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

--- Lyp Item Shop -----

```

                Pwr/
Name          Price Def Wgt  Used Note
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Healing Herb  20Z Recover 300 HP(1)
Vitamin       100Z Recover 800 HP(1)
Panacea       100Z Remove all Status(1)
Ammonia       250Z Revive with 25% HP(1)
Wooden Rod    50Z Weakest Fishing Rod
Silver Top    20Z lv 1 Spinner Lure
Twister       20Z lv 1 Winder Lure
Popper        20Z lv 1 Topper Lure
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

--- Lyp Weapon Shop -----

```

                Pwr/
Name          Price Def Wgt  Used Note
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
PiercingEdge  7200Z 72 5 R S Use to cast Weaken
Battle Rod    6200Z 61 2 N Ranged
Stone Club    7000Z 65 6 C
Sparkler      5000Z 50 4 U Fire atk, Attack all
Full Plate    6000Z 47 8 R CS
Robe of Wind  6500Z 44 0 N U Dodge +5%, Resist
                Wind
Long Boots    550Z 9 3 RNECSU
Dress Shoes   800Z 10 0 N U
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

--- Koshka Shop -----



Name	Price	Def	Wgt	Used	Note
FeatherSword	9600Z	88	1	R S	
Rune Staff	8000Z	72	2	N	+5 CP; +10 Wis
Crusher	9400Z	86	8	C	
Flamethrower	9000Z	60	4	U	Fire atk, Atk all, Use for Fireblast
Armored Vest	7200Z	60	4	RN CSU	Resist Ranged atks
BlizzardMail	9300Z	66	6	R CS	Strong v Wind&Water, Weak v Fire&Earth
Vitamin	100Z	Recover 800 HP(1)			
Ammonia	250Z	Revive with 25% HP(1)			

--- Chiqua Item Shop -----

Name	Price	Def	Wgt	Used	Note
Hanger	80Z	lv 2	Minnow Lure		
Toad	80Z	lv 2	Frogger Lure		
Tail	80Z	lv 2	Worm Lure		
Vitamin	100Z	Recover 800 HP(1)			
Antidote	12Z	Remove Poison Status(1)			
Panacea	100Z	Remove all Status(1)			
Ammonia	250Z	Revive with 25% HP(1)			

--- Chiqua Weapon Shop -----

Name	Price	Def	Wgt	Used	Note
FeatherSword	9600Z	88	1	R S	
Rune Staff	8000Z	72	2	N	+5 CP; +10 Wis
Crusher	9400Z	86	8	C	
Arquebus	6800Z	70	2	U	Ranged
Silver Mail	6800Z	54	5	R CS	
Magma Armor	9300Z	66	6	R CS	Strong v Fire&Earth, Weak v Wind&Water
UV Goggles	3000Z	3	1	RNECSU	Immune to Blind
Poison Ward	2500Z	0	0	RNECSU	Immune to Poison (Element & Status)

--- Pauk Shop -----

Name	Price	Def	Wgt	Used	Note
MithrilArmor	8000Z	64	5	R CSU	
Wolfskin	9500Z	72	4	RN SU	
Vitamin	100Z	Recover 800 HP(1)			
Antidote	12Z	Remove Poison Status(1)			
Eye Drops	14Z	Remove Blind Status(1)			

```

Jabbergrass      20Z  Remove Mute Status(1)
Panacea          100Z Remove all Status(1)
Ammonia          250Z Revive with 25% HP(1)
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

--- Astana Item Shop(Chapter 3+) -----

```

                                Pwr/
Name      Price Def Wgt   Used Note
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Vitamin   100Z  Recover 800 HP(1)
Antidote  12Z   Remove Poison Status(1)
Eye Drops 14Z   Remove Blind Status(1)
Jabbergrass 20Z  Remove Mute Status(1)
Panacea   100Z  Remove all Status(1)
Ammonia   250Z  Revive with 25% HP(1)
Dynamite  500Z  Major Earth damage(1)
Napalm    800Z  Medium Fire + Wind damage(A)
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

--- Astana Weapon Shop(Chapter 3+) -----

```

                                Pwr/
Name      Price Def Wgt   Used Note
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
DamascusSwd 14500Z 104   5  R   S
DamascusMail 23000Z  88   6  R  CSU
DamacsusHelm 11000Z  19   4  R  ECS
Barrier Ring  5000Z   0   0  RNECSU Protects against
                                Mind attacks(?)
Light Bangle  5000Z   0   0  RNECSU Resist Status Chg
Diamond Ring  3000Z   0   0  RNECSU Protects against
                                Death attacks
Soul Gem     1000Z   0   0  RNECSU Revive at death
                                (Destroys Soul Gem)
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

--- Chedo Item Shop -----

```

                                Pwr/
Name      Price Def Wgt   Used Note
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Vitamin   100Z  Recover 800 HP(1)
Antidote  12Z   Remove Poison Status(1)
Eye Drops 14Z   Remove Blind Status(1)
Jabbergrass 20Z  Remove Mute Status(1)
Panacea   100Z  Remove all Status(1)
Ammonia   250Z  Revive with 25% HP(1)
Firecracker 700Z  Major Fire damage(1)
Taser     1200Z  Major Wind + Water damage(A)
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

--- Chedo Weapon Shop -----

```

                                Pwr/
Name      Price Def Wgt   Used Note

```

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Barbarossa      18000Z  112   8   R   S
BlessedStaff    12000Z   84   2   N       Use to cast Heal
Cudgel          20000Z  115  10   C
Mortar          24000Z  102   6       U   Fire dmg, Atk All
Diana'sDress    13000Z   83   5   N   U
Mist Armor      40000Z   93   8   R   CS
Hawk's Ring     6000Z    5    1  RNECSU  Raises chance of
                                   getting initiative
Spats           9000Z   17   0   N   U
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

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--- Manillo Shops ----- s04\2 -  
-----

Whenever you make a purchase at a Manillo Shop, you will get a certain amount of points. This amount is equal to the added points of all the fish spent. That means better fish points gives more points for the same trade! Once you are done shopping, you will receive a stamp for every 100 points aquired this way. Leftover points are thrown away. Once you gather 20 stamps, you will receive a card. These cards can be used to purchase special items, which are the same at every Manillo. They are:

Name	Pts	Note
Magic Shard	3	+1 MaxAP
Power Food	3	+1 Power
Swallow Eye	3	+1 Agility
Fish-head	3	+1 Intelligence
Coupons	25	Discount at shops
Dragon Tear	50	Protects against all Status Changes
Linked Pole	75	Pwr 133, Wgt 8, Damage is higher when enemy Power is higher
Render	99	Pwr 50, Wgt 6, Water Attack, +1 Hits, Casts Frost

%%

-----  
--- Sarai Manillo -----  
-----

Name	Fish
Icicle	Flatfish x3
Napalm	Sea Bream x3
Taser	Octopus x3
Ginseng	Bonito x1, Octopus x1, Sea Bream x1
Dragon Scale	Bonito x1, Octopus x1, Flatfish x1
Headband	Bonito x1, Sea Bream x1, Flatfish x1
Moon Tears	Spearfish x1, Angler x1, Bonito x1
Aurum	Sea Bass x3

%%

-----  
--- Shyde Manillo -----  
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```

Name          Fish
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Earth Claws   Sweetfish x5
Ruby Scepter  Trout x5
Broad Sword   RainbowTrout x2, Trout x2, Sweetfish x2
Flail         Black Bass x3, Blue Gill x3, Piranha x6
Firangi       Black Bass x3, MartianSquid x3, Bass x6
Holy Mantle   RainbowTrout x3, Browntail x6
Bell Collar   RainbowTrout x3, Browntail x6
Aurum         Jellyfish x5
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

--- Wyndia Manillo -----

```

Name          Fish
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%0%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Gold Top      Blowfish x1, Flying Fish x2
Warbler       Blowfish x1, Flying Fish x2
Flattop       Blowfish x2
Hanger        Blowfish x2
Toad          Flying Fish x3
Tail          Flying Fish x3
Bamboo Rod    Sea Bream x2
Aurum         Man-o'-War x5
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

--- Lyp Manillo -----

```

Name          Fish
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Platinum Top  Browntail x1, Trout x1, Sweetfish x1
Dancer        Black Bass x1, Blue Gill x1, Piranha x1
Swisher       Browntail x1, Trout x1, Sweetfish x1
Deep Diver    Black Bass x1, Blue Gill x1, Piranha x1
Fat Frog      Browntail x1, Trout x1, Sweetfish x1
Crab          Black Bass x1, Blue Gill x1, Piranha x1
Angling Rod   Salmon x2, Dorado x2, MartianSquid x2
Aurum         Bass x3
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

--- Chiqua Manillo -----

```

Name          Fish
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Skull Staff   Jellyfish x10, Man-o'-War x10
Chopsticks    MartianSquid x2, Octopus x2
Repeater      Spearfish x1, Bonito x3
Giant Club    Black Porgy x2, Sea Bream x6
Power Glove   Black Porgy x2, Sea Bream x6
Force Armor   Spearfish x1, Angler x1, Flatfish x5
Holy Robe     Spearfish x1, Angler x1, Flatfish x5
Aurum         Sea Bass x3
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

--- Chkpoint Manillo -----

```

Name          Fish
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Barrier Ring   Salmon x1, RainbowTrout x2, Browntail x4
Light Bangle  MartianSquid x2, Blue Gill x2, Piranha x4
Diamond Ring  Salmon x1, RainbowTrout x2, Browntail x4
Astral Ward   Dorado x1, Black Bass x4, Bass x6
Body Ward     Dorado x1, Black Bass x4, Bass x6
Soul Ring     Sturgeon x1, Salmon x2, Bullcat x2
Topaz Tear    Barandy x1, Dorado x2, MartianSquid x2
Aurum         Bass x3
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

--- Astana Manillo (Chapter 3+) -----

```

Name          Fish
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Ivory Dice    Angelfish x5, Moorfish x5
Earthbreaker  Whale x1, Barandy x1, Dorado x3
Culverin      Whale x1, Sturgeon x2, Barandy x2
Life Armor    Whale x1, Sturgeon x1, Bullcat x3
Star Dress    Whale x3, Acheron x8
Healing Ring  Spearfish x1, Angler x1, Black Porgy x2
Cupid's Lyre  Spearfish x1, Angler x1, Black Porgy x2
Aurum         Angelfish x1, Moorfish x1
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

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--- Faerie Shops ----- s04\3 -  
-----

--- Lazy Item Shop -----

Name	Price	Def	Wgt	Used	Note
Bird Drop	2Z	-			
Rotten Meat	2Z	-			
ScorchedRice	4Z	-			
Knockout Gas	100Z			Cause Sleep(1)	
FlashGrenade	100Z			Cause Blind(1)	
PoisonPowder	100Z			Cause Poison(1)	
Mouth Gag	100Z			Cause Mute(1)	
Spoon	120Z			Ultimate Lure	

--- Ordinary Item Shop -----

Name	Price	Def	Wgt	Used	Note
Healing Herb	20Z			Recover 300 HP(1)	
Antidote	12Z			Remove Poison Status(1)	
Panacea	100Z			Remove all Status(1)	
Ammonia	250Z			Revive with 25% HP(1)	
Vitamin	100Z			Recover 800 HP(1)	
Wisdom Seed	800Z			Recover 30 AP(1)	

MultiVitamin 500Z Recover 1500 HP(1)  
 Vitamins 1000Z Recover 1000 HP(A)  
 %%

--- Diligent Item Shop -----

Name	Price	Def	Wgt	Used	Note
Healing Herb	20Z	Recover	300	HP(1)	
Antidote	12Z	Remove	Poison	Status(1)	
Panacea	100Z	Remove	all	Status(1)	
Ammonia	250Z	Revive	with 25%	HP(1)	
Bamboo Rod	250Z	Medium	Fishing Rod,	pwr lv 2	
Vitamin	100Z	Recover	800	HP(1)	
Wisdom Seed	800Z	Recover	30	AP(1)	
MultiVitamin	500Z	Recover	1500	HP(1)	

%%%

--- Odd Item Shop -----

Name	Price	Def	Wgt	Used	Note
Molotov	100Z	Minor	Fire	damage(1)	
Electrode	250Z	Medium	Earth	damage(A)	
Void Sphere	500Z	Major	Wind	damage(1)	
Dynamite	500Z	Major	Earth	damage(1)	
Icicle	600Z	Major	Water	damage(A)	
Napalm	800Z	Medium	Fire +	Wind damage(A)	
Taser	1200Z	Major	Wind +	Water damage(A)	
Belladonna	200Z	Kill	target(1)		

%%%

--- Lazy Arms Shop -----

Name	Price	Def	Wgt	Used	Note
PointedStick	10Z	2	1	N	Ranged
Short Skirt	3200Z	32	1	N	Reduces wearers Magic Resistance
Hawk's Ring	6000Z	5	1	RNECSU	Increases chance of getting Initiative
Artemis' Cap	6000Z	4	1	RNECSU	+25% Chance To-Hit
HiddenDagger	4900Z	42	2	S	Might do Instant Kill
Hunting Cap	8000Z	1	1	RNECSU	+40% Chance to learn Skill from enemy
HarmonicRing	25000Z	0	0	RNECSU	Increases chance of performing a Combo
Shaman'sRing	40000Z	0	0	RNECSU	Reduces AP Cost of Skills by 25%

%%%

--- Ordinary Arms Shop -----

Name	Price	Def	Wgt	Used	Note
Bamboo Stick	130Z	8	3	C	Can be used to cure Confusion
Glass Domino	220Z	5	2	RNECSU	
Taegum	3000Z	36	4	S	+1 Hits
Poison Ward	2500Z	0	0	RNECSU	Immune to Poison
Dream Ring	3000Z	3	2	RNECSU	Immune to Sleep
UV Goggles	3000Z	3	1	RNECSU	Immune to Blind
Balance Ring	3000Z	4	2	RNECSU	Immune to Confusion
Stunner	7700Z	70	1	E	Might Confuse target

--- Diligent Arms Shop -----

Name	Price	Def	Wgt	Used	Note
Bamboo Stick	130Z	8	3	C	Can be used to cure Confusion
Glass Domino	220Z	5	2	RNECSU	
Speed Boots	4500Z	3	0	RNECSU	+20 Agility
Wisdom Ring	5000Z	3	2	RNECSU	+20 Wisdom
Sage's Frock	7000Z	50	4	N	+5 Wisdom
Winged Boots	7000Z	4	0	RNECSU	+4 Evade
Titan'sBoots	6000Z	6	3	RNECSU	+10 Power
Ice Blade	4200Z	50	8	S	Water atk, might cause Sleep

--- Odd Arms Shop -----

Name	Price	Def	Wgt	Used	Note
Manly Clothes	2000Z	17	3	R CS	Revive at death (destroys it)
Talisman	300Z	0	0	RNECSU	Resist Death attacks
Aura Ring	500Z	0	0	RNECSU	Resist Mind atk(?)
Life Sandals	500Z	0	0	RNECSU	Resist Status Change
Fire Ward	2500Z	0	0	RNECSU	Resist Fire attacks
Wind Ward	2500Z	0	0	RNECSU	Resist Wind attacks
Water Ward	2500Z	0	0	RNECSU	Resist Water attacks
Earth Ward	2500Z	0	0	RNECSU	Resist Earth attacks

--- The Smith ----- s04\4 -----

After you rescue Cray, you can go back to the smith in Mt. Glom, and he can make armor for Ershin when you give him the 3 resources. Somehow, this reminds me of the Dragon System in BoF3...

I have found out that the order of the items doesn't matter, so I'll note the used items in the order they are in on the smith's list.

There are seven different items you can give to the smith. All these items have a property of their own. The more of a certain item you put into an armor, the more it's property can be found in the armor. The items are:

- Glass Shard: Grants a boost in Wisdom.
- Iron Scraps: Grants better Defense. Makes your armor heavier.
- Bent Screw: Grants lighter armor, and bonus to Agility.
- Old Tire: Grants the Earth Element.
- Burnt Plug: Grants the Fire Element.
- Dirty Filter: Grants the Wind Element.
- Rusty Pipe: Grants the Water Element.

If you arrange the elements the same way you have to arrange them for an Elemental Combo (Fire -> Wind -> Water -> Earth -> Fire), you can make armors that cast magic as a counter attack. For instance, use a Dirty Filter(Wind) and a Burnt Plug(Fire) to create a Booster, an armor that casts Firewind in response to an attack.

The armors I have found so far are:

Item 1	Item 2	Item 3	Armor Received
%% Glass Shard	Glass Shard	Glass Shard	Psychometer %%
%% Glass Shard	Glass Shard	Iron Scraps	Spirit Armor %%
%% Glass Shard	Glass Shard	Bent Screw	Spirit Armor %%
%% Glass Shard	Glass Shard	Old Tire	Spirit Armor %%
%% Glass Shard	Glass Shard	Dirty Filter	Spirit Armor %%
%% Glass Shard	Glass Shard	Burnt Plug	Spirit Armor %%
%% Glass Shard	Glass Shard	Rusty Pipe	Spirit Armor %%
%% Glass Shard	Iron Scraps	Iron Scraps	Heavy Armor %%
%% Glass Shard	Iron Scraps	Bent Screw	Stout Mail %%
%% Glass Shard	Iron Scraps	Old Tire	Defender %%
%% Glass Shard	Iron Scraps	Dirty Filter	Defender %%
%% Glass Shard	Iron Scraps	Burnt Plug	Defender %%
%% Glass Shard	Iron Scraps	Rusty Pipe	Defender %%
%% Glass Shard	Bent Screw	Bent Screw	Light Armor %%
%% Glass Shard	Bent Screw	Old Tire	Quicksilver %%
%% Glass Shard	Bent Screw	Dirty Filter	Quicksilver %%
%% Glass Shard	Bent Screw	Burnt Plug	Quicksilver %%
%% Glass Shard	Bent Screw	Rusty Pipe	Quicksilver %%
%% Glass Shard	Old Tire	Old Tire	Earth Armor %%
%% Glass Shard	Old Tire	Dirty Filter	Stout Mail %%
%% Glass Shard	Old Tire	Burnt Plug	Gravedigger %%
%% Glass Shard	Old Tire	Rusty Pipe	Maelstrom %%
%% Glass Shard	Dirty Filter	Dirty Filter	Wind Armor %%
%% Glass Shard	Dirty Filter	Burnt Plug	Booster %%
%% Glass Shard	Dirty Filter	Rusty Pipe	Panzer %%
%% Glass Shard	Burnt Plug	Burnt Plug	Flame Armor %%
%% Glass Shard	Burnt Plug	Rusty Pipe	Stout Mail %%
%% Glass Shard	Rusty Pipe	Rusty Pipe	Hydro Armor %%
%% Iron Scraps	Iron Scraps	Iron Scraps	Mithril Rig %%





The list is in order of appearance. A (f) denotes enemies found by Fou-Lu. Some enemies may appear twice in the list, once for Fou-Lu, once for Ryu. That's not a mistake, I do that for easy reference. A \* behind a Skill denotes Skills you can learn.

A note on the items: the Item Stolen is what the enemy drops most often, and what can be stolen from it. The Item Dropped is dropped only rarely, and can't be stolen. It is possible that it drops both, or that you steal the Item Stolen from it, and it still drops the Item Dropped.

For a description of an enemy, press Square in battle.

Name	Skills Used	Item Stolen/ Item Dropped	xp Zenny	Type
Eye Goo	Rest*	Croc Tear Healing Herb	8 xp 6 Z	Beast
Mage Goo	Burn*	Healing Herb Wisdom Seed	12 xp 11 Z	Beast
Cap	Distracted*	Berries Healing Herb	7 xp 8 Z	Beast

The Cap will guard and use Distracted a lot, it won't attack often unless it is accompanied by a Red Cap.

Scorpion	Blind*	Eye Drops Vitamin	20 xp 10 Z	Insect
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It will run after a few rounds.

Zaurus (f)	Devour	Vitamin MultiVitamin	2000 xp 350 Z	Beast
Gasser	Chlorine*	Antidote Healing Herb	18 xp 13 Z	Demon
Ghost	Frost	Popper Knockout Gas	20 xp 50 Z	Demon

Begins the battle Asleep.

Zombie	Feint* Feign Swing*	Bandana Glass Domino	17 xp 20 Z	Demon
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Begins the battle Confused.

=====

Armor	Wild Swing*	Raptor Claws	80 xp	Machine
		Cuirass	55 Z	

It will absorb the first few blows, then it's armor breaks and damage will be done normally.

ToxicFly	Chlorine*	Twister	25 xp	Fly
		Antidote	15 Z	

Red Cap	Command*	Waistcloth	42 xp	Beast
	Weaken	Glass Domino	25 Z	

It commands it's Cap minions.

Flue Goo		Healing Herb	40 xp	Beast
		Vitamin	16 Z	

Bandit	Healing Herb	Moon Sword	60 xp	Humanoid
		Healing Herb	80 Z	

Puspool	Molasses*	Aurum	60 xp	Beast
	Leech Power	Silver Top	50 Z	

Fire will lower it's Defense, and increase the xp it gives.

Fungoid	Command*	Healing Herb	45 xp	Plant
	Confuse	Panacea	25 Z	

Army Bat		Berries	30 xp	Beast
		Nothing	20 Z	

It will do nothing at first.

Tadpole	Snooze*	Baby Frog	55 xp	Beast
	Devour	Toad	35 Z	

Cadaver	Feint*	Chain Cap	65 xp	Demon
	Recall	Rotten Meat	32 Z	

Begins the battle confused.

Roach		Croc Tear	70 xp	Insect
		Healing Herb	30 Z	

Mouse	Snap*	Ribs	55 xp	Beast
		Fish-head	22 Z	

Rat	Chlorine*	Berries	250 xp	Beast
		Toothpick	200 Z	

Snapfly	Flame Strike*	Firecracker	1300 xp	Fly
(f)	Fireblast	Flamethrower	800 Z	

A couple of Fire attacks will make it become a Stingfly.

Stingfly (f)	Last Resort*  Target*	Nothing  Flamethrower	1040 xp  800 Z	Fly 
Gonghead	Ram 	Healing Herb  Dragon Scale	75 xp  50 Z	Beast 
GooCount	Frost 	Apple  Ginseng	50 xp  30 Z	Beast 

A 5-hit Combo will cause it's 'grade' to go up. You will gain 200 xp.

Wyd	Feign Swing* 	Berries  PointedStick	140 xp  65 Z	Plant 
-----	------------------	--------------------------	-----------------	-----------

Becomes Firewyd if you do Fire damage to it.

Firewyd	Flare  Fireblast	ScorchedRice  Fire Seed	280 xp  65 Z	Plant 
---------	---------------------	----------------------------	-----------------	-----------

Will cast Fireblast on it's own team, causing all Wyds with it to become Firewyds, and healing all Firewyds.

Water Magic will change it into a Wyd.

NutTroop	Double Blow*  Might	Scramasax  Berries	170 xp  60 Z	Humanoid 
----------	------------------------	-----------------------	-----------------	--------------

Dodges a lot, but has very little HP.

Nut Mage	Flare 	Molotov  Berries	200 xp  70 Z	Humanoid 
----------	-----------	---------------------	-----------------	--------------

Dodges a lot, but has very little HP.

NutArchr	Speed 	Face Guard  Berries	180 xp  50 Z	Humanoid 
----------	-----------	------------------------	-----------------	--------------

Dodges a lot, but has very little HP.

Drake	Burn*  Flame Strike*	Moon Sword  Fire Seed	220 xp  210 Z	Humanoid 
-------	-------------------------	--------------------------	------------------	--------------

Casting Fire magic on it will make it stronger, and it will give 660 xp.

Soldier		Steel BPlate  BronzeShield	500 xp  300 Z	Humanoid 
---------	--	-------------------------------	------------------	--------------

Troop		Healing Herb  Glass Domino	200 xp  100 Z	Humanoid 
-------	--	-------------------------------	------------------	--------------

Starts the battle asleep.

---

Catrpilr	Feint*	Berries	90 xp	Insect
		Panacea	50 Z	

---

Patrol	Watch Enemy	Steel BPlate	240 xp	Humanoid
	Heal	Roast	75 Z	

---

Will use Heal on you. He won't fight you at all.

---

Cracker	Mind Flay*	Berries	240 xp	Beast
		Swallow Eye	75 Z	

---

BeeTroop	Wild Swing*	Healing Herb	120 xp	Insect
	Risky Blow*	BronzeShield	100 Z	

---

Will defend attacks with it's shield, after a few attacks the shield will break. It will then no longer drop the BronzeShield.

---

Bilboa	Last Resort*	Roast	230 xp	Beast
		Ginseng	80 Z	

---

ZombieDr	Feint*	FightingRobe	260 xp	Demon
	Powder	Panacea	90 Z	
	Vitalize			

---

GntRoach	Jump	Healing Herb	290 xp	Insect
	Douse*	Vitamin	120 Z	

---

It will only use Douse if enemies with Fire damage Skills are with it.

---

BloodBat	Syphon	Straw	180 xp	Beast
	Sleep	Life Shard	80 Z	

---

It will often escape. Has high evade and low HP.

---

Icebeak	Watch Enemy	Water Bomb	320 xp	Beast
	Icicle*	Icicle	160 Z	

---

Will always attack the party member with the lowest HP.

---

Blue Cap	Frost	Bird Drop	190 xp	Beast
		Water Bomb	40 Z	

---

Sometimes it will flee when damaged.

---

Bilbul	Howling	Roast	280 xp	Beast
		Protein	60 Z	

---

BlueBall	Giant Growth	Water Seed	380 xp	Demon
	Frost Strike*	Croc Tear	60 Z	

Using a Water spell on it will cause it to start using Frost Strike.

---

Gulper	Fireblast	Nothing	250 xp	Demon
	Death	Magic Shard	105 Z	
	Ebonfire*			
	Inferno			
	Blizzard			
	Stone Pillar			
	Leech Power			
	Rejuvenate			

---

It hasn't got enough AP to execute all those neat Skills. If you want to learn Ebonfire from it, you could restore some AP for it, but chances are that it will use other powerful Skills against you.

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Spectre	Depress	Headband	300 xp	Demon
	Leech Power	Magic Shard	30 Z	
	Enfeeble			

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Fiend	Death	Belladonna	300 xp	Demon
	Lucky Strike	Diamond Ring	350 Z	

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Bot	Flare	MultiGun	330 xp	Machine
		Aurum	0 Z	

---

If you use an Elemental Combo to create a spell formed of multiple elements, it will burst open, making it give 660 xp. It might also drop Bent Screw in this form.

Water attacks will confuse it.

---

ProtoBot	Fireblast	MultiGun	400 xp	Machine
	Sacrifice*	Aurum	0 Z	

---

If you use an Elemental Combo to create a spell formed of multiple elements, it will burst open, making it give 800 xp. It will also only use the Sacrifice Skill then.

Water attacks will confuse it.

---

Bilbao(f)	Blitz*	Loins	2800 xp	Beast
		Protein	230 Z	
Cairn(f)		Electrode	2000 xp	Beast
		MultiVitamin	800 Z	

---

If it's not attacked, it will flee after a while.

---

Lavoid(f)	Magma Blast	Magma Armor	2200 xp	Beast
	Inferno	Firecracker	600 Z	

---

Fire attacks will make it stronger and give more xp. This is

cumulative, each Fire attack will add to it's strength and to the xp. Watch out though, it will also gain massive HP regeneration.

---

BlackGoo (f)	Ebonfire*	Dark Draught	3200 xp	Beast
		Belladonna	550 Z	
Yaen	Chlorine*	PoisonPowder	360 xp	Humanoid
	Rest*	Antidote	160 Z	
Cyclops (f)	Risky Blow*	StrengthSeed	3500 xp	Humanoid
	Spirit Blast*	Giant Club	200 Z	
	Lucky Strike			

---

It's club will break after a few rounds, reducing the xp to 2800 and causing it to start using Spirit Blast.

---

Shadow(f)	Target*	Dodge Seed	1500 xp	Humanoid
	Disembowel*	HiddenDagger	400 Z	

---

Will often run.

---

Morph(f)	Flare	Nothing	680 xp	Plant
		ScorchedRice	600 Z	

---

Fire damage will cause it's Stolen Item to change into Burnt Plug.

Wind damage will cause it's Stolen Item to change into Dirty Filter.

Water damage will cause it's Stolen Item to change into Rusty Pipe.

Earth damage will cause it's Stolen Item to change into Old Tire.

---

Trunked		Berries	5000 xp	Plant
		Ivory Dice	1000 Z	

---

Regenerates 15000 HP each turn.

Every turn you spend not attacking it, it's xp will decrease.

---

Trean		Berries	8000 xp	Plant
		Nunchaku	1000 Z	

---

Regenerates 30000 HP each turn.

Every turn you spend not attacking it, it's xp will decrease.

---

Mud Pup	Sleep	Knockout Gas	180 xp	Beast
	Snooze*	Fat Frog	65 Z	
	Confuse			

---

Crawler	Air Raid*	Tail	260 xp	Insect
		Nothing	60 Z	
Saruga	Blitz*	Speed Boots	500 xp	Humanoid
	Muffle*	Target Seed	280 Z	

Kill one of it's companions to make it use Blitz.

Legion	Silence	Vitamin	500 xp	Demon
		Protein	120 Z	

Physical attacks make it stronger, regenerate HP, and increase the xp it gives. Watch out not to overdo it on this thing or it'll slaughter you. Use Magic to finish it off.

Bad Coil	Snap*	Vitamin	310 xp	Beast
	Command*	Ginseng	80 Z	
	Sleep			

Bollor	Sever	Weather Vane	330 xp	Humanoid
		Weather Wand	150 Z	

Rollob	Iceblast	Icicle	400 xp	Humanoid
		Taser	200 Z	

It can cast Lightning when it's with Bollor. Bollor does NOT need to use Sever for this.

MaskCrab	Blind*	Demon's Helm	450 xp	Insect
		Eye Drops	160 Z	

Sepoy	SwordBreaker*	Demon's Helm	650 xp	Humanoid
	Focus*	HiddenDagger	280 Z	

Istalk	Transfer*	Wisdom Seed	430 xp	Demon
	Sacrifice*	Wisdom Fruit	230 Z	

Smasher	Ovum	Swallow Eye	400 xp	Beast
		Raptor Claws	200 Z	

Mask	Counter*	HadeSeed	780 xp	Machine
		Buckler	250 Z	

Mirror	Backlash	SageSeed	600 xp	Machine
		Buckler	350 Z	

Tar Baby	Molasses*	Aurum	650 xp	Beast
	Douse*	Old Tire	120 Z	
	Storm			
	Blunt			

Will only use Douse when accompanied by an enemy who has a Fire based Skill.

Fire damage will reduce it's Defense.



FireAnt	Fireblast	Fire Seed	840 xp	Insect
	Flame Strike*	Buckler	430 Z	
	Risky Blow*			

After some attacks, his shield will break. His Defense will drop, and his Dropped Item will be Nothing, and he will start using Risky Blow.

Sandclaw	Searing Sand*	Glass Shard	700 xp	Insect
	Storm	Earth Claws	450 Z	

It will start using Storm when hit by a Water based attack.

Krabby	Knock Out*	Knockout Gas	500 xp	Insect
	Lucky Strike	Fork	800 Z	
	Ram			
	Might			

After a couple of attacks, it's pincer will come off, and it's Defense will drop. It will then drop Nothing. It will use Ram only when it has lost it's pincer. It will also give 750 xp and 0 Z when it has lost it's pincer.

Squirt	Frost	Iron Scraps	500 xp	Insect
		Icicle	280 Z	

They will use Frost on Sandclaws, allowing the Sandclaws to use Storm.

Rafresia	Devour	Vitamin	700 xp	Plant
	Powder	Panacea	120 Z	
	Absorb			

Fragrans	Absorb	Knockout Gas	350 xp	Plant
	Dream Breath	Ivory Dice	700 Z	
	Sleep			

Mandraga	Howling	Mouth Gag	450 xp	Plant
		Jabbergrass	300 Z	

LizardMn	Shield	Buckler	1000 xp	Humanoid
	Vitalize	Firangi	420 Z	
	Wind Strike*			
	Double Blow*			

Sporeon	Spores	Antidote	600 xp	Plant
		Panacea	230 Z	

Generatr	Lightning	Aurum	700 xp	Beast
		Taser	800 Z	

Ibomb	Air Raid*	Vitamin	1100 xp	Demon
	Protect	Napalm	300 Z	
	Sacrifice*			

Puppeteer	Knockout*	Panacea	1000 xp	Fly
	Muffle*	Dark Draught	200 Z	
	Feint*			

Will flee when it is alone.

Decoy	Blind*	Mouth Gag	880 xp	Fly
		Dancer	150 Z	

Will become Confused when it is alone.

Snapfly	Flame Strike*	Firecracker	1300 xp	Fly
	Fireblast	Flamethrower	800 Z	

A couple of Fire attacks will make it become a Stingfly.

Stingfly	Last Resort*	Nothing	1040 xp	Fly
	Target*	Flamethrower	800 Z	

Mimic	Confuse	?????	?????	?????
	Snap*	?????	?????	
	Sleep			
	Silence			

Will run a lot, and is invincible as far as I know.

BoltArch	Mind Flay*	Bent Screw	850 xp	Humanoid
	Double Blow*	?????	250 Z	
	Multistrike*			

Dodges a lot, but has very little HP.

If you kill one of it's allies, it will start using Multistrike, and it will give 1275 xp.

Bolt Trp	Knockout*	Bent Screw	850 xp	Humanoid
	Weaken	FeatherSword	180 Z	

Dodges a lot, but has very little HP.

If you kill one of it's allies, it will start using Weaken, and it will give 1275 xp.

Egg Gang	Ovum	Wisdom Seed	1100 xp	Demon
		Protein	350 Z	

Zaurus	Devour	Vitamin	2000 xp	Beast
		MultiVitamin	350 Z	

Morph(f)	Flare	Nothing	680 xp	Plant
		ScorchedRice	600 Z	

Fire damage will cause it's Stolen Item to change into Burnt Plug.

Wind damage will cause it's Stolen Item to change into Dirty Filter.

Water damage will cause it's Stolen Item to change into Rusty Pipe.

Earth damage will cause it's Stolen Item to change into Old Tire.

---

GoldGang	Ovum	Light Bangle	800 xp	Demon
	Resist*	DivineHelm	10000 Z	

---

Ordinary physical attacks will reduce the amount of Zenny it drops.

---

Guardian	Double Blow*	Iron Scraps	1600 xp	Machine
	Triple Blow*	Repeater	450 Z	

---

It has armor that will wear off after a lot of attacks (it will probably die before that).

It will always use it first three turns to use a normal attack, a Double Blow, and then a Triple Blow.

---

Deathbot	Protect	Aurum	1800 xp	Machine
	Might	Repeater	350 Z	
	Barrier			
	Spirit Blast*			

---

Will waste it's first few turns with casting Assist Magic.

Elemental Combos will cause it's Defense to gain a heavy boost, and increase it's xp to 2700.

---

Berserkr	Jolt	Aurum	1000 xp	Machine
		Bent Screw	200 Z	

---

Uses Jolt on his own team, causing ProtoBots to burst open, and DeathBots to gain a heavy Defense boost.

Might run away.

---

Cyclops	Risky Blow*	StrengthSeed	3500 xp	Humanoid
	Spirit Blast*	Giant Club	200 Z	
	Lucky Strike			

---

It's club will break after a few rounds, reducing the xp to 2800 and causing it to start using Spirit Blast.

---

MorphGoo		Elixer	1000 xp	Beast
Red	Burn*	Elixer+	300 Z	
	Flame Pillar*			
Green	Eddy*			

	Cyclone			
Blue	Frost			
	Icicle*			
Black	Plateau*			
	Rock Blast			

---

It will change color at the start of a turn, and when hit Magic it is weak against. It is weak against Magic of the element opposite of it's own.

To dish out damage without having to worry about the color change, just cast some weak Affect All Elemental Magic, and after that a strong Affect All Elemental Magic of the opposite Element.

Red = Fire  
 Green = Wind  
 Blue = Water  
 Black = Earth

---

BoltMage	Silence	Bent Screw	900 xp	Humanoid
	Iceblast	Wisdom Ring	230 Z	

---

Dodges a lot, but has very little HP.

---

Poppy	Giant Growth	Vigor Seed	1600 xp	Plant
	Curse*	Wisdom Seed	300 Z	

---

Heal all it's Status and it will ask for water. Use a Croc Tear on it, and it will then use Curse, and run away.

---

Gold Fly	Snap*	Strike Seed	400 xp	Fly
	Chlorine*	Antidote	1200 Z	

---

Lampkin	Palliate*	Vigor Seed	1400 xp	Plant
		Wisdom Seed	300 Z	

---

Heal all it's Status and it will ask for water. Use a Croc Tear on it, and it will then use Palliate, and run away.

---

Warlok	Death	Skull Staff	2800 xp	Demon
	Dream Breath	?????	650 Z	
	Dark Breath			
	Lucky Strike			

---

BttlSuit	Wild Swing*	Stunner	1800 xp	Machine
	Focus*	Gideon'sGarb	280 Z	
	Rock Blast			

---

Once you destroy it's armor, it will no longer drop Gideon'sGarb.

---

Gonger	Timed Blow*	?????	1100 xp	Beast
	Watch Enemy	Life Shard	130 Z	

---

It won't use Timed Blow until you attack it.

---

SaltClaw	Reversal*	Belladonna	2200 xp	Demon
	Cyclone	Power Glove	350 Z	
	Giant Growth			
	Lucky Strike			
	Death			

---

Breaking it's pincer will increase damage it takes, increase it's xp to 3700 and it's zenny to 1500, and make it no longer drop the Power Glove.

---

Lavoid(f)	Magma Blast	Magma Armor	2200 xp	Beast
	Inferno	Firecracker	600 Z	

---

Fire attacks will make it stronger and give more xp. This is cumulative, each Fire attack will add to it's strength and to the xp. Watch out though, it will also gain massive HP regeneration.

---

Scavengr	Jump	Vitamin	2500 xp	Beast
	Ram	MultiVitamin	220 Z	

---

Might run when on it's own.

---

Shadow	Target*	Dodge Seed	1500 xp	Humanoid
	Disembowel*	HiddenDagger	400 Z	

---

Will often run.

---

Kolpum	Double Blow*	?????	2000 xp	Humanoid
	Flame Strike*	?????	450 Z	
	Frost Strike*			
	Searing Sand*			
	Wind Strike*			
	Holy Strike*			

---

To get him to use any of the Physical/Elemental Skills, just attack him with the proper Element (heal him for Holy Strike).

---

Chingol	Shadowwalk*	Toothpick	2300 xp	Humanoid
	Speed	Holy Mantle	380 Z	
	Lucky Strike			

---

Lucky Strike is triggered by Shadowwalk, since Lucky Strike is really a critical hit.

---

StarGazr	Concentrate*	Wisdom Seed	2200 xp	Humanoid
	Recall	Shaman'sRing	800 Z	

---

Orochi	Silence	MultiVitamin	2500 xp	Demon
	Giant Growth	?????	380 Z	

Physical attacks will increase it's power and xp given. This is cumulative, like the Lavoid.

Karon	Curse*	Skull Staff	3000 xp	Demon
	MultiStrike*	Star Dress	600 Z	
	Blizzard			
	Lucky Strike			
Shade	Lucky Strike	Power Food	450 xp	Demon
	Molasses*	Protein	20 Z	
	Snap*			
	SwordBreaker*			
Horseman	Triple Blow*	?????	3500 xp	Demon
	Death	Mist Armor	400 Z	
	Inferno			
Goo King	Eruption	Apple	3000 xp	Beast
	Firewind	?????	1000 Z	
	Giant Growth			
	Storm			
	Jolt			
	Gigaflare			
	Ragnarok			

It will often run. Once you steal it's Apple though, it will no longer run, and start using Gigaflare and Ragnarok.

GooNurse	Vitalize	Apple	400 xp	Beast
		Vitamins	250 Z	
Baby Goo	Burn*	Apple	1700 xp	Beast
		PointedStick	300 Z	

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= Skills s06 =

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--- Learning Skills ----- s06\1 -

-----

To learn a certain Skill, find an enemy who casts it, and Defend. If it casts the Skill while you are defending, you might learn the Skill. If not, try again.

You can also get certain Skills from Masters, by meeting their requirements.

The Learn List tells you where to learn Skills. It is in order of appearance. A \* denotes Masters. A (r) denotes Ryu's Dragon Forms (you can learn Skills from these). A (b) denotes bosses. A (f) denotes enemies found by Fou-Lu. They will be listed again without the (f) to show when Ryu will meet them (if at all).

Skill	Learn From
%%%	
#19 Distracted	Cap
#15 Blind	Scorpion, MaskCrab, Decoy
#32 Rest	Eye Goo, Yaen
#69 Burn	Mage Goo, MorphGoo, Baby Goo
#49 Flame Strike	Aura(r), Snapfly(f), FireAnt, Wyvern(r), Snapfly, Kolpum
#18 Feign Swing	Zombie
#14 Feint	Zombie, Cadaver, Catrpilr, Puppeter
#12 Chlorine	Gasser, Rat, Yaen, Gold Fly, Mutant(r)
#26 Last Resort	Stingfly(f), Bilboa, Stingfly
#01 Wild Swing	Armor, BeeTroop, BttlSuit
#31 Command	Red Cap, Fungoid, Bad Coil
#70 Eddy	Rwolf*, MorphGoo
#72 Plateau	Rwolf*, MorphGoo
#06 Magic Ball	Rwolf*
#76 Flame Pilar	Rwolf*, MorphGoo
#11 Molasses	Puspool, Tar Baby, Shade
#33 Snooze	Tadpole, Mud Pup
#21 Focus	Kahn(b), Sepoy, BttlSuit
#10 Snap	Mouse, Bad Coil, Gold Fly, Mutant(r), Shade
#37 Steal	Stoll*
#56 Coward's Way	Stoll*
#41 Double Blow	NutTroop, LizardMn, BoltArch, Kolpum
#38 Pilfer	Una*
#05 Super Combo	Una*
#07 Blitz	Una*, Bilbao(f), Saruga, Copycat, Bilbao
#68 Mind Flay	Cracker, BoltArch
#64 FaerieAttack	Njomo*
#62 FaerieBreath	Njomo*
#63 War Shout	Njomo*
#65 FaerieCharge	Njomo*
#45 Spray	Momo*
#46 Clip	Momo*
#44 Oracle	Momo*
#58 Egghead	Momo*
#02 Risky Blow	BeeTroop, FireAnt
#59 Douse	GntRoach, Tar Baby
#71 Icicle	Icebeak, MorphGoo
#51 Frost Strike	BlueBall, Kolpum
#66 Ebonfire	Gulper, BlackGoo, Dragonne(b)
#61 Sacrifice	Protobot, Istalk, Ibomb
#47 Spirit Blast	Cyclops(f), Deathbot
#73 Target	Stingfly(f), Shadow(f), Stingfly, Shadow
#17 Air Raid	Crawler, Ibomb
#22 Concentrate	Abess*, Diviner(f,b), Evoker(f,b),

```

StarGazr
#30 Sanctuary Abbess*
#27 Celerity Abbess*
#40 Charm Marlok*
#39 Monopolize Marlok*
#67 Roulette Marlok*
#16 Muffle Saruga, Puppeteer
#08 SwordBreaker Sepoy, Shade
#35 Transfer Istalk
#20 Bad Back Wizard
#23 Resist Glebe(b), GoldGang
#09 Megaphone Kryrik*
#48 Cleave Kryrik*, Knight(r)
#04 Disembowel Kryrik*
#25 Supplication Lyta*
#53 Holy Strike Lyta*, Kolpum
#36 Benediction Lyta*
#24 Counter Mask, Behemoth(r)
#52 Searing Sand Sandclaw, Behemoth(r), Kolpum
#13 Knockout Krabby, Puppeteer, Bolt Trp
#74 Tiger Fist Kahn*(as Master only)
#29 Shout Kahn*(as Master only)
#75 Flex Kahn*(as Master only)
#50 Wind Strike LizardMn, Warrior(r), Kolpum
#42 Multistrike BoltArch, Karon
#43 Triple Blow Guardian, Horseman
#54 Backhand Bunyan*
#03 Shadowwalk Bunyan*, Knight(r), Chingol
#28 Final Hope Bunyan*
#60 Curse Poppy, Pank(r), Karon
#34 Palliate Lampkin
#55 Timed Blow Gonger
#57 Reversal SaltClaw
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

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-----
--- Use List ----- s06\3 -
-----

```

The Use List tells you what the Skills do, how to use them, and how much AP they cost. Unlike the Learn List, it is in numerical order. The character in (parentheses) means who you will be able to use it on, namely:

- (1) = Single
- (A) = All
- (s) = Self only

```

Skill      AP  Effect
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
#01 Wild Swing      0  phys atk, 0-2 times normal damage(1)
#02 Risky Blow      0  Critical hit, low chance to hit(1)
#03 Shaddowwalk    12  Critical hit, always hits(1)
#04 Disembowel      0  Death to Target; your MaxHP -10%(1)
#05 Super Combo    12  Press buttons, number = # of hits(1)
#06 Magic Ball      5  Physical damage based on Int(1)
#07 Blitz           0  Costs 25% of HP; damage depends on HP;
      multi-hit attack(A)

```



#08	SwordBreaker	2	Physical attack, reduces Power(1)
#09	Megaphone	4	Increase Pwr; Lower Def(A)
#10	Snap	2	Physical attack, reduces Defense(1)
#11	Molasses	2	Physical attack, reduces Agility(1)
#12	Chlorine	2	Physical attack, might cause Poison(1)
#13	Knockout	2	Physical attack, might cause Sleep(1)
#14	Feint	2	Physical atk, might cause Confusion(1)
#15	Blind	2	Physical attack, might cause Blind(1)
#16	Muffle	2	Physical attack, might cause Mute(1)
#17	Air Raid	4	Ranged attack, might stun(1)
#18	Feign Swing	0	Does nothing
#19	Distracted	0	Does nothing
#20	Bad Back	0	Does nothing
#21	Focus	0	Increases Power(s)
#22	Concentrate	0	Magic up(s)
#23	Resist	3	Invincible for one turn, also for healing(s)
#24	Counter	1	Always counter this turn(s)
#25	Supplication	0	Improves effect of Healing Magic and increases Dodge rate for one turn(A)
#26	Last Resort	0	Reduces Defense to 0, raises Power(s)
#27	Celerity	0	Double Pwr, Def, Agl, Wis for this battle, use once an hour(s)
#28	Final Hope	0	Invulnerable for 3 turns; then KO(s)
#29	Shout	0	Stuns(A)
#30	Sanctuary	8	Dispel all Assist Magic(A)
#31	Command	0	Make some enemies and/or confused allies attack the target(1)
#32	Rest	0	Recover HP and AP(s)
#33	Snooze	0	Recover HP and AP, fall asleep(1)
#34	Palliate	20	Recover Full HP and Status(1)
#35	Transfer	20	Recover 20 AP(1)
#36	Benediction	45	Revives all characters at 25% HP; may fail(A)
#37	Steal	0	Steal item(1)
#38	Pilfer	0	Physical attack + Steal item(1)
#39	Monopolize	0	All xp given to user(s)
#40	Charm	0	Increase chance of finding item(1)
#41	Double Blow	3	Two physical attacks in a row(1)
#42	Multistrike	5	1-3 physical attacks in a row(1)
#43	Triple Blow	8	Three physical attacks in a row(1)
#44	Oracle	2	Wis instead of Pwr, higher damage to Demons(1)
#45	Spray	2	Ranged, Def instead of Pwr, higher damage to Insects(1)
#46	Clip	2	Ranged, Agl instead of Pwr, higher damage to Plants(1)
#47	Spirit Blast	0	Low Power attack; Ignores Defense(1)
#48	Cleave	3	Low Power attack; Ignores Defense(A)
#49	Flame Strike	2	Physical/Fire attack(1)
#50	Wind Strike	2	Physical/Wind attack(1)
#51	Frost Strike	2	Physical/Water attack(1)
#52	Searing Sand	2	Physical/Earth attack(1)
#53	Holy Strike	2	Physical/Holy attack(1)
#54	Backhand	0	Physical attack; can't kill(1)
#55	Timed Blow	13	You are KO'd; damage = remaining HP(1)
#56	Coward's Way	2	Damage increases with number of times you ran from battle(1)
#57	Reversal	0	Phys. atk, might swap your and target's HP(1)

```

#58 Egghead      0  Change into Egg(s)
#59 Douse       1  Reduce resistance to Fire(1)
#60 Curse       13  Chance of halving HP(A)
#61 Sacrifice   13  Kills user; enemy down to 1 HP(A)
#62 FaerieBreath 20  Restores HP to front and back row;
      chance of removing Status(A)
#63 War Shout   20  Raises Power(A)
#64 FaerieAttack 20  Damage changes with # of faeries(1)
#65 FaerieCharge 20  Physical atk, requires 6+ faeries(1)
#66 Ebonfire    9  Non-elemental damage(1)
#67 Roulette    0  Random Skill used; won't work on strong
      foes(?)
#68 Mind Flay   2  Physical attack, reduces Wisdom(1)
#69 Burn        1  lv 1 Fire Magic(1)
#70 Eddy        2  lv 1 Wind Magic(1)
#71 Icicle      4  lv 2 Water Magic(1)
#72 Plateau     5  lv 2 Earth Magic(1)
#73 Target      1  Undodgeable phys. atk; 50% Pwr(1)
#74 Tiger Fist  6  Physical attack(A)
#75 Flex        0  Poison all enemies AND allies(A)
#76 Flame Pillar 8  lv 3 Fire Magic(1)
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

```

-----
--- All Skills ----- s06\4 -
-----

```

This is a list of ALL skills in the game, be it Innate Skills, learned Skills, or Skills you can't learn. This is just a list for easy reference to what a certain Skill does, without having to know in which category it falls.

```

Skill          AP Effect
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Absorb         ??  Recover HP(s)
Ahryu P'ung    3  lv 3 Wind Magic(A)
Aura Smash     3  Ignores Defense(1)
Bad Back       0  Does nothing
Backlash       ??  Attackers receive their own attack(s)
Barrier        8  Magic damage halved for three turns(1)
Benediction    45  Revives all characters at 25% HP; may
      fail(A)
Bing           1  lv 1 Water Magic(1)
Bing'ah        2  lv 2 Water Magic(1)
Blind          2  Physical attack, might cause blind(1)
Blitz          0  Costs 25% of HP; damage depends on HP;
      multi-hit attack(A)
Blizzard       12  lv 3 Water Magic(A)
Body Press     ??  Physical damage(1)
Burn           1  lv 1 Fire attack(1)
Celerity       0  Double Pwr, Def, Agl, Wis for this
      battle, use once an hour(s)
Chlorine       2  Poison attack, might cause Poison(1)
Cleave         3  Low Power attack; Ignores Defense(A)
Clip           2  Ranged, Agl instead of Pwr, higher
      damage to Plants(1)
Command        0  Make some enemies and/or confused allies
      attack the target(1)

```

Concentrate	0	Magic up(s)
Confuse	2	Causes Confusion(1)
Counter	1	Always counter this turn(s)
Coward's Way	2	Damage increases with number of times you ran from battle(1)
Curse	13	Chance of halving HP(A)
Cyclone	6	lv 2 Wind Magic(A)
Dark Wave	0	Dmg based on user's current HP(A)
Death	13	Chance to instantly kill(1)
Depress	??	Reduces AP(A)
Devour	??	Absorbs HP(1)
Disembowel	0	Death to Target; your MaxHP -10%(1)
Distracted	0	Does nothing
Double Blow	3	Two physical attacks in a row(1)
Douse	1	Increase vulnerability to Fire damage(1)
Drain	3	Absorbs HP(1)
Dark Breath	??	Heals Undead(A)
Dream Breath	??	Induce Happy Status(A)
Ebonfire	9	Non-elemental damage(1)
Eddy	2	lv 1 Wind Magic(1)
Egghead	0	Change into Egg(s)
EldrichFlame	??	Fire damage(1)
Enfeeble	??	Reduce Wisdom(1)
Eraser	0	Dmg based on user's current HP(A)
FaerieAttack	20	Damage changes with # of faeries(1)
FaerieBreath	20	Restores HP to front and back row, chance of removing Status(A)
FaerieCharge	20	Physical atk, requires 6+ faeries(1)
Feeding Time	??	Confuses or Poisons you(1)
Feign Swing	0	Does nothing
Feint	2	Physical atk, might cause confusion(1)
Final Hope	0	Invulnerable for 3 turns; then KO(s)
Fireblast	6	Fire damage(A)
Flame Strike	2	Physical/Fire attack(1)
Flame Pillar	8	lv 3 Fire Magic(1)
Flaming Fist	??	Fire damage(1)
Flex	??	Induces Poison(A)
Focus	0	Increases Power(s)
Frost	3	lv 1 Water Magic(1)
Frost Breath	??	Water Damage(A)
Frost Strike	2	Physical/Water attack(1)
Gigaflame	0	Damage depends on user's current HP
Heal	4	Restores HP(1)
Holy Strike	2	Physical/Holy attack(1)
Howling	0	Cause Confusion(A)
Iceblast	??	Water damage(1)
Icicle	4	lv 2 Water Magic(1)
Inferno	10	lv 3 Fire Magic(1)
Jab	??	Multiple hits against random targets(A)
Jump	??	Random Damage(1)
Kick	??	Physical attack(A)
Kyrie	9	Instant kill(A)
Last Resort	0	Reduces Defense to 0, raises Power(s)
Leech Power	0	Absorbs AP(1)
Lucky Strike	??	Critical hit(1)
Magic Ball	5	Physical damage based on Int(1)
Megaphone	4	Increase Pwr; Lower Def(A)
Might	3	Raises Power(1)
Mind Flay	2	Physical attack, reduces Wisdom(1)
Molasses	2	Physical attack, reduces Agility(1)

Monopolize	0	All xp given to user(s)
Muffle	2	Physical attack, might cause Mute(1)
Multistrike	5	1-3 physical attacks in a row(1)
Nose Dive	??	Physical attack(A)
Oracle	2	Wis instead of Pwr, higher damage to Demons(1)
Ovum	??	Induce Egg Status(A)
Palliate	20	Recover Full HP and Status(1)
Pilfer	0	Physical attack + Steal item(1)
Plateau	5	lv 2 Earth Magic(1)
Ponder	??	Does nothing
Powder	??	Induces Blind(A)
Protect	2	Increase Defense(1)
Punch	??	Physical attack(1)
Purify	4	Removes Poison Status(1)
Ram	??	Strong physical attack(1)
Recall	??	Random Magic Skill(differs)
Rejuvenate	9	Recover HP(1)
Remedy	6	Restore all Status(1)
Rest	0	Recover HP and AP(s)
Resist	3	Invincible for one turn, also for healing(s)
Reversal	0	Phys. atk, might swap your and target's HP(1)
Revolution	??	HP is replaced by MaxHP - CurrentHP, can't kill you (A)
Risky Blow	0	Critical hit, low chance to hit(1)
Risky Shot	0	Critical hit, low chance to hit(1)
Rock Blast	4	Minor Earth damage(A)
Roulette	0	Random Skill used; won't work on strong foes(random)
Sacrifice	13	Kills user; enemy down to 1 HP(A)
Sanctuary	8	Dispel all Assist Magic(A)
Searing Sand	2	Physical/Earth attack(1)
Sever	3	lv 1 Wind Magic(1)
Shadowwalk	12	Critical hit, always hits(1)
Shield	6	Increase Defense(A)
ShiningBlade	10	Critical hit; always hits(1)
Shout	??	Chance to cancel action for everyone(A)
Silence	3	Induces Mute(A)
Sleep	3	Cause Sleep(A)
Slow	1	Reduce Agility(1)
Snap	2	Physical attack, reduces Defense(1)
Snooze	0	Recover HP and AP, fall asleep(1)
Speed	2	Increase Agility(1)
Spirit Blast	0	Low Power attack; Ignores Defense(1)
Spores	??	Induces Poison(A)
Spray	2	Ranged, Def instead of Pwr, higher damage to Insects(1)
Stand Out	0	Make enemies attack user(A)
Stasis	??	No combos possible for anyone for three turns
Steal	0	Steal item(1)
Stone Pillar	5	lv 2 Earth Magic(1)
Storm	??	Water + Earth Magic(A)
Super Combo	12	Press buttons, number = # of hits(1)
Supplication	0	Improves effect of Healing Magic and increases Dodge rate for one turn(A)
SwordBreaker	2	Physical attack, reduces Power(1)
Target	1	Undodgeable phys. atk; 50% Pwr(1)



--- Ryu (Starts at lv 1) -----

Ryu learns his abilities from meeting the different dragons, not from level. I have listed the element of the dragon that teaches you each Skill. Also note that his abilities do not consume any AP, but can be used only once after a rest at an Inn.

Skill	Lrn	Effect
Meditate	----	Use to change into dragon(s)
Rainstorm	Wind	Holy attack; Damage depends on enemy's current HP(A)
Mud Flow	Mud	Water + Earth attack; depends on user's current HP(A)
Healing Wind	Grs	Heals front and back row, chance to restore Status(A)
Onslaught	Snd	Wind attack, confuses enemy.
Holy Circle	Tree	Invincible for the rest of the turn(A)
Flood Tide	Sea	Wind + Water, Depends on user's HP, Stuns target(A)
Fulguration	Rock	Damage depends on enemy's HP(A)

--- Ershin (Starts at lv 3) -----

Skill	Lrn	Effect
Risky Shot	1	lower chance to hit, Critical if hits(1)
Wild Shot	7	Physical atk, 0-2 times normal damage(1)
Stand Out	*	Make enemies attack user(A)
Death	*	Chance to instantly kill(1)
Blizzard	19	lv 3 Water Magic(A)
Quake	23	lv 3 Earth Magic(A)
Inferno	28	lv 3 Fire Magic(1)
Typhoon	35	lv 3 Wind Magic(A)

--- Cray (Starts at lv 7) -----

Skill	Lrn	Effect
Protect	1	Raise Defense(1)
Speed	1	Raise Agility(1)
Rock Blast	8	lv 1 Earth Magic(A)
Slow	11	Reduces Agility(1)
Blunt	14	Reduces Power(1)
Stone Pillar	17	lv 2 Earth Magic(1)
Might	21	Increase Power(1)
Shield	??	Increase Defense(A)
Quake	30	lv 3 Earth Magic(A)

--- Scias (Starts at lv 13) -----

Skill	Lrn	Effect
-------	-----	--------

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Frost          1  lv 1 Water Magic(1)
Sleep          1  Puts enemy asleep(A)
ShiningBlade  1  Critical hit, won't miss(1)
Heal           1  lv 1 Heal Magic(1)
Purify        1  Remove Poison Status(1)
Confuse       1  Confuse enemy(1)
Rejuvenate    19  lv 2 Heal Magic(1)
Raise Dead    22  Revive with 25% HP(1)
Remedy        25  Restore all Status(1)
Blizzard      28  lv 3 Water Magic(A)
Vitalize      31  lv 1 Healing Magic(A)
Lifestealer   34  Death to Target; your MaxHP -10%(1)
Restore       37  lv 3 Healing(1)
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

--- Ursula (Starts at lv 20) -----

```

Skill          Lrn  Effect
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Flare          1  lv 1 Fire Magic(1)
Fireblast     1  lv 2 Fire Magic(A)
Confuse       1  Confuse enemy(1)
Weaken        1  Defense Down(1)
Rock Blast    1  lv 1 Earth Magic(A)
Silence       1  Induces Mute(A)
Cyclone       21  lv 2 Wind Magic(A)
Enfeeble      24  Reduce Wisdom(1)
Drain         27  Absorbs HP(1)
Leech Power   28  Absorbs AP(1)
Inferno       31  lv 3 Fire Magic(1)
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

--- Fou-Lu (Starts at lv 64) -----

```

Skill          Lrn  Effect
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

-----  
--- Level Up Stats ----- s07\2 -  
-----

This section lists exactly what the bonuses in statistics are for all of the levels. You could use it to find what Master works best for whom at which level. The handy thing is that if you have, say, a bonus of 1 HP at a certain level, and your current Master gives you a penalty of -12 HP, your HP will just remain at it's current level, meaning it's just as if your penalty was only -1 HP. Swapping Masters for every level you gain is probably too tedious, but you could try finding a certain row of level ups in which a heavily penalized statistic only gets very

meager bonuses anyway.

I'll try to find exact values for all the level ups, but I might run across a tough to check point sometimes. If I'm not sure, I'll list the maximum and the minimum possible amount.

Did you notice? Your statistic boost per level get higher as your level gets higher. Also, the boost is extra high at every tenth level up.

--- Nina -----

Starts with:

Level .....	5
HP .....	301
AP .....	21
CP .....	3
Power .....	14
Defense .....	12
Agility .....	25
Wisdom .....	26

Levels up:

	N1	N2	N3	N4	N5	N6	N7	N8	N9	N10
HP .....	-	-	-	-	21	21	23	24	31	53
AP .....	-	-	-	-	4	4	3	3	2	8
CP .....	-	-	-	-	0	0	0	0	0	1
Power .....	-	-	-	-	3	3	2	0	0-1	4-5
Defense .....	-	-	-	-	0	1	2	2	1	3
Agility .....	-	-	-	-	5	5	2	4	3	4
Wisdom .....	-	-	-	-	2	2	3	3	4	7

	N11	N12	N13	N14	N15	N16	N17	N18	N19	N20
HP .....	24	19	25	29	48	31	24	30	23	42
AP .....	4	4	3	5	5	4	6	6	5	12
CP .....	0	0	0	0	0	0	1	0	0	0
Power .....	0-1	2	0-1	0-1	2	3	2	4	3	5
Defense .....	2	1	2	2	1	2	3	1	2	5
Agility .....	3	4	4	6	4	3	3	4	3	6
Wisdom .....	5	4	4	5	4	3	5	4	4	8

	N21	N22	N23	N24	N25	N26	N27	N28	N29	N30
HP .....	26	34	26	32	46	31	23	27	35	52
AP .....	5	6	7	6	6	9	8	6	7	14
CP .....	0	0	0	0	0	0	0	0	0	1
Power .....	2	4	3	4	2	3	3	2	3	8
Defense .....	2	3	4	3	3	2	3	2	3	5
Agility .....	4	4	5	6	5	5	4	6	4	7
Wisdom .....	7	6	5	4	8	7	5	4	6	8



N31 N32 N33 N34 N35 N36 N37 N38 N39 N40

HP .....	32	26	33	27	46	34	42	31	38	56
AP .....	8	9	7	10	9	4	10	6	8	15
CP .....	0	0	0	0	0	0	0	0	0	1
Power .....	5	3	3	4	2	5	4	4	5	8
Defense .....	3	3	4	2	5	4	3	5	4	7
Agility .....	5	4	6	6	5	4	6	7	5	10
Wisdom .....	5	6	5	5	7	6	7	4	7	12

--- Ryu -----

Starts with:

Level .....	1
HP .....	230
AP .....	6
CP .....	3
Power .....	10
Defense .....	10
Agility .....	8
Wisdom .....	7

Levels up:

	R1	R2	R3	R4	R5	R6	R7	R8	R9	R10
HP .....	-	24	30	22	40	32	29	31	37	51
AP .....	-	1	2	3	2	2	4	3	3	9
CP .....	-	0	0	0	1	0	0	0	0	1
Power .....	-	1	2	1	2	3	2	2	3	5
Defense .....	-	1	2	2	1	2	1	2	2	3
Agility .....	-	2	1	3	2	1	3	3	2	5
Wisdom .....	-	1	2	2	2	1	2	1	2	5

R11 R12 R13 R14 R15 R16 R17 R18 R19 R20

HP .....	29	31	49	47	50	45	42	47	48	52
AP .....	4	3	0	3	4	5	4	5	5	12
CP .....	0	2	0	0	0	1	0	0	1	1
Power .....	3	2	1	4	2	3	4	3	2	7
Defense .....	1	2	3	2	3	4	2	1	3	4
Agility .....	3	4	3	2	4	2	3	3	2	6
Wisdom .....	3	2	4	3	2	4	3	5	3	6

R21 R22 R23 R24 R25 R26 R27 R28 R29 R30

HP .....	35	49	50	45	46	47	48	50	35	63
AP .....	6	5	5	7	5	4	8	6	5	11
CP .....	0	0	0	1	0	0	1	0	0	2
Power .....	4	3	6	3	2	4	5	3	4	7
Defense .....	2	3	4	2	3	4	4	5	3	7
Agility .....	4	5	3	3	5	2	3	5	4	6
Wisdom .....	4	3	5	3	4	4	3	3	4	7

R31 R32 R33 R34 R35 R36 R37 R38 R39 R40

HP .....	47	50	45	46	52	48	50	53	52	83
AP .....	7	6	6	3	5	8	8	7	7	13
CP .....	0	0	0	1	0	0	1	0	0	3
Power .....	4	3	6	4	5	3	7	4	6	11
Defense .....	5	4	3	3	5	4	6	4	4	7
Agility .....	3	4	3	3	4	5	5	4	3	6
Wisdom .....	3	4	4	5	3	4	2	5	4	6

--- Ershin -----

Starts with:

Level .....	3
HP .....	313
AP .....	5
CP .....	5
Power .....	15
Defense .....	4
Agility .....	21
Wisdom .....	5

Levels up:

	E1	E2	E3	E4	E5	E6	E7	E8	E9	E10
HP .....	-	-	-	26	43	25	28	32	40	56
AP .....	-	-	-	1	0	1	0	1	0	2
CP .....	-	-	-	1	0	1	0	1	0	2
Power .....	-	-	-	1	3	2	2	3	2	5
Defense .....	-	-	-	2	3	2	3	4	3	5
Agility .....	-	-	-	2	1	2	1	1	2	4
Wisdom .....	-	-	-	0	1	2	1	0	0	3

	E11	E12	E13	E14	E15	E16	E17	E18	E19	E20
HP .....	41	34	36	43	65	46	52	42	46	66
AP .....	0	0	1	0	1	0	0	0	0	2
CP .....	1	0	1	0	1	0	0	0	0	2
Power .....	3	2	4	3	2	4	5	4	4	7
Defense .....	4	3	5	7	6	5	4	6	4	6
Agility .....	1	2	1	2	3	1	3	2	2	4
Wisdom .....	1	0	1	0	2	0	0	2	1	2

	E21	E22	E23	E24	E25	E26	E27	E28	E29	E30
HP .....	56	46	51	46	66	48	54	50	48	62
AP .....	1	1	3	2	2	4	2	3	2	6
CP .....	0	1	0	0	1	0	0	0	1	2
Power .....	5	3	4	2	5	4	3	3	4	8
Defense .....	5	6	5	7	4	5	7	6	8	7
Agility .....	2	4	3	3	2	2	4	3	3	5
Wisdom .....	0	1	0	0	4	3	6	5	4	10

	E31	E32	E33	E34	E35	E36	E37	E38	E39	E40
HP .....	54	52	46	56	63	56	46	55	??	
AP .....	3	4	5	3	2	10	5	4	??	

CP .....	0	0	1	0	1	0	0	0	??
Power .....	4	5	4	6	5	4	3	6	??
Defense .....	9	6	7	8	9	8	6	7	??
Agility .....	3	2	4	1	3	2	4	2	??
Wisdom .....	7	8	6	9	9	6	8	6	??

--- Cray -----

Starts with:

Level .....	7
HP .....	460
AP .....	16
CP .....	1
Power .....	27
Defense .....	20
Agility .....	14
Wisdom .....	9

Levels up:

	C1	C2	C3	C4	C5	C6	C7	C8	C9	C10
HP .....	-	-	-	-	-	-	-	32	41	60
AP .....	-	-	-	-	-	-	-	0	0	3
CP .....	-	-	-	-	-	-	-	0	0	0
Power .....	-	-	-	-	-	-	-	4	3	5
Defense .....	-	-	-	-	-	-	-	3	2	5
Agility .....	-	-	-	-	-	-	-	2	2	3
Wisdom .....	-	-	-	-	-	-	-	0	1	3

	C11	C12	C13	C14	C15	C16	C17	C18	C19	C20
HP .....	43	36	41	52	71	49	52	46	60	83
AP .....	0	2	1	2	0	2	1	0	2	4
CP .....	0	0	0	1	0	0	0	0	0	0
Power .....	3	2	4	3	4	5	4	3	3	8
Defense .....	3	2	3	5	3	4	2	4	3	6
Agility .....	2	1	2	3	3	2	1	3	2	4
Wisdom .....	1	3	2	1	1	2	3	1	2	3

	C21	C22	C23	C24	C25	C26	C27	C28	C29	C30
HP .....	59	53	48	51	72	57	61	54	63	83
AP .....	1	2	0	2	3	1	0	0	2	5
CP .....	1	0	0	0	0	1	0	0	1	0
Power .....	4	3	5	4	7	5	4	3	6	10
Defense .....	4	4	3	2	4	5	5	4	3	6
Agility .....	2	2	0	2	3	1	3	2	2	3
Wisdom .....	1	3	2	3	1	3	3	4	3	5

	C31	C32	C33	C34	C35	C36	C37	C38	C39	C40
HP .....	62	71	55	61	73	59	64	55	72	
AP .....	0	1	2	1	0	3	1	2	0	
CP .....	0	0	0	0	0	1	0	0	0	
Power .....	5	7	5	4	6	7	5	4	6	

Defense .....	4	3	3	5	4	6	5	4	4
Agility .....	2	2	3	1	3	2	4	4	3
Wisdom .....	3	2	3	4	1	3	2	4	3

--- Scias -----

Starts with:

Level .....	13
HP .....	620
AP .....	31
CP .....	3
Power .....	33
Defense .....	26
Agility .....	43
Wisdom .....	42

S11 S12 S13 S14 S15 S16 S17 S18 S19 S20

HP .....	-	-	-	41	52	32	26	27	36	51
AP .....	-	-	-	1	2	3	4	2	2	8
CP .....	-	-	-	0	0	0	1	0	1	0
Power .....	-	-	-	4	1	3	2	4	2	6
Defense .....	-	-	-	3	2	2	3	2	3	5
Agility .....	-	-	-	5	4	5	3	4	4	6
Wisdom .....	-	-	-	2	3	2	4	2	4	6

S21 S22 S23 S24 S25 S26 S27 S28 S29 S30

HP .....	29	33	36	45	53	42	32	45	34	58
AP .....	3	4	2	3	4	3	2	4	3	7
CP .....	0	0	0	0	0	0	1	0	0	0
Power .....	4	3	2	4	3	5	3	4	3	8
Defense .....	3	4	2	2	3	4	2	2	3	5
Agility .....	4	3	5	2	4	3	4	5	4	7
Wisdom .....	3	4	5	5	3	3	4	3	4	6

S31 S32 S33 S34 S35 S36 S37 S38 S39 S40

HP .....	42	47	41	38	65	46	39	53	45
AP .....	3	4	2	2	5	4	3	4	4
CP .....	0	0	0	0	0	1	0	0	0
Power .....	5	3	3	5	4	6	3	4	4
Defense .....	3	4	2	3	4	5	5	3	4
Agility .....	5	3	4	6	4	6	5	4	5
Wisdom .....	3	4	5	2	5	2	4	5	4

--- Ursula -----

Starts with:

Level .....	20
HP .....	843
AP .....	52
CP .....	3
Power .....	57

Defense ..... 54  
 Agility ..... 69  
 Wisdom ..... 73

Levels up:

	U21	U22	U23	U24	U25	U26	U27	U28	U29	U30
HP .....	28	30	34	42	52	58	32	43	34	51
AP .....	3	3	4	3	4	5	6	4	3	10
CP .....	0	0	0	0	0	0	0	0	0	1
Power .....	3	4	3	2	4	5	3	6	4	6
Defense .....	3	1	2	3	3	2	2	4	3	5
Agility .....	4	3	3	5	1	4	3	4	2	7
Wisdom .....	3	5	4	3	6	3	5	2	5	8

	U31	U32	U33	U34	U35	U36	U37	U38	U39	U40
HP .....	42	47	41	38	56	42	36	44	38	63
AP .....	6	5	3	7	4	5	7	4	6	13
CP .....	0	0	0	0	0	0	0	0	0	1
Power .....	4	5	4	3	5	6	4	6	4	8
Defense .....	3	3	4	5	5	4	3	2	4	5
Agility .....	4	3	4	4	5	3	4	2	5	8
Wisdom .....	4	6	4	5	5	3	6	7	5	9

--- Fou-Lu -----

Starts with:

Level ..... 64  
 HP ..... 3381  
 AP ..... 364  
 CP ..... 27  
 Power ..... 255  
 Defense ..... 234  
 Agility ..... 227  
 Wisdom ..... 280

Levels up:

	F61	F62	F63	F64	F65	F66	F67	F68	F69	F70
HP .....	-	-	-	-	35	32				
AP .....	-	-	-	-	12	10				
CP .....	-	-	-	-	1	0				
Power .....	-	-	-	-	4	6				
Defense .....	-	-	-	-	3	2				
Agility .....	-	-	-	-	3	1				
Wisdom .....	-	-	-	-	13	12				

```
=====
/-- Rwolf -----\
|
| Location: Kurok
| Requirements: Agree with him
| Stats: AP +1, Pwr -1, Wis +1
| Will: Haste(increase speed)
| Skills: 5-Hit Combo: Eddy
|         10-Hit Combo: Plateau
|         15-Hit Combo: Magic Ball
|         20-Hit Combo: Flame Pillar
\-----/
```

```
/-- Stoll -----\
|
| Location: Hideout north of Synesta
| Requirements: Give him all your Zenny
| Stats: Agl +1
| Will: Filch(Steal items as you attack, low chance, only
|         stuff you don't have yet)
| Skills: 80 Items in your inventory: Steal
|         120 Items in your inventory: Coward's Way
\-----/
```

```
/-- Una -----\
|
| Location: Worent
| Requirements: Beat Kahn in Worent
| Stats: HP +12, AP -2, Pwr +2, Def +1, Wis -1
| Will: Wild(Lower chance to hit, higher damage)
| Skills: 1500 Combo damage: Pilfer
|         3000 Combo damage: Super Combo
|         10000 Combo damage: Blitz
\-----/
```

```
/-- Njomo -----\
|
| Location: ? area northwest of Ahm Fen
| Requirements: Have a faerie in your colony perform any
|         job that is done in a house
| Stats: Agl +1, AP +2, HP -8
| Will: Pique(All counter attacks are Critical Hits)
| Skills: 8 faeries in village: FaerieAttack
|         12 faeries in village: FaerieBreath
|         16 faeries in village: War Shout
|         20 faeries in village: FaerieCharge
\-----/
```

```
/-- Momo -----\
|
| Location: Inside a windmill in Wyndia
| Requirements: None
| Stats: HP +8
| Will: Drowse(use Snooze in the back row)
| Skills: 25 hours on the clock: Spray
|         30 hours on the clock: Clip
|         40 hours on the clock: Oracle
|
```

```

|           50 hours on the clock: Egghead           |
\-----/

/-- Abbess -----\
|
| Location: Chek
| Requirements: Have the abilities from the Wind(can't
|               miss), Mud, Grass and Sand Dragons
| Stats: Pwr -2, Def -2, AP +2, Wis +4
| Will: Reck(higher Skill learning rate)
| Skills: encounter 70 different monsters: Concentrate
|         encounter 85 different monsters: Sanctuary
|         encounter 100 different monsters: Celerity
\-----/

/-- Marlok -----\
|
| Location: Synesta, in his house
| Requirements: Have Tin Ball or better
| Stats: HP +16, AP +3, Pwr -1, Def -1, Agl -1, Wis -1
| Will: Greed(More Zenny dropped by enemies)
| Skills: Copper Ball: Charm
|         ElectrumBall: Monopolize
|         PlatinumBall: Roulette
\-----/

/-- Kryrik -----\
|
| Location: Shikk, after sailing on Zig's Ship
| Requirements: 25-Hit Combo or better
| Stats: HP +25, Pwr +3, Def +2, AP -2, Agl -2, Wis -2
| Will: Finale(finish off weakened enemies)
| Skills: 30-Hit Combo: Megaphone
|         50-Hit Combo: Cleave
|         70-Hit Combo: Disembowel
\-----/

/-- Gyosil -----\
|
| Location: Lyp
| Requirements: 3000 Fishing Points
| Stats: HP -8, AP +2
| Will: Ward(sometimes items are not consumed)
| Skills: 4000 Fishing Points: Ring of Ice (item)
|         6000 Fishing Points: Spanner (Fishing Rod)
|         9500 Fishing Points: Master Rod (Fishing Rod)
\-----/

/-- Lyta -----\
|
| Location: Synesta
| Requirements: Have someone apprenticed to Gyosil
| Stats: AP +1, Wis +1, Def -1
| Will: Guard(Take damage for wounded allies)
| Skills: Ryu at level 20: Supplication
|         Ryu at level 25: Holy Strike
|         Ryu at level 35: Benediction
\-----/

/-- Kahn -----\

```

```
|
| Location: North of Saldine
| Requirements: None
| Stats: HP +20, Pwr +3, Agl +1, AP -4, Wis -3
| Will: Valor(Revive at KO sometimes, like Ursula)
| Skills: 300+ encounters: Shout
|           500+ encounters: Tiger Fist
|           600+ encounters: Flex
\-----/
```

```
/-- Bunyan -----\
|
| Location: In his hut south of Astana
| Requirements: Talk to him
| Stats: Pwr +1, Def +1, Agl +1, Wis +1, HP -16, AP -3
| Will: Vision(Always hit your target)
| Skills: 3000 Single hit damage: Backhand
|           8000 Single hit damage: Shadowwalk
|           12000 Single hit damage: Final Hope
\-----/
```

```
-----
--- Meeting Requirements ----- s08\1 -
-----
```

This is a guide on how to meet all the requirements those Masters give you. I'll try my best to give you some good tips on how-to, and as soon as possible, of course.

```
--- Rwolf -----
```

5-Hit Combo: This should be easy. Just use Rest, then Heal.  
10-Hit Combo: Find a group of at least 5 enemies (Caps early in the game), and use Rock Blast, then Burn. If your level is low, Caps won't die from Rock Blast. Otherwise, bad luck. You'll have to wait, like me :).  
15-Hit and  
20-Hit Combo: Battle the Trunks/Treons in the Abandoned Village. Use Plateau, Rock Blast, Rock Blast, and you will make a 31-Hit Combo.

```
--- Stoll -----
```

Just keep one of EVERY item you find. Can't help you much more with this one. Use the walkthrough to GET every item I suppose :). And steal a lot (once you gain the ability, that is).

You could try going to every town available and getting all the affordable items you don't have one of yet (some merchants just disappear at a certain time, though). And catch all the fish.



--- Una -----

1500 Combo damage: Should be simple enough. Just Combo some level 2 spells. Nina should be able to do 900+ Damage with Cyclone/Rejuvenate, and you can add in Burn, Frost, and/or ShiningBlade, and you are there.

3000 Combo damage: The Combo of Burn, Cyclone (Simoon) and ShiningBlade will easily rack up this amount of damage for you. The only problem is finding a group of at least 3 enemies with one member who will survive the powerful Simoon. Try searching around the Kasq Wds.

10000 Combo Damage: Seek out a battle with the Trunks/Treons in the Abandoned Village, and use this Combo on them: Rock Blast, Flame Pillar, Fireblast. It should do about 11000-12000 damage. Of course, you could also just have Fou-Lu learn this Skill from a Bilbao...

--- Njomo -----

8 faeries in Faerie Village: Just grow your Faerie Village. 8 should be reached pretty easily.

12 faeries in Faerie Village: The population should be growing pretty fast once you reach 8 faeries, so this is quickly reached.

16 faeries in Faerie Village: Keep em coming.

20 faeries in Faerie Village: Keep growing. Don't use any lethal jobs for a while, or you will keep having 18-19.

--- Momo -----

For Momo, you need to get a certain amount of time on the game clock. Short of leaving your Playstation on overnight, there isn't much you can do to speed up that process.

--- Abbess -----

The Abbess will want you to encounter a certain amount of different monsters. The only way to do this is to continue in the story. Missing a monster seems a tough thing to do to me. Some are reasonably rare though.

--- Marlok -----

Marlok will teach you Skills depending on how many times you

upgraded your treasure. I put every treasure in the walkthrough, so you should be able to find all.

--- Kryrik -----

25 and 30

Hit Combo: With the Plateau, Rock Blast, Rock Blast Combo from Rwolf you should already have this.

50-Hit Combo: Try Megaphone, Double Blow(with Ursula, an Attack All gun), Tiger Fist(+1 Hit Weapon). It should make a 50-80 Hit Combo.

70-Hit Combo: Same as above, but might take a few tries.

--- Gyosil -----

For Gyosil, try at least catching all the fish currently available to you. If that doesn't do it, catch at least average length ones, and then crown them. If you don't make it, the only solution is to get further into the game, so that new fish will become available.

--- Lyta -----

May I suggest beating monsters?

--- Kahn -----

See above note :).

--- Bunyan -----

Try using powerful physical Skills such as ShiningBlade. Equip high Power weapons and fight low Defense enemies, such as Eye Goos. Also try powering up with Skills like War Shout first.

The best method is to give someone with high Power Shadowwalk, and fighting weak enemies. Power up with: Last Resort, War Shout, Protect (this will add to Power with Last Resort cast!), and Focus (on the turn before you attack). If you have about 800 Power, you can do 12000 damage. Then use Shadowwalk. Beware of Ershin's Special and counter attacks.

In BoF4, the Dragon Forms system is (sadly) not as extensive as in BoF3. Like in BoF3, certain events in the storyline or finding crystals will enable Dragon Genes for use. You can only use one Gene at any time, meaning there is no more splicing in Genes for added abilities. Sometimes, a new Dragon may replace an old one, because it is a stronger version of the same Dragon.

Transforming to a Dragon Form will enhance Ryu's statistics, and grant him new Skills. The old Skills of Ryu will become unusable while he is a Dragon. Some stats may increase, while some decrease, depending on the Dragon Form you choose.

To become a Dragon, you will use up some AP to transform. Every turn after that, you will use 25% of that transforming cost to maintain your form. Once you don't have enough AP anymore to pay that, you will revert to your human form. The transforming cost is higher as Ryu's level is higher.

All the statistics of the Dragon Form are dependent on Ryu's statistics. They will be multiplied by an amount that differs per Dragon.

All the Dragon Forms' current HP will not be automatically refilled when you revert to human form. When a Dragon has only 3 HP remaining, and you revert to human, and you transform again, the HP for the Dragon is still at 3. To recover a Dragon's HP, you will have to rest, or use a recovery item.

Many of Fou-Lu's Dragon Forms are aquired automatically when Ryu aquires a Dragon Form. This applies to Dragon Forms which are similar.

Note that since the Restore Form ability is given to all dragons, it won't be listed.

The character in (parentheses) means who you will be able to use it on, namely:

- (l) = Single
- (A) = All
- (s) = Self only

Some Dragon Forms will aquire an improved form at a certain amount of Game Points. The abilities marked with a \* are only available in this form.

-----  
--- Ryu's Dragon Forms ----- s09\1 -  
-----

```
%% Aura %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%  
%%                                                                                   %%  
%% AP Cost: 1*level                                                                 %%  
%% HP: 150%                                                                       %%  
%%                                                                                   %%  
%% Skill           AP   Effect                                                    %%
```





```

%% AP Cost: 2*level                               %%
%% HP: 300% (9999)                                %%
%%                                                 %%
%% Skill      AP  Effect                            %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Dark Wave      0  Dmg based on user's current HP(A)  %%
%% Aura Smash     3  Ignores Defense(1)                 %%
%% Pa Bing'ah     3  lv 3 Water Magic(A)                 %%
%% Ahryu P'ung    3  lv 3 Wind Magic(A)                 %%
%% Patoh Pah      3  lv 3 Earth Magic(A)                 %%
%% Death          13 Instant death to the target(1)     %%
%% Sanctuary      8  Dispel enemies Assist Magic(A)    %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

```

%% Serpent %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                                                 %%
%% AP Cost: 1.5*level                               %%
%% HP: 180%                                         %%
%%                                                 %%
%% Skill      AP  Effect                            %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% Waterspout   0  Water dmg based on user's current  %%
%%              HP(A)                                %%
%% Frost Strike  2  Physical/Water attack(1)          %%
%% Bing (water)  1  lv 1 Water Magic(1)                 %%
%% Bing'ah      2  lv 2 Water Magic(1)                 %%
%% Snap         2  Physical attack, reduces Defense(1) %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

```

%% Behemoth %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%                                                 %%
%% AP Cost: 1.5*level                               %%
%% HP: 220%                                         %%
%%                                                 %%
%% Skill      AP  Effect                            %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% MeteorStrike 0  Earth dmg based on user's current  %%
%%              HP(A)                                %%
%% Searing Sand  2  Physical/Earth attack(1)          %%
%% Patoh(earth)  1  lv 1 Earth Magic(A)                 %%
%% Chi Patoh     2  lv 2 Earth Magic(1)                 %%
%% Counter       1  Always counter this turn(s)       %%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

```

=====
= Fishing s10 =
=====

```

```

-----
--- Basics ----- s10\1 -
-----

```

## - Getting Started -

In BoF4, the fishing spots are not automatically shown on the map like in BoF3. You have to find out about them first. To find out about them, get into a random location, and sometimes, you will find a sign telling you where to find the fishing spot instead of an item bag.

After you find a fishing spot, all you need is a rod and some lure. You can buy these easily from some towns, and you might be able to find better as the game progresses.

Remember, fishing is not only fun, it can also help you. In the beginning of the game, it can be a nice source of money. Throughout the entire game, it is a great way to get some good items. You can trade fish for better equipment and other stuff at Manillo's shops, and you can get great stuff by exchanging your fishing points too.

On all the fishing spots, there is a list of all the fish there. They will be listed as ?, until you actually catch a specimen of their respective kind. Also, the length of the biggest specimen ever caught for every kind is remembered by the game, and the bigger you catch, the bigger your total fishing score, to a maximum of 9999 points.

When you get the biggest points possible for a fish of a certain kind, there will be a crown next to it.

## - Fishing Menu -

The fishing menu allows you to prepare your rod and lure, and to view your fishing data. The sections are called up like this:

## - Fishing Techniques -

So now you're there, standing at the fishing spot, rod in your hand. Now what?

First, you'll have to find out what lure the fish you are going for likes. Some fish go for anything, some only like one or two kinds, and some are tough to get on your line with any lure. You can do it the tough way, by trying out all six different lures, or you could look it up in my fish list. Your choice.

Keep in mind that different fish require different strategies. Some are in deep water, some are just below the surface, some are everywhere. Try not only to find a lure which the fish likes, but also one that can easily go near it.

To get a fish to bite your hook is really tougher than in BoF3, because you can't see them anymore. They will show themselves only rarely. When a fish comes near your hook, you will feel the Dual Shock controller shake (watch the Tension Bar if you have no). Press X to improve the chance

of hooking the fish. If you are already holding the X button, release it and quickly press it again.

How attracting a lure to fish is (in my theory) the level of the lure + the level of the Tech you are currently doing. This means that the Spoon will attract no fish unless you use a Tech (the Spoon is lv 0).

Note that Tech 4 is reasonably easy to perform. Practice it, it can be a great help catching tough fish.

When the fish bites the hook, you have to reel it in. Note that the Casting bar will change into the Strain Bar. When you press the X button, the bar will become larger. When you release it, it will shrink. Keep it inside the block. It's green when it's there. Too little strain will make it blue, too much will make it red. When the red Stamina Bar below your Strain Bar reaches zero, the fish is out of energy, and when you hold the X button, the Strain Bar will stabilize within the block. Watch out as the fish regains energy though.

You can use the D-Pad to pull the fish in a certain direction. Hold the D-Pad left or right to avoid rocks. Jiggle the D-Pad to reel in the fish faster (might as well do something when the Strain Bar stabilizes). If the fish is really stuck behind a rock or buoy, try releasing X for a very short period.

Before trading a fish with Manillo, it's best to get the perfect score first. With some tough fish however, this might take longer than you want it to. Try at least getting an average length one.

A final note: If you can't seem to find a fish, pick a different position. Some fish tend to appear more in certain regions of a Fishing Spot.

-----  
--- Fishing Spots ----- s10\2 -  
-----

Legend:

Spot: Name of fishing spot. I've named them so that they explain the location also.

Unlock: What you need to do to find this Fishing Spot.

Descr: The game's description of this Fishing Spot.

Fish: Fish found here.

---

Spot: Sarai East (River 1)

Unlock: Take the side exit in the canyon area east of Sarai

Descr: The big ones can be found near the base of the waterfall!

Fish: #01 Jellyfish, #05 Sweetfish, #09 Trout,  
#10 RainbowTrout



---

Spot: Synesta/Wharf (Lake 1)  
Unlock: ? area  
Descr: Try aiming for the places between the rocks and logs!  
Fish: #01 Jellyfish, #02 Piranha, #03 Bass, #04 Blue Gill, #12 MartianSquid

---

---

Spot: Ludia/Shyde (Ocean 1)  
Unlock: ? area  
Descr: Try fishing near the rocky areas!  
Fish: #17 Man-o'-War, #18 Flying Fish, #19 Blowfish, #23 Sea Bream

---

---

Spot: Kasq Wds (River 2)  
Unlock: Talk to the man in the first area of Kasq Wds  
Descr: Try fishing near the marshy area!  
Fish: #01 Jellyfish, #06 Browntail, #09 Trout, #10 RainbowTrout, #14 Salmon

---

---

Spot: N. Chamba (Chamba Spot)  
Unlock: Beat the Angler found here  
Descr: Look in the mist...  
Fish: #01 Jellyfish, #11 Bullcat, #30 Acheron

---

---

Spot: Lyp (Lake 2)  
Unlock: None  
Descr: Try fishing near the trees!  
Fish: #02 Piranha, #03 Bass, #04 Blue Gill, #07 Black Bass, #12 MartianSquid, #13 Dorado

---

---

Spot: Ocean (Ocean 2)  
Unlock: Find it with Zig's ship  
Descr: The king of the sea is said to be found here...  
Fish: #17 Man-o'-War, #21 Sea Bass, #22 Flatfish, #24 Octopus, #25 Bonito, #28 Spearfish, #29 Whale

---

---

Spot: Tidal Flats(Saldine Spot)  
Unlock: Storyline, when you are crossing the Tidal Flats  
Descr: Certain kinds of fish can only be found here.  
Fish: #19 Blowfish, #20 Moorfish, #23 Sea Bream, #26 Black Porgy

---

---

Spot: Chiqua (Lake 3)

---

Unlock: Talk to the fishing frog in Chiqua  
Descr: Try fishing near the marshy area!  
Fish: #01 Jellyfish, #07 Black Bass, #08 Angelfish,  
#12 MartainSquid, #11 Bullcat, #13 Dorado,  
#15 Barandy

---

Spot: Fou-Lu's Tomb (River 3)  
Unlock: Take the southern exit out of the scorched forest  
Descr: Try fishing around the rocks!  
Fish: #05 Sweetfish, #06 Browntail, #09 Trout,  
#10 RainbowTrout, #14 Salmon, #16 Sturgeon

---

Spot: Highway (Ocean 3)  
Unlock: Read the sign in the ? area between the Mountain  
Path and the Highway  
Descr: The really big fish are close to the bottom!  
Fish: #18 Flying Fish, #21 Sea Bass, #22 Flatfish,  
#24 Octopus, #25 Bonito

---

-----  
--- Fish List ----- s10\3 -  
-----

The Maximum Length is the biggest length of the respective fish I caught, when I had a crown. However, it is possible that, even though you have a crown, a bigger length is available (more points are obviously not). So, my Maximum Length might be lower than your length. Apparently, you crown a fish by getting the maximum points, and not the maximum length. Try breaking my records :).

Legend:

Name of fish

Lure: Lure to catch it AL/ML: Average/Maximum Length  
MP: Maximum Points Value: How much the fish is worth

Usage: What the fish does as item  
Description: The game's description of the fish  
Found: Where to find the fish

Lures: S = Spinner  
W = Winder  
T = Topper  
M = Minnow  
F = Frog  
@ = Worm

Locations: Rx = River x  
Lx = Lake x  
Ox = Ocean x  
C = Chamba  
S = Saldine

---

```
_/#01 Jellyfish\
/
| Lure: Any                AL/ML: 22/ 31 cm |
| MP: 80 pts              Value: 4Z   |
|                          |
| Usage: Recover 50 HP(1) |
| Description: Lives in lakes and rivers; |
|              Goes for any type of lure. |
| Found: R1,R2,L1,L3,C   |
\
```

```
_/#02 Piranha\
/
| Lure: Any                AL/ML: 30/ 43 cm |
| MP: 150 pts             Value: 30Z   |
|                          |
| Usage: Recover 150 HP(1) |
| Description: Has sharp teeth and hard |
|              scales. Lives in schools in |
|              lakes.      |
| Found: L1,L2           |
\
```

```
_/#03 Bass\
/
| Lure: TMF@              AL/ML: 45 / 64 cm |
| MP: 200 pts            Value: 70Z   |
|                          |
| Usage: Recover 500 HP(1) |
| Description: Omnivorous, but a picky eater. |
|              Avoids lures it doesn't like. |
| Found: L1,L2           |
\
```

```
_/#04 Blue Gill\
/
| Lure: SW F@            AL/ML: 37/ 50 cm |
| MP: 250 pts            Value: 150Z   |
|                          |
| Usage: Water damage(1) |
| Description: Has a violent nature and can |
|              attack without warning.    |
| Found: L1,L2           |
\
```

```
_/#05 Sweetfish\
/
| Lure: Any                AL/ML: 18/ 27 cm |
| MP: 150 pts             Value: 20Z   |
|                          |
| Usage: Recover 5 AP(1) |
| Description: Considered a delicacy in many |
|              parts of the world.        |
| Found: R1,R3           |
\
```

```
_/#06 Browntail\  
/  
| Lure: SWTM                AL/ML: 52 / 75 cm |  
| MP: 250 pts              Value: 200Z |  
|  
| Usage: Increase Defense(1) |  
| Description: Shape and color changes with |  
|                it's habitat. |  
| Found: R2,R3 |  
\  
/
```

```
_/#07 Black Bass\  
/  
| Lure: TMF@                AL/ML: 52/ 72 cm |  
| MP: 300 pts              Value: 250Z |  
|  
| Usage: Recover 1200 HP(1) |  
| Description: Not much to look at, but rich |  
|                in protein and nutrition. |  
| Found: L2,L3 |  
\  
/
```

```
_/#08 Angelfish\  
/  
| Lure: Any                AL/ML: 22/ 32 cm |  
| MP: 250 pts              Value: 350Z |  
|  
| Usage: Recover from KO with 50% HP(1) |  
| Description: Only found in mountain lakes. |  
|                Popular with children. |  
| Found: L3 |  
\  
/
```

```
_/#09 Trout\  
/  
| Lure: Any                AL/ML: 30/ 42 cm |  
| MP: 200 pts              Value: 50Z |  
|  
| Usage: Recover 10 AP(1) |  
| Description: Very alert to danger; will |  
|                fight to protect itself. |  
| Found: R1,R2,R3 |  
\  
/
```

```
_/#10 RainbowTrout\  
/  
| Lure: SWTM                AL/ML: 52/ 74 cm |  
| MP: 350 pts              Value: 300Z |  
|  
| Usage: Increase Atk(1) |  
| Description: Beautiful to watch as it swims. |  
| Found: R1,R2,R3 |  
\  
/
```

```
_/#11 Bullcat\  
/  
| Lure:   TMF@           AL/ML:  60/ 84 cm |  
| MP:    380 pts        Value: 600Z |  
|  
| Usage:   Fire + Earth damage(A) |  
| Description: Bottomdweller used to make |  
|           Dynamite. |  
| Found:   C,R3 |  
\  
/
```

```
_/#12 MartianSquid\  
/  
| Lure:   W M @         AL/ML:  52/ 73 cm |  
| MP:    350 pts        Value: 400Z |  
|  
| Usage:   Dispel Assist Magic(A) |  
| Description: Lives in shallow waters. Hard |  
|           to catch as it is very strong. |  
| Found:   L2,L3 |  
\  
/
```

```
_/#13 Dorado\  
/  
| Lure:   TMF@           AL/ML:  67/ 90 cm |  
| MP:    400 pts        Value: 800Z |  
|  
| Usage:   Recover 800 HP(A) |  
| Description: So big it's too much for one |  
|           sitting! |  
| Found:   L2,L3 |  
\  
/
```

```
_/#14 Salmon\  
/  
| Lure:   TMF@           AL/ML: 105/151 cm |  
| MP:    400 pts        Value: 1000Z |  
|  
| Usage:   Recover 30 AP(A) |  
| Description: Usually swims far out to sea, |  
|           but can be caught in rivers |  
| Found:   R2,R3 |  
\  
/
```

```
_/#15 Barandy\  
/  
| Lure:   F@           AL/ML: 150/203 cm |  
| MP:    700 pts        Value: 1400Z |  
|  
| Usage:   Recover Full HP + Status(1) |  
| Description: King of the lakes, it has |  
|           almost regal air about it. |  
| Found:   L3 |  
\  
/
```

```
_/#16 Sturgeon\
/
| Lure:      F@           AL/ML: 165/221 cm |
| MP:       700 pts      Value: 1800Z |
|           |           |
| Usage:     Chance to Revive with 25% |
|           HP(A) |
| Description: Sometimes called "the living |
|           jewel." |
| Found:     R3 |
\
```

```
_/#17 Man-o'-War\
/
| Lure: Any           AL/ML: 16/ 31 cm |
| MP:   80 pts       Value: 4Z |
|           |           |
| Usage: Recover 50 HP |
| Description: Ocean-dwelling jellyfish; goes |
|           after any lure. |
| Found: 01,02 |
\
```

```
_/#18 Flying Fish\
/
| Lure: Any           AL/ML: 26/ 37 cm |
| MP:   150 pts      Value: 30Z |
|           |           |
| Usage: Recover 100 HP and remove all |
|           Status(1) |
| Description: Skips above the waves. Very |
|           agile and hard to catch. |
| Found: 01,03 |
\
```

```
_/#19 Blowfish\
/
| Lure: SW F@           AL/ML: 37/ 54 cm |
| MP:   200 pts       Value: 80Z |
|           |           |
| Usage: Cures Poison Status(1) |
| Description: Protects itself with very |
|           sharp spines. |
| Found: 01,S |
\
```

```
_/#20 Moorfish\
/
| Lure: Any           AL/ML: 22 /31 cm |
| MP:   200 pts      Value: 100Z |
|           |           |
| Usage: Chance to Revive with 1 HP(1) |
| Description: Popular with women, it looks |
|           like it's flying in the water. |
| Found: S |
\
```

```
_____  
_/#21 Sea Bass\  
/  
| Lure: Any AL/ML: 52/ 75 cm |  
| MP: 280 pts Value: 30Z |  
| | |  
| Usage: Recover 400 HP(1) |  
| Description: Fights but not too much; a |  
| good fish for beginners. |  
| Found: 02,03 |  
\  
_____
```

```
_____  
_/#22 Flatfish\  
/  
| Lure: SWTM AL/ML: 37 |  
| MP: Value: 300Z |  
| | |  
| Usage: Recover Status(1) |  
| Description: Swimes close to the bottom. |  
| Its eyes always look to the |  
| left. |  
| Found: 02,03 |  
\  
_____
```

```
_____  
_/#23 Sea Bream\  
/  
| Lure: TMF@ AL/ML: 52/ 74 cm |  
| MP: 300 pts Value: 350Z |  
| | |  
| Usage: Recover 30 AP(1) |  
| Description: A fine-looking, fine-tasting |  
| fish. |  
| Found: 01,S |  
\  
_____
```

```
_____  
_/#24 Octopus\  
/  
| Lure: W M @ AL/ML: 60/ 85 cm |  
| MP: 350 pts Value: 400Z |  
| | |  
| Usage: Induce Blind Status(A) |  
| Description: Also called the "Devil Fish." |  
| No one has yet to eat it. |  
| Found: 02,03 |  
\  
_____
```

```
_____  
_/#25 Bonito\  
/  
| Lure: TM @ AL/ML: 90/125 cm |  
| MP: 400 pts Value: 700Z |  
| | |  
| Usage: Recover All HP(1) |  
| Description: A fast fish. Being able to |  
| catch one is a distinction. |  
| Found: 02,03 |  
\  
_____
```

```

_____/
_/#26 Black Porgy\_____
/
| Lure:   TMF@           AL/ML:  52/ 75 cm |
| MP:    400 pts         Value: 1000Z |
|
| Usage:   Recover 100 AP(1) |
| Description: A hard fish to catch but worth |
|           the effort. |
| Found:   S |
\_____

```

```

_____/
_/#27 Angler\_____
/
| Lure:   TMF@           AL/ML:  105 |
| MP:    Value: 1000Z |
|
| Usage:   Water + Earth attack(A) |
| Description: A rare fish usually found only |
|           in deep waters. |
| Found:   03 |
\_____

```

```

_____/
_/#28 Spearfish\_____
/
| Lure:  SWTM           AL/ML:  142 |
| MP:    Value: 1500Z |
|
| Usage:   Recover 1500 HP(A) |
| Description: Uses its horns to cut through |
|           and escape nets. |
| Found:   02 |
\_____

```

```

_____/
_/#29 Whale\_____
/
| Lure:  SWTM           AL/ML: 187/255 cm |
| MP:   999 pts         Value: 2000Z |
|
| Usage:   Recover All HP and all Status |
|           (A) |
| Description: King of the sea, it is the |
|           ultimate catch. |
| Found:   02 |
\_____

```

```

_____/
_/#30 Acheron\_____
/
| Lure:   TM @           AL/ML:  37/ 51 cm |
| MP:    300 pts         Value: 250Z |
|
| Usage:   Induces Poison Status to all |
|           enemies AND allies(A) |
| Description: Fish mutated by exposure to |

```



```
|           hex energy. Handle with care! |
| Found:      C                            |
\_____/_
```

```
=====
=   Faerie Village                               s11 =
=====
```

After the camping sequence underway to Wyndia, a faerie will come and ask for your help. Now you can start the Faerie Village subgame. You can get various great items from here. This section is devoted to the Faerie Village.

Did you notice that the remarks of the faeries can be pretty funny sometimes?

```
-----
--- Basics ----- s11\1 -
-----
```

After agreeing to help the faerie, you can return to the village anytime by camping, and talking to the faerie.

If you talk to the orange haired faerie in the middle (the one that does not move), you will be able to give all faeries a task to perform. You can also check your terrain and make use of the in-game tutorial here. The Jobs and Orders screen looks like this:

```
/-Info-----\
|1 Tell faeries what pace to work at.          |
\-----/
/-----\ -Data-----^_^
|2 Normal      | |^3^_____ |4 _____ |5 / _____ |\6/|
|              | |_^_____ |><><_____ |_||/_____ |_v_|
\-----/
/-----\ /-----\ /-----\ /-----\
| ^   ^   ^   | | 8       | | 9       | | 10      |
|^7^ ^7^ ^7^  | |        | |        | |        |
|              | |        | |        | |        |
|              | |        | |        | |        |
|              | |        | |        | |        |
|              | |        | |        | |        |
|              | |        | |        | |        |
\-----/ \-----/ \-----/ \-----/
 /-----\ /-----\ /-----\ /-----\ /-----\
| 11  || 11  || 11  || 11  || 11  || 11  || 11  || 11  |
|      ||      ||      ||      ||      ||      ||      |
|      ||      ||      ||      ||      ||      ||      |
\-----/\-----/\-----/\-----/\-----/\-----/
```

The numbered sections are explained below:

- 1 Info: Tells you about the currently selected option.
- 2 Pace: Here the current pace of faerie activities is shown.
- 3 Population: This shows you how many faeries are currently living in your village. The small number is the maximum.
- 4 Food Supply: This shows you how large your food supply is. The small number is the maximum.
- 5 Culture lvl: This shows you your current Culture Level. The small number is the maximum.
- 6 Happiness: The current happiness and size of your village.
- 7 Idle Faeries: In this box, all idle faeries are shown.
- 8 Hunting: In this box, all hunting faeries are shown.
- 9 Plow: In this box, all building/clearing faeries are shown.
- 10 Tree: Tend to the tree in the village.
- 11 Houses: Here you can manage all your houses.

Note that faeries have three stats:

- EN - Endurance: The faerie's physical prowess. High EN means a faerie will be good at physical labor, like clearing land, building houses, and hunting.
- KN - Knowledge: The intelligence of a faerie. High KN will allow a faerie to be better at running shops and raising the Culture Level.
- SL - Style: This is really creativity. It helps for thinking of new jobs and the like.

Every Faerie also has a personality:

- Diligent: The faerie is pretty serious at it's job, and it will work hard (for faerie standards :).
- Ordinary: The standard personality for a faerie. They will work at an average pace.
- Lazy: This faerie dislikes work and is generally more interested in other stuff.
- Odd: This refers to faeries which are considered to be rather weird, even by fellow faeries. They are pretty rare.

You can also choose between four different paces to work at. These are:

- Hard: Makes the faeries work really hard. It will use a lot of food and make your faeries unhappy, so use this only when you are really in a hurry with something.
- Normal: This is the standard pace of working. Everything will happen at average speed
- Easy: The faeries will be allowed to work at a somewhat slow pace. The real reason you could want use this is because you want to let the faeries recover from some 'hard' working.
- Relax: The faeries determine their own speed. I \*believe\* that with this setting, how hard they will work

depends on their personality.

Every faerie will have a parent (just one?). I don't think the parent has any effect on the faerie's statistics though.

Birthrate is determined by Culture level and your food supply(which is why you want to keep this at 100), and also the general happiness of your village.

The basic jobs to be done in the village are:

Hunting:                   The faerie will hunt for food. This is necessary to keep up your population. If you don't hunt enough, faeries will start to starve. Don't let that happen (there are alternate ways to get rid of useless faeries :).

Clearing & Building: Clear land to build houses on. If you ever want to be able to use any of the jobs, you'll have to get some houses, and for that, you have to clear land.

The maximum values are:

Number of faeries: 20  
Food:                    100  
Culture level:         100  
Number of houses:     8

Whenever you enter the Faerie Village, you can have a look at the message board (the sign at the front of the village) to see what interesting stuff has happened. Faeries might also place all kinds of weird messages here.

The game says that you should keep about a third of the population hunting, but low Culture and low Endurance may require more. It works the other way around, too, with high Culture and good Endurance for the hunting faeries lower might be adequate.

I \*think\* setting low Endurance faeries to hunting will increase the chance you get the hunting subgame.

To get new jobs, your faeries will constantly think, whatever they are doing. Faeries with high Style will think of new jobs more often. Even though faeries will always keep trying to think of new jobs, the chance is higher for faeries who are currently idle.

To progress the Faerie Village, you either have to fight battles(run away if you want, just entering the battle is enough :), or progress the story of the game.

-----  
--- Getting Started ----- s11\2 -  
-----

Start out by setting all three faeries to Hunting. If you

want, you can just continue with your game now, and check back later, but I suggest building up a bit first. If you want to build up, get into Random Locations, and fight enemies there. If you're lucky, you might even get to help the faeries hunt, which will allow you to slay some creatures with your sword, and give the meat to the faeries (BoF is really cruel to vegetarian people, isn't it?). Maybe you want to keep one of each of the different qualities of meat for better results at Stoll. Also, to get better meat, try chasing the creatures into the pit, they can't get out and won't be able to run. Or trap them in a corner, they can't go through you or your party members.

Check back every now and then to assign newborn faeries and to check whether food has hit 100 yet.

Once your food supply hits 100, keep about a third hunting. Make sure the hunting faeries have high Endurance, or else your food supply will diminish. Set the rest to clearing and building. Battle a little longer (don't give the faeries any food while they are at 100, the food is wasted). Once some terrain is ready for houses to be built on it, build those houses.

Once a house is done, you can finally start assigning jobs to the faeries and make use of statistics other than Endurance. I would advise, however, to only assign really low Endurance faeries to different jobs for now. Keep building up those houses, and soon you will have a Faerie Village with lots of faeries and lots of houses.

In the next subsections for the Faerie Village, all the jobs will be explained. Every house will have a level, which increases as it is used. When you change the job of a house, it's level will be back at 1.

-----  
--- Item Shop ----- s11\3 -  
-----

The faerie will sell you various different items. The items in stock differ with the personality of the faerie. Check section 04\3 for a list of what the different shops will have to offer.

For every level the Item Shop gains, a new item is added to what it offers.

-----  
--- Arms Shop ----- s11\4 -  
-----

It works pretty much the same as the Item Shop, but it sells equipment instead of items. I think Arms Shops are a lot more useful than Item Shops.

The best way to use this job is to build it up to the maximum, buy all equipment you can use (if you have enough Zenny), and then use the house for something else.

For every level the Arms Shop gains, a new item is added to what it offers.

-----  
--- Inn ----- s11\5 -  
-----

The Inn is just that, another Inn to rest at. The difference with regular Inns is that you can stay here for free. The faeries in the Inn will also give you all kinds of info which is of no direct use to you, but which is funny. The info I they will give you is:

- Amount of dressers you have looked in
- How many treasures you found
- How often you have gone fishing
- How many encounters with monsters you have had
- How often you stayed at an Inn
- How often you have camped
- How much Zenny you have earned in total

-----  
--- Search ----- s11\6 -  
-----

You can send faeries in this house out to search for items. You can select different areas they should head to, which have different difficulties. Areas that are more difficult will yield better treasure, but have a higher chance of killing your faerie. The level determines succes rate, I think.

Since the same Difficulty always yields the same items, I have no idea what the difference is between different areas with the same Difficulty rating.

--- Dif.1 -----  
-----

Mostly worthless items

Item	Weapon	Armor	Option
Aurum	Chopsticks		Spoon
Apple			Toothpick
Belladonna			
Berries			
ScorchedRice			

--- Dif.2 -----  
-----

Parts to make Ershin armor with

-----  
Item            Weapon            Armor            Option  
-----

Bent Screw  
Burnt Plug  
Dirty Filter  
Glass Shard  
Iron Scraps  
Old Tire  
Rusty Pipe

--- Dif.3 -----  
-----

level 3 Fishing Lures, some misc. items  
-----

Item            Weapon            Armor            Option  
-----

MultiVitamin    Fork                            Barrier Ring  
Straw                            Dancer  
                                  Platinum Top  
                                  Swisher

--- Dif.5 -----  
-----

-----  
Item            Weapon            Armor            Option  
-----

Ginseng                            Spirit Ring  
Power Food

-----  
--- Troops ----- s11\7 -  
-----

You can use the faeries in these rooms for certain Skills. The Skills FaerieAttack and FaerieCharge will score a hit for every faerie who is currently a soldier. The damage of each hit depends on the level of the Troop house and the Endurance of the Faerie. These attacks aren't very useful unless you train your faeries quite long, and you have pretty much of them in the Troops houses.

The Troop house will increase in level every time you return there after having used one of the Faerie Skills.

Faerie Attack can also have four faeries execute a more powerful attack together. Obviously, you will need at least four faeries to be able to get this. I'm not sure what triggers this, though.

War Shout can only be used if you also have a Music Select house.

You can listen to a whole lot of the great music of this game here. You'll have to forgive my bad memory for music. The music available is:

"Starlight Run" - ???  
"Walkabout" - The World Map tune.  
"By The Numbers" - I \*know\* it for sure...  
"Bring Home A Win" - The music you hear after winning a battle.  
"Slow Tension" - I \*know\* it for sure...  
"Endings and Beginnings"- I \*know\* it for sure...  
"Trouble Ahead" - I \*know\* it for sure...  
"Ephmeral" - ???  
"The First Emperor" - ???  
"Fighters" - I \*know\* it for sure...  
"Take The Money And Run"- I \*know\* it for sure...  
"Battling Gods" - I \*know\* it for sure...  
"Desert Town" - The music of Sarai.  
"Round And Round" - I \*know\* it for sure...  
"Under Pressure" - ???  
"Bastard Sword" - ???  
"Another Working Day" - I \*know\* it for sure...  
"All Mixed Up" - I \*know\* it for sure...  
"Poisoned Air" - I \*know\* it for sure...  
"Truth And Fiction" - I \*know\* it for sure...  
"Watch Your Step" - I \*know\* it for sure...  
"Darkness" - I \*know\* it for sure...  
"Traveling Merchant" - I \*know\* it for sure...  
"Macho Man" - It's Kahn's tune!  
"The Sound Of Money" - Marlok's tune.  
"Brave Heart" - I \*know\* it for sure...  
"Requiem" - ???  
"Shepards" - I \*know\* it for sure...  
"Free Fall" - I \*know\* it for sure...  
"Neverending Rain" - ???  
"Tree Spirits" - I \*know\* it for sure...  
"Song Of The Plains" - I \*know\* it for sure...  
"Thousand Winds" - I \*know\* it for sure...  
"Seeing Is Believing" - I \*know\* it for sure...  
"A Distant Land" - I \*know\* it for sure...  
"Hills And Streams" - ???  
"The Sun And The Moon" - ???  
"1-2-3 1-2-3" - It's the fishing tune.  
"Samba" - It's the tune when you are reeling in a fish.  
"Today's Catch" - It's the tune when you caught a fish.  
"A Whopper Of A Tale" - The tune when you made a new record fishing.  
"Faeries" - The Faerie Village music. You can hear this by just standing here.  
"Game Over" - The tune you here when you are game over (duh).  
"Prayer" - ???  
"Unwavering Courage" - I \*know\* it for sure...

"The Curse" - ???  
 "Turismo" - The tune you hear when you are flying the sandflier.  
 "Replay" - ???  
 "Seagulls" - It's the Shikk tune.  
 "Sailing The Seven Seas"- The tune you hear when you are sailing.  
 "Pabupabu, Pukapuka" - The Pabpab Village tune.  
 "For the Princess" - ???  
 "Divine Danger" - ???

The second faerie will offer you to sing. The songs are the songs you heard from the singing guy at the coast area. The songs available are:

"Whirlpool"  
 "Islands Everywhere"  
 "Floating"  
 "The Endless"

-----  
 --- Art ----- s11\9 -  
 -----

This is similar to the Music job, except here you can view pictures of some characters. The pictures you can view are:

1. Ryu sitting on a stump
2. Nina with the escutcheon of the Wyndian Royal family in the background.
3. The Sand Dragon jumping out of the sand near a sandflier.
4. Cray and some Worens.
5. Your party with the singer at the Coast area, and the transparent dragon.
6. Ershin and the purifiers.
7. Your party in the gondola with the Wind Dragon.
8. Scias looking at a windmill.
9. Ryu and some sketches of his sword.
10. Some sketches of the Sparrow.
11. Various sketches of people.
12. Various sketches of Scias.
13. Some sketches of (I think) Ymechaf.
14. Some sketches for a big monster I don't recognize.
15. ???
16. A guy with a BIG sword. I don't recognize him.
17. Some sketches for a Worent woman.
18. Some sketches of a Manillo.
19. Some sketches of a whale.
20. A sketch of Rhem (If I remembered her name correctly).
21. More sketches of Rhem.
22. A picture of the avatars of all the dragons.
23. Big monster. Don't know it (yet).



-----  
--- Aurum ----- s11\A -  
-----

This job will sell you Aurum. The price of Aurum will fluctuate, and you can make money by buying and selling at the right time. I'd say there's better ways in this game to get money, but it's certainly useful to be able to buy some Aurum when you need it...

When you can afford the Aurum but not the Service Charge of 10%, Aurum will cost you nothing!

The second faerie in the house will tell give you advise on what direction the price of the Aurum is about to go.

The third faerie will trade you items for your Aurum. They all cost 8 Aurums, and they are:

Name	Value	Note
%%%		
Fire Seed	300Z	Reduces Fire damage until next rest(1)
Wind Seed	300Z	Reduces Wind damage until next rest(1)
Water Seed	300Z	Reduces Water dmg until next rest(1)
Earth Seed	300Z	Reduces Earth dmg until next rest(1)
Spirit Seed	300Z	Raises Mind resist until next rest(1)
Vigor Seed	300Z	Raises Status resist until next rest(1)
Phoenix Seed	300Z	Raises Death resist until next rest(1)
Holy Seed	300Z	Raises Heal effect until next rest(1)
%%%		

-----  
--- Games ----- s11\B -  
-----

The Games job will allow you to play games with the faeries. I believe this job will make lazy faeries pretty happy :).

Anyway, the first faerie will play Kecak with you. You have to push the O button to the rythm of the music. Sometimes a Triangle is put in as well. I believe it's better to push a little too early than too late. As you rack up points, you can win prizes. Since you can only win each prize once (?), I listed the points at which I won the prize. The actual points might be lower.

Points	Prize
%%%	
860	Wisdom Seed
%%%	

The second faerie here will allow you to change the names of your party members, and of the faeries.

The third faerie will play Rock-Paper-Scissors with you. It's not regular Rock-Paper-Scissors, you get cards which

represent either Rock, Paper or Scissors and when you are out of cards of a certain type, you can't play it anymore.

The prizes for this are:

Prize	Pts	Note
MultiVitamin	1	Restore 1500 HP(1)
Dress Shoes	2	Accessory; Def 10, Wgt 0
1000 Zenny	4	- Money -
Midas Stone	8	
10000 Zenny	15	- Money -
Soul Ring	30	Accessory; +50% CP

-----  
--- Bonds ----- s11\C -  
-----

You have to pay 8% of all the Zenny you make in battle. You will now have a chance of being resurrected when you die in battle.

-----  
--- The Tree ----- s11\D -  
-----

After a certain event, I \*think\* the completion of the fifth house, there will be a tree in your village. You can assign faeries to tending to this tree, and give it fertilizers.

You can get various items from this tree, such as Wisdom Fruits and Berries. A list will be added, but I can't promise when.

=====  
= Tough Enemies s12 =  
=====

There are several enemies in the game that are not bosses, but who are still very tough to beat. In this section, I will give strategies to beat these.

Note that several might have alternate possible strategies.

-----  
--- Trunk ----- s12\1 -  
-----

The Trunks always appear in groups of six. You can find them

in the Abandoned Village area northwest of Chek. This strategy will allow you to wipe them all out.

You'll need:

--- Ryu -----

Stats: Pwr 150+  
Skills: Last Resort  
Focus  
Tiger Fist  
Dragon Forms: All

--- Ursula -----

Stats: Pwr 175+  
Wis 100+  
Equipment: Attack All Weapon  
Skills: War Shout  
Triple Blow

--- Scias -----

Stats: Pwr 150+  
Skills: Megaphone  
(Optional: Coward's Way)

When you are in the battle, follow this procedure:

--- Turn 1 -----

Scias: Megaphone  
Ursula: War Shout  
Ryu: Last Resort

--- Turn 2 -----

Scias: Megaphone  
Ursula: War Shout  
Ryu: Meditate (Kaiser)

--- Turn 3 -----

If neither Ursula's or Scias' action is necessary, you can skip this turn. You have to be pretty strong to achieve that though (and you'll need lots of Troop Faeries).

Scias: Megaphone (if necessary)  
Ursula: War Shout  
Ryu: Focus

--- Turn 4 -----

If Ursula's action is not necessary, you can skip this turn.

Ursula: War Shout (if necessary)

Ryu: Focus  
Scias: Use Wisdom Seed on Ursula (If Ursula has less then  
24 AP left)

--- Turn 5+ -----

Scias: ShiningBlade/ Coward's Way  
Ryu: Tiger Fist  
Ursula: Triple Blow

Repeat this last turn three times, and they should be dead.

-----  
--- Trean ----- s12\2 -  
-----

These are tougher versions of the Trunks. They also appear in the Abandoned Village. They will go down with a similar strategy, but you need to be much stronger. To be able to kill these, you have to be able to kill the Trunks in a single Combo (and even then you need to be more powerful).

Try swapping Ryu's Tiger Fist for Shadowwalk to kill off just one of them. You could also apprentice Ryu to Bunyan to make Tiger Fist hit a lot more.

=====  
= Miscellaneous s13 =  
=====

In this section, several game concepts will be explained, which are too small to be put in their own main section.

-----  
--- Battle Basics ----- s13\1 -  
-----

- In battle, the character picked first will always move first, followed by the second, and then the third. This means that if a character is faster than the character before him, he will always move right after the character before him.

-----  
--- Combo Magic ----- s13\2 -  
-----

When you cast multiple spells after each other, the second

and third(if applicable) will score an extra hit, thus having more effect. The additional hit will have the effect of the first spell. The third will gain extra hits for both the first and second spell. For instance, if Cray uses Protect, and Ryu uses Rest after that, Ryu's Rest will score an additional hit which is a small amount of increase in Defense. If you use affect all magic, all targets will receive the extra hit with the small bonus. Note that not all spells can carry over all properties.

I have noted that many, many people seem to think those Combos are very complicated in what effect they will have, but it's really THIS simple. The spell in a Combo will score an additional hit for every effect of every spell cast before it, as long as it's compatible with those spells.

Also note that a spell with two effects, for instance, HP healing and AP healing, or damage and Agility reduction, will count the number of hits for each effect. With this, I have done a 12-hit Combo with Snooze, Rest, Heal! The Combo went like this:

```
Snooze Hit 1: HP restore from Snooze
        Hit 2: AP restore from Snooze
        Hit 3: Sleep induced by Snooze
Rest    Hit 4: HP restore from Rest
        Hit 5: AP restore from Rest
        Hit 6: HP restore from Snooze
        Hit 7: AP restore from Snooze
Heal    Hit 8: HP restore from Heal
        Hit 9: HP restore from Snooze
        Hit 10: AP restore from Snooze
        Hit 11: HP restore from Rest
        Hit 12: AP restore from Rest
```

As you can see from this example, the system for Combo magic is really pretty simple. All the effects got carried over to the next Skills used, except for the Sleep from Snooze, because Healing Magic is not compatible with the Sleep Status. Simple huh?

One final note: Combo's do not always work. Even if your characters move right after each other, and their Skills are compatible, they may be executed seperately. This does not happen too often though.

Sometimes, when you Combo two spells, the second will be of a new type. The previous spell is defining for what may be changed, but keep in mind that an Elemental Combo Spell can be used for both the Elements it represents.

Example: If you use Burn, then Sever, then Eddy, both Eddy and Sever will become Firewind. If you use Sever, then Burn, then Eddy, Eddy will become a Firewind. After a Firewind, you can upgrade only Wind Spells.

These are all Elemental Combos I found.

Spell 1	Spell 2	New Spell	Effect
---------	---------	-----------	--------

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Any Fire      lv 1 Wind      Firewind      Fire + Wind(A)
Any Fire      lv 2 Wind      Simoon        Fire + Wind(A)
Any Fire      lv 3 Wind      Gigaflare    Fire + Wind(A)
Any Wind      lv 1 Water     Jolt         Wind + Water(A)
Any Wind      lv 2 Water     Lightning    Wind + Water(A)
Any Wind      lv 3 Water     Thunderstorm Wind + Water(A)
Any Water     lv 1 Earth     Storm       Water + Earth(A)
Any Water     lv 2 Earth     Tempest     Water + Earth(A)
Any Water     lv 3 Earth     Disaster    Water + Earth(A)
Any Earth     lv 1 Fire      Eruption     Earth + Fire(A)
Any Earth     lv 2 Fire      Magma Blast  Earth + Fire(A)
Any Earth     lv 3 Fire      Ragnarok     Earth + Fire(A)
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

If you follow up an Elemental Combo with a physical Skill, with the right character, you might get a new physical Skill. These combo up pretty badly though, so you might want to equip a HarmonicRing if you want to try and get them (on the person whose physical Skill you are trying to upgrade).

These are the ones I found.

```

Elements      Char      New Skill
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Fire + Wind    Nina      Phoenix
Wind + Water   Scias     Ice Sword
Water + Earth  Cray      Mudslide
Earth + Fire   Ursula    Reflect
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

Finally, you can get incredibly powerful Magic by combining an Elemental Combo with Dragon Magic. These are the combinations:

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Gigaflare     Ahryu P'ung  Earthbreaker  Fire +Wind(A)
Disaster      Patoh Pah    Catastrophe   Water + Earth,
                                           Induces Poison(A)
Ragnarok      Hwajeh      Supernova     Earth + Fire,
                                           causes Confuse(A)
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

```

-----
--- Status Changes ----- s13\3 -
-----

```

There are several attacks in the game that induce a certain Status change. The Status Changes are:

- Poisoned -  
The character will receive some damage each turn, or each step you make when you aren't in battle. Cure it with Antidote, Panacea, or the Purify/Remedy spell.

- Asleep -  
The character can't act. This status is cured by staying in the back row for three turns, the Remedy spell, a Panacea,

or when the character is attacked, or automatically at the end of battle.

- Confused -

The character will pick a random target to attack each turn. Cure it with the Remedy spell, a Croc Tear, or by attacking the character in question.

- Blind -

Reduces to hit-rate. Cure with Eye Drops, Panacea, Croc Tear, or the Remedy Spell.

- Unconscious -

Character has 0 HP, and will be knocked out. He can't do anything, and can't be targeted. Cure it with Ammonia, or with some spells. If your character is still unconscious at the end of a battle, he will be back to life with 1 HP, and MaxHP reduced by 10%. Don't let that happen if you have a choice.

- Egg -

Defense is 0. Character can't use Skills, except for special egg Skills, and Power is severely reduced. After three turns, you will be back to normal, with full HP!

- Happy -

Won't perform any offensive Wills, chance to cancel physical attacks.

-----  
--- Item Magic ----- s13\4 -  
-----

Some items can make your characters use magic Skills in battle. It won't even cost you any AP! Here is a list of all Item Magic I have found this far.

Item	Magic	Effect
Bamboo Stick	-----	Cure Confusion(1)
Flamethrower	Fireblast	lv 2 Fire Magic(A)
King's Sword	Protect	Increases Defense(1)
PiercingEdge	Weaken	Reduce Defense(1)
Render	Frost	lv 1 Water Magic(1)
Royal Sword	Drain	Receive HP equal to dmg done(1)

-----  
--- Ranged Attacks ----- s13\5 -  
-----

Some weapons have the property 'Ranged' to them. Ranged physical attacks work slightly different from standard physical attacks. When you have a Ranged Attack, you can't be countered. Also, Kryrik's Will can be executed from the Back Row.

You have to trade the Ball you carry around at several locations in order to get all of Marlok's Skills. These are all the trade locations:

- |                   |                         |      |
|-------------------|-------------------------|------|
| 1. Lead Ball:     | Sarai                   | p011 |
| 2. Bronze Ball:   | Ludia (can't come back) | p050 |
| 3. Iron Ball:     | Shyde                   | p066 |
| 4. Brass Ball:    | Shrine                  | p072 |
| 5. Tin Ball:      | Wyndia                  | p076 |
| 6. Copper Ball:   | Crash Site              | p118 |
| 7. Silver Ball:   | Synesta                 | p119 |
| 8. ElectrumBall:  | Shikk                   | p127 |
| 9. Gold Ball:     | Chiqua                  | p155 |
| 10. PlatinumBall: | Sonne                   | p178 |

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= Questions s14 =  
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If you have any questions, please ask me. If you have a question of which the answer is easily found in this FAQ, don't. If my explanation is too vague, though, or the answer is illogically placed, tell me. I will be willing to answer your question, and I will also try to modify my FAQ so that the answer can be found more easily or is actually answered.

What you should do to find the answer to any question:

1. Get the newest version of this guide at [www.gamefaqs.com](http://www.gamefaqs.com)
2. Read the Frequently Asked Questions section below.
3. Search the FAQ in each section where you think you might be able to find your answer.
4. If you either can't find the answer or you don't understand my explanation, mail me. If the reason why you couldn't find the answer is because my guide is unclear, explain to me what is unclear so I can try to improve it.

I want this FAQ to be clear and helpful, so don't be afraid to ask me if your question remains unanswered.

Try being a little clear, I've received mail with just a loose question in it. It's okay to ask me any way you like (except for insults of course), but when I don't understand what you are talking about, I can't answer your question.

Obviously, I won't be able to answer your question if you ask me something about a part of the game I didn't reach yet. I also don't want any spoilers coming my way. So don't. Be patient, ask someone else, or find out yourself.



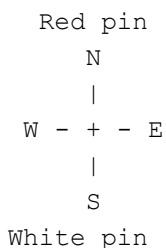
\*\*\*\*\*  
\* How many discs is Breath of Fire IV? \*  
\*\*\*\*\*

That's an easy one. One disc. This is because Capcom threw in almost no FMV, and PSX graphics games don't take up so much space they require more than one disc, unless a lot of FMV/Speech is added. Capcom put in a small bit of FMV, though, I guess just to fill up the disc.

\*\*\*\*\*  
\* How do I navigate through the Plains area? \*  
\*\*\*\*\*

Lots of people seem to have trouble with this. But it's really simple. If you head in the direction you are told to, it should be easy as pie. For heading toward Cray's moms camping site, make sure you have a whelk first.

Lots of people seem to have trouble with the compass. Here is a little ASCII to explain it:



When you are standing on the plains, with the view from the back of Ryu, follow these simple instructions:

Head east (there's a compass in the upper left of the screen. You are already facing east.) until you arrive at the big rock, by pressing up on the D-Pad. At the big rock, turn (left, right, L1, L2, R1, R2, it doesn't matter).

For Cray's mom's tent, turn to the southeast. Walk there until you see smoke, and head on a little further to the tent. You're there.

For Mt. Glom, head south. You'll even see a volcano where you need to go. Keep going until the plains become gold, and you will be there.

\*\*\*\*\*  
\* How come I can't catch any fish with the Spoon? \*  
\*\*\*\*\*

Since the Spoon is lv 0, you have to perform a Tech to catch

any fish with it. Try Tech 4, it's reasonably easy.

\*\*\*\*\*  
\* How do I learn Skills from enemies? \*  
\*\*\*\*\*

Guard while the enemy uses the Skill you wish to learn. If it is currently learnable (it's a learnable Skill and you didn't learn it yet, and also, you can learn it from this particular enemy), it will appear in blue. Otherwise, it appears in black.

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= Author's Notes s15 =  
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These are just some random thoughts I jotted down.

Well, here it is, my second guide. I think that the layout is a lot better than my first guide (BoF3 Powerup guide, also available at [www.gamefaqs.com](http://www.gamefaqs.com)), especially because I spent some time designing it before I started actually writing. I started this guide before I even had BoF4, and this gave me quite some time to design the layout. And to create an ASCII art. If you ever want to create a FAQ (it's fun, really!), I can recommend spending some time on design. Compare this FAQ to my BoF3 powerup guide and you'll see why (not that I think my BoF3 guide looks bad).

When reading my own BoF3 guide I also found that 6 inch lines was too long. I cut the length back to 5 inch in this FAQ, and I think it looks much better.

I hope you like my FAQ, I'm trying my best to put some quality in it.

Since it's in nowadays to apologize for bad ASCII, I apologize for any bad ASCII you find in this document (I don't want to stay behind :)!)

I got some mail from someone who said:

> Why do you have to place your Breath of Fire 4 Stats even  
> though it sucks? Sorry, I dont mean any offenses. Just  
> asking. You havent even caught an Acheron, the Bullcat, a  
> Spearfish, Sturgeon, Whale, Black Porgy, tsk tsk tsk...

Just so you know, such mail is NOT appreciated. I don't put my email at the top of this FAQ just so you can brag about how great you supposedly are. Neither am I posting my stats here in this guide to show off, I just do it for people who might be interested (in fact, someone asked me to put them in). When you know BoF4 related stuff better then me, by all

means, mail me. But give the information to me, don't brag to me, please. I intend to make this FAQ complete, but people who send mail like this don't understand the sheer amount of work that comes with that. I have no time (nor do I want to) to make a contest out of it. Don't get me wrong, I appreciate it when people share with me where they are in the game, or other stuff, but this guy is just bragging.

Sorry for all that, but I get real annoyed by mail like that. Even if he says he doesn't mean to offend me, I am pretty offended by this, you know?

Now, this guy sent me a reply. For anyone who is interested, here follows his second, even more offending mail:

> Ha! and who would've thought that someone would be  
> INTERESTED with your stats? Don't make me laugh! And don't  
> give me an excuse that you could catch the larger fishes  
> during the point where you are in the game... Sorry,  
> couldnt help ya, ive already given contributions with  
> Dalez...he he By the way, dont bother replying anymore coz  
> ur gonna be SBed ok?

He's some guy named Federico M Ang (I'm not going to tell you his email). I'm sorry I won't be able to place any more of his interesting "constructive comments" (which are, of course, not meant offensive), because I blocked his mail.

Note: Someone told me what 'SBing' means. He blocked my mail. As if I have anything to tell him...

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=   My Stats                                     s16 =
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For those who are interested, here is my current Status:

Encounters:	758
Max Hits Combo:	124
Max Combo Damage:	318098
Fishing pts.:	9876
Faeries:	20
Game pts.:	18494

The 124 Hit Combo was achieved by making ALL faeries troops, and then using Megaphone, FaerieAttack, and FaerieCharge.

The 318098 damage Combo was done against a Trean, with the Trunked strategy.

- ‡ Capcom for yet another great Breath of Fire game.
- ‡ All the people who sent me reactions and comments on my power up guide for BoF3. The whole reason I decided to write this FAQ is because I enjoyed writing that one so much.
- ‡ Jeff Maxwell(blakemaxwell@yahoo.com) for various info about the start of the game, and even more various info about the early middle of the game. He has really given me a lot of useful info. He is also the one who totally explained the concept of the smith to me. Thanks Jeff!
- ‡ Mordechai(targ2@home.com) for the Earth Ward in the Woods near Kyria.
- ‡ Matthew Gordon(nhlgoalie@hotmail.com) for quite some various info.
- ‡ Ronny Tankersley(ronny63050@yahoo.com) for some info about the Faerie Village.
- ‡ Martez R Haynes(nu\_drax@juno.com) for the info on how the Faerie Troops work, and the Chopsticks at the crate subgame.
- ‡ Gaist Heidegger(gaist@home.com) for the Happy Status, and some Faerie Village info.
- ‡ Mike M(mmmike-is@home.com) for the 124-Hit Combo.
- ‡ Thomas Rogers(tekfalcon@yahoo.com) for the Aurum in Sarai, the Spoon at the crane subgame, Scias' Ice Blade, and Cray's Special.
- ‡ Holly Kerr (hollyelis@mindspring.com) for sending me a list of some of Ershin's armor.
- ‡ Nick W (isleofansalon@yahoo.com) for the Skulfish' HP and the tip on the singing guy.
- ‡ Nick Woelfl (nwoelfl@yahoo.com) for a full list of all the boss' HP.
- ‡ Marcell (j.k.van.veen@home.nl) for the advice to sell Mozweeds.
- ‡ DrkDivineDragoon@aol.com for quite a big list of stolen items.
- ‡ Hakuyo@aol.com for hinting me about the existence of the Rider and the Chopam.
- ‡ Jay (Ferretocrates@aol) for the easy Aurum trick in the Faerie Village Aurum Shop.
- ‡ Patbeater5000 (no email by request) for various info and suggestions.
- ‡ Guardian (pk102@bol.com.br) for various hints.