

Breath of Fire IV Enemy and Information Guide

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Breath of Fire 4 Enemy Information guide & Misc. lists compilation

Version 0.5 by ZC Liu (pew, what a mouthful)

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Version History:

v0.1 (17/07)-- After about half a year of on and off writing, finally

patched up this piece of work. Really hoped it would get up. It did. Now I'll add a "Whee!". :p

v0.2 (19/09)-- Whoa, sorry about the time-lag, but I had more than a few projects to research on, then there were those 'Oracle' Zelda games... Actually, there wasn't much to update on, too, except for the missing or outdated info. Where are your queries?!?

v0.2b(03/10)-- Oops, submitted an earlier version of the file due to carelessness. This would be a slightly more up-to-date version. Apologies to all!

v0.3 (22/02)-- ANOTHER half-year gone! What I did was to include some more critters, not many actually, plus re-format the entire guide, and add nitty bits of stuff here and there. Now I'll be onto Metal Slug 3, since there's only one guide I've seen up till now. And, it's been fun writing something for you people!

v0.4 (23/12)-- Nope, not really much done, except that I did some revamping, plus introduced a tiny codes section. All right, I confess: I'm a lazy guy who gets easily distracted! Oh, eh, and a merry christmas to all!

v0.5 (29/07)-- I didn't expect I'd actually get it done, but here's something more... after far too long, I confess! Well, look for the next update in about a year's time, if any.

DISCLAIMER:

This is basically a guide on defeating some of the more interesting enemies in the game, as well as a compilation of useful (I hope) information on the game. Please do not use this guide for any profitable purposes or reasons whatsoever. This guide is NOT to be distributed for commercial reasons and should be circulated freely to interested parties, which is its purpose. This guide is not to be published NOR distributed in any altered form to the public, but may be changed to suit personal uses. This piece of work is compiled by me, ZC Liu (slivers7@yahoo.com), and also contains the hard work of many other contributors. Please give credit to where it is due, especially to those people who have helped in making this guide what it is. Feel free to e-mail me on related questions, but not more than once on the same question within a week's time. The latest version of this guide should be always be found on:

) www.gamefaqs.com

and, also:

) www.psxcodez.com

) www.neoseeker.com

DO ask for permission if you want to put it on you site; it should be given anyways. Those who abuse this guide in anyway will be dealt with accordingly; hope there won't ever be any.

In all, use this guide as you want to for informational purposes only. Contributions and questions are welcome, but I do not tolerate

offensive mail, so phrase your words appropriately before you send some heated comments. If any part of this guide offends anyone for a valid reason, please notify me so that I can amend the guide accordingly. As was stated, this guide is a compilation of information for helping out those who need it. I would recommend DarkStorm 2000's comprehensive Dragon Guide for detailed information on the legendary beings of the Breath of Fire series, as well as Desmond Xie's faq for intense info on the faerie colony.

Please identify yourself when contributing, and enjoy all the help you gain, if any. Once again, give credit where it is due, and I hereby thank all faq writers out there for all their wonderful efforts.

:) Why this guide was made :<

Well, I put this up as I felt that I had a bit of free time to spend on my interest (writing), and I saw quite a bit of information on many message boards which could have been of more help to those looking for it, so here it is. DON'T, really don't plague me if you feel you deserve credit for a piece of information in here, because I probably forgot where most of these info came from anyway. I'll try to give credit to any contributions, but you'll have to specify your name if you want that. This is my first ever piece of public writing, so forgive me for anything out of place.

A handy function of most browsers and word processors is the Ctrl + F 'find' function, which can be used effectively especially in large word documents, by typing in a word or phrase. Bless the guy who thought to mention this easily dismissed yet powerful function!

@E-mail blues@

.....
About... it was so long ago I can't remember when, someone seemed to have hacked into my e-mail account and was using my address to read lots of odd-ball stuff on business opportunities, advertisements about whatever was under the sun, and especially disturbing was a big load of lewd stuff. The problem stopped a bit after I changed my password, but then later on, shortly after Yahoo! provided a bulk mail box, chunks of the crap started piling in again; by the end of the week, I usually receive about 3 hundred bulk mail, and even some in my own mail box, all unrelated. So my usual approach was to empty the bulk mail folder after a few customary glances here and there to make sure that it was largely junk. I think it wouldn't have happened, but just maybe I deleted some intended messages without seeing them, so I'll apologise to any I inadvertantly offended. If possible, anyone who knows a good solution to this plague, without changing my address, please, errm, e-mail me (no other choice) and thank yourself for being a good Sam. :)

Note

If you make any customary changes to your personal version of the guide, updating the guide by totally replacing it does NOT magically include your changes in any form whatsoever, so take care when updating your guide.

Enemy Info

Here is the main body of this guide, and while I've tried out quite a few strategies of my own, this doesn't mean there aren't other strategies which would work better. I can't give the absolute word for anything, so find out what works best for your. Please contribute what you can, and share your knowledge with others too.

A shabby legend here:

(term): It's just informal
<!> : You can learn a skill from this enemy if you guard while it executes that particular move; read the move list for more

As for these conditions:

- Physical : Matter against matter, which is most regular and melee attacks, but there are some oddballs
- Ranged : Any ranged attack, e.g. Ursula's attacks, Clip
- Magical : This should be obvious. Also includes odd ones like Ebonfire
- Breath : All breath attacks, inclusive of Primus, and yes, Blitz too, in a way
- Fire : The element itself
- Wind : The element itself
- Water : The element itself
- Earth : The element itself
- Holy : The element itself, including healing spells to Aura Smash
- Mind : The tendency for a Stat lowering attack to work, esp. Megaphone
- Status : Refers to the vulnerability to status changes
- Death : Any instant kill move or similar

The default value for all the above stats is 2, except for Holy, whose default value is 5. In later sections, if the value for any of them is unlisted, take it at its default value. Following is a table on the significance of the respective values, adopted once again from Desmond Xie's BoF 4 guide, by the rather shameless 'yours truly'.

Elemental Resistance		NOTE: This damage table does not apply to the move types of Mind, Status, and Death, but think in terms of increasing resistance for higher values. Some Holy moves, like Kyrie, only, also come under such rules.
Number	Damage Taken	
0	Receives 200% damage	
1	Receives 150% damage	
2	Receives 100% damage	
3	Receives 75% damage	
4	Receives 50% damage	
5	Receives 25% damage	
6	Receives 0% damage	
7	Absorbs damage	

A distinctly different move type table would be for 'Healing' Holy moves, which is obviously different from offensive Holy moves like Rainstorm. Below are the roughly noted effects:

Number	Offensive	Healing
0	Receives 225% damage	Receives 200% as DAMAGE
1	Receives 200% damage	Receives 150% as DAMAGE
2	Receives 175% damage	Receives 0% healing
3	Receives 150% damage	Receives 25% healing
4	Receives 125% damage	Receives 50% healing
5	Receives 100% damage	Receives 100% healing
6	Receives 50% damage	Receives 200% healing
7	Receives 0% damage	Receives 300% healing

Trigger : An action or event which causes the enemy to markedly change, and I don't mean by pummeling it to 0 HP. ~ is used for one-time events, while * is used to mark events which may be triggered multiple times in one battle. The effects of a trigger is noted directly below it.

Status Changes:

Blind : Causes the victim to have a greatly lowered To-hit chance. Cure with an item, magic, or place in the back rank until it wears off.

Poison : Just that, it causes the afflicted character to lose 1/16 of the present HP per turn in battle, and 1 damage every 5 steps out of battle. Cure with an item or magic.

Sleep : Dreaming causes a character to be switched to the back rank, until it wears off in time, or when the character gets whacked, usually within the same turn

Mute : Silent mouths can't cast magic, and you need to place this character in the back rank till it wears off, or cure it with an item or someone else's magic.

Confuse : A confused character cannot be controlled (Command...) and may perform physical attacks on any other combatant. Taking the last possible front rank position, a confused ally cannot be switched to the back rank; can only be cured by an item, magic, or when whacked to their senses

Stun : This hidden status disables the character's action for that particular turn only. No real way around this.

Euphoria: Inhibits the character's Will(s) while under this state.

(Happy) Wears off with time in the back rank, but can be cured with an item or magic before then. At least, that's what I think it does. There's no way to inflict this status on the enemy since none of the moves you can use has this odd property.

Unique statuses:

Egg : An Egged character loses their own skills and magic and may not change their equipment or use items. Defense is also brought to low levels, making them really fragile against physical attacks and while in this state, unique 'Egg magic' is available instead; depending on the status counter, up to three levels of 'Egg magic' are useable. When the counter reaches zero, the character is

restored to full HP and normal status. Besides, the eggs look cute, especially Scias'! :p

Egghead : In reality a versatile move, Egghead has often been belittled. For one, the 'Egg' status nullifies any other status you are inflicted with, making it a slow working Barandy as it also restores full HP. Sacrifice is a cheap Timed Blow that can be used to exploit the Vigor Will. Boil restores you to normal status and leaves you with critical HP, making it complementary with Reversal and Scias' Rakhasa, while Hatch is an extra attack. The only real drawback is a disabled Magic and Skill list :(But mind you, Egghead is FREE and REUSEABLE! YEAH! ;) And before I forget this, any battle-only blue-AP charged up by the character is converted to normal purple-AP when the counter reaches zero.

K.O. : Zero HP leaves you with this, and the character is disabled to the back rank to make way for another active member. A K.O.ed character can only be revived with an item or magic; wait till out of battle to observe the 'jet-lag' effects.

Focus : A beneficial status, the Focus counter can be stored up to level three starting from zero. The first level boosts the damage you normally perform to ~135%, the second 165%, while the third level usually gives around 200% of your usual damage. The counter goes up for every turn of guarding or inactivity (while in the back rank), and depletes once you perform any action, even while under the influence of some status changes, so try to make the action performed with Focus a useful one.

Concentrate: Rather identical to Focus, the only difference is that Concentrate affects magic attacks instead, and also has an influence on skills like Magic Ball and Oracle, but not on others like Faerie Breath. Healing spells such as Vitalize CAN be boosted though, so I suggest you give Concentrate to an avid magic user like Nina.

Except for Poison, all statuses are cleared off after battle, and K.O.ed characters are revived with 1 HP and get 1/10 of their max HP temporarily deducted; this loss can persist up to 1/2 of the max HP as you continue to let K.O.ed characters stay down and out, so try revive them and keep them going before the battle ends. To recover your penalised max HP, simply spend some zenny to rest at the nearest inn, or seek out a proper resting point.

A lot of you would have noticed some numbers just after the items of each enemy, ranging from 1 to 7. They're there to give you an idea of how easy the item is dropped and stolen by the player, as dictated by the game, and they're the actual numbers. Just think of 7 as for an item you'll definitely get if you don't escape straight off, and if you try stealing it (for stolen items only), the enemy sorta GIVES it to you. As the number gets lower, the chances of obtaining this item are correspondingly lower too, and as expected, you probably can't get an item with a meagre 1, and you certainly can't get items with 0 any way, if they're there. Don't take it too hard, though. Check out the codes section near the end!

Beasts

Boars)-> Bilbao: <!>

HP: 1700
AP: 80
Pwr: 210
Def: 160
Agl: 125
Wis: 1
Status: 0

Attacks: (Attack), Blitz
Exp: 2800
Zenny: 230
Stolen Item: Loins--3
Dropped Item: Protein--1

Area: Mt. Yogy

Traits: Keeps casting Blitz for most of the time, which will deal a lot of damage to your party even though it lessens after repeated use. This critter is rather easy to defeat for all its damage potential, but you will need to be faster than it, else prepare for a lot of accumulated damage.

Comments: Actually, you should be able to take it out with a few regular attacks by the time your main party encounters it; the trouble for Fou-lu is that he fights alone. Use Tiger Fist if you're not confident, but they should fall pretty quickly. Later on, use something strong like the Culverin to take them all out in one blast for easy Exp.

Boars)-> Bilboa: <!>

HP: 2500
AP: 20
Pwr: 65
Def: 25
Agl: 30
Wis: 1
Fire: 0

Attacks: (Attack), Last Resort
Exp: 230
Zenny: 80
Stolen Item: Roast--3
Dropped Item: Ginseng--1

Area: Kasq Woods; random ? areas in the region of Chek

Traits: Casts Last Resort on the first turn of battle, then just keeps on attacking

Comments: Rather easy to defeat if you're faster than it, physical attacks are preferred if it casts Last Resort. If it doesn't do that in the first turn it gets, then it probably won't cast it. A Flame Sword can deal good damage when you first get to it.

Boars)-> Bilbul:

HP: 780
AP: 20
Pwr: 80
Def: 40
Agl: 50
Wis: 25
Fire: 0
Water: 6

Attacks: (Attack), Howling
Exp: 280
Zenny: 60
Stolen Item: Roast--2
Dropped Item: Protein--1

Area: Ice Peak; random ? areas in the region of Chek

Traits: Not much HP here, but has that annoying move called Howling. If you have a Flame Sword, feel free to use it. Water element attacks are useless on it.

Comments: If you run into a group of them, it would be wise to cast a big Fire element (mixed) spell, or equip something like a Flamethrower on Ursula.

Cairn: <!>

HP: 1000
AP: 50
Pwr: 220
Def: 310
Agl: 120
Wis: 50
Ranged: 4
Wind: 5
Water: 7

Attacks: None
Exp: 2000
Zenny: 800
Stolen Item: Electrode--3
Dropped Item: Multi Vitamin--2

Trigger: ~Hit with an Earth element attack within first 3 turns~
Attacks: (Attack), Magic Ball, Stone Pillar

Exp: x2

Area: Most areas of Mt. Yogy; most areas of Sanctum

Traits: You would have met a few of them while playing as Fou-lu, and know that they have a very high defense. Cairns also escape on the 3rd turn, so you have to give them a reason to stay on by tossing them Earth damage within the first three turns, thereafter which you face a mine of Exp which can really cave in on you...

Comments: Cairns often appear in large groups near the end of Sanctum, and those groups of six are what you would be searching for. To easily defeat them, you don't even need to employ strategies:

Cray or Ursula : Rock Blast

Anyone character: Something powerful like Quake or Inferno

- 1)Cast Rock Blast; if this kills them, use something else like a Backhand and Searing Sand (attack-all) combo. A Bullcat or Dynamite will do too.
- 2)Combo it with that 'something powerful', like Quake
- 3)Follow as necessary with the same as above

Silly me didn't realize how easy it was to get them down earlier, but this seems to be the easiest method I've tried so far. If you happen to run into any Cyclops, I suggest escaping, which powers up Coward's Way as well. Use whatever you will to get your Exp, but consider escaping if they're not eliminated; you might get into deep #\$\$% otherwise...

Fire Wing:

HP: 2700
AP: 100
Pwr: 205
Def: 110
Agl: 90
Wis: 1
Fire: 1
Wind: 1
Water: 4
Earth: 4

Attacks: (Attack), Tempest

Exp: 1800

Zenny: 150

Stolen Item: Icicle--2

Dropped Item: Bell Collar--2

Area: Main lobby of Level B3, Imperial Castle

Traits: A counterpart of Chingol (well, itemwise), Fire Wings notably appear only in this area. Of little endurance, they can be defeated easily enough, but when they appear alongside Geckos

who pose a much bigger threat, they can really trouble you by getting in with their Tempest spells, and that's when they get REALLY annoying ...

Comments: Once you get in trouble with them around those blasted Geckos, you'll definitely want to rid yourself of them first. And since they are weak against BOTH the fire and wind elements, try Gigaflare combos to quickly defeat them as well as severely damage any Geckos that might be around. Just don't give them any openings, though, or you might get no quarter instead. Just two Bell Collars would be enough for the collection, as only the girls can equip that particular accessory. Can be collected much more easily elsewhere.

Generator:

HP: 1500
AP: 400
Pwr: 125
Def: 70
Agl: 1
Wis: 15
Fire: 0
Wind: 7
Water: 7
Earth: 0
Holy: 6
Mind: 4
Status: 7
Death: 7

Attacks: (Attack), Lightning
Exp: 700
Zenny: 800
Stolen Item: Aurum--3
Dropped Item: Taser--2

Trigger: *Wind element attacks*
Wis: x1.5
Exp: x1.5
'Generator becomes even stronger!'

Water element attacks
HP: x1.2
Pwr: x1.2
Zenny: x1.2
'Generator becomes even stronger!'

Area: Jungle; River

Traits: One look and you might say 'Hey, 'nuther Bad Coil!' So, you don't stop to look at what it says in the description. Well, it's got really sharp teeth. Summon a thunderstorm if you think otherwise.

Comments: One of those enemies which gain Exp as you pepper them with the right attacks, this is not really a good resort, as you can't see what goes up as well; usually most of their stats and especially Atk. On the other hand, Generator isn't really that bad a choice; it doesn't get its max HP up when you whammy it for Exp, and more importantly, it doesn't regenerate on its own. Goes down in time. A long time. Not exactly worth it. Try Quake if there are Bolts around. If you actually want to grow more Zenny from it, use Water spells as you might on a money tree. Not a wise choice though. If you DO have the capability to endure several Lightning spells, just take note that it's weak towards both the Fire and Earth elements.

Goos)-> Baby Goo: <!>

HP: 2800
AP: 50
Pwr: 195
Def: 110
Agl: 70
Wis: 999
Status: 0

Attacks: (Attack), Burn, Timed Blow
Exp: 1700
Zenny: 300
Stolen Item: Apple--5
Dropped Item: Pointed Stick--3

Area: Main lobby of Level 1, Imperial Castle

Traits: Not much to describe, except that it's rather like a bigger Mage Goo, with that Timed Blow clause on it. Okay Exp, but very annoying with a Goo King around. Ocassionally might escape when its HP gets low.

Comments: Wonder if it can grow into a Goo King somehow. You might want to learn Timed Blow from it, though. Just give it a good smack, and it'll go. Tiger Fist's good 'nuff.

Goos)-> Black Goo: <!>

HP: 2300
AP: 50
Pwr: 240
Def: 180
Agl: 175
Wis: 220
Holy: 4
Death: 6

Attacks: (Attack), Death, Flare, Timed Blow
Exp: 3200
Zenny: 550

Stolen Item: Dark Draught--2

Dropped Item: Belladonna--2

Trigger: ~Presence of Ryu's dragon form, or Fou-lu~
Attacks: (Attack), Ebonfire, Timed Blow

Area: Interior of Mt. Yogy; Main lobby of Level 1, Imperial Castle

Traits: The Black Goo is a difficult enemy to beat when you first face it in Mt. Yogy, and has a powerful range of attacks, including the dread Death spell. However, if you try to battle it with Ryu in his dragon form, or with Fou-lu, it switches to using Ebonfire instead of its normal attacks, which is a very damaging non-elemental skill you might want to try to learn. Any near death Black Goos may also attempt to hit you with Timed Blow, which shouldn't be far too dangerous by then to learn.

Comments: Ebonfire is a damaging skill, but you would prefer to learn it with Fou-lu instead of your normal party. Death spells are to be feared as your party isn't likely to have any blessed armor as yet until later in the game, so you might want to avoid battling them until then. The Dark Draught, an extremely useful Stat-raising item, can actually be stolen from Black Goos, but you would probably find yourself in for a uphill task. Great for Exp when you first meet them; try pinning them with Tiger Fist combos when encountering more than one of them.

Goos)-> Goo Count: <!>

HP: 1000
AP: 50
Pwr: 52
Def: 33
Agl: 200
Wis: 3
Physical: 5
Ranged: 5
Magical: 5
Breath: 5
Death: 7

Attacks: (Attack), Frost
Exp: 50
Zenny: 30
Stolen Item: Apple--4
Dropped Item: Ginseng--1

Trigger: ~3-4 Combo hits on the Goo Count in the first turn~
Pwr: x1.2
Exp: x2
Zenny: x2
'Goo Count's grade went up!'

OR

~5 or more Combo hits on the Goo Count in the first turn~

Pwr: x1.2
Attacks: (Attack), Frost, Icicle
Exp: x4
Zenny: x4
'Goo Count's grade went up!'

~The beginning of the second turn~

Physical: 2
Ranged: 2
Magical: 2
Breath: 2

'It seems like the Goo Count was counting something.'

Area: Aqueduct; random ? areas in the region of Astana

Traits: It's difficult to kill the Goo Count off in 1 turn, as it spends that very first turn guarding... and counting. Use combos on it if you want more Exp, which is a great amount early in the game, and you might get to learn Icicle too. You might have to be on your guard, though. Pity it only works on the first turn.

Comments: Lots of Goos swell in Exp with the right trick, and the Goo Count is the most inflatable of them all. Chuck enough attacks at it in the first turn, and you might get more than you bargained for. Don't be afraid of killing it in the first turn, as it's really hardy then. Well, once you get Icicle in the collection, you might still want to use the Exp trick, simply because it's wasteful not to. Hold on with too many attacks once you level up, as you would be simply too powerful for it then. Not a likely target for picking on then, unless it's for a missing Icicle skill.

Goos)-> Goo King:

HP: 15000
AP: 200
Pwr: 200
Def: 115
Agl: 200
Wis: 100
Holy: 6
Mind: 4
Status: 4
Death: 7

Attacks: (Attack), Eruption, Firewind, Jolt, Storm
Exp: 3000
Zenny: 1000
Stolen Item: Apple--6
Dropped Item: Goo King Sword--1

Trigger: ~Steal his Apple!!!~
Attacks: (Attack), Giant Growth, Gigafire, Ragnarok
Thunderstorm
'The Goo King is angry!'

Start of turn after defeating a Goo Nurse / Baby Goo

Def: x1.3

Agl: x1.3

Wis: x1.3

Exp: x1.5

'The Goo King appears to be excited... '

Area: Main lobby of Level 1, Imperial Castle

Traits: The Goo King never appears alone, and is always escorted by a Goo Nurse and/or Baby Goos. The Goo King almost always attempts to escape firsthand; make sure a fast character with Haste steals his Apple before that. An angry Goo King is a crazed opponent, however, and beware of his onslaught of spells. The Goo King's Exp increases the turn after you defeat one or more of his followers and make him excited, but so does his stats, so look out before you hit. It might also be that the Goo King drops his coveted sword easier if you don't make him excited, but it's only a wild guess. You might try eliminating his escort one by one, however, as his Exp increases quite a bit that way. Charm him well with treasure/level up combos and hope that he leaves a shining sword behind rather than a rosy (and probably poisoned) apple.

Comments: Face it. You're after this accursed sovereign for one thing only: the Goo King Sword. Which is the most impossible item to have dropped X(The tendency of the Goo King to escape doesn't improve the situation one bit, which means unless your party can dish out 15000 damage to him before he escapes, you don't stand much chance of getting the sword without having to face his arsenal of #@\$*&%! spells... Needless to say, you're going to need killer Stats, branded stuff and skills like Shadow Walk and Triple Blow to take him down, and throw in nimble button-tapping skills with Super Combo.

To begin with, the spells he casts more often are Ragnarok and Gigaflare, so protect your party with fire-snuffing items like Fire Seeds and the Ring of Fire. The Weyr dragon form also helps as it reduces damage against these spells, but watch out for his Thunderstorm! There's a rest point just in the room near the elevator if you ever need it, so make a note of this: use any Dragon Evocations when you need to :) This also means that as long as you can hold out and chew on that Goo, you'll eventually be able to defeat it and still emerge hale and hearty. Is that any consolation at all? Well, you can summon Kaiser and the whatnot plus your full force with impunity, since you know there's a rest room (rest-room?) nearby. Easy when you know it.

In short, perseverance brings rewards, and anyone is going to need lots of patience to get this prized blade. Truth would be that it's not worth it to get: this tough fight yields only a meager amount of experience relative for the effort, and all you might find at the end of this mini-boss battle are more of those rotten Apples... The reputed chance for a Goo King Sword to be dropped seems to be 1/256

but, then again, fighting 256 Goo Kings does not necessary
leave you with a Goo King Sword at the end of it all.

Goos)-> Goo Nurse:

HP: 1200
AP: 200
Pwr: 200
Def: 90
Agl: 135
Wis: 200
Status: 0

Attacks: (Attack), Vitalize
Exp: 400
Zenny: 250
Stolen Item: Apple--5
Dropped Item: Vitamins--2

Area: Main lobby of Level 1, Imperial Castle

Traits: As its name goes, this pearly white goo is the embodiment of
mercy (well, at least in this game). Its job as a medic
extends to not only its fellow goos, but to your party in
some circumstances as well. You might say that's because it
doesn't have eyes...

Comments: Get rid of it quickly if it appears in a fight with a Goo
King; otherwise, its pretty much your friend, albeit rather
useless. All it does is guard or Vitalize its party when
necessary, and attacks only if you force it to do so with
Roulette. If you kill off all of its allies, with nothing
to heal, it actually extends its services to your party
before trying to escape. If you're as evil as you think
you are, you can smack it before it slips away, and be an
ungrateful jerk. The healing is almost redundant, since
there is the case of the rest room just at the corner...
Some say this nurse would do much better with eyes.

Goos)-> Eye Goo: <!>

HP: 150
AP: 5
Pwr: 16
Def: 12
Agl: 3
Wis: 1
Status: 0

Attacks: (Attack), Rest
Exp: 8
Zenny: 6
Stolen Item: Croc Tear--4
Dropped Item: Healing Herb--2

Trigger: ~Afflict with the 'Blind' status~
Exp: x2

Area: Cliff; random ? areas in the region of Sarai

Traits: One of the first enemies you get to face, it's here mostly for completeness's sake. It uses Rest after the battle goes on for a bit, which can be quite the life-saver for lots of instances, so learn it!

Comments: If you have the Blind skill from the Scorpions nearby, or similar stuff, you might want to get more experience by blinding it. Not really worth the effort. Use the King's Sword with Ryu, if you specifically want Nina getting the skill, which would prove useful quite soon. If you're interested in knowing, Rest is usually cast from the 6th turn on to the 12th turn, and after which it should attack once and cast Rest four more times, a pattern which it keeps repeating! Or tries to. Usually changes if you've attacked it.

Goos)-> Flue Goo:

HP: 320
AP: 5
Pwr: 38
Def: 14
Agl: 13
Wis: 1

Attacks: (Attack), Giant Growth
Exp: 40
Zenny: 16
Stolen Item: Healing Herb--4
Dropped Item: Vitamin--2

Trigger: ~Afflict with the 'Blind' status~
Exp: x3

Area: Dam; Kurok; random ? areas in the region of Dam

Traits: The Flue Goo is rather dangerous when you encounter it early on the game, as its Giant Growth attack has the ability to damage your entire party, making healing often a vital act. Blinding it yields a rather pleasant side-effect: its Exp actually TRIPLES in amount! Plus makes its attacks less accurate, so hit it with the Blind skill if you have it!

Comments: It proves to be a nasty enemy early on, and can wreck havoc easily with repeated Giant Growth attacks. Either defeat it with magic combos quickly, or you might want to try inflicting blind on it to gain lots more Exp. You have to watch out if they come in a pack, though!

Goos)-> Mage Goo: <!>

HP: 200
AP: 10
Pwr: 19
Def: 15
Agl: 8
Wis: 2
Fire: 4
Status: 1

Attacks: (Attack), Burn
Exp: 12
Zenny: 11
Stolen Item: Healing Herb--4
Dropped Item: Wisdom Seed--2

Trigger: ~Afflict with 'Blind' status~
Exp: x2

Area: Valley; random ? areas in the region of Sarai

Traits: Another early critter, Mage Goos aren't much to talk about, except there's the Burn skill to be learnt from it. Don't bother casting it as a return shot, however, as the Mage Goo manages to resist the Fire element quite effectively. Hitting it with the blind status is not so very effective due to its ability to cast Burn, but still nets you more Exp.

Comments: Just defeat it quickly after you have Burn learned!

Goos)-> Morph Goo: <!>

HP: 2000
AP: 80
Pwr: 160
Def: 85
Agl: 60
Wis: 20

Attacks: See 'Trigger'
Exp: 1000
Zenny: 300
Stolen Item: Elixer--2
Dropped Item: Elixer+--1

Trigger: *Corresponding elemental attack or start of every next
turn*
<Red>
Attacks: (Attack), Burn, Flame Pillar
Fire: 7
Water: 1

<Green>
Attacks: (Attack), Cyclone, Eddy
Wind: 7
Earth: 1

<Blue>
Attacks: (Attack), Frost, Icicle
Fire: 1
Water: 7

<Brown>
Attacks: (Attack), Plateau, Rock Blast
Wind: 1
Earth: 7

Area: Most areas within Emperor's Tomb; Mukto

Traits: Morph Goos often appear in groups of four or more, which makes them one of the best enemies Exp-wise. Having four elements to attribute themselves to, different coloured Morph Goos actually count as different types of enemies, but have little physical differences. What you might want to do when facing them is to learn all the skills you didn't from Rwolf, which they would eventually use; one Morph Goo will suffice for this purpose.

Comments: An interesting property of Morph Goos is that they change their colour every two turns in the order: Red-> Green-> Blue-> Brown, and also on the second turn of any battle. The disadvantageous fact is that they may change their element when under attack, especially for elemental spells, for which they might change to the element attacking them. This makes any magic combo having the tendency to heal them to full health instead, so use melee combos to easily defeat them.

*Exp Note: When you get the Culverin for Ursula, you might want to get her Atk strength to high levels, as she can actually blast off all of the Morph Goos that might appear in a single shot. And since they come often in groups of four or five at Mukto, you can actually net up to about 5000 Exp with ease per battle. As Morph Goos appear more often than Cyclops in the area (might as well Escape, powers up Coward's Way too), you can easily get over 10000 Exp in the time needed to deal with a Rider! :) Later on, this tactic can be increased to cover even Kolpums and Chingols, once you get strong enough. If you're lucky enough to get a Render, it should get really strong with all these battles, too, though the later bosses seem to be incredibly resistant against the Water element.

Lavoid:

HP: 3200 *Regenerates*
AP: 600
Pwr: 220
Def: 150
Agl: 120
Wis: 80
Fire: 7
Water: 0

Holy: 6
Mind: 4
Status: 4
Death: 7

Attacks: (Attack), Inferno, Magma Blast (I think, Flare, and
Fireblast too)

Exp: 2200

Zenny: 600

Stolen Item: Magma Armor--3

Dropped Item: Firecracker--2

Trigger: *Hit with a Fire element attack*

HP: x1.2

Pwr: x1.2

Def: x1.2

Wis: x1.2

Exp: x1.5

Area: Most areas of Mt. Yogy

Traits: Lavoids are tough enemies for the amount of Exp they give, what with their regeneration ability. You might want to use the Magma Armor when fighting them, as well as that Ring of Fire. Don't look to them for Exp; if you actually run out of challenges, know that a Lavoid flamed to 65535 Exp from fire-element attacks makes the Rider seem like a piece of charred potato crisp. No Benediction for you, too.

Comments: Defeating a Lavoid is moderately easy, unless you want a gamble to get more Exp, in which case you can try toasting them with a couple of fire attacks, but don't overdo it unless you've just made a save or you're bored with the game...

You won't want to be messing around with Lavoids using fire attacks. Just TRY getting them to 65565 Exp, then chill them with Blizzard; it would probably have as much cooling effect as an ice cube against a live, erupting volcano. AND they still get stronger from fire attacks even when their Exp caps. If you can actually defeat this sort of a hyped-up nasty, do tell me!

*Exp Note: Someone suggested on the web a way to defeat both a hyped-up Morph Goo AND an Orochi, and it seemed to work fine too! The idea once again was to get in Ershin as the decoy with Stand Out, this time with Resist to make em last much longer, and get Ryu to annihilate those 'banes of nature' with Kaiser Breath. The first time I tried it on a really-big Lavoid, it worked! So I got all-the-way excited and on my next round, against *two* Lavoids, flamed them all the way to kingdom-come. Uh Oh. For the front part of the battle, it went as was expected, and their Exp went up in full tide (of course, so did their Stats...). When I finally got geared up to defeat them with my Kaiser at 999 for all Stats, AND with max HP (with Celerity, plus more than a bit of those seeds and fishes), I thought for the whole thing to end for them in a big bang. I got the bang. When I executed Kaiser Breath, dumb me actually missed out

on the point that this was BoF 4, in which the total damage gets distributed among *all* the enemies... None of the Lavoids died, or even took damage at the end of it all. After one more turn, I saw that they were regenerating more than the Rider's HP each turn, which made the whole battle very interesting indeed, so I went for an all out offensive. Four turns later, the game told me to load a save file or start a new game. NEVER, miss out on the importance of all-target attacks, for they are what makes Stand Out useless, on the absolute scale. A few bouts of Magma Blast, and my Kaiser dragon ceased to exist; all of them fell in the end, including Ershin (ran out of AP :p). A few proverbs came to mind soon after: 'Pride comes before a fall', 'Take things at a time', and 'Watch your step', blah blah. :| Seriously, what you should note is to use this strategy on lone enemies only, and don't overwork yourself on pumping your enemies for Exp. This should still work on a single Lavoid or Orochi, though.

Rat: <!>

HP:	100
AP:	36
Pwr:	90
Def:	50
Agl:	90
Wis:	8
Physical:	5
Ranged:	5
Magical:	5
Breath:	5
Status:	7
Death:	7

Attacks:	(Attack), Chlorine
Exp:	250
Zenny:	200
Stolen Item:	Berries--7
Dropped Item:	Toothpick--6

Area: Hideout

Traits: This elusive squeaky white critter is a prelude to what you face against the later Mimics. If you can't catch Rats, I don't suppose you would fare well against the blasted treasure chests. A nice pack of Exp and Zenny, Rats are hard to encounter and defeat firsthand, but yield a nice reward if actually defeated. Most physical attacks would whistle through thin air, and magic is crappy against them. Escapes often too, so don't be disappointed if you can't send it to oblivion on first contact, since it's practically a mini-Mimic in nature.

Comments: Difficult to defeat when you first face that juicy amount of Exp, the rewards become obsolete when you can squish it underfoot easily. Come back and flush Rats around the

Hideout if you want pre-Mimic training.

Demons

????:

(Version 1)

HP: 300
AP: 100
Pwr: 46
Def: 15
Agl: 16
Wis: 50
Magical: 7
Fire: 6
Wind: 6
Water: 6
Earth: 6
Mind: 7
Status: 7
Death: 7

Attacks: (Attack)
Exp: 96
Zenny: 0
Stolen Item: None
Dropped Item: Ice Punch--7

(Version 4)

HP: 400
AP: 100
Pwr: 70
Def: 15
Agl: 16
Wis: 50
Magical: 2
Fire: 1
Earth: 1
Mind: 7
Status: 7
Death: 7

Attacks: (Attack), Confuse, Silence, Sleep
Exp: 450
Zenny: 100
Stolen Item: Bent Screw--7
Dropped Item: Glass Shard--7

Area: Event battle in Kyria (Version 1); Boss battle against Glebe
(Version 4)

Traits: The odd chest out of the three, this one's (Version 1) in the middle. It can bite your fingers and escape. And it occasionally appears when summoned by Glebe, as (Version 2). Look under 'Machines' for versions 3, 4, and 5!

Comments: It's just here for fun!

Beihl:

HP: 5000
AP: 130
Pwr: 230
Def: 130
Agl: 50
Wis: 3
Holy: 4
Status: 7
Death: 7

Attacks: (Attack; Lucky Strike), Blizzard, Death, Kyrie
Exp: 3000
Zenny: 380
Stolen Item: Ouroboros--2
Dropped Item: Magic Shard--2

Area: Most areas of Level B2, Imperial Castle

Traits: Beihl gets in Lucky Strikes now and then, but they aren't too much to worry about. Trouble would be coming from Blizzard and Death spells, as well as any Quisits which may have tagged along; Beihl only casts Kyrie with them around. The occasional Skullen that appears shouldn't prove to be a troublesome combination.

Comments: Comparatively, Beihl is an easy-to-defeat enemy for one so near the end of the game. The point of note is that you can steal an Ouroboros from it, which you should get as many as you can, since it can let you cast Raise Dead for free, besides being the strongest weapon for Nina. Try to get blessed armor outfits or Diamond Rings for your characters to ward against nasty Death spells, and switch any character affected by Gloom from Quisit to the back rank. Watch out for Kyrie, otherwise. Just try to heal often, as the damage from the Lucky Strikes tends to pile up more often than not.

Eggs)-> Egg Gang: <!>

HP: 2000
AP: 60
Pwr: 150
Def: 100
Agl: 35
Wis: 40
Earth: 1

Attacks: (Attack), Ovum, Magic Ball
Exp: 1100
Zenny: 350

Stolen Item: Wisdom Seed--2

Dropped Item: Protein--2

Area: ? area left of Tomb; Exterior grounds of Emperor's Tomb; random
? spots around the Tomb region

Traits: Actually higher in Exp than its metallic brethren, Egg Gangs are easier to defeat than Gold Gangs, since it's the Zenny that makes the difference. Doesn't escape that often too.

Comments: Use a couple of well-placed attacks to crack it. Searing Sand and other Earth attacks work particularly well. Note that you can learn Magic Ball from it.

Eggs)-> Gold Gang: <!>

HP: 2500
AP: 60
Pwr: 152
Def: 130
Agl: 350
Wis: 40
Earth: 1
Mind: 5
Status: 5
Death: 4

Attacks: (Attack), Ovum, Resist
Exp: 800
Zenny: 10000
Stolen Item: Light Bangle--2
Dropped Item: Divine Helm--1

Trigger: *Regular or melee attack*
Zenny: x0.5

Area: ? area left of Tomb; Exterior grounds of Emperor's Tomb; random
? spots around the Tomb region

Traits: The gold pot of the game, Gold Gangs usually appears with Egg Gangs, who yield much less Zenny, but actually more Exp. Breaking this pot with melee attacks, however, is not recommended if you want a rich earning. Earth spells work great against it, and you can get nice items from this fragile eggshell, that is if you nab it before it escapes. Note that the random spots from in the region around the Tomb (boundaries are Kwanso and the two intermediary points from its North and East trails) are Egg Heavens, with the occasional Zaurus also also hunting for eggs, so head there if you want to try your luck at gaining hoards of Zenny for stuff like Shaman's Ring! Divine Helms are good stuff too!

Comments: Since hitting it with melee attacks only decreases what you're trying to get (tons of Zenny, what else?), use Earth spells to create some rocking combos. Oracle works well if you're hard up on AP, and doesn't reduce the Zenny too.

Note that Gold Gang has a relatively high Agl, and might get in Resist or Ovum before you start your attack, so make sure you're fast enough in this grab for gold.

Gulper: <!>

HP: 1000
AP: 8
Pwr: 84
Def: 50
Agl: 60
Wis: 10
Holy: 4

Attacks: Blizzard, Death, Ebonfire, Fireblast, Inferno,
Leech Power, Rejuvenate, Stone Pillar

Exp: 250
Zenny: 105
Stolen Item: None
Dropped Item: Magic Shard--1

Trigger: ~Use AP recovery spell or item on it~
AP: x5 ; NOTE--This is max AP, not present

Area: Wrecked ship's hold, Cove

Traits: Soaks up AP and tosses deadly spells when it's able to. Wring it dry of HP before it can get its jump juice.

Comments: There's only Ebonfire to learn, but so many other spells it can use to hit you... Watch out for Istalks with it, and take them out first

Horseman: <!>

HP: 6000 *Regenerates*
AP: 300
Pwr: 230
Def: 110
Agl: 100
Wis: 20
Death: 7

Attacks: (Attack), Death, Inferno, Triple Blow

Exp: 3500
Zenny: 400
Stolen Item: Cleaver--2
Dropped Item: Mist Armor--2

Trigger: ~Presence of Shade allies at start of battle~
Exp: x2

~Absence of Shade allies~
Exp: x0.5
Loss of HP regeneration

'Horseman's magical ability has weakened!'

Area: Main lobby of Level 2 and B3, Imperial Castle

Traits: The Horseman usually appears in the company of Shades, but if it fights at the start on its own, its magical ability weakens and you get much less Exp for beating it. Similarly, if it appears with other enemies, its Exp doubles to 7000, but stays that way only if its buddies stick around before it goes, which means that once its magical ability has weakened, you get only half the reward for your effort. Of course, it loses its regeneration abilities, so that might help. Similar enemies include Karon and Titan. The Horseman is quite resistant against Kyrie.

Comments: The regeneration is going to make this battle hard, and Horseman has lots of nasty moves even without it. Deal pain swiftly with moves like Shining Blade and Shadow Walk, and take care to ward against its Death spell. Oracle also works well from Nina. Note that you can learn Triple Blow from it, if you didn't already, and the Cleaver as well as Mist Armor can be gotten from it.

Karon: <!>

HP: 5000
AP: 100
Pwr: 200
Def: 95
Agl: 3
Wis: 15
Holy: 4
Death: 7

Attacks: (Attack; Lucky Strike), Blizzard, Curse, Multistrike
Exp: 3000
Zenny: 800
Stolen Item: Skull Staff--2
Dropped Item: Star Dress--1

Trigger: ~Presence of Shade allies at start of battle~
Exp: x2

~Absence of Shade allies~
Attacks: (Attack; Lucky Strike), Ice Blast,
Multistrike
Exp: x0.5
'Karon's magical ability weakens!'

Area: Most rooms and walkways of Levels 3-1, Imperial Castle

Traits: Similar to Horseman and Titan, Karon needs friends to boost its magical ability, and its Exp would be halved if it appears alone, double with any Shades to 6000, as usual staying so only if its friends stick around at the start of the turn you defeat Karon. It loses Curse, and has its Blizzard reduced to Ice Blast once its magical ability

weakens. Still, its Lucky Strike hurts rather painfully. X|

Comments: Pretty easy an enemy to defeat with Oracle from Nina, the Skull Staff can be stolen from Karon, but hasn't much real worth. Try going ahead though, as you might get lucky and get a Star Dress from its remains. Quite a bit of Exp for the effort. Note that Karon is weaker than Horseman against Kyrie, and might actually get defeated from a Holy-Kyrie combo rather easily.

Legion:

HP: 1200 *Regenerates*
AP: 40
Pwr: 85
Def: 80
Agl: 45
Wis: 30
Physical: 3
Ranged: 3
Magical: 1
Holy: 6
Status: 0
Death: 6
Attacks: (Attack), Silence
Exp: 500
Zenny: 120
Stolen Item: Vitamin--4
Dropped Item: Protein--1

Trigger: *Regular attack*
HP: x1.1
Pwr: x1.1
Def: x1.1
Agl: x1.1
Wis: x1.1
Exp: x1.2
'Legion's power increases!'

Area: Mt. Giga

Traits: It doesn't seem like much at first, with a tongue hanging out like Fido's. But don't go overboard with boosting its Exp; watch out for its HP, which regenerates as well, and its Atk goes up too.

Comments: More Exp is nice, but more risk is bad, especially when the enemy regenerates like no one's business. Magic works best against it, no matter your purpose, and is good against the later Orochi enemies too. You might want to try out the new Wyvern dragon form against it if you run into trouble early on.

Mimic: <!>

HP: 10
AP: 100
Pwr: 130
Def: 600
Agl: 999
Wis: 5
Physical: 5
Ranged: 5
Magical: 7
Breath: 7
Fire: 6
Wind: 6
Water: 6
Earth: 6
Mind: 7
Status: 7
Death: 7

Attacks: (Attack), Confuse, Silence, Sleep, Snap
Exp: 1000
Zenny: 500
Stolen Item: Wisdom Fruit--2
Dropped Item: Ivory Dice--3

Trigger: *Every successful hit of a Regular attack*
Exp: x2
Zenny: x2

Area: Anywhere within En Jhou Ruins

Traits: Mimic appears on it's own on most of its infrequent visits during tours into the En Jhou Ruins, appearing just like what you came searching for: treasure chests. Aptly, too, for their Exp and Zenny doubles with every successful NORMAL hit that inflicts damage, including zero! However, they can slip out of battle like flowing sand, making your Exp hunt quite fruitless more often than not. Once in a blue moon, though, they might appear in pairs, more so in the empty room on the first level of the ruins. I reaped a grand 68000 Exp once through such an encounter! (Well, it never happened again :|) Luck seems extremely crucial with these guys, who seem to possess a whimsical attitude.

As a side note, anyone noticed that you spot the moon for only about four times in the entire game? That's referring to actual game events, otherwise the moon actually shines more often than the sun when there are dragons around wrecking havoc. Have fun actually waiting for a blue moon. :)

Comments: For those who have met the Bolt family, and Rats, one would know that the Mimic is BAD news. For such a rare critter, having it escape when you've racked up its Exp and Zenny just doesn't seem fair, but you just have to take what you have. +1 hit weapons work well against it for the money growing effect, but you need stuff like Spirit Blast and Cleave as well as Shadow Walk to kill it, provided they too don't get parried off. The Haste will from Rwolf actually seems to have some effect, but usually the Mimic can pre-

empt you NO matter how high your Agl rating is. Oh, and did I mention that Mimics are immune to everything except melee attacks, and they rarely take but two points of damage if any. Have accursed fun going treasure hunting, bwahahahaha lol :p

Just for some help, if you're going on a Mimic hunt, you should more or less have some of the following packed in abundance:

*Spirit Blast, Cleave, Timed Blow, blah blah...

*A +1 hit weapon for each character who can equip one; yep, you shouldn't even have disposed that Scramasax

*A crack/shatter/destruction-proof heart and mind; you know, I found this whole business somewhat akin to buying shares

Orochi:

HP: 3500 *Regenerates*
AP: 480
Pwr: 160
Def: 120
Agl: 50
Wis: 300
Physical: 3
Ranged: 3
Magical: 1
Holy: 6
Status: 0
Death: 7

Attacks: (Attack), Giant Growth, Rock Blast, Silence

Exp: 2500

Zenny: 380

Stolen Item: Multivitamin--3

Dropped Item: Ivory Bangle--1

Trigger: *Regular attack*

HP: x1.1

Pwr: x1.1

Def: x1.1

Agl: x1.1

Wis: x1.1

Exp: x1.2

Area: Most stairways and storage rooms from Levels 4-B3, Imperial Castle

Traits: Akin to Lavoids, Orochi (heheheh) are also enemies possessing that annoying regenerative ability, and gain leaps in their Stats besides increasing in Exp value. For each normal attack on Orochi, its Exp, Stats AND HP gain in value respectively. If you didn't find Lavoids enough juice to chew, think again with Giant Growth from an Orochi with 65535 Exp and Beyond!

Comments: Since Orochi are weak against magic, and get boosted from

normal attacks, you should use skills like Oracle or most magic spells to deal with these pests. Kyrie has an almost zero chance of working, so don't think of any instant kill stunt. :(And healing magic DOES heal Orochi instead. The chance of getting an Ivory Bangle is really low, so don't hope for much except frustration.

*Exp Note: I won't repeat this again since it gets confusing. Go read it from the Lavoid section!

Quisit:

HP: 700
AP: 160
Pwr: 230
Def: 120
Agl: 100
Wis: 250
Ranged: 0
Wind: 1
Earth: 5
Holy: 4
Death: 7

Attacks: (Attack), Confuse, Depress, Gloom, Syphon
Exp: 1200
Zenny: 90
Stolen Item: Straw--3
Dropped Item: Balance Ring--2

Area: Most areas of Level B2, Imperial Castle

Traits: Devout followers of Beihls, Quisits may sometimes gang up with Skullen, but are most dangerous with Beihl in the lead. Using Gloom only when Beihls are in the original party, Quisits can thus render your characters vulnerable to Beihl's Kyrie spell, as well as turn your healing spells ineffective. On their own, they can prove to be an especially annoying enemy with their HP and AP stealing skills, and Confuse to boot the bag.

Comments: You don't really need a strategy to deal with Quisits, but to be on the safe side, you need to watch out if you ever got hit by Gloom. (actually, just shift that character to the back rank :) Just shoot them down with ranged weapons, or use wind magic if you don't want to miss. More easy Exp.

Salt Claw: <!>

HP: 2300 *Shield*
AP: 40
Pwr: 190 185
Def: 130 115
Agl: 70
Wis: 50

Magical: 0
Water: 3
Holy: 4
Mind: 4
Status: 4
Death: 6

Attacks: (Attack; Lucky Strike), Death, Reversal
Exp: 2200
Zenny: 350
Stolen Item: Belladonna--3
Dropped Item: Power Glove--2

Trigger: ~Repeated melee attacks~
Attacks: (Attack), Cyclone, Giant Growth
Exp: x1.5
Stolen Item: ... --5
Dropped Item: None
Shield loss

Area: Sluiced-area within the Imperial Headquarters in Astana (after hex incident)

Traits: Salt Claws only appear in this area after the hex incident, and they aren't really that easy to defeat. Besides getting in Lucky Strikes and Counters often and having the dreaded Death spell, Salt Claws also tend to use Reversal when they reach low health, which can really damage a character badly. However, Salt Claws are the only source for learning Reversal from, so you might want to risk it. Once their pincher blows away from multiple physical attacks, they would use Giant Growth and Cyclone instead, and you get more Exp for beating them too! But the Power Glove is also gone for that battle, so use magic combos to easily defeat it as well as hope that it drops a Power Glove. You might note that healing magic is ineffective on Salt Claws, and that melee attacks usually get partially shielded while it still has its pincher. Kyrie seems to work, though. :)

Comments: Using magic combos would be ideal in the area as the Gold Flies that often accompany them are excellent dodgers. A few bouts of Cyclone or Typhoon ought to blow them off. However, if you want to aim for more Exp, you might want to try a Backhand melee combo as the Salt Claws tend to be defeated before that pincher gets blown away. Not too much trouble if you deal with them quickly using magic. And, you can get the Power Glove through more conventional means: Manillo Trading at Chiqua.

Shade: <!>

HP: 999
AP: 45
Pwr: 180
Def: 90
Agl: 110
Wis: 250

Ranged: 1
Wind: 1
Earth: 5
Holy: 1
Mind: 4
Status: 4
Death: 7

Attacks: (Attack; Lucky Strike), Confuse, Molasses, Snap,
Swordbreaker

Exp: 450
Zenny: 20
Stolen Item: Power Food--1
Dropped Item: Protein--1

Area: Most areas of the Imperial Castle

Traits: Shades take up the role of battle assistance, as they both boost the powers of their allies (Horseman, Karon, Titan), plus use lots of annoying attacks. Don't under-estimate them though, as a couple of Lucky Strikes can make you bite the dust rather quickly. Defeat them first if you want to weaken their allies. You lose out on the rewards, though.

Comments: Use Ursula's attack-all guns or a good Wind spell to rid yourself of them, but you'll usually want more Exp against this comparatively minor threat. Watch out, though, and don't hesitate on taking them out of the air if things get rather nasty. The fact that Earth spells don't work on them can be used to your advantage, actually. As a side-note, those status-boosting items don't drop all that often.

Skullen: <!>

HP: 3000
AP: 180
Pwr: 230
Def: 105
Agl: 500
Wis: 70
Holy: 4
Mind: 4
Status: 7
Death: 7

Attacks: Backlash, Counter, Magma Blast
Exp: 2800
Zenny: 250
Stolen Item: Target Seed--2
Dropped Item: Wisdom Seed--2

Area: Most areas of Levels B1-B3, Imperial Castle

Traits: One of the most irritating enemies you'll face in the Imperial Castle, Skullen are incredibly fast to boot and would probably get in their turn before you even move, unless your characters have Haste to help them. Adjust your

strategy accordingly.

Comments: Since Skullen are capable of performing both Counter AND Backlash, you might want to mix up your attacks when facing more than one of them. Interestingly, Cleave works wonders against these deflection masters, so use it often when up against these pests. Faerie Attack and Faerie Charge both cannot be countered too, but are far too costly for this purpose. Note that Skullen can also switch to the offense with Magma Blast, which really hurts. I've never seen them do a normal attack though. A nice bit of Exp.

Warlok:

HP: 3500
AP: 100
Pwr: 190
Def: 90
Agl: 110
Wis: 150
Holy: 2

Attacks: (Attack; Lucky Strike), Dark Breath, Death,
Dream Breath

Exp: 2800

Zenny: 650

Stolen Item: Skull Staff--2

Dropped Item: Phantom Dress--2

Area: Event battle upon entering Imperial Headquarters in Astana;
'Organ room' within Imperial Headquarters in Astana after hex
incident

Traits: As the description says, you have to take care when zombies start appearing along with Warloks. Usually, Dark Breath is what they cast on the first turn. Not really a big threat, considering how Zombies and the bunch fare against you now. Some spell combos, or a good shot with Ursula should take care of that rotting army.

Comments: Rather dangerous in itself, the undead which accompany it at times are less of a threat than the Warlok. Watch out for its Lucky Strikes and Death spell. You might want to try a Holy-Kyrie combo to sweep the screen, though Vitalize would only dispatch the zombies. Oracle and Holy Strike are extremely useful when up against a lone Warlok.

Humanoids

Bolts)-> Bolt Archer <!>

HP: 200

AP: 70
Pwr: 130
Def: 90
Agl: 100
Wis: 40

Attacks: (Attack), Double Blow, Mind Flay
Exp: 850
Zenny: 250
Stolen Item: Bent Screw--3
Dropped Item: Light Clothing--2

Trigger: ~Turn after defeating a Bolt Archer or Troop~
Attacks: (Attack), Multistrike
Exp: x1.5
Agl: x1.5
'You killed him! How could you!?'

Bolts)-> Bolt Mage

HP: 200
AP: 120
Pwr: 125
Def: 80
Agl: 120
Wis: 50

Attacks: (Attack), Silence
Exp: 900
Zenny: 230
Stolen Item: Bent Screw--3
Dropped Item: Wisdom Ring--2

Trigger: ~Turn after defeating a Bolt Archer or Troop~
Attacks: (Attack), Blizzard, Typhoon
Exp: x1.5
'You killed him! How could you!?'

Bolts)-> Bolt Troop <!>

HP: 200
AP: 60
Pwr: 120
Def: 80
Agl: 90
Wis: 40

Attacks: (Attack), Knock Out, Weaken
Exp: 850
Zenny: 180
Stolen Item: Bent Screw--3
Dropped Item: Feather Sword--2

Trigger: ~Turn after defeating a Bolt Archer or Troop~
Pwr: x1.2
Exp: x1.5
'You killed him! How could you!?'

Area: River (NO MAGE); ? area leading to Hut; random ? spots from
Kwanso to intermediary point between Highway, Sanctum and Soma

Traits: This time round, the Bolts don't have a Lord around to look out for them like in BoF 3, so it seems that they have formed closely-knit packs of battle-seasoned warriors and mages. Killing off any of their number would incur the wrath of the remaining band, and while they offer more Exp when defeated, their ability to evade physical attacks gains more than a few leaps, and some of them may begin to sport more powerful attacks. Somehow though, the warriors seem to be unaffected by the demise of mages, even though the mages care about their comrades absence, undeniably when you get Typhoons and Blizzards for just about every other turn.

Comments: Not really much here, except that you should try to kill off one of them before casting your spells, but not the Mage as it's useless, unless you want to evade the threat of Blizzard and Typhoon. Once their Exp increases on the next turn, get a quick character to cast something like Rock Blast or Fireblast, or just have Nina (usually the fastest) USE a Flamethrower for free. The items they drop are very nifty ones, so try collecting a few of them if possible.

Bollor & Rollob)-> Bollor:

HP: 1400
AP: 15
Pwr: 105
Def: 60
Agl: 20
Wis: 50
Fire: 0
Wind: 5
Earth: 0

Attacks: Sever
Exp: 330
Zenny: 150
Stolen Item: Weather Vane--3
Dropped Item: Weather Wand--2

Bollor & Rollob)-> Rollob:

HP: 1600
AP: 20
Pwr: 105
Def: 60
Agl: 1
Wis: 10
Fire: 0
Water: 5

Attacks: (Attack), Ice Blast
Exp: 400
Zenny: 200
Stolen Item: Icicle--2
Dropped Item: Taser--1

Trigger: ~Presence of Bollor ally at start~
Attacks: (Attack), Ice Blast, Lightning

Area: Fane; some areas in Cove

Traits: Bollor is much easier to face than Rollob, who has a more potent arsenal of spells. However, if you chance upon a Bollor, you're probably seeing a Rollob together with it. Rid Rollob first unless you like to be hit by Lightning. Which doesn't end even if the Bollors get annihilated before the Rollobs.

Comments: Think of Bollor as a prism of sorts who enables present Rollobs to cast Lightning (and they can cast it endlessly, with no AP cost at all) besides the normal stuff. Smash Rollob, Rollob, Rollob, (ya know, the one with the Ctulhu shade of skin colour) before you tackle Bollor, who can only cast Sever until its AP runs out, even though it's faster. Not much else, is there? Oh yeah, try making some takoyaki for yourself. Turn the flame on!

Chingol: <!>

HP: 4000
AP: 86
Pwr: 215
Def: 100
Agl: 16
Wis: 8
Magical: 1

Attacks: (Attack), Shadow Walk, Speed
Exp: 2300
Zenny: 380
Stolen Item: Toothpick--5
Dropped Item: Holy Mantle--2

Area: Most areas of Levels 4-1, Imperial Castle

Traits: Pals of Kolpum, Chingol appear along with them in large numbers, but can be aided by Shadows and Star Gazers as well on the upper floors. Take care trying to learn Shadow Walk, as the damage is going to pile on your party. Speed is also cast quite often by Chingol, on both themselves and their Kolpum friends.

Comments: This is the only enemy you can learn Shadow Walk from, if you just couldn't get Bunyan to teach you (actually, the Knight dragon form also has it...). But remove some of those in the contingent first, as they can damage you seriously if you let them boost up. All along, plain enough to defeat using skills like Tiger Fist and attack-all weapons on Ursula, who could definitely do artillery damage with Shadow Walk! Just note that they can take quite a bit of punishment. Try spells if you can afford to.

Cyclops: <!\>

HP: 10000
AP: 100
Pwr: 230
Def: 80
Agl: 75
Wis: 5
Physical: 3
Ranged: 3
Holy: 6
Death: 6

Attacks: (Attack; Lucky Strike), Risky Blow

Exp: 3500

Zenny: 200

Stolen Item: Strength Seed--2

Dropped Item: Giant Club--4

Trigger: ~Afflict with the blind status within the first two
turns~

Attacks: (Attack; Lucky Strike), Blitz

Exp: x1.5

~Start of 3rd turn of battle~

Agl: x2

Attacks: (Attack; Lucky Strike), Spirit Blast

Exp: x0.8

Dropped Item: None

'Cyclops' club broke!'

Area: Mukto; most areas of Sanctum

Traits: Probably the first enemy you bump into on exiting from the Emperor's Tomb, running away is usually preferred to using brute force on this giant. Due to its nature to counter your normal attacks and land hard blows most of the time, you wouldn't want to face the Cyclops while having low HP; after it deserts its weapon, it smacks you with a ton using Spirit Blast, and you get less Exp too. Not worth it, huh? So run while you've got the chance to!

Comments: Its Giant Club is a good weapon for Cray, yet not worth the effort to get, simply because it's much easier elsewhere. Not only do you have to deal 10000 damage within two turns to this monster, but endure counter attacks to most of your attacks; Lucky Strike occurs obscenely often. Blinding it would be a good tactic; its Exp increases, and it switches to using Blitz while it can, which, though deals a lot of damage to your party, also deducts a chunk off Cyclops' HP, which may help you if you've got enough health. Difficult to tackle even at higher levels.

Gecko: <!\>

HP: 4500
AP: 120
Pwr: 230
Def: 120
Agl: 110
Wis: 300
Magical: 1

Attacks: (Attack), Cleave, Shield, Triple Blow, Vitalize
Exp: 3800
Zenny: 20
Stolen Item: Dragon Scale--3
Dropped Item: Ascension--1

Area: Most areas of Levels B1 and B3, Imperial Castle

Traits: These lizardmen are enemies you would fear meeting most later in the game, for they are extremely tough opponents even against high level characters. Appearing most often in groups of three, they might even come in larger numbers along with Fire Wings and Skullen! And with their versatile moves, they are able to put almost anyone in a harrowing fight! Take care if you are trying to learn Triple Blow or Cleave from them, since you're actually looking at trouble in its face, lol :p Interestingly, they have an extremely low zenny reward for beating them, which makes one occasionally wonder if they are warrior monks of some sort.

Comments: To start with, since you know that they boost their Def to high levels with Shield at the start of the battle, it would be quite clear that using brute force to deal with them would be quite a task, so switch to magic instead. Saving your AP would be quite unnecessary later since there's a rest point at both the 1st floor and the B4th level. Beware of using magic combos though if there are Skullen accompanying them; you wouldn't want to eat your own Gigaf flare in the face. Offers a huge chunk of Exp if you can trash them quickly with spells. :)

Kolpum: <!>

HP: 3800
AP: 110
Pwr: 220
Def: 100
Agl: 95
Wis: 58
Magical: 1

Attacks: (Attack), Double Blow
Exp: 2000
Zenny: 450
Stolen Item: Elixer+--2
Dropped Item: Slicer--1

Trigger: *Hit with an Elemental attack* (Attacks; x*)

<Fire element>

Attacks: (Attack), Flame Strike

'Kolpum's sword has been infused with the power of fire!'

<Wind element>

Attacks: (Attack), Wind Strike

'Kolpum's sword has been infused with the power of wind!'

<Water element>

Attacks: (Attack), Frost Strike

'Kolpum's sword has been infused with the power of water!'

<Earth element>

Attacks: (Attack), Searing Sand

'Kolpum's sword has been infused with the power of earth!'

<Holy element>

Attacks: (Attack), Holy Strike

'Kolpum's sword has been infused with a holy power!'

Area: Most areas of Levels 4-1, Imperial Castle

Traits: Kolpums often have Chingol companions, and together they make a rather fearsome cavalry. Kolpums are great if you want to learn all the elemental strikes, including Frost Strike. Making an elemental attack on them gives them the corresponding Strike. Holy Strike seems possible only with another Holy Strike or Aura Smash, so it might be somewhat tricky to learn. When you descend to the lower levels though, try attacking equipped with the Ascension you get. Oh, and Rainstorm works, too. In so far as I know, a Kolpum cannot execute Double Blow once it fuses with an element, so that might be useful info when you have elemental rings.

Comments: Underrated enemies, Kolpums can make short work of you, given the chance along with Chingols attacking. Use Tiger Fist often, and combo it with Shadow Walk on Ursula WITH an affect-all weapon for the flashy effect ;) You might want to use magic combos, though, especially if there are Star Gazers around at times. The Strikes are probably useless this late in the game, though, so you might as well finish them off quickly. Note that Kolpums have a low chance of dropping the Slicer, which is an adequately powerful +1 hit weapon for Ryu and Scias at this point in the game. You'll be lucky to get it.

Rider: <!>

HP: 40000 *Regenerates*
AP: 1000
Pwr: 600
Def: 210
Agl: 130

Wis: 320
Physical: 3
Ranged: 3
Breath: 4
Holy: 6
Mind: 7
Status: 7
Death: 7

Attacks: (Attack), Benediction, Cleave, Disaster, Primus,
Ragnarok

Exp: 10000

Zenny: 10000

Stolen Item: King's Armor--2

Dropped Item: Cursed Sword--6

Area: Summoning Place within sealed area of Mukto

Traits: The final challenge for those who have defeated most of the monsters in the game, the Rider is truly tough to beat. With out-of-league Atk and Wis, the deadly arsenal which the Rider wields can swiftly decimate your characters. However, this would be the only other chance for learning Benediction, which the Rider would cast only when most of your characters are K.O.'ed, minimizing the overall learning chance. The slim chance of stealing the King's Armor makes facing this enemy unpleasant, but beating this knight would earn you a Cursed Sword everytime, as well as 10000 Exp and Zenny to boot. And if you succeed in getting a King's Armor too, congrats.

Comments: Pitting your characters against this enemy would truly make your fiercest battle yet. Each turn against the Rider would almost definitely mean a dead character or a dying front rank, which makes it obvious that you need defensive skills other than killer moves to take out the Rider. The following strategy usually worked for me:

Ryu's Skills: Super Combo, Focus, Last Resort

Nina's Skills: Concentrate, Resist

Cray's Skills: Risky Blow, Spirit Blast

Ershin's Skills: Coward's Way, Faerie Breath

Scias' Skills: War Shout, Counter

Ursula's Skills: Shadow Walk, Reversal, Timed Blow

1st turn

- 1)Meditate Ryu into a dragon form; I recommend Weyr for this, but Kaiser or even Knight are good enough too.
- 2)Cast Resist with Nina; she's fast.
- 3)Cast Shield with Cray, or a spell on Ryu, and hope everything connects; Kaiser's hefty HP takes care in case of a backfire. :) Weyr should fare fine. If Cray is just too slow, try a useful spell targeting Ryu, like Barrier if you've got Resist on someone else.

2nd turn

- 1)Cast Resist with Nina; combo, combo, combo!
- 2)Cast Last Resort with Ryu and hope the SHIELD effect triggers; the defense rating of Kaiser really helps in this, but is really costly AP-wise.

- 3) Try either War Shout with Scias, or another bout of Shield to make a combo; the SHIELD effect is rather essential for Ryu, so just use anything to make it work.

3rd turn

- 1) Hope Ryu's Atk is at 999, or just make do with it. Cast Resist with Nina.
- 2) Combo it with Counter on Scias; the SHIELD effect doesn't really matter.
- 3) Combo it with Focus on Ryu; it HAS to combo or the whole thing's off! :O Notice something now?

4th turn

- 1) If Ryu is alive and floating so far, then proceed by equipping Ursula with the best +1 hit weapon you have, a.k.a. Repeater, then blast away with Shadow Walk.
- 2) Next, combo further using Shining Blade on Scias with the best +1 hit weapon you have; can we say "Render"?
- 3) To finish off the rider, horse and all, equip the most powerful +1 hit weapon on Ryu, preferably the Slayer or Slicer, but NOT the Royal Sword... the Holy properties of this blade greatly reduces what damage you might have done instead. The Cursed Sword is the BEST if Ryu is still bursting with life energy, that is, if you already have it. You might try using Triple Blow if you're not that familiar with using Super Combo, and Tiger Fist nicks for than some HP enough too.

The crucial point rests on this move; you should have practiced with Super Combo by now and can get nine hits in easily with calm fortitude. Unleash the best Super Combo you ever could; slow but sure, counts. Foiling your beat now only wastes your entire effort. With quite a bit of damage already to set off, even seven hits might do the trick! To disappoint readers, if your first few hits of Super Combo don't get in at least ~4500 damage each, you should level up further either your Stats or your button-tapping skill and instincts (maybe both), or *sadly* turn to another strategy. Or if you've got your confidence in Tiger Fist, it would probably work out fine with much less hassle too than with Super Combo. Which isn't all that great if you don't know how to use it.

Congrats if you've just received your first Cursed Sword! The main essence of this strategy is to utilise the combo system to the fullest with Resist and Super Combo; if you find difficulty comboing, get some Harmonic Rings even though they're dang costly. Overall, comboing is the key, so feel free to use whatever tactics suit your party best; flexibility brings about surprising results. For a tip, you might try placing Ershin in front with Stand Out and Soul Gems as bait for the Rider's devastating attack while you power up your other characters, during which Faerie Breath could come in handy for most situations. Skills like Counter are chosen for their category, and can be replaced suitably with other skills of the same category needed for the combo, like Supplication or even Charm and Monopolize, which all share in common the 'Level Up' category to be used for boosting Focus.

Shadow: <!\>

HP: 1500
AP: 90
Pwr: 170
Def: 105
Agl: 90
Wis: 100
Magical: 1
Status: 5
Death: 7

Attacks: (Attack), Disembowel, Target
Exp: 1500
Zenny: 400
Stolen Item: Dodge Seed--2
Dropped Item: Hidden Dagger--2

Area: Exterior areas of Sanctum; Soma; most areas in Chedo;
Level 4-3, Imperial Castle

Traits: This dreaded assassin has two skills which you might want to learn, especially Disembowel if you don't have it yet. Often an assistance force in battle, Shadows can become as annoying as their namesake as they can parry lots of melee attacks, and get in a Disembowel now and then. Along with any allies they might have, your party might face a chancy threat of extermination, unless you throw in the best magic combos you can perform first.

Comments: You might prefer to learn Disembowel from Kryrik instead rather than have a Disembowel attempted on you. Try to avoid Shadows while in Chedo prior to facing A-tur; you wouldn't want to face one of the toughest bosses in the game with a dying party. Later on though, Shadows are easy to defeat with magic for the Exp they give, so go for them if you have the AP to spare.

Star Gazer: <!\> StarGazr

HP: 5500
AP: 30
Pwr: 190
Def: 85
Agl: 75
Wis: 200
Magical: 1
Death: 4

Attacks: Concentrate, Recall
Exp: 2200
Zenny: 800
Stolen Item: Wisdom Seed--2
Dropped Item: Shaman's Ring--1

Trigger: ~When AP is low~
Attacks: Chakra

Area: Most areas of Levels 4-3 and B1, Imperial Castle

Traits: Star Gazers are the magical adepts of the game, and only have two moves to boot: the magic-boosting Concentrate and the gambit Recall. They seem to always cast Concentrate during their first turn, so you don't have to fear that if you can finish them before they cast Recall, which can summon up spells ranging from Rock Blast to Typhoon! Freaky! The battle gets monotonous as they frequently alternate between Concentrate and Recall only. Not that Recall keeps being the same. If their AP actually runs low, they'll try to spring back once with Chakra, which keeps them running for quite a bit longer.

Comments: Not much of a threat, Star Gazers are able to make themselves a perfect nuisance due to their hefty HP. Interestingly, these sorcerers are vulnerable to magic, so cast whatever magic combos you can, but watch out if there are Kolpums around. The Shaman's Ring doesn't get dropped all that often, so you would do better to buy it from an established Item shop in the faerie village. The spells that get randomly summoned with Recall might be learnable on certain occasions, but it's truly totally random.

*Credits: Special thanks to Vincent Nguyen for pointing out the Chakra move Star Gazers use when they run low on AP. Yeah, my credits are given overdue in the extreme.

Titan: <!>

HP: 12000
AP: 100
Pwr: 320
Def: 120
Agl: 100
Wis: 50
Physical: 4
Ranged: 4
Magical: 4
Breath: 4
Holy: 6
Status: 4
Death: 7

Attacks: (Attack), Knock Out, Lightning
Exp: 4500
Zenny: 1000
Stolen Item: Strength Seed--3
Dropped Item: Earthbreaker--2

Trigger: ~Afflict with the blind status while magical ability
is strong~
Attacks: (Attack), Target
Exp: x1.5

~Presence of Shade allies at start of battle~

Exp: x2

~Absence of Shade allies~

Def: x1.25

Agl: x2

Physical: 2

Ranged: 2

Magical: 2

Breath: 2

Attacks: (Attack), Jolt, Spirit Blast

Exp: x0.5

Stolen Item: ... --6

Dropped Item: None

'Titan's magical ability weakens!'

Area: Most areas from Levels B4-B6, Imperial Castle

Traits: Similar to the Horseman and Karon, the Titan also needs Shades around to maintain its 'magical ability'. However, the Titan always appears with Shades, so don't worry about the Exp part. Keeping at least one of those pesky Shades around would be worthwhile for netting >9000 Exp. The Titan is resistant to a great many things though, besides having an outrageous Atk and Def, and an extremely high counter rate. Eliminating its companions first would make him easier to battle with a weaker Def and lower counter rate, but you stand to lose not only that 4500 Exp, but also the chance of getting an Earthbreaker, an excellent weapon for Cray which can also be used to cast Stone Pillar for free!

Comments: A hardened piece of meat, Titan not only resembles a Cyclops, but a mutated Smurf as well... :) You can get to learn Knockout, Spirit Blast, and even Target from it, but it more than hurts to learn from a maniacal enemy. Even when weakened, Titan's Atk still enables it to deal more than 600 damage with Spirit Blast, so beware! Use Shining Blade and Shadow Walk to inflict lots of damage quickly, and you might want to use Spirit Blast too. Mudslide is undependable as it might hit a Shade instead. Defeat Titan after using Charm to have a better chance of receiving Earthbreaker. And don't forget to try blinding it for much more Exp!

Troop:

HP: 500
AP: 100
Pwr: 58
Def: 45
Agl: 200
Wis: 10

Attacks: None
Exp: 200
Zenny: 100

Stolen Item: Healing Herb--4

Dropped Item: Glass Domino--2

Trigger: ~Hit 'em awake!~
Just a message; he'll try to escape, though
'Huh!? I...I'll return to my post!'

Area: Throughout the castle of Ludia

Traits: Escapes when awake... escapes when awakened. The difference lies in the natural or verrry manual way of removing the Sleep status. Which means pain!

Comments: This fella is in here 'cause he's plain odd. He just reminds me of those typical security guards in lots of shows. A tribute to them for the abuse we dish out mercilessly!

Warder: <!>

HP: 600
AP: 300
Pwr: 200
Def: 230
Agl: 15
Wis: 130
Physical: 5
Ranged: 5
Magical 0
Fire: 6
Wind: 6
Water: 6
Earth: 6
Holy: 4
Mind: 7
Status: 7
Death: 7

Attacks: Concentrate, Cyclone, Depress, Fireblast, Iceblast,
Stone Pillar

Exp: 3000

Zenny: 400

Stolen Item: Angel's Vest--1

Dropped Item: Spirit Ring--1

Trigger: *The start of every turn*
Fire: 6
Wind: 6
Water: 6
Earth: 6
'Warder erects a barrier around itself!'
'Warder refreshed its barrier!'

Fire / Wind / Water / Earth attacks
Lowers own elemental resistance to 2, but raises all
the above others back to 6
'The Warder's barrier has weakened!'

Area: Main lobby of Level B1, Imperial Castle

Traits: Superior to the Star Gazer in terms of magical powers, the Warder has a really low HP count, which doesn't work too much in its disfavour. The magical barrier it raises and refreshes each turn lets it ignore damage from fire, wind, water and earth element attacks once each per turn, and while you work at destroying its barrier, it can use Depress to greatly reduce the amount of AP you have, disabling your AP for any spells you might want to use! Truly a master of magic!

Comments: Warders can prove to be an annoyance since they appear rarely, but when they do they usually come with some Star Gazers, or in pairs. Having extremely high Def also works on their side too. So watch out for your characters while attempting to steal that nifty Angel's Vest, and finish off the Warder with the non-elemental Ebonfire! :) The Spirit Ring, which is one of the most valuable baubles you can dream of, is also dropped only by the Warder, so don't get disheartened after some tries; it's easier than getting the Goo King Sword! If you've got spare resources, try a Difficulty 5 Search with a faerie explorer.

Insects

Bee Troop: <!>

HP: 800
AP: 34
Pwr: 38
Def: 30
Agl: 20
Wis: 15
Physical: 4
Ranged: 4
Fire: 0

Attacks: (Attack), Wild Swing
Exp: 120
Zenny: 100
Stolen Item: Healing Herb--3
Dropped Item: Bronze Shield--7

Trigger: ~Repeated physical attacks~
Physical: 2
Ranged: 2
Attacks: (Attack), Risky Blow
Stolen Item: ...--7
Dropped Item: None
Shield loss

Area: Kasq Woods

Traits: A new feature of enemies introduced when you enter the Kasq

Woods, the shield Bee Troops sport are able to deflect lots of damage they would have received other wise. Use Fire combos, and Firewind to quickly defeat lots of them. The Bronze Shield is what gets destroyed if you use lots of melee attacks.

Comments: Melee attacks are crappy up against them until their shield gets shattered. But you might want to do just that try learning Risky Blow from them, and not to forget Wild Swing which can also be a potentially fatal blow. Not too difficult to defeat with spells or a Flame Sword in hand.

Fire Ant: <!>

HP: 2000
AP: 50
Pwr: 105
Def: 70
Agl: 75
Wis: 15
Magical: 1
Fire: 4
Water: 0

Attacks: (Attack), Fireblast, Flame Strike
Exp: 840
Zenny: 430
Stolen Item: Fire Seed--3
Dropped Item: Buckler--3

Trigger: ~Repeated physical attacks~
Attacks: (Attack), Risky Blow
Stolen Item: ...--4
Dropped Item: None
Shield loss

Area: Jungle

Traits: Most bugs fear the fiery element, so it's a small wonder that they're using Fire to fry you. The shield they hold also reduces damage from melee attacks, so I think the use of Flame Strike should be avoided.

Comments: Beware of Douse-Fireblast combos when Tar Babies gather around. But you should be able to rid yourself of these ants quickly with an Ice Blast each, or Blizzard for an army of them. Not much of a threat unless you make them so, or until you run out of AP.

Gold Fly: <!>

HP: 1100
AP: 20
Pwr: 185

Def: 40
Agl: 100
Wis: 40
Ranged: 1

Attacks: (Attack), Chlorine, Snap
Exp: 400
Zenny: 1200
Stolen Item: Strike Seed--3
Dropped Item: Antidote--6

Area: Most areas within the Imperial Headquarters in Astana (after hex incident); ? area between Ocean Spot 3 and Highway

Traits: Odd to believe that pesky flies can actually be valuable, but these ones happen to carry a hoard of Zenny with them. If you have the AP to spare, Cyclone should be able to take any number of them out, otherwise, maybe using Flamethrower or Ursula's attack-all guns will do, although they can dodge most melee attacks you throw at them.

Comments: If you meet them along with Salt Claws, etc, Cyclone is a good choice for effective offense. Otherwise, you probably don't want to waste AP on them, for they are not so much of a threat than a nuisance. Cheap Rock Blast is useless as a attack-all spell, though.

Machines

????:

(Versions 2, 3, and 5)

HP: 1
AP: 0
Pwr: 1
Def: 1
Agl: 1
Wis: 999
Fire: 1
Earth: 1
Mind: 7
Status: 7
Death: 7

Attacks: None
Exp: 2
Zenny: 1 (Version 2) / 10 (Version 3) / 1000 (Version 5)
Stolen Item: None (Versions 2, 3) / Iron Scraps--7 (Version 5)
Dropped Item: None (Versions 2, 3) / Aurum--7 (Version 5)

Area: Event battle in Kyria (Versions 2, 3) / Boss battle against Glebe (Version 5)

Traits: You meet versions 1, 2, and 3 in Kyria's pseudo-battle, and when up against Glebe with its 'Summon Minion' move, versions

4 and 5. Dismantle for a meagre reward. Look under the 'Demons' section for versions 1 and 4. Note: Version 2 will try escaping after sometime along with version 4, while version 3 guards to the end.

Comments: It's just here for fun!

Battle Suit: <!>

HP: 3500
AP: 65
Pwr: 162
Def: 120
Agl: 35
Wis: 40
Magical: 1
Status: 7
Death: 7

Attacks: (Attack), Focus, Rock Blast, Wild Swing
Exp: 1800
Zenny: 280
Stolen Item: Stunner--2
Dropped Item: Gideon's Garb--2

Trigger: ~Repeated melee attacks~
Dropped Item: None
Shield loss
'Battle Suit's body has cracked!'

Area: Most areas within the Imperial Headquarters in Astana (after hex incident)

Traits: Tends to start the battle by casting Focus, then attacks with Wild Swing. May perform normal attacks from time to time, as well as cast Focus at intervals. Just use magic combos to easily defeat it, especially if you hope to get the Gideon's Garb from it, as physical attacks not only get partially shielded, but breaks the Gideon's Garb after ~11 hits. Occasionally would cast Rock Blast.

Comments: Cast Charm on it if you want to try getting the Gideon's Garb; magic combos would work best for that. Stealing the Stunner is also recommended even though you would probably have a much better weapon for Ursula at this point. Just thrash this piece of scrap metal with magic and get on your way.

Bot: <!>

HP: 1100
AP: 26
Pwr: 81
Def: 52

Agl: 25
Wis: 15
Physical: 3
Water: 1
Earth: 5
Status: 6
Death: 7

Attacks: (Attack), Flare
Exp: 330
Zenny: 0
Stolen Item: Multi Gun--2
Dropped Item: Aurum--2

Trigger: *Water element damage*
Gets afflicted with Confused status
'Bot shorts out!'

Water-mixed element damage
Attacks: Sacrifice
Exp: x2
Stolen Item: Bent Screw--6
Dropped Item: ...--5
Disabled temporarily
'Bot's body bursts open!'

Start of 3rd turn after form changes
Attacks: (Attack), Flare
Stolen Item: Multi Gun--2
Dropped Item: ...--2
Regains control
'Bot has recovered.'

Area: Most areas of Sinchon

Traits: One of the weakest enemies in the game, the Bot has obtained a place here due to its vulnerability to water. Water confuses it, while any water-mixed element spell causes its body to burst open, rendering it in a Stun position and doubling its Exp. Oh yes, and they can appear in large numbers in many battles, so read on to get the flow of the story.

Comments: This was obtained in bits and pieces from around the Gamefaqs BoF 4 message board, and I don't remember who put it up first, but here it is. Wish the board could regain its former incarnation of the knowledge salvage yard.

Since you know what Bots are biased against, get the necessary stuff before you get into an encounter with ~3 or more (better) Bots. You can get the Maelstrom, or even Panzer from the smith at Mt. Glom by 'splicing' a Rusty Pipe with an Old Tire and any other raw material. Stand Out is learned automatically after Chapter 2; you need the Electrum Ball before Marlok agrees to teach you Monopolize, so run around a bit exchanging treasure first.

Ershin: Stand Out, Counter, with Maelstrom
Character to level up: Monopolize

Nina: Vitalize, Concentrate
Scias: Vitalize (optional)
Plus: Lots of Aurum

1st turn

- 1) Equip the Maelstrom on Ershin and cast Stand Out with it
- 2) Use Concentrate on Nina
- 3) Guard with Scias

2nd turn

Cast Counter with Ershin, and guard with the rest of the characters

3rd, 4th turn

The Bots should have burst by now, so guard with Nina or place her at the back rank, and heal your characters in the mean time as necessary.

5th turn

- 1) Cast Vitalize with Nina on the *BOTS*, so that the damage from Maelstrom is easily nullified
- 2) Counter with Ershin
- 3) And Guard with Scias

Turns thereafter

Repeat the steps as necessary until all the Bots have 65535 Exp, switching your characters to the back rank to recover AP, or use Rest and Snooze if you have them. Right after they reach the level of Exp you want, cast Monopolize and watch that character gain insane amounts of Exp for this battle! I recommend leveling up Nina first, as you can skip using Concentrate afterwards; Ershin should be the last to go, since if it gets too powerful, the Bots get killed off directly from Maelstrom. Because of that, I prefer the Maelstrom as the Bots take less damage from the earth element part, whereas Panzer deals much more damage. The whole battle should take quite long, but that's leveling up for you. :) When you've had enough, just use an Aurum to switch Monopolize to another character. It's more than worth it. Sources of Aurum would be the numerous Manillo traders around the world and an Aurum shop in the Faerie colony.

Chopam:

HP: 10000
AP: 30
Pwr: 250
Def: 10
Agl: 100
Wis: 50
Physical: 7
Ranged: 7
Magical: 7
Breath: 7
Fire: 6
Wind: 6
Water: 6

Earth: 6
Holy: 6
Mind: 7
Status: 7
Death: 7

Attacks: Inferno
Exp: 4000
Zenny: 500
Stolen Item: Mass Driver--1
Dropped Item: Chopam Plate--6

Trigger: ~Beginning of first turn~
'Defensive screen activated.'

~Beginning of second turn~
Attacks: Gigaflare
'Defensive screen activated.'

~Beginning of third turn~
Physical: 4
Ranged: 4
Magical: 1
Breath: 2
Fire: 2
Wind: 2
Water: 2
Earth: 2
Attacks: None
'Defensive screen disabled.'

~Beginning of fourth turn~
Agl: 999
Physical: 4
Ranged: 4
Magical: 1
Breath: 2
Fire: 2
Wind: 2
Water: 2
Earth: 2
Attacks: None
Escapes
'Initiating retreat.'

Area: Anywhere within the Emperor's Tomb

Traits: For first two turns of any battle, raises a defensive screen which renders all attacks targeting it ineffective. Casts Inferno for starters, Gigaflare in the second turn, drops its defensive screen in the third turn, during which it does not perform any action, and initiates retreat in the fourth turn, which is the last chance for it to be defeated before it escapes.

Comments: Against this enemy, it would be best to equip your strongest character with a Ring of Fire. Fire Seeds and such would help on the others. Get Magma Armor if you can later. Essentially, your aim would be to get the Mass

Driver, the strongest weapon for Ershin out of Chopam, either through Pilfering, Stealing or even Filching! Chopam Plate would be easily dropped if you cast Charm on this mini-red giant and defeat it. With Inferno and Gigaflare suppressed by your equipment, the main task would be to smelt Chopam down in the third and fourth turns before it escapes after its sanctuary crumbles, preferably done with magic; due to its weakness, the required 10000 damage can actually be easily dished out with magic combos. Concentrate on getting it's Tepanyaki Plate first, then devote your time to getting that elusive Mass Driver if you want it, though I would much prefer the Power Glove ;) For effect, try Inferno, Flame Pillar, or Hwajeh!

Death Bot: <!>

HP: 3000
AP: 300
Pwr: 160
Def: 100
Agl: 100
Wis: 45
Magical: 1
Wind: 5
Water: 5
Earth: 4
Status: 7
Death: 7

Attacks: (Attack), Barrier, Might, Protect, Spirit Blast
Exp: 1800
Zenny: 350
Stolen Item: Aurum--3
Dropped Item: Repeater--1

Trigger: ~Hit with any mixed element spell~
Pwr: x2
Def: x2
Exp: x1.5
'Death Bot became even stronger!'

Area: Anywhere within the Emperor's Tomb

Traits: Casts a barricade of supportive spells when battle starts, which is usually Protect first before the other spells. With an ample boost from them, they can really pose a hard obstacle to tackle!

Comments: If you can take care of the Lizardmen in earlier battles with ease, these mechanical soldiers shouldn't be a great problem. Try to defeat them quickly with magic before they get too powerful, and use mixed element spells to quickly do the trick. Earth-Fire spells should fare better at dealing more damage.

Guardian: <!>

HP: 2500
AP: 30
Pwr: 165
Def: 100
Agl: 80
Wis: 10
Water: 0
Status: 7
Death: 7

Attacks: (Attack), Double Blow, Triple Blow
Exp: 1600
Zenny: 450
Stolen Item: Iron Scraps--6
Dropped Item: Repeater--1

Trigger: ~Hit with a Wind-Water, or Water-Earth mixed element
spell~
Exp: x1.5
Shield loss
'Guardian's armor has been weakened!'

OR

~Hit with repeated melee attacks~
Shield loss
'Guardian's armor has been weakened!'

Area: Anywhere within the Emperor's Tomb

Traits: The description isn't much (what the heck IS 1-2-3?) to work on, but it does reveal a slight pattern to the Guardian's attacks. For the first three turns it gets to hit your party with, it uses first a regular attack, then Double Blow, which in turn is succeeded by a Triple Blow. After that, it mostly seems random, but you should be able to deal with that if you heal conscientiously.

Comments: Really easy to defeat for the Exp it gives, try to learn the two skills it uses if you don't have them; with them in your arsenal, you can easily chuck them off with a couple of melee attacks after making the sparks fly with their circuits.

Plants

Lampkin & Poppy)-> Lampkin: <!>

HP: 3300
AP: 100
Pwr: 220
Def: 100
Agl: 999
Wis: 50

Attacks: (Attack), Giant Growth
Exp: 1400
Zenny: 300
Stolen Item: Vigor Seed--3
Dropped Item: Wisdom Seed--2

Trigger: ~Use a Croc Tear on it~
Attacks: Palliate
'Thank you!'

Lampkin & Poppy)-> Poppy: <!>

HP: 3300
AP: 100
Pwr: 220
Def: 120
Agl: 999
Wis: 50

Attacks: (Attack), Giant Growth
Exp: 1600
Zenny: 300
Stolen Item: Vigor Seed--3
Dropped Item: Wisdom Seed--2

Trigger: ~Use a Croc Tear on it~
Attacks: Curse
'Thank you!'

Area: ? area between Ocean Spot 3 and Highway; Buildings in the mid-section of Chedo (only Lampkin)

Traits: These odd plants show up as a chance to learn some powerful skills from them, namely Palliate and Curse. Lampkin repays your gift of recovery with Palliate, while Poppy tries to hit you with a Curse instead (jerk); however, it would do you good to have both in the backpack, especially Palliate for use in a healing combo with Vitalize in boss battles. Occasionally, the both of them would appear together in the ? spot; if that happens, try reviving Poppy prior to Lampkin, so that Palliate might happen to heal any victim of the Curse skill. Some points of note: they're both extremely fast, and will probably get in their turn before you do, so watch out for repeated Giant Growth attacks! However, they do start all of their battles afflicted with the sleep, mute and poison status ailments, so clip them before they wake up.

Comments: The Curse skill is risky to learn, but most of the enemies in the same area with Poppy can't pose much of a threat, plus you can simply heal by leaving the ? spot. Within Chedo, if your characters are running out of HP (unlucky Disembowel hit?), you can get a chance to recover most of your HP with Lampkin's help, by default or manually. And I think Palliate would be a real life-saver for your party when up against A-tur. Better learn it before Lampkin escapes after casting its spell! Remember to cure its mute status before that, though.

Morph:

HP: 2800
AP: 100
Pwr: 140
Def: 75
Agl: 50
Wis: 100
Mind: 7
Status: 7
Death: 7

Attacks: (Attack), Flare
Exp: 680
Zenny: 600
Stolen Item: None
Dropped Item: Scorched Rice--5

Trigger: *Hit with Fire, Wind, Water, or Earth element attack*
<Fire>
Stolen Item: Burnt Plug--6

<Wind>
Stolen Item: Dirty Filter--6

<Water>
Stolen Item: Rusty Pipe--6

<Earth>
Stolen Item: Old Tire--6

Area: Outside area of Tomb

Traits: Morphs look threatening, but couldn't be easier to defeat.
(thought it was another Trean-type?) What makes them interesting is their ability to create spare parts for making armor (for Ershin only, though), and you can do it repeatedly by stealing off the item, dealing elemental damage again, and healing the injured Morph when necessary. Sort of a spare part generator, and you might want to use elemental weapons and spell-casting weapons for reaping in the spare parts.

Comments: None, really, except for its slight usefulness. Not difficult to dispose of too.

Trean & Trunked)-> Trean:

HP: 60000 *Regenerates*
AP: 1000
Pwr: 500
Def: 100
Agl: 999
Wis: 10
Holy: 6
Mind: 0
Status: 0

Death: 7
Attacks: None
Exp: 8000
Zenny: 1000
Stolen Item: Berries--5
Dropped Item: Nunchaku--4

Trigger: *Every turn after the first one*
Exp: x0.8
Status recovery
'Trean has been refreshed!'

Trean & Trunked)-> Trunked:

HP: 30000 *Regenerates*
AP: 10
Pwr: 100
Def: 50
Agl: 800
Wis: 2
Holy: 6
Mind: 0
Status: 0
Death: 7

Attacks: None
Exp: 5000
Zenny: 1000
Stolen Item: Berries--5
Dropped Item: Ivory Dice--3

Trigger: *Every turn after the first one*
Exp: x0.8
Status recovery
'Trunked has been refreshed!'

Area: Extreme ? area north of Chek

Traits: Along with Trunked hordes, Treans are the only other enemies which appear in the area, and always in groups of six. Meant for practicing combos on, both enemies have an amount of HP rivaling to that of bosses like Tyrant's and Astral's, PLUS they are able to regenerate! Furthermore, they recover from any status ailments you might have inflicted at the start of the next turn, so using Catastrophe doesn't help much. Note too that their Exp actually depreciates each round, so you have to defeat them quickly if you're looking for Exp. It does stop dropping at a certain value, which is still more or less half of what was there. Counters regular attacks often.

Odd, that, though they have a strong Atk, they don't take the offensive stand (luckily), and would Escape whenever you defeat one of their ranks, or drag the battle on for about nine turns. They are also extremely fast for rooted trees, so you can actually combo your moves easier without Haste.

Comments: The challenge would be to actually defeat all six of these trees when you have chopped down one of them, and this task

is possible!

Ryu's Skills: Super Combo, Tiger Fist, Focus,
Last Resort

" Master: Bunyan

Nina's Skills: Concentrate

Cray's Skills: None

Ershin's Skills: None

Scias's Skills: Cleave, War Shout, Counter

Ursula's Skills: Shadow Walk, Megaphone, Reversal

" Master: Bunyan

1st turn

- 1)Meditate Ryu into the dragon form with the highest Atk, which should be the Weyr or Kaiser; this is for raising his Atk, so skip it if you have yours at 999 after Last Resort, which would be what you could do instead and skip this part
- 2)Perform Megaphone with Ursula
- 3)Follow up with War Shout on Scias; it should be great enough boost, or use Might with Cray instead on Ryu

2nd turn

- 1)Use Last Resort on Ryu
- 2, 3)You can use Megaphone to decrease the Def of the Treans, or boost your characters' Atk, which I prefer to do by this point of time into the game

3rd turn

- 1)You need to combo all this: Counter on Scias,
- 2)Followed by Concentrate on Nina,
- 3)Then Focus on Ryu!

4th turn

'Chopping a Trean': For those who are less ambitious... try a Trunked instead!

- 1)Shining Blade with the best +1 hit weapon you have for Scias on your target Trean
- 2)Then hit the tree again with Shadow Walk from Ursula with similar requirements. You might reverse the order of performing these firsttwo actions
- 3)Finally, de-root the unfortunate Trean with Super Combo from Ryu which you should squeeze in at least eight hits for. Equip him with the best weapon you have, which would be the Cursed Sword IF you have it. (more HP evidently helps here) But don't try the Royal Sword. The other trees should be fleeing by the next turn.

OR

'To fell a forest': Only if you're Cursed powerful!

- 1)Either Cleave or Shining Blade from Scias; it doesn't matter much, except that the whole thing combo
- 2)Equip the Culverin, or the best attack-all weapon you have on Ursula and watch her blast away with Shadow Walk! Astounding accuracy and damage! :)
- 3)You should have guessed by now what's coming ... Stare away when you see the damage Tiger Fist does with Cursed Sword equipped on Ryu. The entire forest should be gone

before your eyes, leaves, trunks, roots and all.
Congratulations! You've just made a great achievement by
committing a serious environmental crime: mass
deforestation! lol :p But I like nature.

EVEN

'From hacking to slashing to slicing through mutated
cellulose'

: This takes most of what you've got at ~Level 50, and test
something like this on the Trunked group first

1st turn

Before battling, have Scias and Ursula on 1 HP each, so
that Scias performs Rakhasa and Reversal gets charged to
its max potential. Charge up Ryu on the first turn with
Last Resort or a Celeron combo, which ever the better, or
whatever you want to use. Actually, you might want to
change some other things instead, like giving Tiger Fist
to Scias, or having Focus on either Scias or Ursula, then
alter what you need to do.

2nd turn

- 1) Perform Shining Blade with the best weapon for Scias;
this assures you of at least one kill
- 2) Reversal should combo with an attack-all weapon on
Ursula, and the damage should start to rack up
- 3) As before, the killing blow depends on Ryu again.
Depending on your Stats, equip either your most
powerful +1 hit weapon or Cursed Sword, and slice away
with Tiger Fist.

Seriously, you should have gotten a Nunchaku from all
this, or you're really missing something besides the
Exp... :(Again, adjust what you do to suit your own game
once you get the gist. But, if you're able to defeat all
of them in one fell swoop, I think the Trunked would be
better in the long run Exp-wise. Plus, there ARE flaws to
the Nunchaku.

Event Battles

Kham:

HP: 15000
AP: 1000
Pwr: 360
Def: 230
Agl: 200
Wis: 220
Fire: 7
Water: 1
Mind: 7
Status: 7
Death: 7

Attacks: (Attack), Flaming Fist, Mystic Fire

Exp: 16000
Zenny: 0
Stolen Item: None
Dropped Item: Ambrosia--7

Event: Encounter Yohm in the ? spot located to the left of Tomb on the overworld, after leaving it as Fou-lu

Traits: Likes to use Flaming Fist, although it usually misses. Mystic Fire is less of a threat after you do some good damage. No real reason to lose this sort of a battle.

Comments: *NOTE* This is an EXTREMELY powerful boss!!!
NOTE 2 You DO know who you're using, right?

Ahhh, the strength of a Level 60+ character, and the most powerful one at that too... Well, for a swift edge, start off by becoming Astral and using Eraser for a bit, which you may continue using; switch to Frost Strike if you prefer, or your HP somehow gets too low. Shouldn't take long unless you want to play / fool around here, which could turn out an unexpected fate for the player... 'Game Over'. Don't forget that when playing Fou-lu scenarios: a one-man army is still going solo with no one to revive him when he falls. The no-brainer way for all Fou-lu boss battles is to use Eraser until the opposition gets conveniently rubbed out. But ain't that wasting the fun!?

Joh:

HP: 1200
AP: 30
Pwr: 25
Def: 13
Agl: 13
Wis: 10
Fire: 1
Wind: 1
Earth: 5
Mind: 7
Status: 7
Death: 7

Attacks: (Attack), Burn, Flail
Exp: 100
Zenny: 0
Stolen Item: None
Dropped Item: Aurum--7

Trigger: *1 out of every 3 turns; starting on 4th turn*
Disabled temporarily
'Joh is thinking of what to do next...'

Event: First encounter with Captain Rasso when he shows up in the inn of Sarai

Traits: An animated pile of metal that should be easy to beat, even

with only one character fighting. Joh's not that great, and a few Sever spells should take it out in an instant. A bit dangerous should you run out of AP.

Comments: Back to your own main party... weak, mortal, and mundane. Well, not really so, but this boss fight and the last boss fight shows just how disparate your main party and that one-man army is in prowess. Errgg ehmm, right, this is also one fight you're not quite meant to lose, since your opponent actually sits there for you to catch up. Flail might seem to be hard hitting, but Nina dodges most of them easily enough. Finally, you can even learn Burn straight off it and toss it back. You should win, at least if you want to. Rest will be useful on Nina should you actually run low on your HP or AP.

Skullfish (Skulfish):

HP: 2400
AP: 350
Pwr: 32
Def: 18
Agl: 13
Wis: 30
Fire: 1
Earth: 5
Holy: 1
Mind: 7
Status: 7
Death: 7

Attacks: (Attack), Confuse, Drain, Venom Breath
Exp: 429
Zenny: 291
Stolen Item: Antidote--7
Dropped Item: Fish-head--7

Event: Near the end of when your main party is passing through the hexed part of Chamba

Traits: Likes to start off with Venom Breath, then mixes its attacks with Confuse, but still casting Venom Breath from time to time. Generally, Confuse is what you have to get rid of quickly, like using Nina (or your weakest physical attacker) to attack the poor dolt.

Comments: Heal whenever someone falls below 1/3 of their max HP; guard with that person if you want to as a precaution. Toss plenty of fire spell combos at your rotting foe, like Burn-Hwa-Sever. If you think it's worth it, casting healing spells on this hex creature will actually hurt it, but you should have better uses for Nina unless she doesn't have the Burn skill. This battle shouldn't be hard too; note, that Skullfish is immune to status ailments and the like, so Blind and Chlorine are essentially normal attacks at best. If your party is actually already too weak when you're at the pulley puzzle part, DON'T complete the puzzle yet! Going back to Chamba to rest up is advised, and you'll

probably be stronger on the next pass. If you're stuck after that part, though, you'll have to make do with any items you've picked up, or expend a bit of Nina's AP to heal up for this battle.

????:

(Version 1)

Type: Demon
HP: 300
AP: 100
Pwr: 46
Def: 15
Agl: 16
Wis: 50
Magical: 7
Fire: 6
Wind: 6
Water: 6
Earth: 6
Mind: 7
Status: 7
Death: 7

Attacks: (Attack)
Exp: 96
Zenny: 0
Stolen Item: None
Dropped Item: Ice Punch--7

(Versions 2 and 3)

Type: Machine
HP: 1
AP: 0
Pwr: 1
Def: 1
Agl: 1
Wis: 999
Fire: 1
Earth: 1
Mind: 7
Status: 7
Death: 7

Attacks: None
Exp: 2
Zenny: 1 (Version 2) / 10 (Version 3)
Stolen Item: None
Dropped Item: None

Event: Inspect the 'treasure chest' at the back of the first row of houses from the entrance of Kyria

Traits: The odd chest out of the three, Version 1's smack dab in the middle. It can bite your fingers and escape. Version 3 will dumbly guard to the end, but Version 2 will wisen up and escape too after sometime. There's Versions 4 and 5 too, but look near Glebe's section for them.

Comments: It's just here for fun!

Bee Troop: <!>

Event: Nose around the kennel beside the mayor's house in Kyria.
Ignored the warning huh? Well, look sharp!

Comments: See the normal section for them, since they're not exactly unique, but this is an early opportunity for you to get to learn Wild Swing as well as Risky Blow. There's only one of them in Kyria, though, so hit sparingly. Unless you're hitting the dirt, that is!

Maman:

HP: 3600
AP: 50
Pwr: 42
Def: 25
Agl: 20
Wis: 10
Fire: 1
Mind: 4
Status: 4
Death: 7

Attacks: (Attack), Body Press, Rock Blast
Exp: 1500
Zenny: 450
Stolen Item: Apple--7
Dropped Item: Flame Punch--7

Trigger: *Use an Apple on it*
Disabled temporarily
'Maman is distracted by the Apple!'

Start of next turn after distracted by Apple
Regains control
'Maman has finished eating the Apple!'

Event: Encounter in a hidden part of the Woods located near Kyria

Traits: Using Rock Blast and Body Press infrequently, it usually tries to take you out with its moderately strong attacks.

Comments: Up till here, the game's still pitting you against bosses which can be easily defeated so long as you use the correct acumen. However, Maman can be taken out even if you don't use that cheap trick. Same as Skullfish, it's also weak to Fire attacks, so if you already have the Burn skill, or the Flame Pillar skill from Rwolf, though unlikely, use them in conjunction with Hwa or other spells to torch this large meaty beast; I think its Apple should turn into a Roast

with this, don't you? Anyway, if you have problems dealing with it, have someone rather much faster than it, say Nina, use an Apple on it at the start of every turn, and have the other two active characters give it their all. It's obvious enough what this is, and should only be treated as a last resort if you want to have fun battling bosses. If you have to do this though, hope your stock of Apples last! :P Last note: should Maman be faster than even your fastest character, you can try casting Slow on it with Cray; even Blunt could work, if you care to use it.

Kahn:

HP: 3000
AP: 10
Pwr: 42
Def: 35
Agl: 40
Wis: 80
Physical: 3
Ranged: 3
Mind: 3
Status: 3
Death: 7

Attacks: (Attack), Focus, Shout
Exp: 1000
Zenny: 0
Stolen Item: Ginseng--7
Dropped Item: None

Event: Yer first encounter with this buffy-looking los... er, buddy, happens at the doorsteps to Marlok's house in Synesta, after you finish playing some horrendous mini-games with some of the orphanage children

Traits: Likes to boost his attack with Focus, followed by a couple of regular attacks, Kahn may or may not try Shout at the beginning. Sometimes, Kahn will use a turn guarding. Not that it does him much good!

Comments: If you've caught a few Rainbow Trout before, now would be a good occasion to discover their potential. Use a couple on your most powerful attacker, say either Ryu as Aura, or Cray, and do a lot more physical attacks next! ;P If you've really got a lot of Rainbow Trout to spare, don't waste them, since you'll likely need them anytime in the future for some dire situations; you'll need them too when trading for some good items. Errm, back here. The only real threat from Kahn is his physical attack, which will do quite a bit of damage on most of your characters. Heal and go on guard mode if he winds up with the Focus move, which you should learn and use yourself! You can try spells that lower stats on Kahn, and if you can get Blind to stick for a while, all the better! Oh, if you've noticed Kahn having unusually high Wis (not that he seems wise at all), it's given by the game to boost his magical defense only; he'll never get any

magical attacks, so don't worry! Mostly, if you stick to the tried and true tactics of 'HP-high-hit, HP-low-heal', he'll be giving a weird wail quite soon! As a warning, you will lose Nina from your party for a short while, and you won't get her back until the 'point of no return'! Figuratively speaking, of course.

Khafu:

HP: 20000
AP: 1000
Pwr: 365
Def: 220
Agl: 230
Wis: 120
Physical: 3
Fire: 7
Water: 1
Mind: 7
Status: 7
Death: 7

Attacks: (Attack), Eldrich Flame, Firewind
Exp: 22000
Zenny: 0
Stolen Item: Fire Ward--7
Dropped Item: Ambrosia--7

Event: Your second choice encounter with Yohm and a couple of 'your own troops', just as you leave Bunyan's mountain shack while playing as Fou-lu

Traits: Eldrich Flame. You'll be seeing quite a lot of this, other than the physical attacks that this 'R-2 owl' will use on you. Like most Fou-lu scenario bosses, it's weak against the Water element, so pit your Eraser against it's breath attack with the Astral form you have, then use Frost Strikes if your HP actually gets low. Same pattern for most Fou-lu bosses.

Comments: It's mostly said above already, so there won't be much here to look at. If you somehow have the means, get the Fire Ward at the start of the battle, since from then on it'll let you reduce Fou-lu's vulnerability to Fire attacks. You'll still get it in any case, unless you lose this battle. As a last note, Khafu sometimes gets hooked on using Firewind spells; it's free for the critter, so don't ever expect it to run out of AP. It has 1000 AP anyways, a bit more than you can ever have! :P

Ymechaf:

HP: 6000
AP: 100
Pwr: 52
Def: 33

Agl: 1
Wis: 4
Physical: 5
Ranged: 5
Magical: 3
Breath: 4
Earth: 5
Mind: 7
Status: 7
Death: 7

Attacks: (Attack), Cyclone, Sever, Whirlwind
Exp: 2000
Zenny: 0
Stolen Item: Aurum--7
Dropped Item: Ice Punch--7

Trigger: *Successfully finish performing a combo on it*
Physical: 0
Ranged: 0
Magical: 2
Breath: 2
Disabled temporarily
'Ymechaf is off balance!'

*Succesfully perform any move on it / On reaching its
next turn while disabled*
Physical: 5
Ranged: 5
Magical: 3
Breath: 4
Regains control
'Ymechaf regained its balance!'

Event: Caught at the top of the tower in Kyoin, while attempting to
travel through the Imperial Causeway gate to Astana

Traits: Will definitely be the last to perform its move each turn.
Has a couple of strong mass attacks, Whirlwind and Cyclone,
which it uses often. Takes reduced damage from most attacks,
but magic attacks still have most of their effect. Almost
unaffected by Earth spells.

Comments: Talk about a tough wall to face! This happens to be a very
dangerous opponent if you don't notice something... that
the power-off switch for this construct is dangling in
front of your eyes!! Link combos and tons more combos,
which is made all the more possible since mighty Ymechaf
has an Agl of only 1!? ;> With appropriate timing, you'll
be able to defeat this boss rather easily. Probably without
taking even two hits. If you lack a bit of perception, like
me, you'll get pummeled by this boss quite a few times
before you actually catch on to the pattern. With the large
amount of HP it has, it's an excellent target for
practicing combos on.

Sparrow:

HP: 600
AP: 30
Pwr: 46
Def: 30
Agl: 50
Wis: 3
Physical: 4
Wind: 1
Earth: 5
Mind: 7
Status: 7
Death: 7

Attacks: (Attack), Feeding Time, Ponder
Exp: 250
Zenny: 100
Stolen Item: Bird Drop--7
Dropped Item: Wooden Rod--7

Trigger: ~Start of the 9th - 10th turn~
Sparrow escapes, and drops a 'Bamboo Rod'

Event: After Nina gets shrunk by faeries, and is carried to a tree by a bird, ram the tree with Ershin to start Nina's escape and this, urrm, battle

Traits: Uses Feeding Time and Ponder on you, but rarely attacks, if at all.

Comments: The first chapter 2 boss you face, this battle is more of a joke, but if you're incredibly dumb or unlucky, you'll actually come out a mess. If you want the Bamboo Rod instead of a Wooden Rod that you probably already have, the best bet for you is to guard all the way until your dumb obstacle flies off. Though how it drops items like fishing rods is betond me!

Kahn @2:

HP: 3500
AP: 8
Pwr: 66
Def: 40
Agl: 40
Wis: 60
Mind: 4
Status: 4
Death: 7

Attacks: (Attack), Focus, Shout, Tiger Fist
Exp: 2000
Zenny: 0
Stolen Item: Ginseng--7
Dropped Item: None

Trigger: ~Start of 2nd turn~

Attempts to perform Tiger Fist; normally, not enough AP for move!

'Arrgh! One more time!'

Event: Exit the Elders' dwelling in Woren after talking with them, and your party decides to start their search for Tarhn

Traits: Starts off battle with a powerful new move, Tiger Fist, and tries to perform it for the first two turns. Then, he reverts to his tried and failed tactics of attacking and Shouting. Note though that a Focused attack may do quite a bit of damage now, depending on how much your party has grown in strength. Kahn will still guard at times.

Comments: Try earth-shaking for a change... Kahn would do better by making himself into a meteor of muscle. Yeah, the screen quakes a bit, but he drops almost as easily as in your last encounter. You can't learn anything from him other than Focus now, though, so pop a few ribs and down him quick! On with the Rainbow Trout!

Bokta:

HP: 1500
AP: 100
Pwr: 62
Def: 50
Agl: 40
Wis: 10
Holy: 1

Attacks: (Attack; Lucky Strike)
Exp: 300
Zenny: 60
Stolen Item: None
Dropped Item: Life Shard--6

Event: Hidden behind the furthest tree from the entrance in that narrow grove; change your camera angle and poke at the Z.Z.Z!

Traits: With a focus on physical attacks, watch out for critical hits from Bokta, and try to switch out characters with low defense or low health, but you should win easily.

Comments: Fantam's oldest offspring, Bokta shouldn't be hard to defeat unless your party is too low on levels. Whack him a couple of times and he drops off screen, or cast a healing spell on him if you think it's worth it to hasten his demise. This works on the rest of this nasty little brood. Myself? I kept Scias at low health throughout and happily took out most of them within three turns! :P

Chkom:

HP: 1600

AP: 100
Pwr: 60
Def: 50
Agl: 45
Wis: 20
Holy: 1

Attacks: (Attack), Rock Blast, Sleep
Exp: 320
Zenny: 50
Stolen Item: None
Dropped Item: Magic Shard--6

Event: Disturb the sleeping creep nearer to the entrance in the clearing

Traits: Casts Sleep and Rock Blast quite often, shuffling normal attacks in at time. Easy to get rid of.

Comments: The second of Fantam's progeny, Chkom has a couple of mass offense spells that will prove more an irritant than threat, but it doesn't hurt to whang this bugger off fast, since there's more of them around. Healing spells hurt him too, but I think it's much better to save your AP from this crappy guy.

Nmago:

HP: 1700
AP: 100
Pwr: 60
Def: 48
Agl: 20
Wis: 33
Holy: 1

Attacks: (Attack)
Exp: 340
Zenny: 40
Stolen Item: None
Dropped Item: Life Shard--6

Trigger: *Hit with a magical attack*
Attacks: Frost

Hit with a physical attack
Attacks: (Attack)

Event: He's by the tree just in front of the entrance; first one down

Traits: Counters normal attacks a lot, so pepper him using your skills, or spells will serve too. Note that he'll start casting Frost if you go magical.

Comments: The third and middle in line up with his brothers, this spiteful brat goes by the name of Nmago. Push him and he'll

push back, at least with normal physical attacks, but he'll start pelting you with Frost when you toss magic at him. Still falls easily like his bros.

Kyo:

HP: 1800
AP: 100
Pwr: 60
Def: 56
Agl: 55
Wis: 60
Magical: 6
Breath: 6
Holy: 1

Attacks: (Attack), Blunt, Enfeeble, Slow, Weaken
Exp: 360
Zenny: 30
Stolen Item: None
Dropped Item: Magic Shard--6

Event: Home in on the other sleep bubble in the clearing which is further away from the entrance

Traits: Status spells will come up often, but you probably won't have much of a defense against them, so dish out your best pounding moves at the start to cut down on losses over time.

Comments: The fourth in Fantam's weird litter, Kyo (eh!?) will cast a lot of status-lowering spells to soften up your party, but they won't be that significant if you blast off with your killer moves early and bump him off. Right, they're still susceptible to healing spells!

Udy:

HP: 1900
AP: 100
Pwr: 64
Def: 50
Agl: 48
Wis: 40
Magic: 0
Holy: 1

Attacks: (Attack), Drain, Leech Power
Exp: 380
Zenny: 20
Stolen Item: None
Dropped Item: Life Shard--6

Event: You should still be able to spot the snort bubble easily, just beside the exterior tree in the narrow grove

Traits: Evades and parries A LOT! Physical attacks will probably prove a waste of turns, so stick all your powerful spell combos in this battle to make it painfully short.

Comments: The fifth and last of Fantam's handful of descendants, Udy might just outshine his elder bros in being a pest, as you'll find out if you rely too often on physical attacks! If ever, healing spells against Udy should be the only time you want use them on this sorry pre-boss bunch. Magic works incredibly well, and with Udy's high evasion rate, you don't want to hold back on your best spells.

Fantam:

HP: 5000
AP: 1000
Pwr: 66
Def: 40
Agl: 45
Wis: 20
Physical: 3
Holy: 0
Mind: 7
Status: 7
Death: 7

Attacks: (Attack), Frost, Nose Dive, Sever
Exp: 5000
Zenny: 1800
Stolen Item: None
Dropped Item: Magic Shard--7

Trigger: *Perform a physical attack on Fantam*
Chance of increasing Fantam's size;
Separate attack: +1
1-person combe: +1
2-person combe: +2
3-person combo: +3

Perform a magical attack on Fantam
Chance of decreasing Fantam's size;
Separate attack: -1
1-person combe: -1
2-person combe: -2
3-person combo: -3

Size 1 ; Egg size!

Physical: 0
Ranged: 0
Magical: 4
Breath: 4

Attacks: (Attack), Nose Dive, Ovum

Size 2 ; Character size

Physical: 1
Ranged: 1
Magical: 3

Breath: 3
Attacks: (Attack), Frost, Nose Dive, Sever

Size 3 ; Large normal size
Physical: 2
Ranged: 2
Magical: 2
Breath: 2
Attacks: (Attack), Frost, Nose Dive, Sever

Size 4 ; Larger than normal size
Physical:3
Ranged: 3
Magical: 1
Breath: 1
Attacks: Drain, Nose Dive

Size 5 ; okay, try--gigantic size!
Physical: 4
Ranged: 4
Magical: 0
Breath: 0
Attacks: Nose Dive, Vacuum

Event: After disposing of Fantam's entirely group of un-united underlings, something drops in from above... guess who??

Traits: Fantam's size, attacks and resistances vary with the moves you perform against it. For each physical attack you perform there will be a chance that Fantam will increase its size by 1, while with magical attacks, it might decrease its size by 1 instead. Note here that Fantam starts at a size of something like 3.5, looking exactly like size 3 in outer appearance. If you perform a physical attack, it'll become size 4, while if you attack it with magic, it'll fit into size 3 snugly! Later on, the possibility of the size change depends more on chance. Oh yes, and both size 1 and size 2 forms will have a chance of countering physical attacks.

Comments: A lot for the interesting boss that Fantam is, that lot above is quite a bit of crap, actually. ;P This is one of those few remaining boss battles with an in-built trap-door to the boss's downfall. If you notice, Fantam, like most of its brood, has a PROFOUND weakness to Holy, and what's more important: healing spells do not count as attacks on it! This opens up the possibility of healing this boss to oblivion; not a common thing for this game! And right now you've got EXACTLY 3 healers: Scias, Nina, and Ryu as Aura. What are you waiting for!?

Soldier:

HP: 600
AP: 5
Pwr: 60
Def: 55

Agl: 0
Wis: 3
Magic: 1
Mind: 7
Status: 7
Death: 7

Attacks: None
Exp: 500
Zenny: 300
Stolen Item: Steel BreastPlate--3
Dropped Item: Bronze Shield--4

Trigger: ~Start of 1st turn~
Get it on quick!
'!!!!'

~End of 1st turn~
Get booted out of the castle by a reinforcement troop
of six guards; they're real dumb!
'What are you doing here!?'

Event: During your raid into the castle at Ludia, there will be 3 Soldiers on guard duty at various spots. The first one guards the left branch of rooms from the entrance, which is where you should head for. The next one blocks the way to the inquisition chamber where Cray was once questioned, and there's a treasure chest with an Artemis' Cap inside it; this particular Soldier is optional. The third (and last!) man on duty is stationed at the top of the stairway leading to the tower where Cray is 'requested to stay at'. K.O. him to get to Cray!

Traits: At end of 1st turn, if undefeated, screeches for the relief platoon, whereupon you get unceremoniously booted out of the castle. Wonder why they didn't raise the real alarm. :|

Comments: As their description says, you'll need to defeat them in a single turn, or they'll raise the alarm on you. Nope, you can't incapacitate them with statuses normally, but why would you want to? Unleash your most deadly moves on them immediately... don't worry, they can't die in the line of duty. They're the immortal guards!

Grunt A:

HP: 1300
AP: 40
Pwr: 72
Def: 48
Agl: 40
Wis: 35
Mind: 5
Status: 3
Death: 7

Attacks: (Attack), Blind, Feint

Exp: 800
Zenny: 150
Stolen Item: Eye Drops--6
Dropped Item: UV Goggles--2

Grunt B:

HP: 1400
AP: 80
Pwr: 72
Def: 48
Agl: 45
Wis: 30
Mind: 5
Status: 3
Death: 7

Attacks: (Attack), Fireblast, Flare
Exp: 800
Zenny: 150
Stolen Item: Molotov--6
Dropped Item: UV Goggles--2

Grunt C:

HP: 1500
AP: 40
Pwr: 73
Def: 45
Agl: 60
Wis: 38
Mind: 5
Status: 3
Death: 7

Attacks: (Attack; Lucky Strike), Blunt, Sleep, Weaken
Exp: 1000
Zenny: 200
Stolen Item: Knockout Gas--6
Dropped Item: UV Goggles--3

Scias:

HP: 1000000 (Infinite)
AP: 1000
Pwr: 80
Def: 68
Agl: 100
Wis: 50
Holy: 6
Mind: 7
Status: 7
Death: 7

Attacks: (Attack), Shining Blade, Multi Vitamin
Exp: 0
Zenny: 0
Stolen Item: None
Dropped Item: None

Event: After catching your breath at the top of P'ung Tap, approach the gondola-contraption and see that old geezer from Ludia shoot off crap. The first battle will have only the three Grunts, while a nice event occurs for the second battle

Traits: Regarding the Grunts, I'd say Grunt C is the one to be taken out pronto, largely because those status attacks are going to be hard to tackle continuously. Go for Grunt B though if the Fireblast is really frying your party. Grunt A should be easier to take out, though he's pesky with status attacks as well. For the one where Scias joins in, it'll be rather difficult to lose. Don't mind Scias, though, as he'll have infinite HP for this one battle. Combo target!!

Comments: Hey, I'm missing one party member here, and still you toss me into a big fight? Baaad point! Oh well! Without Scias, you'll still have one back rank character, probably Ershin, which is all to the good as well with Covering Fire. Three Grunts at once may be tough to deal with, but you've got magic combos, right? Use mixed-spells to go for all of them together, and if you've Remedy by now, you can try that with a beneficial spell combo to have a better effect on recovery. You've faced bigger creeps like Fantam's brood, so three weaker opponents shouldn't scare you. Much! Anyhow for the second battle in which Scias enters the fray, though not on your side, you probably can't lose with a helping Shining Blade almost every other turn. Scias can be exploited as a combo target too, since he'll have infinite HP for this one battle. Not ever again though, more's the pity!

Umadap:

HP: 1200 *Regenerates*
AP: 100
Pwr: 80
Def: 60
Agl: 35
Wis: 10
Fire: 7
Water: 0
Mind: 7
Status: 7
Death: 7

Attacks: (Attack), Flare
Exp: 2500
Zenny: 0
Stolen Item: Molotov--7
Dropped Item: Fire Ward--7

Trigger: ~Defeat Yeleb~
Loss of HP regeneration

~Defeat Agiel~
Attacks: (Attack), Fireblast

Azeus:

HP: 1200 *Regenerates*
AP: 100
Pwr: 80
Def: 60
Agl: 35
Wis: 5
Wind: 7
Earth: 0
Mind: 7
Status: 7
Death: 7

Attacks: (Attack), Sever
Exp: 2500
Zenny: 0
Stolen Item: Weather Vane--7
Dropped Item: Wind Ward--7

Trigger: ~Defeat Umadap~
Loss of HP regeneration

~Defeat Yeleb~
Attacks: (Attack), Cyclone

Agiel:

HP: 1200 *Regenerates*
AP: 100
Pwr: 80
Def: 60
Agl: 35
Wis: 5
Fire: 0
Water: 7
Mind: 7
Status: 7
Death: 7

Attacks: (Attack), Frost
Exp: 2500
Zenny: 0
Stolen Item: Water Bomb--7
Dropped Item: Water Ward--7

Trigger: ~Defeat Azeus~
Loss of HP regeneration

~Defeat Umadap~
Attacks: (Attack), Ice Blast

Yeleb:

HP: 1200 *Regenerates*
AP: 100
Pwr: 80
Def: 60
Agl: 35
Wis: 5

Wind: 0
Earth: 7
Mind: 7
Status: 7
Death: 7

Attacks: (Attack), Rock Blast
Exp: 2500
Zenny: 0
Stolen Item: Electrode--7
Dropped Item: Earth Ward--7

Trigger: ~Defeat Agiel~
Loss of HP regeneration

~Defeat Azeus~
Attacks: (Attack), Stone Pillar

Event: After gaining access to Ershin's mind world with the help of the Abbess in Chek, search for the diamond-like seal structure holding Deis's spirit in place, touch the pillars like good boys and girls, and you'll face these four suddenly rather animated guardian pillars

Traits: The four guardian spirits are inter-linked with one another, each suppressing one element and supporting another. Defeating the suppressing spirit of a guardian frees its constraints and allows it to cast its higher-level spell, while removing its supporting sibling will cause it to lose its HP regeneration.

Comments: This is an interesting one. Myself, I prefer to remove the fire spirit Umadap and the wind guardian Azeus first, as their LV 2 elemental spells can damage your entire party. Best if you have Iceblast+Icicle, and Stone Pillar+Plateau, or just go all the way using Shining Blade physical combos. Of course, you'll now face the possibility of getting hit by Ice Blast and Stone Pillar from the remaining pillars, but most of it's manageable with a Rejuvenate or Vitamin. If you want to start operating on some other spirit, try though to go in the element chain, as that's what the guardians operate on. Hit the one on the next link as it would have lost its regeneration, and on... that's the domino effect for you! You CAN work backwards, if you like, to make it harder. Still, remember that these elemental beings are extremely affected by the elemental rules: they'll absorb damage from their own element, but are EXTREMELY weak against attacks of their opposing element. Yeah, I know that's gonna be redundant, and so is the coming one: don't forget that they can do normal attacks! Oh, and if you want, you can *GUARANTEED* steal off their steal-able 1st item for instant use, though the elemental wards they drop will have to be collected after battle. Don't worry, they're guaranteed '7' drops!

Papan:

HP: 13000
AP: 50
Pwr: 380
Def: 220
Agl: 205
Wis: 200
Mind: 4
Status: 4
Death: 7

Attacks: (Attack), Body Press, Stone Pillar
Exp: 10000
Zenny: 750
Stolen Item: Apple--7
Dropped Item: Wisdom Fruit--7

Trigger: *Use an Apple on it*
Disabled temporarily
'Papan is distracted by the Apple!'

Start of next turn after distracted by Apple
Regains control
'Papan has finished eating the Apple!'

Event: When you recover enough from your wounds (you means Fou-lu) to run about and poke your nose here and there, investigate the nearby forest to see what's making that unholy ruckus. No, there's no swamp here, it's just not the Swamp Thing!

Traits: Inter-mixes its moves quite often, and will usually do the most damage with Stone Pillar. Can be distracted for a turn by using an Apple on it

Comments: Not that interesting when you're using Fou-lu, who can't get any status ailments while just in his normal form... Geez! My usual run for this is to Focus and guard till it reaches max, then just do a physical attack on Papan, all the while in normal form. You're also quite likely to get a couple of counters when Papan attacks you, so with some luck, you'll have the fight over after just about two active rounds of attacking. But I just can't picture Fou-lu feeding Papan an Apple!

Marl:

HP: 16000
AP: 200
Pwr: 300
Def: 320
Agl: 170
Wis: 200
Physical: 3
Wind: 5
Earth: 1
Mind: 4
Status: 4
Death: 7

Attacks: (Attack), Focus, Quake, Summon Kin
Exp: 20000
Zenny: 1000
Stolen Item: Wisdom Fruit--7
Dropped Item: Super Vitamin--7

Klod:

HP: 1300
AP: 80
Pwr: 370
Def: 320
Agl: 185
Wis: 230
Ranged: 4
Wind: 5
Earth: 1

Attacks: (Attack), Rock Blast
Exp: 1500
Zenny: 500
Stolen Item: Wisdom Seed--5
Dropped Item: Life Shard--6

Bellwyd:

HP: 1300
AP: 160
Pwr: 360
Def: 300
Agl: 185
Wis: 280
Ranged: 4
Wind: 5
Earth: 1

Attacks: (Attack), Heal, Might, Speed, Vitalize
Exp: 1000
Zenny: 50
Stolen Item: Wisdom Seed--5
Dropped Item: Magic Shard--6

Event: Another Fou-lu sequence, and he's getting real pokey now.
Head off to the centre of Mt. Yogy and meet with the 'god'
there... hmmm, what are you expecting?

Traits: Whenever Marl finds itself alone, it'll use the Summon Kin move to get its two 'little helpers', Klod and Bellwyd to come and help it. Klod tends to attack, while Bellwyd will play the role of a powerful assist character, and in the meantime you'll have to watch for Quake spells and Focused attacks from Marl. If you defeat only one of the helpers, Marl will not use Summon Kin to get them out again, but it will should you de-root both Klod and Bellwyd, so it's wiser to leave one of them around, preferably Klod. Factor-wise, this is the first truly challenging battle you face using Fou-lu.

Comments: 'Puny man make fun of me? Me kill.' Whoa, that's reason!
And for myself, Marl's not that easy an opponent to best at all, and the odds are definitely not in your favour when Klod and Bellwyd join in the fray. And although the pair are supposed to be helpers, take a good look at those stats (go ahead, they're just up there) and you can't find yourself agreeing that easily any more. Despite all that though, you have some advantages working for you. One is the Mind and Status resistances of Marl: not a lucky seven, or even six, so you do stand some chance of lowering its stats and hitting it with status ailments, and that's rare for most tough bosses. As well, unlike another boss battle from another BoF game, Klod and Bellwyd do not come back automatically, but only when BOTH are defeated and Marl uses up a turn on casting Summon Kin. If you want it worse, picture them both coming back automatically as long as Marl is around... horrors! Dub, and there's one more thing for you: they're ALL weak against the Earth element, oddly. If you have the Behemoth/Mammoth or Tyrant dragon forms, they'll be gone in rather short form with the appropriate spells, but since that's not possible till later, improvise with what you have. With any luck, you'll have Plateau with you thanks to Ryu, and you could use moves like Chlorine on Marl. Most in their right mind will prefer to take out Bellwyd and leave Klod for a while; the other way's nasty. Well, if you're extremely confident, you could use Astral's Eraser to flatten them out until it deals insignificant damage, and by then you'll probably have quite a few more (redundant with Fou-lu) Wisdom Seeds and Magic Shards, plus a greatly weakened Marl, and a few more moves will do them all in. Focus has a big 'thumbs-up' rating, and if you're feeling lucky, Wild Strike will off Marl rather fast, even though there's so many ways this battle could go wrong. Oh, I forgot to mention this for gamblers: there's Last Resort and Wild Swing, but even if you pull this off in the Astral dragon form and take out Marl in an instant, *lets off SINISTER laughter* watch out for Klod!! ;P

Archer:

HP: 600
AP: 20
Pwr: 50
Def: 35
Agl: 13
Wis: 8

Attacks: (Attack; Lucky Strike)
Exp: 130
Zenny: 30
Stolen Item: Healing Herb--5
Dropped Item: None

Pikeman:

HP: 500
AP: 20
Pwr: 50

Def: 35
Agl: 13
Wis: 8

Attacks: (Attack)
Exp: 125
Zenny: 30
Stolen Item: Healing Herb--7
Dropped Item: None

Trigger: ~After taking quite some damage~
Attacks: (Attack), Healing Herb

~After Healing Herb move~
Stolen Item: None

Event: You'll first face off against one of each of them with only Ershin; the second battle with supposedly the entire enemy force squares off 2 Pikeman and 1 Archer against one single animated suit of armor

Traits: What can I say... watch out for fatal crossbow bolts? Oh, and they seem to have infinite Healing Herbs for themselves.

Comments: Yeah, who do you think will win something like this? But dang, I hate that Rasso!

Ight:

HP: 1000000 (Infinite)
AP: 1000
Pwr: 150
Def: 15
Agl: 1
Wis: 30
Physical: 7
Ranged: 7
Magical: 7
Breath: 5
Fire: 6
Wind: 6
Water: 6
Earth: 6
Holy: 6
Mind: 7
Status: 7
Death: 7

Attacks: (Attack), Inferno, Jab
Exp: 3600
Zenny: 0
Stolen Item: Aurum--7
Dropped Item: Flame Sword--7

Trigger: ~Event in which it gets hit with Kaiser Breath~
HP: 2999
Physical: 2

Ranged: 2
Magical: 2
Breath: 0
Fire: 2
Wind: 2
Water: 2
Earth: 2

Event: Enter the ruins to the north of Chek, after you are informed that the majority of the villagers of Chek have escaped there; there're a few events along the way, mind

Traits: With Ight, there really isn't much to say. Uses Jab a tad bit often over its other moves, which is still not that terrible on most of your characters. Note that before the sequence with Ryu, it has infinite HP, which means that using something like Rainstorm infinitely over does not ever get you close to defeating Ight. Errm, how do you pronounce its name?

Comments: You start out boosting your characters like with any other boss battle, maybe, cock off your deadliest moves, to see them all deal 0 damage, or as near as means nothing anyway. Anti-protagonistic it may be, but the main point of this battle is to get Ryu K.O.ed, preferably A.S.A.P., and if you want to help out yourself, it works too. If you've Last Resort, let Ryu use it immediately here, and kick his ass (I know some of you have been wanting to do that all too often!) with physical attacks from your stronger attackers like Scias or Cray, who can't be slower than Ight anyhow. Now, watch an interesting sequence with Ryu; wish he does that more often, but this's the only occasion. After Ight is disposed off with rather undignified haste, you'll get a bit of Exp for your party, and a very satisfying sequence to view afterwards that involves Rasso. Oh, you'll also get to keep the Kaiser dragon form after this, though it's not exactly as lovely as it can be in its present condition.

Angler:

HP: 22000
AP: 250
Pwr: 260
Def: 130
Agl: 105
Wis: 200
Physical: 4
Ranged: 4
Magical: 1
Mind: 7
Status: 7
Death: 7

Attacks: (Attack; Lucky Strike), Chlorine, Curse, Feint, Jolt
Exp: 12000
Zenny: 1300
Stolen Item: Deep Diver--7
Dropped Item: Fish-head--7

Event: Revisit N.Chamba, and, well, it would seem like the skeleton has put on quite a bit of flesh... Incoming!

Traits: Casts Jolt. A lot. Its physical attacks will likely take out weak low-level characters in one go, so choosing Guard is well-advised, particularly as there're a number of skills to be learned, including the powerful Curse skill. Resistant in the way of most bosses to come, Angler still has a mild weakness to magical attacks, which you can exploit, and with the dragon forms you now have, breath attacks are a powerful new addition to your arsenal.

Comments: BoF 3 players, this should be a familiar sight, especially if (like me!) you hated that horrible rope-pulling mini-game to drag junk up from the seabed. Oh, back here! Ahh, you can learn Chlorine and Feint from it if you missed these skills, and there's the terrible new Curse skill as well, and you'll have to wait for a horribly long while if you don't learn it now! Watch out that you don't get decimated by it, though. Well, this shouldn't be too tough, though it'll be a dragged-out battle if you've not puffed up your party enough. The chance to learn Curse is something you'll likely want ASAP though, and you DO have the Kaiser dragon form by now, so balance the odds yourself, and remember to save before entering!

G.Troop:

HP: 700
AP: 30
Pwr: 55
Def: 50
Agl: 28
Wis: 1
Wind: 3
Earth: 1

Attacks: (Attack), Sever, Speed
Exp: 700
Zenny: 100
Stolen Item: None
Dropped Item: Void Sphere--7

Y.Troop:

HP: 700
AP: 30
Pwr: 55
Def: 50
Agl: 28
Wis: 1
Wind: 1
Earth: 3

Attacks: (Attack), Protect, Rock Blast
Exp: 700

Zenny: 100
Stolen Item: None
Dropped Item: Dynamite--7

Event: Chief of Woren Cray approaches the Checkpoint troops with open arms... and how do they react? They wing 'em; or at least, they're trying

Traits: Usually, the Y.Troop likes to use Rock Blast, while G.Troop will come on with normal attacks. As the battle drags on, the two of them will cast stat-boosting spells on themselves and each other. But why would they still be around after that long?

Comments: Heck, even though it's a one on two, you're the Woren Chief ain'tcha!? Anyhow, the two bozos would do better if they switched their attack patterns, but they simply won't learn!

Copycat:

HP: 2000
AP: 30
Pwr: 100
Def: 60
Agl: 50
Wis: 20
Ranged: 3
Holy: 1
Status: 6
Death: 6

Attacks: None
Exp: 1000
Zenny: 800
Stolen Item: Soul Gem--4
Dropped Item: None

Trigger: ~Start of 3rd turn~
Attacks: (Attack), Blitz
'You're no fun! Come on, play with me!'

~Perform a move on it~
Physical --> Becomes a Sepoy
Magical --> Becomes a Wizard
'Transform!'

Event: Nina's big mouth leads ya in ta this un! Mmmm, after you take up Zig's dare for the ladies to spend the night in the ship's hold... let's just say that Nina will make a small fortune as a fortune-teller.

Traits: Will turn into another enemy if you hit it with a non-fatal move. Otherwise, will keep on using normal attacks and a damaging Blitz skill from the third turn on.

Comments: Unless you're very strong, you'll probably end up fighting a Sepoy or Wizard. The Sepoy will probably go down faster, but it's your battle. If you want a chance to learn Blitz, just keep on guarding for a bit; since Copycat's HP also gets depleted, those who can endure the barrage will find an easier kill at the end of it all. Oh, you'll be able to find Sepoys and Wizards quite soon, so don't fret over learning more skills.

King Rat:

HP: 200
AP: 30
Pwr: 90
Def: 12
Agl: 45
Wis: 8
Physical: 5
Ranged: 5
Fire: 1
Earth: 1

Attacks: None
Exp: 1200
Zenny: 10
Stolen Item: Flank--7
Dropped Item: Iron Scraps--6

Trigger: ~Defeat any Rat Pack~
Attacks: (Attack; Lucky Strike)

~When King Rat is alone with no Rat Pack allies~
Escapes

Rat Pack:

HP: 600
AP: 36
Pwr: 75
Def: 30
Agl: 50
Wis: 5
Ranged: 3
Status: 7
Death: 7

Attacks: (Attack), Snap
Exp: 200
Zenny: 5
Stolen Item: Rotten Meat--5
Dropped Item: Fish-head--3

Trigger: ~Start of turn after King Rat is defeated~
Becomes Confused
'Rat Pack is looking for its leader...'

Event: Your second encounter with the inhabitants of a dark, dank, ship's hold pits you against some of the weirdest enemies ever

Traits: Taking out the King Rat will force the remaining Rat Pack into a state of frenzy; they'll likely bite each other around for a while, so it's to your advantage to help them!

Comments: Probably over with a single Fireblast or Cyclone. Why's the ship not burning yet?

Kahn@3:

HP: 12000
AP: 200
Pwr: 128
Def: 70
Agl: 65
Wis: 30
Death: 7

Attacks: (Attack), Flex, Focus, Shout, Tiger Fist
Exp: 12000
Zenny: 0
Stolen Item: Ginseng--7
Dropped Item: Manly Clothes--7

Event: Final Showdown. This is the very last time Kahn tries to up your party; just after falling to a gunshot. Well, his entry scenes have always been improving. The rainbow screen's one of my favs in the game!

Traits: This time, Kahn shows a marked improvement over his last appearance. With his new AP tank, expect a couple of Tiger Fists to head your way. He'll also use Shout and his new move Flex quite repeatedly, so I do hope you have a bit of protection of cure against them. Not too difficult to win, pitting Kahn up against a berserk Kaiser. Plus, you can also reduce his stats to the dumps quite easily!

Comments: Nope, you still can't learn Tiger Fist off him. In fact, there's only been Focus all the way up till now, but you'll be able to take out Kahn quite simply with force by now. For a no-brainer, slip into the Kaiser form again, but if you want to practise, I suggest you do so, since there's a major battle coming up next. Oh, and watch out for Kahn later!

Glebe:

HP: 17500
AP: 150
Pwr: 128
Def: 75
Agl: 60
Wis: 22

Physical: 3
Ranged: 3
Fire: 1
Water: 4
Earth: 1
Holy: 6
Mind: 3
Status: 7
Death: 7

Attacks: (Attack), Giant Growth, Summon Minion, Resist, Tempest
Exp: 15000
Zenny: 12000
Stolen Item: Wisdom Fruit--7
Dropped Item: Light Bangle--7

Loam:

HP: 1300
AP: 28
Pwr: 115
Def: 75
Agl: 45
Wis: 40
Physical: 3
Ranged: 3
Fire: 1
Wind: 4
Water: 3
Earth: 1
Holy: 6

Attacks: (Attack), Blitz, Enfeeble, Frost, Molasses, Vitalize, Weaken
Exp: 550
Zenny: 80
Stolen Item: Vitamin--3
Dropped Item: Water Bomb--2

????:

(Version 4) escapes

Type: Demon
HP: 400
AP: 100
Pwr: 70
Def: 15
Agl: 16
Wis: 50
Magical: 2
Fire: 1
Earth: 1
Mind: 7
Status: 7
Death: 7

Attacks: (Attack), Confuse, Silence, Sleep, Snap
Exp: 450
Zenny: 100
Stolen Item: Bent Screw--7
Dropped Item: Glass Shard--7

(Version 5)

Type: Machine
HP: 1
AP: 0
Pwr: 1
Def: 1
Agl: 1
Wis: 999
Fire: 1
Earth: 1
Mind: 7
Status: 7
Death: 7

Attacks: None
Exp: 2
Zenny: 1000
Stolen Item: Iron Scraps--7
Dropped Item: Aurum--7

Event: When your party decides to investigate the Island of Fire for the avatar of the Sea Dragon, they end up meeting something else instead.

Traits: Glebe casts Summon Minion when it has no other companions on its side; Loam and two different versions of the ??? enemies can appear, but if you want to stop the endless surge of lesser foes, I suggest you kill off any Loams present, leave the ???, and use single target attacks to focus on Glebe. If you want more building materials like Glass Shards, plus more Aurum, though, you'll have to hope for plenty of ??? enemies from the Summon Minion move, and kill them as fast as they materialise beside Glebe. Repeated use of DragonBreath by Aura should serve you well for a good while; I suggest putting Ryu after placing Cray in the lead, for this purpose. Will take somewhat long, but not too hard unless you slacken up. All of them are weak against the Fire and Earth element; hint hint Supernova! :P Ya MUST watch out against Glebe's counters as well! By the way, I've never seen Loam use Blitz!

Comments: Reminiscent of the Marl battle when using Fou-lu, you might not have a Level 60+ character to use here, but SIX Level 20+ characters should be able to pummel Glebe more efficiently, especially with the arsenal your party should now have. And if you wait a while, you'll probably be able to add the Resist skill from Glebe to your skill list, which adds in new opportunities through your combo system. Hope you saved AP before entering!

Kahbo:

HP: 18000
AP: 1000
Pwr: 360

Def: 240
Agl: 210
Wis: 225
Physical: 3
Fire: 7
Water: 1
Mind: 7
Status: 7
Death: 7

Attacks: (Attack), Flaming Fist, Mystic Fire
Exp: 20000
Zenny: 0
Stolen Item: Wisdom Fruit--7
Dropped Item: Super Vitamin--7

Event: While your main party's stuck with fishing at Saldine, the other half of the Yorae Dragon has already passed through the Imperial capital Chedo and into the Imperial Castle, where his final barriers await at the warping altar within.

Traits: Uses any of its three attacks with equal fervour. Should still watch out for Mystic Fire.

Comments: Well? Kahbo's a boss remake, but you're quite a bit more than it with the dragon forms you now have. A couple of Waterspouts and Frost Strikes should bring you to the next big bird. Or use Tyrant if you like since there's a resting room in an open chamber nearby.

Kamyu:

HP: 28000
AP: 1000
Pwr: 365
Def: 220
Agl: 220
Wis: 150
Physical: 3
Magical: 1
Fire: 7
Water: 1
Mind: 7
Status: 7
Death: 7

Attacks: (Attack), Eldritch Flame, Simoon
Exp: 30000
Zenny: 0
Stolen Item: Wisdom Fruit--7
Dropped Item: Ambrosia--7

Event: Popping up directly after Kahbo goes out, Kamyu is the last actual boss battle you'll fight using Fou-lu.

Traits: Watch out for Eldritch Flame again, and you'll be fine.

Comments: How do you spell 'Tyrant' for a big bird? Probably still comes out as D-O-O-M in any case. As there's a resting room nearby, just do whatever you want, short of humiliating yourself after coming all this way.

Archer, Pikeman:

Event: You'll encounter one each of these poor boobs again, this time as Fou-lu... what do you think happens to them?

Traits: Same as before, they're no-brainers.

Comments: Welhp... see one of the poor dudes fly towards the audience chamber as two attacks from Fou-lu will make them wish they hadn't ever enlisted!

Diviner:

HP: 2500
AP: 1000
Pwr: 300
Def: 100
Agl: 100
Wis: 40
Physical: 7
Ranged: 7
Magical: 7
Breath: 7
Fire: 6
Wind: 6
Water: 6
Earth: 6
Mind: 7
Status: 7
Death: 7

Attacks: Concentrate, Magic Ball
Exp: 5000
Zenny: 0
Stolen Item: None
Dropped Item: None

Evoker:

HP: 2500
AP: 1000
Pwr: 300
Def: 100
Agl: 100
Wis: 40
Physical: 7
Ranged: 7
Magical: 7
Breath: 7

Fire: 6
Wind: 6
Water: 6
Earth: 6
Mind: 7
Status: 7
Death: 7

Attacks: Concentrate, Inferno, Quake, Typhoon
Exp: 5000
Zenny: 0
Stolen Item: None
Dropped Item: None

Elite Troop:

HP: 1000
AP: 100
Pwr: 330
Def: 220
Agl: 180
Wis: 100
Physical: 7
Ranged: 7
Magical: 7
Breath: 7
Fire: 6
Wind: 6
Water: 6
Earth: 6
Mind: 7
Status: 7
Death: 7

Attacks: (Attack), Target
Exp: 800
Zenny: 0
Stolen Item: None
Dropped Item: None

Event: The last traffic light before the end of the road. Up against BoF 4's pesky Yuna, did you think? It's more cronies against you; there's one Diviner and one Evoker, along with two Elite Troop enemies.

Traits: You simply cannot deal any damage to them unless you stay in any of your dragon forms. Anyhow, this is a chance to learn a couple of skills if you haven't already: Concentrate, Magic Ball, and Target.

Comments: One Dark Wave from Tyrant usually finishes this. This should have been a similar scene to how Rasso met his end!

Won-qu:

HP: 32000
AP: 1000

Pwr: 195
Def: 100
Agl: 90
Wis: 40
Physical: 5
Ranged: 5
Breath: 3
Fire: 1
Wind: 4
Holy: 6
Mind: 7
Status: 7
Death: 7

Attacks: (Attack; Lucky Strike), Blizzard, Frost Breath,
Sanctuary, Sleep, Stone Pillar

Exp: 30000

Zenny: 0

Stolen Item: Moon Tears--7

Dropped Item: Cupid's Lyre--7

Event: Examine the stone statue blocking the entrance to the interior of the first emperor's tomb; scream as loudly as you want to when the seemingly petrified guardian reverts form and declares you all as intruders!

Traits: Often starts off the battle with Frost Breath, which is the most effective then, since it's HP is at its highest then. Followup moves often are Sanctuary or Sleep, or even another casting of Frost Breath. Occasionally uses a strong physical attack on one of your characters, but shouldn't be as dangerous as some of his other moves, like Blizzard and Stone Pillar... and Frost Breath. Once his HP gets down, Frost Breath deals less and less damage, so you'll know when this guard dog's about to go down. You'll get a decent Cupid's Lyre for beating it, plus a Moon Tears if you haven't stolen the item off it yet, both items you can't miss.

Comments: First attack: Frost Breath. This is an almost guaranteed move which you'll face no matter the number of times you might reset, so change your equipment to some handy Water elemental protection just before you enter this fight. Just Water Wards (buy from an Odd faerie in an Arms shop) will do on most of your characters for nullifying the bulk of the damage, so you would want to reserve the Ring of Ice for Ryu, if you've obtained it from Gyosil. If there's no real need, stick with them instead of switching to other equipment on the next turn. Other than Frost Breath, which should get weaker as battle proceeds (you ARE hitting for some damage, right!?), you'll face Blizzard too, and there's quite a number of other moves that Won-qu can muster up against you, including the irksome Sanctuary, and a rather troublesome Sleep spell. Quite often, Sanctuary comes up on the second turn after Frost Breath, but don't think Won-qu won't do it again. Consecutive castings of Sanctuary are possible sometimes, which results in a cheer from those trying to do other stuff, and a nasty curse by those who tried to exploit Celerity and Shield. Though physical attacks by Won-qu are terrible (crunch!),

you'll face magical assaults more frequently, so in any case Inspire and Barrier would be more likely to be helpful. Magical combos would probably do more damage than any other attacks, so cast your big Fire spells as often as you can, like Inferno-Flame Pillar-Hwajeh, or try for Supernova and Earthbreaker at times, though the pure combo seems to do a bit more damage against Won-qu, a direct creation of his master. The Ring of Ice would be most critical if you want the Wyvern or Weyr dragon form to last under repeated Frost Breaths, so that's another reason to attribute this item to Ryu. If you have some Seeds to protect against status changes or the water element, use them appropriately on your characters, as only the effect of up to one Seed will be present at any time. By now, this should be crap talk, but heal your characters before this fight, and pump them with any items like Power Food and Fish-head, but you should be able to judge when to use them by now. Another small note, if you ever find most of your party on the verge of collapse, steal Won-qu's Moon Tears, as you'll HAVE to get them, and use it after reviving any members. :P I may be wrong on this, but did I see Won-qu use Howling before, or did I confuse it with A-tur Howling?

I:

HP: 10000
AP: 1000
Pwr: 200
Def: 85
Agl: 999
Wis: 50
Physical: 7
Ranged: 7
Holy: 6
Mind: 7
Status: 7
Death: 7

Attacks: See Table
Exp: 25000
Zenny: 0
Stolen Item: Wisdom Fruit--7
Dropped Item: Harmonic Ring--7

Trigger: *When turn is reached*
Rotates downwards 1 face with left-right faces as axis

When damaged by magic combo, including breath attacks
Rotates anti-clockwise with up-down faces as axis;
2-person combo: 1 face
3-person combo: 2 faces

II:

HP: 10000
AP: 1000
Pwr: 220
Def: 90
Agl: 1

Wis: 10
 Physical: 4
 Ranged: 4
 Magical: 7
 Breath: 3 Takes no damage
 Holy: 6
 Mind: 7
 Status: 7
 Death: 7

Attacks: See Table
 Exp: 25000
 Zenny: 0
 Stolen Item: Vitamins--7
 Dropped Item: Harmonic Ring--7

Trigger: *When turn is reached*
 Rotates downwards 1 face with left-right faces as axis

 When damaged physically
 Rotates right with toward-away faces as axis;
 Separate physical attack: 1 face per attack
 2-person combo: 1 face
 3-person combo: 2 faces

Table of attacks (both are basically the same):

When	At *, I uses:					
II	-----					
is:	2	3	4	5	6	7

1	Heal	Rejuvenate	Powder	Punch	Punch	Revolu- tion
2	Rejuvenate	Powder	Punch	Punch	Revolution	Stasis
3	Powder	Punch	Punch	Revolution	Stasis	Firebl- ast
4	Punch	Punch	Revolution	Stasis	Fireblast	Inferno
5	Punch	Revolution	Stasis	Fireblast	Inferno	Kick
6	Revolution	Stasis	Fireblast	Inferno	Kick	Death

When	At *, II uses:					
I	-----					
is:	1	2	3	4	5	6

2	Heal	Rejuvenate	Powder	Punch	Punch	Revolu- tion
3	Rejuvenate	Powder	Punch	Punch	Revolution	Stasis
4	Powder	Punch	Punch	Revolution	Stasis	Firebl- ast

5	Punch	Punch	Revolution	Stasis	Fireblast	Inferno	
6	Punch	Revolution	Stasis	Fireblast	Inferno	Kick	
7	Revolution	Stasis	Fireblast	Inferno	Kick	Death	

Event: In your search for the means to exit on the other side of the First Emperor's Tomb, after witnessing the effects of a couple of Beads, proceed on the newly available path to reach this puzzle; it's rather different from the previous ones!

Traits: There ain't really any obvious patterns to this boss battle, except that the two dice-like bosses will be using specific moves from the table above. Just gotta point out that I has the max possible Agl value, while II is stuck with the lowest possible Agl, but you can sometimes disturb this trend with combos on your side, or if the Haste Will works for you. The way things work though, you will assuredly face Stasis from II on its first turn, unless you're actually faster than I and disrupt it with a magic combo. Not likely in any case!! For your best advantage, try to stop I (aka KO it) when it's active face is on the 2 value; it's the 'face' face! Similar for II, it would be best for you if it dies with its 'face' face facing up. If this happens, the remaining active cube will probably be unable to defeat your party: look at the table to see why! It's probably easier to kill off II first, since plain physical attacks will do the job. Do 2 separate physical attacks each time to ensure that the one-eyed smiley face stays on its original track, though if it gets terminated while partially through... well, you've got a prize like Nina for this job, right?

Comments: Amazing! This is actually one of the first boss battles I've seen with a totally patternized move system! Well, by now it's not the only one (Dario from Chrono Cross too), but it was my first. Errmmm, what can I say here... well, besides saying that it's best if you can stop any of the two dice on their 'face' sides, I suppose someone might be able to figure out a technical way to deal with this battle in the future, but I'm a danged lazy writer!

A-tur:

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-----
HP:           43000
AP:           1000
Pwr:          260
Def:          125
Agl:          105
Wis:          100
Physical:     4
Ranged:       4
Magical:      1
Breath:       3
Holy:         6
Mind:         7
Status:       7

```

Death: 7

Attacks: (Attack; Lucky Strike), Frost Breath, Howling,
Magma Blast, Resist, Sanctuary

Exp: 50000

Zenny: 0

Stolen Item: Moon Tears--7

Dropped Item: Spirit Ring--7

Event: Reach the northern gate of what was once the flourishing capital of the Fou Empire... the city of Chedo laid waste by Won-qu's brother guardian

Traits: Frost Breath comes out first too, like Won-qu, and followup moves will often be Howling, or Sanctuary, or even another casting of Frost Breath. Squeak when the physical attacks knock the breath from your characters, but don't bother if the screen flashed red. Frost Breath is still the same with regards to his HP. HP gets down, Frost Breath deals lesser damage, so you'll know when this second monstrosity's tottering on its feet. Stay light with plain attacks though, or you'll see A-tur coming right at you with a swift Counter! The Spirit Ring it drops is a prize in the right hands, and you have a free Moon Tears too!

Comments: You've met Won-qu, so what do you think? Same stuff, Frost Breath comes immediately; replace Blizzard with Magma Blast and Sleep with Howling, they're almost identical replicas, though Resist isn't that similar to Stone Pillar. Still think they're identical? As the battle proceeds, you'll probably lose a few strands of hair. Not only does A-tur not have any elemental weaknesses (though magic hits it hard on its plane of existence), but the effects of physical attacks are greatly reduced too, like with Won-qu. Though without the elemental preference, you're free to toss on whatever magic combos you love without considerations. Much. Howling is a bane though. With Sleep, you'll merely lose control of the afflicted character for a short while, who automatically gets sent to the back rank. Howling can waste your entire front rank into wild idiots, forcing them in the front rank and preventing you from switching them out or switching in better characters until the Confuse status is removed. Pray Magma Blast's at the bottom of A-tur's movelist! Ya bought some Mist Armor at the entrance, didn't ya? Hope you have a couple of Phantom Dresses and Chopam Plate too! Like Won-qu, has a Moon Tears at hand for stealing too, though its second item is a coveted Spirit Ring instead of another Cupid's Lyre! Oh, one last thing if you haven't noticed yet: NEVER USE PLAIN PHYSICAL ATTACKS ON A-TUR!! GET IT IN!! If you actually get so overbearing that you thought plain physical attacks could do the job, be prepared to face A LOT OF COUNTERS! AND THEY'LL PROBABLY BE 'LUCKY STRIKES' TOO!! Not that easily possible for non-hackers, but some suicidal players with Last Resort might actually like playing in this way.

Dragonne:

HP: 30000 *Regenerates*
AP: 1000
Pwr: 250
Def: 140
Agl: 105
Wis: 100
Physical: 5
Ranged: 4
Breath: 3
Fire: 1
Wind: 1
Earth: 5
Holy: 6
Mind: 7
Status: 7
Death: 7

Attacks: (Attack; Lucky Strike), Ebonfire, Howling, Mjollnir,
Sleep, Wither

Exp: 60000

Zenny: 3000

Stolen Item: Belladonna--7

Dropped Item: Moon Tears--7

Trigger: ~Hit repeatedly with dragon breaths or evocations~
Loss of HP regeneration
'Dragonne lost its healing ability!'

~Start of 6th turn~

Loss of HP regeneration; if still applicable

Event: When you get to the main lobby of Level 1 in the Imperial Castle, accompanied by that BGM you've been hearing ever since you've entered the main premises of the Imperial Castle, you'll come across what looks like *extremely* like a dragon, on the raised platform in the middle of the room. Resident Evil players... this is BoF 4! So walk up to it and press X, or whatever button you think works for you.

Traits: Will regenerate its HP for a good 5 turns in battle, or until you eliminate that effect by attacking it with Breath-type moves. The Blitz move does not have an actual effect on eliminating the regenerative ability, even though it might seem to be useful. Watch out for Howling and Sleep, which might cripple your party if you're not prepared and happen to be unlucky. Wither doesn't score that often, and can be countered by reviving and healing often, but you should try to use Vitalize or Vigor if Mjollnir brings your party low. After the regenerative effect is gone, Dragonne should fall in time.

Comments: Expect this battle to be somewhat drawn-out. Try tossing out evocations in the first two turns, while boosting your characters' stats and defenses. Using a fast offensive form like Knight or Weyr on the third turn should make this battle end faster, especially with Shadowwalk available. Powerful moves have the advantage over multi-hitting ones, and if you think your stronger single-hit weapon would

serve better in this case, use it. Your arsenal should be adequate in taking out Dragonne, though not in just a few turns. But throw everything you've got once it doesn't regen any more. There's a resting room with a save point just after this, and you don't want to fall here just to climb back down from your last save!

Fou-lu:

HP: 1000000 (Infinite)
AP: 1000
Pwr: 250
Def: 225
Agl: 1
Wis: 125
Fire: 1
Holy: 6
Mind: 7
Status: 7
Death: 7

Attacks: (Attack), Whiteout
Exp: 0
Zenny: 0
Stolen Item: Dragon Tear--3
Dropped Item: None

Trigger: ~From the 4th turn onwards~
Guard on the 5th turn: Fou-lu uses Whiteout
On the 6th turn: Fou-lu uses Whiteout
'Should ye fall, who then shall protect those behind thee?'

Event: From behind the throne room of the Imperial Castle, follow the only remaining path to reach the Place of Summoning. Continue onwards to face the purpose of your journey: The First Emperor

Traits: Uses normal attacks until the end of the 4th turn, when he starts to say 'Should ye fall, who then shall protect those behind thee?'. For the next turn, if you guard with Ryu, he will proceed to use Whiteout directly. Otherwise, he'll still perform one more normal attack for that turn, until Whiteout inevitably comes by the 6th turn.

Comments: You get to use ONLY your main character against THE LAST BOSS!?! Nahh, obviously after you hit for a few turns it's only a mock battle. For one, your opponent only uses an average physical attack which you can counter :) , and then he gets the advantage of infinite HP :(, you can't seriously think this is what the game designers wanted. Do you?! Well, the main purpose of this battle is for you to get to steal off a Dragon Tear from Ryu's other half, which means GIVE Ryu some means of stealing if you want to have a chance at this rare item. Other than that, it might be a gauge of how well your party's battle prowess is, with Ryu as the margin. Simply guard after stealing the Dragon Tear, or just guard all the way if you don't want it. For those

who actually lose this battle, errr... whatever! You can't be slower than Fou-lu anyways, since he starts with an Agl of only 1 for this battle. For those who can actually pummel the First Emperor off screen (without hacking?! Ya wish! ;P), the resultant sequence is entirely the same as that after Whiteout; no exp, no zenny, though perhaps the Dragon Tear... don't mess up this battle sequence! I just wish Ryu could learn something like Blackout. NOOO, it's not there! :P If you try to use Resist or Holy Circle to guard against Whiteout, for some reason, you'll find your move wasted. Whiteout ignores the SHIELD effect, for some reason. Lastly, I hoped you used any Seeds or similar before this. The Dark Draught and Draught+ are especially useful for the upcoming battles.

Tyrant:

HP: 60000
AP: 1000
Pwr: 350
Def: 140
Agl: 120
Wis: 200
Physical: 5
Ranged: 5
Magical: 1
Breath: 4
Holy: 6
Mind: 7
Status: 7
Death: 7

Attacks: (Attack), Dark Wave, Malefication, Sanctuary
Exp: 0
Zenny: 0
Stolen Item: Royal Armor--2
Dropped Item: Ambrosia--7

Trigger: *Start of every turn after the 1st turn*
Switches elemental nature in the order of:
Earth-> Water-> Wind-> Water-> Earth-> Wind ; repeat

<Wind>

Fire: 2
Wind: 5
Water: 2
Earth: 0

Attacks: Ahryu P'ung + original attacks

<Water>

Fire: 1
Wind: 2
Water: 5
Earth: 2

Attacks: Pa Bing'ah + original attacks

<Earth>

Fire: 2

Wind: 0
Water: 2
Earth: 5
Attacks: Patch Pah + original attacks

Event: Not for one like me to say... it's got to be one of your own choices; okay, hint: go for at least 2 'I don't know's

Traits: Starts off battle without any specific elemental nature, and you'll see a nasty Dark Wave coming your way every single time you have to fight this summoned beast. As battle proceeds, it'll usually cast Sanctuary or Malefication for the next couple of turns. Its physical attack is not too much of a relative threat, and gives you a chance for a breather. The three dragon spells are going to be a constant headache though, and will force you to heal quite regularly. But don't ever forget its trademark Dark Wave, especially if you're not constantly dealing significant damage to it. That said, all that remains is for you to keep a tight track of its elemental nature... it's gonna be bloody important, ya know!

Comments: First thing you might squeak out could be: 'WHHAAAATT!?! ME TINY party against THAT FRICKIN DRAGON!?! They give me THIS after that crap battle?!' Then start screaming after you see Dark Wave being unleashed on your rather hapless party, and recall HOW MUCH HP END GAME BOSSES USUALLY HAVE... :P When you get to review the aftermath of that move, you'll see that it's not annihilation as you might have thought. Your party's got considerably better stats than what most monsters out there have got, short of HP and MP, but that's mostly numbers for the eyes. Plus, you've got up to three characters to share the brunt of this punishing move, and you DID level up regularly, yes? Myself, I suppose the move's toned down somewhat for Tyrant using it, otherwise it's a simple overkill, ne? Alright, so what if half your party's about dead? You've got the benefit of healing spells which most enemies (not to forget BOSSES!) don't get to use, and you've got the combo system on your side too! If you can do this, try a single target big healing spell to start off, then toss in a trusty mass heal one like Vitalize or even Faerie Breath, topping it off with reviving spells like Benediction or another mass heal spell for a party restored to full HP. Then watch as the next Dark Wave rips your party apart again... If that's what happens to you, forget the long talk! Stick to Whales and Angelfish and you stand a better chance. For those who just don't like to heal regularly, it's ok if you love saving on items and have THAT much of AP and CP to support you. Think so? Dhhennnc!! Reconsider this: it's not the last boss battle. REPEAT. This is NOT the LAST BOSS battle! I know it's spoily, but since you're already looking at this... heck! That said, there's lots of ways to cope with Tyrant, including those who like to get Ryu to use Last Resort, plus tack the Cursed Sword on him, get him to rush till he craps, then Resurrect him back to full health. Lather, rinse, and still repeat! Since you're already mass healing that often, right? Then there's those who like defensive: so get a number of Astral Wards to deal with Tyrant's magical onslaught. Goodies like Shaman's Ring and Spirit

Ring will definitely help in this drawn-out battle, and the conscientious will change equipment blasted often! Tyrant's main weakness though lies against magic. Recall the fight with Won-qu? Alter the element, and it's really quite close resembling! That's why it's really vital to recall the elemental nature Tyrant's at, other than switching out characters who are weak to that element in the off chance that Ahryu P'ung and its sibling spells might come out. It's the best shifting weakness you can aim at. Last thing to point out: it IS a dragon you're facing! ;p By the way, I didn't want its Royal Armor at all; Mist Armor's MUCH better!

Astral:

HP: 60000
AP: 1000
Pwr: 300
Def: 140
Agl: 115
Wis: 60
Physical: 5
Ranged: 5
Breath: 4
Holy: 6
Mind: 7
Status: 7
Death: 7

Attacks: (Attack; Lucky Strike), Catastrophe, Earthbreaker, Malefication, Power Flux, Sanctuary, Soul Rend

Exp: 0

Zenny: 0

Stolen Item: Royal Sword--2

Dropped Item: Ivory Bangle--2

Event: Direct follow-up boss battle after facing down Tyrant

Traits: Soul Rend. Soul Rend. This dreaded move reduces your entire front rank to 1 HP. And expect this as the first move Astral uses, every single time. It can't kill, however. The moves that usually finish you off are Catastrophe and Earthbreaker. Malefiction plays less of a threat here, unless your major offense comes from physical moves only. But it doesn't get used much in this battle. Power Flux, however, typically smashes your party quite heavily, regardless of which characters you're using. Finally, expect to see Sanctuary or Soul Rend every three turns or so.

Comments: Dragon forms are next to useless with the hanging threat of Soul Rend, but you might want to use Kaiser, or your best offensive form on the second turn. This would be easier to move through if you used some Draught+ before the entire string of battles. For some tactics, I recommend having your slowest character on the first position on the first turn, guarding or starting a combo, and have the character with Reversal use it, comboing into

Shining Blade with Scias. Typically, this can net a surprisingly huge amount of damage. If you want to risk it further, continue doing something similar on the subsequent turns, switching the fastest character in front for a priority combo chain if you're lucky. Otherwise, you might like to use the Ascension combo in the first turn, with the same priorities on Scias and the Reversal character. That aside, Resist in the first turn might be a good gamble too, or Holy Circle, if you happen to have it. I can't say much that hasn't been said before. Bean Astral with your best weapons, moves, etc. Oh, and I've found the Oracle move to do some nice damage in this battle. That and your typical Shadowwalk-Shining Blade. What's important is to keep healing when necessary. You're likely to rely on the same characters unless they get KOed, so gauge and remember the overall threat of each move Astral might use. Use your reserves of Whales and Moon Tears if it comes to that, unless you're too stingy to use them. Oh, that Ivory Bangle? I don't think you can get it from Astral. It's probably there to complete the 'Fou-lu item collection'. That said, I rest my fingers-gob.

Infini:

HP:	9999 *Regenerates 9999 HP*
AP:	999
Pwr:	560
Def:	310
Agl:	310
Wis:	510
Physical:	4
Ranged:	4
Magical:	4
Breath:	4
Fire:	2
Wind:	2
Water:	2
Earth:	2
Holy:	5
Mind:	7
Status:	7
Death:	7
Learning:	25
Counter:	20
Critical:	15
Dodge:	8
Alertness:	70
To-Hit:	100

Attack: (Attack)

Magic: Dark Wave, Soul Rend, Hwa, Jeh, Hwajeh, P'ung, Nah P'ung. Ahryu P'ung, Bing, Bing'ah, Pa Bing'ah, Patch, Chi Patch, Patch Pah

Item: All of Ryu's party's inventory

Guard: (Guard)

Nina:

HP: 9999
AP: 999
Pwr: 190
Def: 190
Agl: 150
Wis: 190
Water: 3
Mind: 7
Status: 7
Death: 7

Attacks: Typhoon, Vigor
Exp: 0
Zenny: 0
Stolen Item: None
Dropped Item: None

Trigger: ~Use a healing or support type item on Nina~
Just a message!
'Ryu! That is you, isn't it, Ryu!?'

Cray:

HP: 9999
AP: 999
Pwr: 280
Def: 230
Agl: 70
Wis: 70
Water: 3
Mind: 7
Status: 7
Death: 7

Attacks: (Attack)
Exp: 0
Zenny: 0
Stolen Item: None
Dropped Item: None

Scias:

HP: 9999
AP: 999
Pwr: 230
Def: 210
Agl: 110
Wis: 110
Water: 3
Mind: 7
Status: 7
Death: 7

Attacks: Shining Blade
Exp: 0
Zenny: 0
Stolen Item: None
Dropped Item: None

Ursula:

HP: 9999
AP: 999
Pwr: 220
Def: 180
Agl: 110
Wis: 135
Water: 3
Mind: 7
Status: 7
Death: 7

Attacks: (Attack)
Exp: 0
Zenny: 0
Stolen Item: None
Dropped Item: None

Ershin:

HP: 9999
AP: 999
Pwr: 260
Def: 230
Agl: 80
Wis: 65
Water: 3
Mind: 7
Status: 7
Death: 7

Attacks: None
Exp: 0
Zenny: 0
Stolen Item: None
Dropped Item: None

Event: This is a terrible one... maybe you said 'Maybe so' once too often

Traits: Infini regenerates to full HP every turn.

Comments: Try this just once, so that you can say you've seen it.
Then, if you're so inclined, you can try ways to KO Infini to prove that it can be done (just a typical 'wiped out' message) and that you've done it

Enemy Skill List:

This includes ONLY the skills used by enemies specifically in the above list as most other guides already have the complete list of skills for your party to learn. I've arranged them in an alphabetical format. What should be there would be, but tell me if I've missed out any.

Learnable skills are denoted with an <!> Guarding when the skill is executed by anyone grants you a chance to learn that skill, which would be easier with Hunting Caps and the Abbess as a Master.

Backlash: Auto-counter vs magical attacks for 1 turn
<!> Benediction: Revives all targets with 1/4 HP, but can fail
<!> Blitz: Attack vs all targets; damage is altered by remaining HP, and user loses some HP
Blizzard: Level 3 Water magic vs all targets
<!> Burn: Level 1 Fire magic vs one target
<!> Chlorine: Attack vs one target; inflicts 'poison' status
<!> Cleave: Attack vs all targets; ignores Defense, at 1/8 Atk power
<!> Concentrate: Magic Up; Rear/Guard Focus Counter up
Confuse: Confuses one target
<!> Counter: Auto-counter vs attacks for 1 turn
<!> Curse: Reduces all targets' HP by half
Cyclone: Level 2 Wind magic vs all targets
Dark Breath: Heals 1000 HP for own party; only used by Warloks
Death: Instant kill vs one target
Depress: Decrease 1/8 of total AP of all targets
Disaster: Level 3 Water-Earth magic vs all targets
<!> Disembowel: Reduces target to 1 HP; lowers User's max HP
<!> Double Blow: Make 2 attacks in a row
Dream Breath: Attack vs all targets; inflicts 'Euphoria' status
<!> Ebonfire: Non-elemental magic attack vs one target
<!> Eddy: Level 1 Wind magic vs one target
Eruption: Level 1 Earth-Fire magic vs all targets
Fireblast: Level 2 Fire magic vs all targets
Firewind: Level 1 Fire-Wind magic vs all targets
<!> Flame Pillar: Level 3 Fire magic vs all targets
<!> Flame Strike: Physical Fire attack
Flare: Level 1 Fire magic vs one target
<!> Focus: Power Up; Rear/Guard Focus Counter up
Frost: Level 1 Water magic vs one target
<!> Frost Strike: Physical Water attack
Giant Growth: Physical attack vs all targets; at 1/2 Atk power
Gloom: Target becomes susceptible to Healing magic
Gigaflare: Level 3 Fire-Wind magic vs all targets
<!> Holy Strike: Physical Holy attack
Howling: Causes Confuse in all targets
Ice Blast: Level 2 Water magic vs one target
<!> Icicle: Level 2 Water magic vs one target
Inferno: Level 3 Fire magic vs one target
Jolt: Level 1 Wind-Water magic vs all targets
Kyrie: Instant kill vs all targets; works only on Demons
<!> Knock Out: Attack vs one target; causes Sleep
<!> Last Resort: Converts Def to Pwr; Def=0
Leech Power: Steals AP from one target
Lightning: Level 2 Wind-Water magic vs all targets
<!> Magic Ball: Magic attack vs one target
Magma Blast: Level 2 Earth-Fire magic vs all targets
<!> Mind Flay: Attack vs one target; lowers Wisdom
<!> Molasses: Attack vs one target; lowers Speed
<!> Multistrike: Makes 1-3 attacks in a row
Ovum: Inflicts Egg status on all targets
<!> Palliate: Holy magic; heals and restores one target
<!> Plateau: Level 2 Earth magic vs one target
Primus: Non-elemental magic attack vs all targets; Breath attack
Ragnarok: Level 3 Earth-Fire magic vs all targets

Recall: User casts random spell
 Rejuvenate: Medium healing of one target
 <!> Resist: Protects vs attacks for one turn
 <!> Rest: Restores a small amount of HP and AP; increases with level
 <!> Reversal: Can be used to turn the tables; gets more powerful as
 user's HP decreases (it's a melee attack vs one target)
 Rock Blast: Level 1 Earth magic vs all targets
 <!> Searing Sand: Physical Earth attack
 Sever: Level 1 Wind magic vs one target
 <!> Shadow Walk: Critical hit; always hits, but can get parried off
 Shield: Raises Defense of all targets
 Silence: Mutes all targets
 Sleep: Causes Sleep in all targets
 <!> Spirit Blast: Attack vs one target; ignores Defense, at 1/4 Atk
 power
 <!> Snap: Attack vs one target; lowers Defense
 Speed: Raises Agility of one target
 <!> Stone Pillar: Level 2 Earth magic vs one target
 Storm: Level 1 Water-Earth magic vs all targets
 <!> Swordbreaker: Attack vs one target; lowers Attack
 Syphon: Absorbs HP from one target
 <!> Target: Undodgeable attack vs one target at 1/2 Atk power
 Tempest: Level 2 Water-Earth magic vs all targets
 Thunderstorm: Level 3 Wind-Water magic vs all targets
 <!> Timed Blow: User loses all HP; damage on target= remaining HP
 <!> Triple Blow: Makes 3 attacks in a row
 Typhoon: Level 3 Wind magic vs all targets
 Vitalize: Light healing of all targets
 Weaken: Lowers Defense of one target
 <!> Wild Swing: Damage can increase up to 2 times; rather random
 <!> Wind Strike: Physical Wind attack

The Crew of BoF 4:

|*Ryu* |

|THE main character of the entire BoF series so far, Ryu is still |

|the one and only character you can rename at your will, and still |

|the only mute in the course of the game... Of course, as the |

|character who sticks with your party, Ryu has, as always, all |

|rounded Stats, which are quite good to take on even the toughest |

|enemies with once you employ his unique dragon transformations, |

|which boost them to even higher levels. As a penalty, though, Ryu |

|cannot use most masters' Wills while in dragon form, but he does |

|have lots of Dragon Evocation spells to back him up, so monsters |

|out there watch out for Ryu! |

| |

|Physical: 2 |

|Ranged: 2 |

|Magical: 2 |

|Breath: 2 |

|Fire: 4 |

|Wind: 2 |

|Water: 1 |

|Earth: 2 |

|Holy: 5 |

|Mind: 2 |

|Status: 2 |

|Death: 2 |

Learning:	25	
Counter:	10	
Critical:	6	
Dodge:	6	
Alertness:	50	
To-Hit:	100	
Dragon Evocations:	See 'The Dragons of BoF 4' section	
Will:	Meditate-Transforms character into dragon hybrid form	
Trademark:	Catastrophe-4 hit extreme Water and Earth magic damage on all enemies; may inflict Poison status	
	-Category: Water and Earth magic	
	*Cancel into with Patch Pah from a Water-Earth spell, or a Combo Level 2 Water spell	
	Supernova-4 hit extreme Earth and Fire magic damage on all enemies; may inflict Confuse status	
	-Category: Earth and Fire magic	
	*Cancel into with Hwajeh from a Earth-Fire spell, or a Combo Level 2 Earth spell	
	Earthbreaker-4 hit extreme Fire and Wind magic damage on all enemies; may inflict Stun status	
	-Category: Fire and Wind magic	
	*Cancel into with Ahryu P'ung from a Fire-Wind spell, or a Combo Level 2 Fire spell	
	Mjollnir-2 hit heavy Wind and Water magic damage on all enemies	
	-Category: Wind and Water magic	
	*Cancel into with Pa Bing'Ah from a Wind-Water spell, or a Combo Level 2 Wind spell, which wouldn't be possible unless you're not playing what we know as a normal game	
Good Weapons:	Scramasax	
	Flame Sword	
	Firangi	
	Feather Sword	
	Cursed Sword	
	Slicer	
	Goo King Sword	
	Ascension	
	Royal Sword	
	Slayer	
Good Armor:	Ranger Garb	
	Manly Clothes	
	Fighting Robe	
	Wolfskin	

	Mist Armor	
	Light Clothing	
	Dragon Armor	
	Royal Armor	
	Useful Skills:	
	Super Combo	
	Tiger Fist	
	Focus	
	Last Resort	
	Shadow Walk	
	War Shout	
	Palliate	
	Useful Wills:	
	Haste	
	Vision	

Ryu's Evaluation

The consistent character in your party, Ryu has the most rounded Stats as well, all of which are boosted further by his dragon hybrid forms. With a fairly superior attack, Ryu is also able to equip quite an array of +1 hit weapons, among which include the holy Royal Sword. His versatile Dragon Evocations also boost his potential worth in battle, and while being in dragon form, he is also the only one who can get to cast the ultimate combo magic, except for Mjollnir, which can only be possible through a Gameshark or such. His natural link with Fou-lu lets them share the same skills, and his counterpart can learn a many of those powerful ones late in the game! A natural warrior, Ryu can do amazing damage with Super Combo when boosted up to extremes!

#Recommended Master: Bunyan#

A tough master to apprentice to, you would be thankful later when you need to rely on Ryu's dragon transformations for getting through tough parts of the game. All of the Stats that Bunyan provides a bonus for are boosted whenever Ryu performs a transformation, while AP is the sole Stat unaffected in any way. But make sure you have lots of AP from Njomo, before taking on Bunyan for his Vision Will as well!

	Nina	
	The eternal princess of Wyndia, Nina takes a better turn than her	
	predecessors in the series, with relatively okay Atk and Def	
	besides her alarmingly skyhigh Wis. This time round, she's also	
	your main healer, so recovering HP is generally not a problem with	
	her around (she even has Cheering in the back rank!). Her Wind	
	magic also blows you away, and she's a valuable character in any	
	magic combo you might want to perform.	
	Physical: 3	
	Ranged: 2	
	Magical: 2	
	Breath: 2	
	Fire: 2	
	Wind: 3	
	Water: 2	
	Earth: 2	
	Holy: 5	

Mind:	2	
Status:	2	
Death:	2	
Learning:	0	
Counter:	0	
Critical:	0	
Dodge:	20	
Alertness:	50	
To-Hit:	100	
Spells:	Sever -Innate	
	Heal -Innate	
	Purify -Innate	
	Barrier -Level 8	
	Rejuvenate-Level 11	
	Cyclone -Level 14	
	Raise Dead-Level 17	
	Remedy -Level 20	
	Vitalize -Level 23	
	Inspire -Level 26	
	Typhoon -Level 29	
	Kyrie -Level 31	
	Restore -Level 34	
	Resurrect -Level 36	
	Vigor -Level 39	
Will:	Cheering-Heals front rank members; effectiveness is	
	1/2 of Heal	
	*Critical condition of front rank members	
	*Nina is in back rank	
	*Occurs only at the end of a turn	
	"Don't give up!"	
Trademark:	Phoenix-Fire and Wind element damage on a random	
	enemy; recovers HP equal to 1/2 the damage	
	dealt, rounded down	
	-Category: Melee	
	*Cancel into with a Melee skill from a Fire-	
	Wind spell	
Good Weapons:	Sage's Staff	
	Wand of Air	
	Warding Staff	
	Rune Staff	
	Blessed Staff	
	Ouroboros	
Good Armor:	Sage's Frock	
	Mage's Robes	
	Robe of Wind	
	Phantom Dress	
	Diana's Dress	
	Star Dress	
	Angel's Vest	
	Light Clothing	
Useful Skills:	Oracle	
	Magic Ball	
	Icicle	
	Flame Pillar	

	Ebonfire	
	Concentrate	
	Resist	
	Useful Wills: Haste	
	Drowse	
	Ward	

Nina's Evaluation

The first character in the game you get to control, Nina would be the one to continue as the main healer for the rest of your journey. With extremely high Wisdom, Nina's healing spells prove to be far more effective than that of Scias', and her 'Cheering' Will allows her to do her part even when not directly in battle. Later in the game, she also gains a holy spell Kyrie to add to her arsenal of wind magic and any skills you might have given her, especially Oracle plus Magic Ball.

#Recommended Master: Rwolf#

I'm not kidding! After all the possible selections for Nina, Rwolf still turns out as the best choice. Even though the Abbess boosts your magic-related Stats to the heavens, your Attack and Defense get lowered into the pits, and you don't want your main healer to be dead just when you brought her out from behind to heal your party! Rwolf not only provides an okay boost to AP and Wisdom, but lowers Attack instead of Defense, which suits Nina to a T, whatever that means.

Cray

Leader of his war-like people, this Woren warrior is one mean mashing machine. In battle, Cray usually has the strongest Atk, which more than makes up for his lack of powerful +1 hit weapons. His high Def and hefty amount of HP also lets him stay longest in a physical battle of strength and endurance, and equipping him with regenerative items makes him all the tougher. Though Cray is normally slow, Cray is no mean slouch, and his Stat boosting spells can often have a big impact on boss battles, especially early on.

	Physical:	2	
	Ranged:	2	
	Magical:	2	
	Breath:	2	
	Fire:	2	
	Wind:	2	
	Water:	2	
	Earth:	3	
	Holy:	5	
	Mind:	2	
	Status:	2	
	Death:	2	
	Learning:	0	
	Counter:	15	
	Critical:	4	
	Dodge:	4	
	Alertness:	55	
	To-Hit:	100	
	Spells:	Protect -Innate	

	Speed	-Innate	
	Rock Blast	-Level 8	
	Slow	-Level 11	
	Blunt	-Level 14	
	Stone Pillar	-Level 17	
	Might	-Level 23	
	Shield	-Level 25	
	Quake	-Level 30	
Will:	Guard-Protect other characters; applies only to		
	physical attacks		
	*Critical condition of specific member raises		
	chance of Cray taking the hit instead		
	*Cray is in front rank		
	*Cray is not being targeted by the same attack		
	"You OK?"		
Trademark:	Mudslide-Water and Earth element damage on a random		
	enemy; attack at 1/2 power, ignores Def		
	-Category: Melee		
	*Cancel into with a Melee skill from a Water		
	-Earth spell		
Good Weapons:	Flail		
	Quarterstaff		
	Giant Club		
	Linked Pole		
	Nunchaku		
	Earthbreaker		
	Pole (duh!)		
Good Armor:	Ranger Garb		
	Manly Clothes		
	Fighting Robe		
	Life Armor		
	Gideon's Garb		
	Mist Armor		
Useful Skills:	Risky Blow		
	Air Raid		
	Spirit Blast		
	Cleave		
	Rest		
	Super Combo		
	Last Resort		
	Focus		
	Timed Blow		
Useful Wills:	Haste		
	Pique		
	Valor		

Cray's Evaluation

'Tank' is the word that comes to mind when you have to describe one such as Cray. And it is true that Cray has the means to plow through hordes of enemies with his overwhelming Atk and endurance. But take note that even with his HP, Cray is also rather vulnerable to magic, especially that of the wind element, so don't think that he's an invulnerable hulk. Personally I don't use him much at all, except for

raising Stats, but admittedly he can be of more potential than most other characters when in the right hands.

#Recommended Master: Kryrik#

Since Cray is undisputably in the dumps for Agl and Wis, and apprenticing under magic-favouring masters don't remedy the problem much, one has to look to sharpening his Atk and endurance to make his worth in battle, and our seasoned sailor of the Salt Ocean is there just for the job. Just note that if you ever feel a need to raise Cray's AP, or balance out his Agl with the rest of the party, Njomo fits that choice. Period.

|*Ershin* |
|By far the most hated character in the entire series, NOT just this |
|game, Ershin is seriously the most under-rated character when its |
|blasted appearance just wipes out most of its value in battle and |
|everything else. So, I will conveniently shut up on further |
|description for this character, who in the game is just an animated |
|suit of armor totally incapable of the warped biological fates that |
|not just a few have suggested for it. Still, read on! |

|
|Ershin is the host 'body' for Deis, who makes a guest appearance as |
|one of the Endless summoned to this game, and as a result of that |
|haphazard event gets trapped in this tin can, complete with limbs |
|and most other robotic parts (did they make this body on purpose?). |
|Even more unexpectedly, this inanimate object absorbs some of Deis' |
|essence from prolonged contact, and starts to develop a freakish |
|personality and will of its own. We'll never really know, but this |
|character might be to show the wacky side to one of the series |
|immortal beings. |

|
|Physical: 2 |
|Ranged: 3 |
|Magical: 2 |
|Breath: 2 |
|Fire: 2 |
|Wind: 2 |
|Water: 2 |
|Earth: 2 |
|Holy: 5 |
|Mind: 5 |
|Status: 5 |
|Death: 5 |
|Learning: 25 |
|Counter: 0 |
|Critical: 4 |
|Dodge: 0 |
|Alertness: 30 |
|To-Hit: 90 |

|
|Spells: Risky Shot -Innate |
| Wild Shot -Level 7 |

|
| *After Chapter 2* |
| Stand Out -Innate |
| Death -Innate |
| Blizzard -Level 19 |
| Quake -Level 23 |

	Inferno	-Level 28	
	Typhoon	-Level 35	
	Primus	-Level 45	
	Will:	Covering Fire-Deals physical damage to a random	
		enemy; may add to a combo	
		*Only after your characters in the	
		front rank have finished their turn,	
		usually at the end of a turn	
		*Ershin is in back rank	
		*Chances appear to be random	
		*Occurs only at the turn of a turn	
		"Ershin will assist you!"	
	Trademark:	Stand Out-Attracts all enemies' attention	
		-Category: None	
		*Just perform it!	
	Good Weapons:	Homing Bomb	
		Stunner	
		Toxic Claws	
		Ghostbuster	
		Power Glove	
		Mass Driver	
	Good Armor:	Lightning	
		Psychometer	
		Chopam Plate	
	Useful Skills:	Burn	
		Eddy	
		Plateau	
		Coward's Way	
		Faerie Breath	
		Benediction	
		Counter	
	Useful Wills:	Pique	
		Finale	
		Valor	

Ershin's Evaluation

Please just ignore whatever image that springs to mind and just accept this piece of info: A character that can cast all the level 3 elemental magic, with a Death spell and Breath attack, and backed up with lots of nifty skills to boot, this character is invaluable in any sort of battle. Biased opinions arise, but I think Capcom did this on purpose: giving the best Stats to the most hated character in the game. IF, to say these boons were granted on someone like Scias instead (oh, my), people would gladly eradicate this 'E' being from the entire game, but it IS a way of balancing out gifts. And I think I forgot to mention that at later levels, Ershin gains Stats superior to all other characters, even Fou-lu, so watch for this irascible tin juggernaut!

#Recommended Master: Njomo#

For those who have read up to now, I'm sure you have seen at least some of the shining worth of Ershin in battle, and for a suitable master, I would think Njomo has the role. For the starting chapters

of the game, Ershin is obviously THE worst character to even have around, with only two meagre magic, rotten Stats and not to mention an *ugghh* personality. Still, you have to level it up to see its potentiality, and the tutelage of Njomo will have its rewards; when you see Ershin's HP rising like a horrendous wave close behind Cray's even when under one like Njomo, you will not be able to miss out on the value of seeing lots of 'Pique' Will triggered off with Stand Out. And this tin can gets really fast too with lots of AP for more Level 3 spells!

|*Scias* |

|Voted as the coolest character in the game on par with Fou-lu, the |

|stuttering mercenary makes kills on the battlefield as one might |

|neatly slice fresh cold sashimi. Besides his unique animation, this|

|St. Bernard takes up the role of being the backup healer after |

|Nina, which makes him an influential character in battle; not that |

|being able to use +1 hit weapons to dice enemies as well as casting|

|useful spells doesn't prove his worth already. But enough of that, |

|I digress much. By the way, there's a picture of Scias blushing red|

|somewhere near the end of Chapter 2. lol :) |

| |

|Physical: 2 |

|Ranged: 2 |

|Magical: 2 |

|Breath: 2 |

|Fire: 2 |

|Wind: 2 |

|Water: 3 |

|Earth: 2 |

|Holy: 5 |

|Mind: 2 |

|Status: 2 |

|Death: 2 |

|Learning: 0 |

|Counter: 20 |

|Critical: 8 |

|Dodge: 15 |

|Alertness: 70 |

|To-Hit: 100 |

| |

|Spells: Shining Blade-Innate |

| Frost -Innate |

| Heal -Innate |

| Purify -Innate |

| Sleep -Innate |

| Confuse -Innate |

| Rejuvenate -Level 19 |

| Raise Dead -Level 22 |

| Remedy -Level 25 |

| Blizzard -Level 28 |

| Vitalize -Level 31 |

| Lifestealer -Level 34 |

| Restore -Level 37 |

| |

|Will: Rakhasa-Converts Def to Pwr; Def=0 |

| *Critical condition of Scias |

| *Scias is in front rank |

| *Activated in the turn before Scias performs |

```

|           a melee attack or skill, or occasionally |
|           after that |
|           "You will feel my blade..." |
| |
|Trademark:   Ice Sword-Water element damage on a random enemy; |
|           chance of instant kill |
|           -Category: Death/Melee |
|           *Cancel into with a Melee skill from a Wind |
|           -Water spell |
| |
|Good Weapons: Biter |
|           Hidden Dagger |
|           Feather Sword |
|           Firangi |
|           Damascus Sword |
|           Render |
|           Slicer |
|           Cleaver |
|           Slayer |
| |
|Good Armor:  Manly Clothes |
|           Fighting Robe |
|           Wolfskin |
|           King's Armor |
|           Mist Armor |
|           Light Clothing |
| |
|Useful Skills: Triple Blow |
|           Super Combo |
|           Pilfer |
|           Charm |
|           Tiger Fist |
|           Focus |
|           War Shout |
| |
|Useful Wills: Pique |
|           Finale |
|           Valor |
|           Vision |

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Scias' Evaluation

I can't add much from this, but say that under his cool animation, Scias is an exceptionally useful assistance character. He can kick butt with both physical and magic onslaughts, as well as heal much of your wounds, besides having excellent levels for most of his Stats. Rakhasa also kicks in during critical times for a final retaliation, during which you should leave him in the back rank and boost his attack, then bring him out for a flashy combo!

#Recommended Master: Kryrik#

This master is ideal for unleashing the potential of Rakhasa, as Kryrik IS the master for raising HP, Atk AND Def altogether. The only downside is the drop in AP, which you will need as the game progresses, but Njomo and Gyosil are both there for standby, so watch as Scias finishes off any stragglers waiting to get a crack at you.

|*Ursula* |

|The final character to join your party, Ursula plays the part of a |
|cool sniper with her training as a captain of the Fou Empire |
|Imperial Army, and sports more than a few pot shots with her array |
|of firearms. To couple it off, she has a snappy demeanor which |
|shows most of its edge towards Cray, but beneath it all lies a |
|gruff but warm side which she reveals near the beginning of the |
|ending chapter. |

|Physical: 2 |
|Ranged: 2 |
|Magical: 2 |
|Breath: 2 |
|Fire: 3 |
|Wind: 2 |
|Water: 2 |
|Earth: 2 |
|Holy: 5 |
|Mind: 2 |
|Status: 2 |
|Death: 2 |
|Learning: 0 |
|Counter: 0 |
|Critical: 2 |
|Dodge: 10 |
|Alertness: 55 |
|To-Hit: 80 |

|Spells: Flare -Innate |
| Fireblast -Innate |
| Rock Blast -Innate |
| Silence -Innate |
| Confuse -Innate |
| Weaken -Innate |
| Cyclone -Level 21 |
| Enfeeble -Level 24 |
| Drain -Level 27 |
| Leech Power-Level 28 |
| Inferno -Level 31 |

|Will: Valor-Revive when knocked out |
| *Activated directly after getting knocked out |
| *Triggers only once per battle |
| *Recovers with only 1 HP |
| *Ursula is in front rank |
| "An impressive display of force!" |

|Trademark: Reflect-Earth and Fire element damage on all |
| enemies; hits up to 8 times by rebounding |
| between enemies |
| -Category: Melee |
| *Cancel into with a Melee skill from a Earth- |
| Fire spell |

|Good Weapons: Multi Gun |
| Flamethrower |
| Mortar |
| Repeater |
| Culverin |

|Good Armor: Robe of Wind |

	Phantom Dress	
	Burglar Garb	
	Angel Vest	
	Light Clothing	
	Useful Skills: Reversal	
	Shadow Walk	
	Triple Blow	
	Timed Blow	
	Counter	
	Snooze	
	Last Resort	
	Focus	
	Useful Wills: Haste	
	Finale	
	Vision	

Ursula's Evaluation

Well, you just have to admit that her array of attack-all weapons make a unique turn in the battles so far, and she hardly misses at all with her high accuracy guns. Give her skills like Shadow Walk and Counter and you get much more worth for the AP cost. I like to make use of her Valor Will by giving giving her Reversal and Timed Blow, letting her self-destruct and dealing smashing damage next with Reversal. Also, once you get ahold of The Culverin, laugh aloud as you blow hordes of pesky enemies like Morph Goos to smithereens with a single blow and snag that whole lot of Exp :) Even with +1 hit weapons, Ursula rocks.

#Recommended Master: Kryrik#

Once again, Kryrik gets voted in as the most beneficial master to apprentice under. The Finale Will gets in for all enemies, and might trigger off more Finale attacks from other characters, while the Stat boosts are useful in complimenting her own Valor Will plus Reversal and Timed Blow. Additionally, her high attack strength will let you finish off lots of group enemies with short work, so try getting her a high Agl rating with Njomo as well. And you can laugh on saving AP as well, for on large groups it can amount to a Shadow Walk on 6 for the price of 1 all in a single turn!

|*Fou-lu*

|For the short lapses in which you get to use him, the Endless First
|Emperor and Founder of the Fou Empire gets hounded by his own
|empire's forces relentlessly, literally dropping from one mishap to
|another, even getting into what could be considered an amorphous
|relationship. Still, no matter which course of the gameplay you
|choose (as if there's really any choice), his story can only be
|told with more than just a few ironical and tragic twists.

|

	Physical:	2	
	Ranged:	2	
	Magical:	2	
	Breath:	2	
	Fire:	1	
	Wind:	2	
	Water:	4	

Earth:	2	
Holy:	5	
Mind:	7	
Status:	7	
Death:	7	
Learning:	25	
Counter:	20	
Critical:	15	
Dodge:	8	
Alertness:	70	
To-Hit:	100	
Spells:	None	
Will:	Meditate-Transforms character into dragon hybrid	
	form	
Trademark:	Mjollnir-2 hit extreme Wind and Water magic damage	
	on all enemies	
	-Category: Wind and Water magic	
	*Cancel into with Pa Bing'Ah from a Wind-	
	Water spell, or a Combo Level 2 Wind spell,	
	which wouldn't be possible unless you're	
	not playing what we know as a normal game	
Good Weapons:	Royal Sword	
	Slayer (but HOW would you get one normally?)	
Good Armor:	Royal Armor	
	Magma Armor (If you get one)	
	Life Armor (Dre-eam-ing...)	
Useful Skills:	Inherently, all the skills Ryu has	
Useful Wills:	None	

Fou-lu's Evaluation

Not much to say here, but I think that more than a few out there would be extremely gratified if they could switch the positions of Fou-lu and Ershin during the course of the gameplay ;) To back up his worth, for the short sequences and boss battles in which you get to use him, you cannot cease to marvel at the ease with which he can dispatch his enemies, suffice to say that he battles alone. Of course, without someone to watch his back, he can also drop like a smashed dragonfly if you let those bosses get a crack at him. And NOT to depreciate Ershin's worth, but I'd gladly let them switch fates if I could, AND I'd even throw in Scias for the deal!

#Recommended Master: None#

You don't meet any Masters while playing as him. Bunyan feels too inferior to volunteer himself as a Master to the First Emperor. :)

Magic combos:

All that's here is what I've found to be quite useful or interesting, so if you think that you have more tricks to share with others, please do so :) Oh, the criky names are just ones I put there.

Ascension:[Celerity->Party spell->Party spell]

*This is a well known combo that many utilise to deal with mid-game bosses, and can rack up to 70 hits, which also satisfies Kryrik's requirements. Pity it can only be used once per three hours of gameplay... but bosses shouldn't appear faster than that.

By The Numbers:[Tiger Fist->Faerie Attack->Faerie Charge]

*If you like large hitting combos, this should be enough for you. With 20 faerie troops for this, try apprenticing the character using Tiger Fist with Bunyan, and use two Speed spells to get a higher To-Hit rate, which can let you rack up to a grand total of 136 hits! If you've been treating your faerie counterparts nicely enough, this would probably dish out over 10000 damage!

Celeron:[LV Up spell->LV Up spell->Focus/Concentrate]

*Sorry for the name, but it seems to fit. This can be used following Final Strike to get in an insane attack, as this raises that character's Focus counter to 3 on the next turn. Can be used with Concentrate for the same sort of effect, especially for potent mass healing.

Final Strike:[Resist->Last Resort->Spell affecting Last Resort user]

*A sort of Final Hope in itself, this combo lets the user of Last Resort try for a devastating deathblow on the following turn, which might just be enough to beat that wretched boss.

Invincible Moon:[Palliate->Resist->Party healing spell]

*This is a flexible combo for lots of healing, and may be used with many healing spells, such as Restore and Faerie Breath. With luck, you can get a dying party up with full HP :) Insofar as I know, this is what you can use, when assisted with Topaz Tears on your party, to get the most insane possible combo damage for the game; just substitute Resist with a healing spell. Ummm, note that it's COMBO damage. But I think Palliate should heal well over 12000 HP when you get it along with Topaz Tears, so this can fit the bill for Bunyan too.

The Dragons of BoF 4:

Well, I've added something here, but it's rather empty still. For more info, look to DarkStorm's Dragon faq. :) On a common basis, although Dragon Evocations are placed under the 'Breath' category, they do not depend in anyway upon the present HP of Ryu (well, unless he's K.O.ed), but still cannot start a combo chain like all other Breath attacks. As well, in case you just played this game, this conventional summon can only be used *once* until your next rest at

an inn-type save point, so they should be reserved for strategic moments or when you're really getting desperate. Just so that you know, most Evocations also increase in efficiency when they are performed near the end of a combo, besides increasing the overall total number of hits, so use them when you deem fit. As a final note here, only Rainstorm may be obtained before Chapter 3, so don't try to look in places that aren't there before then.

P'ung Ryong: You get this automatically after a scene near the end of Chapter 2, in Sinchon

[Rainstorm]: Holy attack; damage changes with enemies' HP
No. of hits: 1 ->10, 2 ->13, 3 ->16

The very first dragon evocation you get, you'll soon find out that they can come in very handy against bosses, as well as against strong enemies when there are inn-type rest points nearby. For starters, Rainstorm shows an incredibly different concept of the term dragon, as P'ung Ryong proceeds to shower damage on your enemies; I'll say it looks like an elephantine-serpentine-whale. Well, it's considered handsome enough in comparison with some of the others, so I would just say that the BoF 4 designers are showing some sort of odd innovation. By the way, Rainstorm can defeat enemies, unlike another evocation with a similar description. For this move, P'ung Ryong arcs above the thunder clouds to drop a tear on your enemies conveniently confined to a tight spot. This tear proceeds to break into a shower of rain, which seems to really hurt like acid on your hapless foes.

Location: The Place of Summoning in Sinchon; you'll know it.

Ni Ryong: 'To the south of the shifting sands... Where earth and water meet.' ---Sa Ryong

[Mud Flow]: Water+Earth Breath attack
No. of hits: 1 ->8, 2 ->11, 3 ->14

The next summon you can conveniently get after travelling to Kyoin once more, you should detour to get this before advancing further to the Shikk region. The summon itself is purely damage-based: Ni Ryong emerges out of a huge sea of mud, and immediately conjures up a Leviathan-style tsunami wave ala mud bath; not really all that impressive, but seems to deal enough damage to wear out more than half of the HP for most of the upcoming bosses. Used in combos, this really whittles away at your enemies.

Location: Remember the Dam that was wrecked by Ni Ryong in Chapter 1? Just head for the ? spot north, where you received your next event about the Endless. This midget avatar is nicely hidden from the normal camera view, so just manipulate your buttons a bit.

Sa Ryong: 'Far to the north of here, in a place that knows not the touch of water or rain' ---Cho Ryong

[Onslaught]: Wind attack; confuses enemy
No. of hits: 1 ->8, 2 ->11, 3 ->14

As Raiu said, you can't help but love this one. A plume of disturbed and shows Sa Ryong plowing through the transformed desert landscape to beneath your enemies, then bursting through the surface like Jaws. The next part is what's really interesting: a battering ram dragon-style arrows across the horizon multiple times, chucking your enemies

about like trash into the beyond, and as in the traditional fashion, you can always see those stars shining brilliantly. For the best laugh results, I really suggest you try this on the Tyrant boss: Hahahaha, I won't spoil this, as you really have to experience this unique sight for yourself. Does very decent damage, and may even afflict confusion on those flying stars, who are probably also seeing lots of stars themselves!

Location: Once you've reached the Shikk region after getting your very own sandflier in Chapter 3, set a course from there to Shyde. In the southern region, search around a bit for an oasis barricaded off from the rest of the course, and perform a leap over the wall by accelerating your sandflier over that nearby sand dune. The course map should give a rough idea of where it is.

Cho Ryong: 'In a place color'd as gold.' ---Nameless One

[Healing Wind]: Heals and restores party; Effectiveness equals Palliate cast by Ryu

No. of hits: 6 (one per party member) for all combo levels; note that the effects do not combo in, only the number of hits. The 'CURE' effect would come in only if your characters have negative status ailments, thus increasing the possible number of hits to 12, but only then.

Supposedly a female dragon, Cho Ryong looks well enough for the part, and her ability is rather unique out of all the Dragon Evocations. Using Healing Wind with Ryu, Cho Ryong alters the battlefield to a soothing grove of life, and restores most of your party's HP (usually all), as well as cures off all negative status changes. This would come in use as an emergency healing spell, but actually gets increasingly obsolete later on, once you get the chance to hook up whales on the dish. Actually, using whales with the Ward Will would be better than casting Healing Wind, for you get more than one chance to conserve a whale, while Healing Wind can only be used once before you have to rest at an inn. :| Still, this move is incredibly useful, so don't dismiss it too soon. Pity it's no Great Gospel.

Location: You might want to get some clues first from Cray's mom, Tahrn. Otherwise, head straight into the Gold Plains, and rush towards that big rock (what else is there?). Now, turn around a bit to catch a glimpse of a bird glowing for all it's worth. Trail after it to encounter Cho Ryong; you'll see it when you're near. Interestingly, Tahrn refers to Cho Ryong as a 'he'.

Su Ryong: 'In the land called Shikk, surrounded by trees.'

---Ni Ryong

[Holy Circle]: Protects front rank against attacks for 1 turn

No. of hits: 3 for all combo levels

I have to admit, this move just isn't that useful. For just 1 turn, Su Ryong utilises its powers to render your party absolutely untouchable; well, the front rank, anyways. To criticise it, the animation suggests something rather unsightly... which is not the point. The real concern is that since Ryu is one of the main attackers, the 1 turn duration of this move nullifies most of its usefulness. Still, it's useful enough to brace your party against an annihilating attack. Do we hear: Soul Rend?

Location: After the event at the Checkpoint, somewhere about halfway on the road to Shikk is a ? spot that keeps appearing. Enter it to find yourself on a T-shaped road, take the side branch, and voila, there's the critter, who really doesn't resemble the Yggdrassil portrayed in earlier games.

Hae Ryong: 'His song can be heard in the breaking of waves.'

---Su Ryong

'We dwell in the wild deep places, those protected by hard rock and stone. Bend your sails there, and thou shalt find us.' ---Hae Ryong, at the Fane of the Sea God

[Flood Tide]: Wind+Water breath attack; stuns enemies

No. of hits: 1 ->6, 2 ->9, 3 ->12

Possessing the strongest raw damage of all, Hae Ryong's Flood Tide not only looks intimidating, but it usually does the most damage out of all the offensive evocations. Just so that it evens the advantage, you really have to go through rather a lot of hassle to add this move to your arsenal. If more has to be said, look for Raiu's description, but I personally think it looks like a soft-shelled matamata turtle with built in 'hydro-pump' implements.

Location: This is the best I can describe it to, so I don't make any claims as to its accuracy. Use the ship belonging to the Zig bros, either at Shikk or Lyp, though Lyp's distance is shorter and easier to cover. Manoeuvre your ship with a South-west wind from Lyp, and travel upwards past the Cove to a sort of lagoon, partially surrounded by rock formations from the east and west side, while a jutting head of land to the south marks the area. Now, steer yourself to a spot nearly equidistant from the two rock formations, and draw a perpendicular line straight out towards north from the piece of land. Turn about a bit to place yourself on that spot, steer just that very slightly to the east, and hope you've struck it lucky. If not, just search around more or less in the area, and you should have it too. A easier-to-understand way would be to sail just along the inner side of the east rock formation and stop yourself just as you reach the perpendicular line stretching from the land. Hope you find what you were looking for. :) OH YES, it seems like quoting compass directions were somewhat misleading for quite a few readers. The directions were based upon the NAME of the WIND ARROWS; my interpretation was that the name was the direction too, so ... sorry for any misunderstandings!

Nameless One: 'On the great expanse to the west of these shores...

Waits, one with the earth itself, unseen and unknown to man.' ---Hae Ryong

[Fulguration]: Gravity attack; damage changes with enemies' HP

No. of hits: 1 ->6, 2 ->9, 3 ->12

The very final evocation you can get (chronologically-wise, of course), this is also that very last piece of the ancient dragons' power you need to possess to be able to fully harness the powers of the Kaiser dragon-form! ('At last, now it's mine!') To stress its potential, this move can deal much more damage than any other evocation, simply because it does its damage based upon the remaining HP of all your enemies. Chained in as the third move to a combo at the start of a big boss battle, this move alone would easily rip off

around half of the boss' HP; pity there aren't really many bosses left. Of course, it's no Soul Rend, but it's better than nothing to have. Just note that its effectiveness gets lower as your enemies get weaker, which makes it do almost zilch in damage, so make full use of this move in the first turn to strike. To demoralise you a bit, that great big energy globe fired off by that petrified man-o-war with a turtlehead, CANNOT and will NOT ever be able to kill off any monster (yep, not even those Caps reduced to 1 HP and Min Def), so that may make you think about just when to best use this move.

Location: After learning of the route to continue your journey on from Fu Chu Man, enter the new 'River' area, where you get to speak with a resting worker in the second area. Chat about dragons in your conversation, and reply that they resemble grass and rocks to have a ? spot generated after leaving this area successfully. Herein this quarry awaits the Nameless One, who would grant you a final boon...

Who shall be my Master?:

Along with the fishing mini-game and, of course, dragons, the Master system has also become an integral part of the Breath of Fire series. Up till now, it just gets better and better.

As in previous BoF games, the masters in the game play a crucial role in boosting your characters' potential, affecting your statistics and teaching their apprentices unique skills they know. In BoF 4, the Master system has been greatly improved compared to BoF 3. No longer would your characters get 'stuck' with a master for an obscene amount of time, no longer would you have to level up those tons of levels anymore. The BoF 4 Master system offers gamers a revolutionary improvement (erm, well...).

In BoF 4, characters would no longer have to 'bond' and sign 'life-long' contracts with Masters. You can sign on or off your apprenticeship as and when you like (while in camp), provided you 1.) meet their requirements, 2.) have met up with them, and 3.) nothing else! Skills can be taught to any character you choose, even non-apprentices, and are taught once you meet the requirements given for that skill. Still, multiple copies of the same skill cannot be learnt, and a master would skip any skill you have learnt onto the next one; the requirements are there, though. You can check upon what you can get next from any master under the 'Info' section from 'Master' while in camp.

Plus, Masters now have unique Wills of their own, which are usable only while a character is under apprenticeship to that particular Master, which means no, you cannot learn the Wills from Masters permanently. However, this IS already an added bonus, so don't get too sore about what's still as yet technically impossible. Now, onto what you were looking for...

Rwolf

Location: Kurok (near the entrance)
Requirements: None
Will: Haste> Increases speed in combat (good for letting

slower characters have a better chance to
combo, and seems to increase your Alertness)

Stats. Change: AP +1, Wisdom +1

Attack -1

Alertness +20

1st skill- Eddy

Requirements- Perform a combo of 5 hits or more

2nd skill- Plateau

Requirements- Perform a combo of 10 hits or more

3rd skill- Magic Ball

Requirements- Perform a combo of 15 hits or more

Final skill- Flame Pillar

Requirements- Perform a combo of 20 hits or more

Evaluation: Rwolf is a nice Master to get started with, and the pros outweigh the cons, even though it may seem insignificant in amount. The requirements for learning his skills are reasonable, and you can even try new magic combos from the skills taught to fulfill his requirements! Just keep in mind that once you leave for Kyoin from Synesta in Chapter 1, you'll have to wait for Chapter 3 before meeting Rwolf again.

Stoll

Location: Hideout (near the center of the cave)

Requirements: Pay him all your Zenny

Will: Filch> Steal new items (only NEW items in an enemy's
first item slot; activated by normal attacks)

Stats. change: Agility +1

Dodge +5

Alertness +5

To-hit +5

1st skill- Steal

Requirements- Possess 80 or more different items in your inventory

Final skill- Coward's Way

Requirements- Possess 120 or more different items in your inventory

Evaluation: Conclusively, Stoll is an absolute Master for making your characters gain quicksilver speed (from the way he twists out of corners when under your pursuit!). If you want to boost your Agl to absurd levels, stick to Stoll! But don't let them get out of sight, or combos just might go awry! For items, just buy or filch them, by hook or by crook (and don't sell them off too soon)! It would be unlikely for you to be able to get Coward's Way before Chapter 3, so there's not much point in noting that you can't return to Stoll after leaving Synesta in Chapter 1, all the way until Chapter 3.

Una

Location: Worent (the 2nd level of the Elders' premises)
Requirements: None
Will: Wild> Damage up, accuracy down (just as it says...)
Stats. change: HP +12, Power +2, Defense +1
AP -2, Wisdom -1

1st skill- Pilfer
Requirements- Deal 1,500 or more points of damage with a combo

2nd skill- Super Combo
Requirements- Deal 3,000 or more points of damage with a combo

Final skill- Blitz
Requirements- Deal 10,000 or more points of damage with a combo

Evaluation: When you get a chance to apprentice with Una, you might want to wait till later, as the enemy Nuts in the area are hard enough to hit already. Don't hesitate to get her skills, however, as they are really handy, especially Super Combo! Blitz is probably out of reach, though, but try all the combos you can perform, including magic combos. Overall, Una is an excellent Master for physical characters. Note that once you get past the event at P'ung Tap, you can't return to update your skills until Chapter 3.

Njomo

Location: Plains (? spot north-east of Ahm Fen)
Requirements: Help to develop the Faerie Colony population
Will: Pique> All counters = critical hit (well, if you get
counters the normal way)
Stats. change: Agility +2, AP +1
HP -8
Dodge +5

1st skill- Faerie Attack
- Increase the Faerie colony's population to 8 or more

2nd skill- Faerie Breath
- Increase the Faerie colony's population to 12 or more

3rd skill- War Shout
- Increase the Faerie colony's population to 16 or more

Final skill- Faerie Charge
- Increase the Faerie colony's population to the limit of
20

Evaluation: Some may find Njomo's skills undependable, as they are in turn dependent upon the amount of faerie troops you have, as well as their level, but all of them are undisputably useful, especially War Shout! The Stats change would be quite appropriate for Cray and Ershin, so let them apprentice for a few levels. Just have a nicely gossiping Faerie Colony for both the requirements and for making these spells effective. Keep in mind that you can't return to Njomo after the event at P'ung Tap, until Chapter 3.

* Quotes for 'Pique' Will *
* Ryu: Ryu's anger overtakes him! *
* Nina: "Why you...!" *
* Cray: "Who d'you think yer fightin'!?" *
* Ershin: "Ershin regrets that you must be destroyed!" *
* Scias: "Now I'm mad!" *
* Ursula: "You dare?" *

Momo

Location: Wyndia (within the windmill located near the entrance)
Requirements: None
Will: Drowse> Leave them alone and... (they Snooze when
placed in the back rank!)
Stats. change: HP + 8

1st skill- Spray
- Play the game until the time exceeds 25 hours!

2nd skill- Clip
- Play the game until the time exceeds 30 hours!

3rd skill- Oracle
- Play the game until the time exceeds 40 hours!

Final skill- Egghead
- Play the game until the time exceeds 50 hours!

Evaluation: Another gain-only master, Momo is good only when you are trying to gain HP, but too miserly to give up on other Stats. Her 'Drowse' Will tends to come out at the wrong moment, and most of her skills except for Oracle are no-brainers. Still, you can add this master and her skills to the collection, but look to others if you want significant changes in your Stats. If you actually feel comfortable with placing characters in the back rank for long periods, 'Drowse' *might* come in useful. Note that you can't readily access Momo once you go through the event at P'ung Tap, all the way until Chapter 3.

* Quotes for 'Drowse' Will *
* Ryu: Ryu falls sound asleep! *
* Nina: "Good night, everyone!" *
* Cray: "Wake me when it's over, eh?" *
* Ershin: "Yawn!" *
* Scias: "... Night." *
* Ursula: "Lights out." *

Abbess

Location: Chek (in her own quarters!)
Requirements: Obtained at least 1 Dragon Evocation through meeting with the various dragon avatars (excludes P'ung

Ryong's avatar)
Will: Reck> Increases Learning chance (which makes getting
skills from enemies easier)
Stats. change: AP +2, Wisdom +4
Power -2, Defense -2
Magical +1

1st skill- Concentrate
- Battled with 70 or more different enemies

2nd skill- Sanctuary
- Battled with 85 or more different enemies

Final skill- Celerity
- Battled with 100 or more different enemies

Evaluation: The Abbess is the ultimate master for your magic-
dependant characters, especially Nina. But watch out for
those big decreases in Power and Defense, as they can
become bad news for any character. If you want Nina to
hit for any damage at all, then try another master, but
she can definitely waste many enemies and bosses using
Oracle and Magic Ball with that huge Wisdom boost! The
Abbess would only offer her services after you reach
Chapter 3.

Marlok

Location: Synesta (the 2nd level of his premises)
Requirements: A 'Tin Ball' or better treasure through trading the
original 'Lead Ball'
Will: Greed> Increase Zenny earned (+20% of normal zenny
earnings for each apprentice)
Stats. change: HP +16, AP +3
Power -1, Defense -1, Agility -1, Wisdom -1
Learning +5

1st skill- Charm
- A 'Copper Ball' or better treasure

2nd skill- Monopolize
- An 'Electrum Ball' or better treasure

Final skill- Roulette
- The best treasure, a 'Platinum Ball'

Evaluation: The very symbol of greed, Marlok gives extreme changes in
all of your Stats, which literally makes you what he is:
a fat battery of HP and AP. Soft living makes one hapless
though, as all your other Stats take a permanent plunge.
Still, you can make him a temporary master for any
character when you go Zenny-hunting, especially for gold
eggs. His skills are not quite worth much, though you
would want to get Charm since treasure exchanging is
almost free anyways.

#Treasure Exchange Points#

*Purchase the initial Lead Ball from the 'frog man' in the inn of
Sarai

Exchange thereafter with:

- *A man standing in the doorway of a house in Ludia (only before leaving Ludia while in the night-time event for retrieving Cray)
- *A man living near the exit of the Shrine exiting the Gold Plains
- *An imprisoned thief in the dungeons of Castle Wyndia
- *A traveller standing obscured from sight near the 'inn' of Shyde

>From Chapter 3 onwards:

- *Return to the Crash at the start of the game and swap with one of the salvagers of the wreck
- *Chat with the little girl who declined to play hide-and-seek in the orphanage in Synesta
- *Switch whatever you have with the man in the basement of a house in Shikk
- *Ignore Fu-Chu-Man's looks and swap your treasure with him in Chiqua after learning of the route to Chedo
- *A female refugee sitting on the ground near the entrance of Sonne has the last treasure

For a Clear Game:

- *A traveller among the ruins of the Abandoned Village near Chek would be there, but only if you missed swapping with the man in Ludia, but have already finished trading with all the others.

Kryrik

Location: Shikk, after crossing the ocean (by the harbour)
Requirements: Perform a combo of 25 hits or more
Will: Finale> Finish off weakened opponent (automatically attacks an enemy in critical condition, and may add to a combo; only at the end of a turn)
Stats. change: HP +25, Power +3, Defense +2
AP -2, Agility -2, Wisdom -2

1st skill- Megaphone
- Perform a combo of 30 hits or more

2nd skill- Spirit Blast
- Perform a combo of 40 hits or more

3rd skill- Cleave
- Perform a combo of 50 hits or more

Final skill- Disembowel
- Perform a combo of 70 hits or more

Evaluation: The seasoned sailor is one who can train any of your characters into a juggernaut. With his 'Finale' Will, Kryrik enables your characters to give no quarter in any battle, which could turn out to be a double-edged sword if you're trying to steal from some creatures. The same could be said of the skills he teaches, which try to get your enemies down regardless of the costs. A great master for almost any character, you would do best by apprenticing Cray or even Ershin to him! For his requirements, just try an Ascension combo, which should be performable for you by the time you get to apprentice

with Kryrik.

```
*****
* Quotes for 'Finale' Will *
* Ryu:    Ryu attacks the enemy again! *
* Nina:   "I'm sorry!" *
* Cray:   "You ain't gettin' away that easy!" *
* Ershin: "You cannot escape Ershin so easily!" *
* Scias:  "There is no escape!" *
* Ursula: "This one's mine!" *
*****
```

Gyosil

Location: Lyp (he's fishing in this cramped flotsam!)
Requirements: You must have at least 3,000 fishing points
Will: Ward> Can conserve one-shot items (Regain 1 of
 whatever Item was used, which obviously does not
 always occur)
Stats. change: AP +2
 HP -8

1st item- Ring of Ice
 - You must have at least 4000 fishing points

2nd item- Spanner
 - You must have at least 6000 fishing points!

Final item- Master's Rod
 - You must have at least 9500 fishing points!! ('The Fish'
 rank!)

Evaluation: The fishing master Gyosil offers little changes in Stats,
but it would be true that the gain in AP surpasses the
decrease in HP. The 'Ward' Will might prove useful when
you want to use items like Ivory Dice and Moon Tears, but
is chancey at best. However, the items Gyosil gives are
not to be missed, so go fishing for whoppers! Note that
you need an apprentice under Gyosil before the master
Lyta would agree to apprentice your characters. Catching
every type of fish you've encountered so far should earn
you this apprenticeship, but getting the Master's Rod is
really hard work even with an Angling Rod.

Lyta

Location: Synesta (the orphanage)
Requirements: A party member must be apprenticed under the master
 Gyosil
Will: Guard> Protect other characters (See *Cray* under 'The
 Crew of BoF 4' section)
Stats. change: AP +1, Wisdom +1
 Defense -1
 Holy +1
 Death +2

1st skill- Supplication
 - Ryu must be at level 20 or more

2nd skill- Holy Strike
- Ryu must be at level 25 or more

3rd skill- Resist
- Ryu must be at level 30 or more

Final skill- Benediction
- Ryu must be at level 35 or more

Evaluation: The Sister Lyta affects your Stats alike to Rwolf, but you might prefer to apprentice them under her instead as Lyta causes your defense to decrease rather than your attack. You probably wouldn't like her 'Guard' Will though, since she already de-emphasizes on defense, but it could prove useful on some characters (Scias!). Train up Ryu for her skills, as she also teaches the ultimate reviving skill 'Benediction', which you would definitely want despite the exorbitant AP cost!

```
*****  
* Quotes for 'Guard' Will *  
* Ryu: Ryu blocked the attack with his body! *  
* Nina: "No!" *  
* Cray: "You OK?" *  
* Ershin: "Are you undamaged?" *  
* Scias: "Watch out!" *  
* Ursula: "That was close!" *  
*****
```

Kahn

Location: Fish Head Beach (? spot north-west of Saldine)
Requirements: None
Will: Valor> Revive when knocked out (See *Ursula* under
'The Crew of BoF 4' section)
Stats. change: HP +20, Power +3, Agility +1
AP -4, Wisdom -3

1st skill- Shout
- You must have had at least 300 encounters

2nd skill- Tiger Fist
- You must have had at least 500 encounters

Final skill- Flex
- You must have had at least 600 encounters

Evaluation: Falling more than once to your party, the inept Kahn finally makes it to the ranks of a master ;p, and displaying his hard-earned knowledge, he might well train your characters into relentless fighters! To boot, his 'Valor' Will shows you the secret of exactly how he managed to pester your party throughout the entire game, and his skills are next to nothing to get once you advance through the game. Except for Tiger Fist though, most of them would be practically useless, so you might as well stop at that. Finally, going by his teachings, he offers the motto of 'strike before your enemy does'!

```

*****
* Quotes for 'Valor' Will *
* Ryu: Ryu recovers by force of will! *
* Nina: "I can't give up! Not now!" *
* Cray: "You're pretty good!" *
* Ershin: "Ershin cannot be defeated so easily!" *
* Scias: "Wow... " *
* Ursula: "An impressive display of force!" *
*****

```

Bunyan

Location: Hut (outside the cottage at the top of the plateau)
Requirements: Must have met with all the other masters
Will: Vision> To-hit chance= 100% (well, it still misses in
some cases)
Stats. change: Power +1, Defense +1, Agility +1, Wisdom +1
HP -16, AP -3

1st skill- Backhand
- You must have dealt over 3,000 points of damage in 1
hit.

2nd skill- Shadow Walk
- You must have dealt over 8,000 points of damage in 1
hit!?

Final skill- Final Hope
- You must have dealt over 12,000 points of damage in 1
hit!?!)

Evaluation: The exact opposite of Marlok, Bunyan shows up as the last
master in BoF 4, and might well be the best. His 'Vision'
Will lets his apprentices strike more accurately,
effectively letting even 'Blind' characters hit their
target, plus a better success rate for Risky Blow.
Apprentice under Bunyan, especially if you intend to make
the local Bolts sniping targets, and don't miss Shadow
Walk for your strongest character! Final Hope might seem
to be a disappointment for all that hard work, though the
brief respite could just mean victory over the tough
bosses to come; but I'd prefer something like Bonebreak,
though... In case you wanted to know, Bunyan was the very
first master in BoF 3 instead of being the last.
Juxtaposition!

Fishing in the dark waters:

Well, I've listed my list of best catches, over separate games, of
course, in a list below, which you might want to view, or just delete
it away. Any suggestions?

Just some blind tips:

*Know where your intended catch lies, in general terms of distance,
depth, as well as where it is likely to be for some particular
fishing spots

*Choose your lure wisely, using ones that are more likely to be taken by your target, AND ignored by other fish in similar approximate areas

*Try a waiting tactic with some deep dwellers by allowing sinking lures to reach bottom and wait for flashes on the Depth Meter; you might want to add Tec.s to this, and large whoppers usually come this way. Try not to lose your lure on the rocks; a side effect of this is that you have a more unstable tension to constantly keep in check

*Blend your Tec.s with the drum beats in the background, which were meant to serve that purpose; once you've mastered the pattern, you might want to lower the volume, which tends to become distracting

*Any catch is likely to make a splash once you pull it to the surface; this splash may catch you off guard and allow the fish to escape, but if you manage to hold on, the tension usually becomes extremely stable

*Tugging on the fishing line helps steer a potential catch towards you, and you can use it to pull some weaker fishes away from rocks, logs and similar obstacles. Constant tugging in a slightly circular wag seems to confuse the fish to some extent on its sense of direction, and can quickly wear out the strength of trashing fishes by tempting them to splash about

*Change your rod to suit the spot. If you're fishing in a tight River Spot for a Sturgeon, CHANGE that Angling Rod to something else like a Spanner or Deluxe Rod

*Recognise the shape of your greedy visitor, as that would save you time catching an unwanted fish; easily recognisable are the sleek fat shapes of whales, sturgeons, barandys, and anglers, etc. And of course, jellyfish.

*If you're fishing in a River Spot, the fish cannot ever escape, so long as you hold on to it; the only threat comes from the danger of it getting 'stuck' behind one of the numerous obstacles.

Lure : The most suitable lure type (I suppose)

Spot : Best place to catch a whopper (I think so)

Crowning: The minimum length to get the maximum points for that catch

Record : My best results so far :p

Points : The maximum points that a crowned catch can offer

Tactics: Some info, if any

And here are the practical uses of your catches outside of Manillo trading:

Jellyfish	Restores	50 HP	to one target
Man-o'-War	Restores	50 HP	to one target
Piranha	Restores	150 HP	to one target
Sea Bass	Restores	400 HP	to one target
Bass	Restores	500 HP	to one target
Black Bass	Restores	1200 HP	to one target
Bonito	Restores	all HP	to one target

Lure : Spinner
Spot : Chamba Spot
Crowning: 30 cm
Record : 31 cm
Points : 80

Tactics: The cheapest catch ever, there seems no way to search for a real crowner among these losers. The largest ones are those in the Jellyfish-infested waters of Chamba, though you would have to try your luck at getting what you want. Then again, maybe not.

~~~~~  
\*Piranha\*

Lure : Spinner  
Spot : Lake Spot 2  
Crowning: 40 cm  
Record : 42 cm  
Points : 150

Tactics: One of the starting fishes you might hook up, Piranhas usually cluster ~15 m out from the shore. In later fishing spots, the distance is somewhat shortened to ~10 m. Tends to fight a bit.

~~~~~  
Bass

Lure : Minnow
Spot : Lake Spot 2
Crowning: 60 cm
Record : 60 cm
Points : 200

Tactics: A good fish when you first encounter it, a Bass can restore an even larger amount of HP than those Healing Herbs, which would be handy in the course of battle. When you're using a weak fishing rod, they would fight you quite a lot, so be prepared for sudden jerks. They dwell somewhere further out than the local Piranhas, and closer to the bottom, but can be hooked quite near the surface.

~~~~~  
\*Blue Gill\*

Lure : Spinner  
Spot : Lake Spot 2  
Crowning: 50 cm  
Record : 51 cm  
Points : 250

Tactics: Try something like for the Piranha.

~~~~~  
Sweetfish

Lure : Frog
Spot : River Spot 3
Crowning: 25 cm
Record : 25 cm
Points : 150

Tactics: Takes any bait, and is easily hooked, but fights a bit against being reeled in.

~~~~~  
\*Browntail\*

Lure : Winder

Spot : River Spot 3  
Crowning: 70 cm  
Record : 74 cm  
Points : 250

Tactics: Fights a bit, but should be easy to reel in with the later rods. Rather like a Rainbow Trout.

~~~~~  
Black Bass

Lure : Topper
Spot : Lake Spot 2
Crowning: 70 cm
Record : 72 cm
Points : 300

Tactics: Fighting well for its size, a black bass proves to be a nutritional catch, capable of restoring nearly all of your HP when you first get to fish for it, and staying more than useful throughout. For crowning specimens though, you might try the far surface region of Lake Spot 2; just choose your lure wisely.

~~~~~  
\*Angelfish\*

Lure : Spinner  
Spot : Lake Spot 3  
Crowning: 30 cm  
Record : 32 cm  
Points : 250

Tactics: Essential for any boss battles, Angelfish are easily hooked up at only this spot for their worth. Reviving a fallen character at 1/2 HP, it's Ressurect itemised. The region where these gems reside are marshy waters up near the middle; cast your lure in for a nifty catch.

~~~~~  
Trout

Lure : Frog
Spot : River Spot 3
Crowning: 40 cm
Record : 42 cm
Points : 200

Tactics: Not worth fishing for,

~~~~~  
\*Rainbow Trout\*

Lure : Winder  
Spot : River Spot 3  
Crowning: 70 cm  
Record : 72 cm  
Points : 350

Tactics: You're going to save using this baby for boss fights, or against real tough enemies. Should be easy for patient anglers.

~~~~~  
Bullcat

Lure : Worm
Spot : River Spot 3
Crowning: 80 cm
Record : 81 cm

Points : 380

Tactics: Rare and present at only two spots, bullcats are somewhat difficult to hook up simply due to the varied appetites of their competitors. Still, it seems that using a good Minnow lure at this spot is easier than trying at the Chamba Spot. The downstream area is rather bountiful, so long as you try for the slightly deeper waters.

~~~~~  
\*Martian Squid\*

Lure : Winder  
Spot : Lake Spot 3  
Crowning: 70 cm  
Record : 72 cm  
Points : 350

Tactics: Tough to fish up, and not something you'd use often. But it shows up in several trading deals, so you would want to take some specimens along for the ride.

~~~~~  
Dorado

Lure : Worm
Spot : Lake Spot 2
Crowning: 90 cm
Record : 94 cm
Points : 400

Tactics: Tough to catch even when you manage to single one out, dorado can really put the strength of your fishing rod and your skills to the test, and for a good reason too. A dorado can heal a huge mass of HP for your entire party, and they're much easier to hook up than spearfish, at Lake Spot 2. Coincidentally, dorado and barandy territory clash at Lake Spot 3, so this would be an easier location to angle for dorados. Simply cast the furthest you can, and throw Tec.s around at the depths.

~~~~~  
\*Salmon\*

Lure : Frog  
Spot : River Spot 3  
Crowning: 140 cm  
Record : 144 cm  
Points : 400

Tactics: An useful prize, the salmon makes its first appearance as one of the largest river-bound fishes, with a penchant for recovering your party's AP. For the most part, use high level lures for these big boys, and you might try your luck around the downstream edge. Later on, salmon become a frequently used item, especially in tough, drawn-out battles, when mass AP recovery is crucial for turning the tide.

~~~~~  
Barandy

Lure : Worm
Spot : Lake Spot 3
Crowning: 200 cm
Record : 205 cm
Points : 700

Tactics: The serpentine fish ruler of the lake returns, with even more bearing in points than before; rather similar to BoF 3, the barandy is easily the most difficult fish to entice in its realm, this time frequenting the casting boundary of ~33 m in deep, dark waters. Use high level Tec.s when angling for a barandy; though you might note that the use of a whale for healing equals that of six barandys, which makes a whale much more attractive than a barandy other than for trading purposes.

~~~~~  
\*Sturgeon\*

Lure : Worm  
Spot : River Spot 3  
Crowning: 220 cm  
Record : 225 cm  
Points : 700

Tactics: A very new fish introduced in this series, the sturgeon stands on par with the barandy as the highest ranking fish following the whale. Unlike those two, the sturgeon requires no long range rod to catch it, just a nice lure, patience, and lots of luck. Even with just the Deluxe Rod, a proper lure can reel in a sturgeon, and the jackpot area seems to be the downstream rock nearest to the bridge. Depth seems to be a secondary factor, as lots of the big ones were practically at the surface. Once you manage to hook one, the catch is yours since there's no conventional exit out of any river spots, that is unless you falter. Catch lots of sturgeons: they're used in trading for the very nifty stuff with the Astana Manillo merchant, and can be used to cast the all-powerful Benediction if you don't have it, or find a lack in AP.

~~~~~  
Man-o-war

Lure : Frog
Spot : Ocean Spot 2
Crowning: 30 cm
Record : 31 cm
Points : 80

Tactics: What can I say, or what do you want to hear?

~~~~~  
\*Flying Fish\*

Lure : Topper  
Spot : Ocean Spot 3  
Crowning: 35 cm  
Record : 37 cm  
Points : 150

Tactics: A conventional Croc Tear; not so very important.

~~~~~  
Blowfish

Lure : Frog
Spot : Saldine Spot
Crowning: 50 cm
Record : 54 cm
Points : 200

Tactics: Alternate Antidote. Not that easy to catch, though.
~~~~~

\*Moorfish\*

Lure : Minnow  
Spot : Saldine Spot  
Crowning: 30 cm  
Record : 30 cm  
Points : 200

Tactics:

~~~~~

Sea Bass

Lure : Worm
Spot : Ocean Spot 3
Crowning: 70 cm
Record : 74 cm
Points : 280

Tactics:

~~~~~

\*Flatfish\*

Lure : Winder  
Spot : Ocean Spot 3  
Crowning: 50 cm  
Record : 50 cm  
Points : 280

Tactics:

~~~~~

Sea Bream

Lure : Worm
Spot : Saldine Spot
Crowning: 70 cm
Record : 70 cm
Points : 300

Tactics: Smaller versions of black porgies, sea bream are useful in their own right, at least before you get to the Saldine Spot. Most of the time, sea bream are used for trading, so it's not a problem to have more of them in the bag. Their hang-outs are usually near the casting boundary though, so expect some competition from the other large locals too. Go mid-depth down to the bottom depending on what the competition goes for.

~~~~~

\*Octopus\*

Lure : Worm  
Spot : Ocean Spot 3  
Crowning: 80 cm  
Record : 86 cm  
Points : 350

Tactics: You would do better to try for crowning octopi at Ocean Spot 3, somewhere NEAR the bottom, and NEAR the ~30 m casting boundary. Just note that the flatfish in the area go for most other lure-types, so stick with Crabs if you have them. Casting too far out might result in the other two larger catches in the same area, so try going for the mid-region.

~~~~~

Bonito

Lure : Minnow
Spot : Ocean Spot 3

Crowning: 120 cm
Record : 126 cm
Points : 400

Tactics: Bonitos are supposed to be rather large fish, and they are found at both of the later Ocean Spots, but I would suggest Ocean Spot 3 for a crowner, since in Ocean Spot 2 there would be both Spearfish AND Whales posing competition. Try ~30 m, but hang your lure around the surface and mid-regions, for anglers lie at the bottom. Have a few of these around for a full HP restoration.

~~~~~  
\*Black Porgy\*

Lure : Worm  
Spot : Saldine Spot  
Crowning: 70 cm  
Record : 70 cm  
Points : 400

Tactics: A really big sea bream is what becomes a black porgy. To be sure, they even go for the same stuff, and they're located at around the same area, though the black porgy usually lies further out, and characteristically deeper too. I would suggest coming back for a crowning black porgy when you obtain an Angling Rod, for the Deluxe Rod would just be inadequate for this purpose. Try catching as many black porgies as you can for the boss battles to come.

~~~~~  
Angler

Lure : Worm
Spot : Ocean Spot 3
Crowning: 140 cm
Record : 147 cm
Points : 450

Tactics: Think deep for anglers, for they lie practically on the bottom far out to ~30 m from the shore, which is what separates them from the flatfish also around near the bottom. I would suggest using a Crab as lure, for it sinks quickly enough, so you might consider the waiting tactic. If you happen to get a Bonito or Octopus though, hook it up too, for any catch would have their uses. This is one of the largest stuff you're angling for, so have patience for any large anglers. Some real life anglers are really quite small, ranging to only about a few cm in full length. Some mix up on part of Capcom, I think.

~~~~~  
\*Spearfish\*

Lure : Spinner  
Spot : Ocean Spot 2  
Crowning: 190 cm  
Record : 205 cm  
Points : 500

Tactics: Found only in this location, Spearfish are somehow incredibly rare in comparison to the great number of Whales around. The place where they seem fairly common would be around the cluster of rocks to the right of your casting view. Try something like a Platinum Top as Spearfish tend to be closer to the surface than Whales, and have a better

chance of going for surface lures.

~~~~~  
Whale

Lure : Winder
Spot : Ocean Spot 2
Crowning: 250 cm
Record : 261 cm
Points : 999

Tactics: I don't know what to say for this, but let's start with discounting ~200 cm whales as leviathans, huh? Well, for this part, they ARE the largest 'fishes' around, but it seems that their size is not always larger the further out (at least >20 m), for you can get ~150 cm really malnourished weenies out at the ~33 m casting boundary. Usually though, that's the idea for catching these stuff; gargantuan or weeny, they have they same use as an item. :) Well, you can also try aiming your lure at the rock patches to the left or right, where there are also some Spearfish hanging around. I got my ultimate catch at the left cluster, but I think the length is somewhat different from what the endurance on the fishing meter shows; I had one reaching to the end of the meter that was only ~240 cm when hooked up, which might explain why its endurance wore out so rapidly. For a better chance, try going really deep with what ever lure you're using, best if you can reach the bottom. So refrain from cursing if you hooked up that supposed crowner, or rejoice if you got it from what seems like an anchovy, just get out of this place before you start to think real life whales are less than 3 m, and are really fish that can be caught with fishing rods.

~~~~~  
\*Acheron\*

Lure : Winder  
Spot : Chamba Spot  
Crowning: 50 cm  
Record : 54 cm  
Points : 300

Tactics: A truly unique fish to catch, the really irritating turn-off about trying to catch an Acheron is the jellyfish infestation (utterly horrible...), and there might be stray Bullcats waiting to pick up that lure too. Since both Acheron and Jellyfish go for anything, try a Dancer to put off those Bullcats. Aim for the wide area at ~45 degrees to the left, by ~34.3 m outwards; there would be an open angle where the house would not block the line of casting. Once you pick up a fish, throw it off if you find that it's not your catch in mind; a Jellyfish and Acheron is easily distinguishable. If you've got a proper rod, reeling in a Acheron would be moderately routine if you keep a steady eye on the screen. Not something you'd want to use in battle, but say trade for, oh, that Star Dress in Astana.

~~~~~  
Faerie, Faerie (Drop?):)

There's only miscellaneous stuff here, so go and check out Desmond

Xie's guide at www.gamefaqs.com/ if you want the cool in-depth info. This only highlights some basic subjects of the Faerie Colony.

Population

To build a proper settlement, you need first of all settlers (of course, what else!), and on your first visit into this new realm, you are provided with three randomly named faeries with rather random Stats as well (seems to depend a lot on chance, neh?), so you should save outside before entering and reset if you're unsatisfied. Following as you assign more of your friends to hunt for food, more faeries are born over time (or rather, more battling), usually with better Stats as the overall Culture level increases. You can reach up to a maximum population of 20 faeries, with counting the head faerie who acts as the your communication link. Note too that faeries can perish from several factors, inclusive but not limited to starvation and exploring unchartered lands (and maybe age and work exhaustion, too). As you assign your faeries to various jobs, so do they gain increases in their Stats, especially for what corresponds to their job. (And I seem to have been using too much subscript, no?)

Food

As you might find out from some of the free faeries, food is crucial to the maintenance of the entire population as the only way you're going to get their hunger sated is through hunting. By assigning faeries to hunt, you can get more of the multi-purpose stuff, which not only feeds your current population, but paves the way for more future settlers. Just be extremely careful not to let this drop, or you might be facing empty houses quicker than you think.

Approval Rating

Having some influence on the Culture level, this is something not to be neglected as well. If you get most of the faeries thinking you're a piece of #%^#!, expect to see slow growth of the colony, as well as inferior faeries appearing. And your Faerie magic gets affected as well, especially Faerie Breath. If this keeps up, some revolution might well occur... And don't keep whacking those faeries you see out hunting!

Orders

This factor determines the pace of expansion and growth you set for your ward, and is what largely determines your Approval Rating. Primarily, each has their own personality and react correspondingly to whatever pace you set for them. I got fed up by this by my third game, and kept deliberately killing off any lazy or odd faeries that had the tough luck to appear in my turf (lol and *evilly* bwahahahaha), and eventually had a maxed out Approval Rating, heheheh! ;)

Hard: This is the pace of work favoured by diligent faeries, and ordinary ones accept this too to a certain standard, but you'll soon see any lazy or odd ones turning up a sour face. Note that the food level decreases incredibly rapidly, so have enough high En faeries out hunting. Development also seems to accelerate under this setting the most.

Normal: The standard standard, this pace of work is accepted by all, and ordinary faeries especially develop faster; note that the

Approval Rating doesn't drop with this setting in effect, but grows rather slowly. Development would occur at an acceptable pace for most.

Easy: Lazy faeries look toward this setting, while odd and even ordinary faeries grow up to a certain level with this, but diligent faeries around really get pissed off. Food is conserved the most during this time, but development of the village will REALLY crawl, which is ok if you don't have the time to check in often, like when crossing the Salt Sea.

Relax: A challenging pace to set, lazy and odd faeries thrive under this anarchy, while diligent faeries may keep working but soon get fed up. Watch out for slow development of the colony even though your Approval Rating increases, especially if there are more than a few lazy ones around. Usually, development of the colony gets slow, although it seems somewhat randomised.

JOBS

#Free#

~~~~~

The 'Free' job status is what new faeries are put in as a default, and while not really a job, it helps to increase the SL rating of these faeries, and while going all over the place, you can chat with them to find out some of the local gossip as well as comments on your leadership and even their own character!

#Hunting (EN)#

~~~~~

The chores of hunting are a necessary evil, and this time round you can actually participate physically (in the game!) in helping faeries hunt. By entering some random '?' spots that appear as you tour the map, you might chance upon a faerie in need of help to slay the local wildlife *gasps*. Stuff away any animal-loving instincts you have for now, and you might as well take a perverse delight in chasing these animated beasts ;)

A favoured tactic would be to physically surround what you've got your eye on between a corner and your three party members, and yes, the corners of the area work too. The members who can effectively hunt in this way are Ryu with his sword slash, Ershin with his head ram, and Ursula with her (yay!) long range sniping shot. Take note that while you can hit your prey from a distance, the various animals can still react to either your presence or being wounded, and try to flee from you; wounded animals seem unable to hold still, and the value of the 'meat' they leave behind also degenerates the longer their tortured existance. It seems that after a specific time, depending on the prey you're hunting, the animals can escape from the area. To prevent this, you might want to look towards the pit trap the faerie has set up, and chase some of the animals in ;) Not only does the trap ensure that they don't run off, but in this enclosed area you can easily slaughter the poor wretches by charging around with Ershin, or shoot at the beast in the diagonally opposite corner with Ursula! Note that if you happen to reach the edges of the area, you can choose to remain in the area and continue hunting. You can also choose to keep any 'meat' you obtain as items to use instead of offering them to the faeries.

With an established colony, you can easily maintain the amount of food with competent hunters; I had 6 diligent faeries with 255 En and that seems to be the minimum requirement as to hunting food for a full population. Below are some info regarding the prey that you can possibly hunt:

Beast	Endurance	Meat quality	
			Ribs -Feeds 1 faerie.
Pygmy Boar	2 hits	Roast	Roast-Feeds 3 faeries.
			Flank-Feeds 5 faeries.
Hopping Bird*	3 hits	Flank	Loins-Feeds 10 faeries!
2-legged Stag	4 hits	Flank	
Musk Ox	5 hits	Loins	

*Meat quality degenerates more rapidly; degeneration is in order from Loins to Ribs, which is the worst of the lot

#Architecture (EN)#

~~~~~

It's obvious that buildings don't sprout out of nowhere, and you need to assign faeries to this job for that purpose. Clearing land and constructing houses takes a lot of energy, and I guess that En fits the bill. As you place more faeries under this job, houses get built more rapidly, and you can also have a wider selection of land to build on. This job is also necessary if you need to demolish any houses, but you can leave it empty as long as there is no need for it. The faeries under this job also chatter like 'Free' faeries, so you can pick up some extra info again. Note that for each house you've built, there is an Activity Meter that influences how fast the faeries in it develop; a filled green bar lets the training faeries gain Stats faster. Houses can also accommodate up to a maximum of three faeries each, while there is no limit for the other jobs.

### #Crop-Tending (KN)#

~~~~~

A new unique job, this 'gardening' involves only the caring of a single tree, which is indeed of a unique nature. Through some serious calculations, which I don't know of, you can obtain Stat boosting items, among which includes the Dark Draught and Elixir+! And the only way which you are going to get those rare items is to 'feed' the tree with fertilizers; think towards nutrition (wonder about Acherons) and you might get a better chance of obtaining the good stuff. The more faeries you assign here, the faster you receive the fruit of whatever you gave to the tree. Take in mind that more than one seed can be harvested each time. Fruits, however, can only be obtained in single doses per harvest, but this is the only possible source of getting those Wassails and Draughts! Just ram the tree with Ershin when the crop has matured. Here are the possible harvests:

Elemental Seeds:	Stat Seeds:	Parameter Seeds:	Mixed Fruits:
Fire Seed	Strength Seed	Strike Seed	Elixir

Wind Seed	Hard Seed	Reflex Seed	Elixer+	
Water Seed	Speed Seed	Dodge Seed	Wassail	
Earth Seed	Sage Seed	Sight Seed	Wassail+	
Spirit Seed		Target Seed	Draught	
Vigor Seed			Draught+	
Phoenix Seed			Dark Draught	
Holy Seed				

#Items (KN); Max Level 8 / faerie#
~~~~~

The first job to get developed, this lets faeries placed in this building sell miscellaneous items, especially those for use in battle. You need to place faeries in here for the shop's level to grow, more rapidly with more faeries. Depending on their personality, each faerie sells a different list of items; the variety of items for sale corresponds with the level of each separate faerie, which means that the Level of the shop that is displayed is actually distorted. Moving the original shopkeeper elsewhere also irrevocably drops the level to what it would be without that faerie, so take care when moving attached store owners! If you want to know, the max possible 'real' level would be 24 for a shop at any given time. Multiply the shown level by the number of faeries to get an idea of the present 'real' level, but mind that there's no known way (as yet) to see the levels of each separate faerie.

\*\*\*\*\*-----  
\*Personality /\*Ordinary: |Diligent: |Lazy: |  
\*Level \* | | |  
\*\*\*\*\*-----

|                          |                      |                      |
|--------------------------|----------------------|----------------------|
| 1  Healing Herb (20 Z)   | Healing Herb (20 Z)  | Bird Drop (2 Z)      |
| 2  Antidote (12 Z)       | Antidote (12 Z)      | Rotton Meat (2 Z)    |
| 3  Panacea (100 Z)       | Panacea (100Z)       | Scorched Rice (4 Z)  |
| 4  Ammonia (250 Z)       | Ammonia (250Z)       | Knockout Gas (100Z)  |
| 5  Vitamin (100 Z)       | Bamboo Rod (250Z)    | Flash Grenade (100Z) |
| 6  Wisdom Seed (800 Z)   | Vitamin (100Z)       | Poison Powder (100Z) |
| 7  Multi Vitamin (500 Z) | Wisdom Seed (800Z)   | Mouth Gag (100Z)     |
| 8  Vitamins (1000Z)      | Multi Vitamin (500Z) | Spoon (120Z)         |

-----  
| L |Odd: |  
-----

|                        |
|------------------------|
| 1  Molotov (100 Z)     |
| 2  Electrode (250 Z)   |
| 3  Void Sphere (500 Z) |
| 4  Dynamite (500 Z)    |
| 5  Icicle (600 Z)      |
| 6  Napalm (800 Z)      |
| 7  Taser (1200Z)       |
| 8  Belladonna (200 Z)  |

-----  
#Arms (KN); Max Level 8 / faerie#  
~~~~~

Akin to the item shop, this shop sports equipment for your characters instead, ranging from weapons to some great accessories. Here's the list:

*****-----

*Personality /*Ordinary: |Diligent: |

*Level * | |

*****-----

1	Bamboo Stick (130 Z)		Bamboo Stick (130 Z)	
2	Glass Domino (220 Z)		Glass Domino (220 Z)	
3	Taegum (3000Z)		Speed Boots (4500Z)	
4	Poison Ward (2500Z)		Wisdom Ring (5000Z)	
5	Dream Ring (3000Z)		Sage's Frock (7000Z)	
6	UV Goggles (3000Z)		Winged Boots (7000Z)	
7	Balance Ring (3000Z)		Titan's Boots (6000Z)	
8	Stunner (7700Z)		Ice Blade (4200Z)	

| L |Lazy: |Odd: |

1	Pointed Stick (10 Z)		Manly Clothes (2000Z)	
2	Short Skirt (3200 Z)		Talisman (300 Z)	
3	Hawk's Ring (6000 Z)		Aura Ring (500 Z)	
4	Artemis' Cap (6000 Z)		Life Sandals (500 Z)	
5	Hidden Dagger (4900 Z)		Fire Ward (2500Z)	
6	Hunting Cap (8000 Z)		Wind Ward (2500Z)	
7	Harmonic Ring (25000Z)		Water Ward (2500Z)	
8	Shaman's Ring (40000Z)		Earth Ward (2500Z)	

#Inn#

~~~~~

Like an alternate dimension, there also are inns in the Faerie colony! However... they cost nothing to rest at, and the faeries there often welcome your presence instead! :) Below shows what each of the faeries assigned do:

- 1st Faerie-Lets you rest or save at the inn for free
- 2nd Faerie-Tells you about your number of encounters, rests at inns, times you've camped out, and visits to fishing spots
- 3rd Faerie-Reveals the number of times you've ransacked others' drawers, how many items you've searched out so far, and the total amount of zenny earned since the start of the game

#Explorers On Search (EN); Max Level ?#

~~~~~

The only job I've yet to understand much about, this is the job with the highest fatality rate ever, so if you ever need to kill off weak faeries, send them out on a Difficulty Level 5 'trip of no return'. Seriously, if you've regretted on your decision, you can change your orders before you leave the explorer HQ by talking to that particular faerie, but not once you leave the building. Like all other jobs, the 'time' only passes with you fighting battles outside, so earn Exp while your counterparts venture the wild for treasure and danger. Each successful search increases the level by one, while no points are added for those who don't ever return... I don't know what exactly the level does, though.

The following list is based on some other faqs out there, but I'll remove it if anyone asks so:

| D.Level 1 | D.Level 2 | D.Level 3 | D.Level 4 |

Apple	Bent Screw	Barrier Ring	Crab	
Aurum	Burnt Plug	Dancer	Deep Driver	
Belladonna	Diamond Ring	Fork	Fat Frog	
Berries	Dirty Filter	Ivory Dice	Life Shard	
Chopsticks	Glass Shard	MultiVitamin	Light Bangle	
ScorchedRice	Iron Scraps	Platinum Top	Magic Shard	
Spoon	Old Tire	Straw	Protein	
Toothpick	Rusty Pipe	Swisher	SuperVitamin	

D.Level 5

Dragon Scale
Fish Head
Ginseng
Moon Tears
Power Food
Spirit Ring
Swallow Eye
Wisdom Seed

#Troop Barracks (EN); Max Level 99#
 ~~~~~

Here is another unique element to the value of BoF 4's faerie colony: assistance forces. When you get to have these buildings, place lots of high En faeries here to help you out in battles! The level of each barracks increase by 1 for each use of any faerie magic learned from Njomo, and their effectiveness also increases with the En rating of these faeries. Note that the Wisdom rating of the character using faerie magic has no influence on its effectiveness, which is based however on what's happening in the faerie colony, including the amount of faerie troops you have.

Faerie Attack (20 AP)-Uneven Fire element damage on all enemies; has a chance for a more powerful attack-all version that increases with the total overall level of troops  
 -Category: Melee/Fire  
 -Each hit of damage is the same for similar types of enemies, and is based on the total En and level of faerie troops  
 -Number of hits corresponds to the number of faerie troops, except for the attack-all bomb

Faerie Charge (20 AP)-Uneven multi-hit damage on all enemies  
 -Category: Melee  
 -Damage is based on total En and level of faerie troops  
 -Requires 6 or more faerie troops  
 -Number of hits corresponds to the number of faerie troops  
 -Umm, the sight of the hits racking up is REALLY pretty

War Shout (20 AP)-Raises front rank characters' Power  
 -Category: Stat UP  
 -Effectiveness is based on the total number of faerie troops  
 -Requires at least one faerie in the Music

## Conservatory

Faerie Breath (20 AP)-Restores party's HP and may recover status  
-Category: Holy  
-Effectiveness is based on the total number of  
faerie troops, and your colony's Approval  
Rating

#Music Conservatory (SL); Max Level 60#

~~~~~  
A job that has become instilled into the series and many other RPGs, the in-game music for BoF 4 is still a special feature of the faerie colony; however, there has been a great improvement from BoF 3. Practically all of the music you have heard throughout the game can be integrated into this music station, totalling 55 pieces of background music and 5 'songs', including the ending theme 'After The Dream', which unfortunately still remains in the Japanese version only; still, it sounds rather ok, doesn't it? For the crew you can choose to place here, each has its own separate job besides integrating the music you have heard so far. The first faerie lets you select any music out of the list it has, while the second faerie enables you to listen up to all of the songs the 'frog musician' near the Dam could play, as well as the ending theme if you've a Clear Game save. Surprisingly, the third faerie does nothing but say something dumb, so I suggest you remove the third faerie (if there) after getting all the music. Overall, this would be a nice job if you like to listen to RPG music.

Music List:

01.Starlight Run 31.Tree Spirits
02.Walkabout 32.Song Of The Plains
03.By The Numbers 33.Thousand Winds
04.Bringing Home A Win 34.Seeing Is Believing
05.Slow Tension 35.A Distant Land
06.Endings and Beginnings 36.Hills And Streams
07.Trouble Ahead 37.The Sun And The Moon
08.Ephemeral 38.1-2-3 1-2-3
09.The First Emperor 39.Samba
10.Fighters 40.Today's Catch
11.Take The Money And Run 41.A Whopper Of A Tale
12.Battling Gods 42.Faeries
13.Desert Town 43.Game Over
14.Round And Round 44.Prayer
15.Under Pressure 45.Unwavering Courage
16.Bastard Sword 46.The Curse
17.Another Working Day 47.Turismo
18.All Mixed Up 48.Replay
19.Poisoned Air 49.Seagulls
20.Truth And Fiction 50.Sailing The Seven Seas
21.Watch Your Step 51.Pabupabu, Pukapuka
22.Darkness 52.For The Princess
23.Traveling Merchant 53.Divine Danger
24.Macho Man 54.Emperor Rampant
25.The Sound Of Money 55.Dragon's Blood
26.Brave Heart
27.Requim
28.Shepards
29.Free Fall

30.Neverending Rain

Song List:

- 1.Whirlpool
- 2.Islands Everywhere
- 3.Floating
- 4.The Endless
- 5.After The Dream

"Whirlpool" Lyrics:

A baby frog is not
a frog, not a frog
It's a tadpole
Tadpole, tadpole
Baby frog is called a
ta-d-pole!

"Islands Everywhere" Lyrics:

A swarm of bees in May
is worth a load of hay;
A swarm of bees in June
is worth a silver spoon;
A swarm of bees in July
is not worth a fly.

"Floating" Lyrics:

Sniff sniff
Sniff sniff
Smell the flowers
But don't pluck them!
Leave them for someone
Else to smell.

"The Endless" (Song of the Dragon) Lyrics:

>From the world's dawning
to its end
The Endless open the
way
You who hear their call,
Abandon yourself to fate,
and surrender yourself to all

"After the Dream" [Yume no Sukoshi Ato] Lyrics*:

Yume wo mite| megasamete
Kimi ga ina kute
Sagashi kakete| ki ga tsuite
Sukoshi dake waratte

Kiete ita| nukumori wo
Yubi saki ga omoikashite
Koe ga kikitakute| furetakute
Demo de kinakute

Sou ne| dakedo sekai wa zutto

Kirei na mama da ne
Kimi hitori| inai narete
Fushigi| da ne

[Iu] Issho da ta| ano toki ga
Honto no koto dakara
Futari kiteta| Kono sekai ga
Kirei nanda ne

Kigi no ao| sora ni nobite
Kaze no uta hakome ne
Hikari afurete| atatagakute
Namida koboreta

Sou ne| dakedo sekai wa zutto
Kirei na mama da ne
Kimi hitori| inai narete
Fushigi| da ne

Yume wo mite| megasamete
Kimi wa inai keredo
Futari kiteta| sekai ri
Kagayaki afureru

*:These lyrics were keyed in by me after listening to the song for rather far too many times; if there are any mistakes you can spot, or if you have the original lyrics, please don't hesitate to help correct them :)

*:For those interested, I saw a rather different version located at the (in)famous www.animelyrics.com/ , and while I wouldn't say it sounds odd, I can't say mine sounds right either. :p

*:And I'd recommend taking a look at one of the nicest BoF site I've been to, at <http://nmk.dragon-tear.net/>

It's home to a lot of incredible stuff for BoF 1 and 2, and it's pretty rewarding if you check out every link. Try this one for the lyrics:

<http://nmk.dragon-tear.net/bof/songs.html>

#Art Museum (SL); Max Level 23#

~~~~~

Another job that depends on style, the gallery is a new option among the numerous types of careers available for your faerie friends. Comprising mostly of modified sketches on concepts raised for characters before the completion of the game, they also consist of some bosses and even some major villains (though none for Fou-lu); there are only 23 sketches in all, which can be viewed by talking to the first faerie you place in here. Placing two more faeries here only speeds up the rate of getting these pictures, which is rather unnecessary, since there are only very few pieces of art in all. Just to let you know, I replaced my Art Museum after viewing all of the sketches :)

#Aurum Trading Centre#

~~~~~

A rather basic concept of the stock market has resulted in the creation of this very interactive unique job. Here, you can choose to purchase Aurum as an item, an investment, and even as goods for use in bartering trade located here as well. The first faerie you

introduce to the realities of monetary trade will offer to sell you and buy your Aurum according to the situation of the 'stock market' reflected on the chart; in the event, you also have to give a fixed percentage of your earnings as pay for your trader. You should try making use of the chart to predict what would happen to the worth of Aurum soon. However, if you would like 'reliable' info as well, you can choose to place another agent faerie here, preferably a knowledgeable one to help you ascertain your prediction. The high Kn would probably aid in giving more accurate predictions on the ongoing trend.

Finally, you can actually choose to barter your Aurum for elemental seeds if you have a third faerie here. It's rather costly, since each seed you choose to trade for costs 8 Aurum, so trade only for what you need, and again you really must get more of these when the market price falls low. You would earn much more than the commission paid, simply by selling off the excess seeds at other shops!

#Games#

~~~~~

Games return to BoF 4, and this time with a vengeance! Simply by placing a faerie here, you get to participate in 'Kecak', a fast-paced button tapping tempo that gets increasingly harder or easier, depending on the level of your skill. Besides being a sideline to practise perfecting Super Combo, 'Kecak' also costs nothing to play (well, maybe the space and manpower...) and you can receive prizes if you do well, the top prize for surpassing 1500 points reputedly being a Harmonic Ring, along with other lesser prizes of a Soul Gem and a Wisdom Seed. Depending on the character you use to talk to the faerie, you can alter who gets to participate! Scias' and Ershin's seems to be of particular interest... :)

The second faerie you place here allows you to rename any faerie in the realm, errrrmm, EXCLUDING Njomo, of course :p Though rather nonsensical, what did you expect here? Well, another game is available once you place a third faerie here, aptly termed 'Rock, Scissors, Paper'! An interesting game once you get the hang of it (and the annoying rules), you can choose to redeem your points for prizes, including the exclusive Midas Stone! The best (AND most costly) prize to redeem would be the Soul Ring, which raises the equipped character's CP by half. There's occasionally a faerie out there who might remark that its favourite game is just this guessing game; try taking it on for unexpected results! Never forget that your points are forfeit once you choose to end the session!

#### #Battle Insurance Shop; Max Level 9#

~~~~~

The final option that you get at a maxed out Culture level, the Battle Insurance shop is rather the one with the most influence after the Troop Barracks on your main course of gameplay. Payment for the insurance comes in a rather unique form; for each and every battle you win with the insurance in effect, you will have 8% of your total zenny earnings for that battle deducted automatically, period. This means that you would have to lose out on a sizeable portion of your money, at least temporarily. If you happen to be able to survive for about 30 battles or so, you may have the option of discontinuing your policy or carrying on with it in satisfaction. Should you come to view this as a money-sucking hindrance, feel free to cancel your

contract and get your paid zenny back in FULL. Choosing to continue, however lets you gain a percentage of your total payment for free, as well as a free item (Vitamin!) to boot; your payment carries on accumulating, somewhat akin to a savings account. I think that if you don't choose to discontinue your policy for a long consecutive period, the item you get may upgrade to a better one; anyone wants to try for the Pole?

For each time you purchase a new contract, the level of the shop increases, and so do the range of premiums you may choose to have, for additional payment, of course! :p Each time you choose to do so also earns you a free Vitamin during their never-ending promotion period. Note that you may only, at any one time, have up to one policy and one premium, which may not be altered until the renewal period or should you choose to activate the insurance upon losing a battle, which forfeits any payment you may have made so far. Having just one faerie in here seems to suffice, as it takes care of everything you might want to dispute about.

One crucial question you might want to ask up to now is just WHAT does the battle insurance do: it gives you a chance to reverse the outcome of a lost battle, silly!

```
-----
|Level|Premium|Z loss| Bonus |
-----
|  2  |Health |  1%  | -Recover with a Vitamin (+1 Vitamin) |
|  3  |Retreat|  2%  | -Recover and automatically Retreat (Might |
|     |       |      | fail) |
|  6  |AP     |  3%  | -Recover with all AP restored (Recover with |
|     |       |      | full AP) |
|  9  |Dragon |  3%  | -Recover with all dragons restored (Recover |
|     |       |      | with all Dragons at full HP) |
-----
```

Rumors and Gossip around the street

Below are just some of the interesting comments I've noted so far from faeries under the 'Free', 'Architecture' and 'Crop-Tending' jobs, where they inadvertantly reveal bits of interesting info on the game. Interpret their response how you will :)

)"Can you give me some time off? I've been working really hard!"

)"Did you bring me any presents?"

)"Did you know some monsters can be damaged by healing magic?"

)"Did you know that faeries are neither male nor female?"

)"Did you know that one of us is living with a human out there somewhere?"

)"Did you know that one Ribs is enough food for one of us? And a Roast feeds three of us, a Flank five of us, and a Loins can feed ten of us!"

)"Did you know that the more work we do, the more we grow?"

)"Did you know that the more you use the faerie magic, the stronger it gets?"

)"Did you know that while you're outside fighting, we're in here working?"

)"Did you know that your Approval Rating won't go down if you pick "Normal" for everyone's orders?"

) "Did you know there's something on your back, (Lead character)?"

) "Faeries were meant to play, not work like this!"

) "Fish you've caught can be used as fertilizer... They work really well. Rotten Meat, Scorched Rice, and Bird Drops work really good too!"

) "Have you ever seen the ocean? I hope I can see it someday!"

) "Have you found the faerie Master yet?"

YES: "Oh. That's good."

NO: "I heard she's living with a human in some forest somewhere."

) "Have you heard of a fish called Acheron? They say it's become mutated by exposure to a cursed area."

) "Have you noticed that some faeries respond better to some orders than others? If you want faeries to like you, you've got to pick the right order for each one."

) "Have you noticed when you fish that sometimes the Depth Meter flashes? I heard that means there are a lot of fish around the area."

) "Hey, guess what!? I was elected Mister Faerie! Huh, what do you mean, I can't? What!? I'm not a man? ... Hmmm... All of a sudden, I feel really confused..."

) "Hey Ryu! Want to play a game!"

) "How come we have to work? All we do is work work work work!"

) "How much do you like us, Ryu? Be honest!"

A LOT: "Oh, stop kidding me!"

OK, I GUESS: "Hmmm..."

.....: "Oh yeah? Well, I don't like you either!"

) "Huh? I don't have anything to say to you."

) "Humans are funny--they get so angry when you poke them in the eye!"

) "I'm so sleepy!"

) "I'm starving!"

) "I bet people tell you you're handsome, don't they? I think you are ... Just kidding! Who'd like you, anyway? You're too tall!"

) "I dropped the nut I was eating and it got all dirty! Life's not fair!"

) "I've heard there's a skill that gets better the more fights you run away from."

) "I heard there's a really strong monster out there somewhere! I think its name was Ride or something like that..."

) "I just love taking a bath under in a lake... Don't you?"

) "I love our new village! Thank you, Ryu!"

) "I want to go on a trip someplace far away..."

) "I wish I could get outta here!"

) "I wouldn't send faeries with low stats out searching if I were you!"

) "If it hadn't been for you, we would've been eaten up by those ugly monsters!"

) "If there's another house next to it, the shops get more items faster!"

) "If we're lucky, when we're hunting we catch lots of food! 'Course, sometimes we don't catch anything at all..."

) "If you see us while we're out hunting, give us a hand, will you?"

) "If you want to find the Master, you need to look again in a place you've already been to."

) "If you're going to use Super Combo, it's best if you go last."

) "If you're having trouble catching some fish, try changing your lure!"

) "It's really hard to catch fish that live really deep down, isn't

it? You need the right kind of lure, and you need to look for them really hard."

)"Life has no meaning..."

)"My work is so boring..."

)"Odd faeries aren't born very often. That's why they're odd!"

)"On the roads, there are some places where the ? mark always shows up. That means there's something there-- you should check it out!"

)"Reflect... Mudslide... Ice Sword... Phoenix... Which do you know?"

)"Remember: each faerie has a different personality. Some faeries are better suited for some jobs than others."

)"Remember, it's important to talk to people you meet. You never know what you might learn."

)"Remember to always keep an eye on how much food is left in the village!"

)"Sigh..."

)"Somebody told me that if you want parts, your best bet is Difficulty 2... Do you have any idea what that means?"

)"The more often you visit, the happier everyone is, you know."

)"We can't make good things if our Culture level is low, you know!"

)"We faeries grow faster in places where the air is fresh and clean!"

)"What do you want!?"

)"Whenever I see you, I always think to myself that I should work harder!"

)"Yessir, whatever you say..."

)"You know that meter that shows up on the houses we build? That's the Activity Meter. The longer the green line, the more active it is!"

They HELP?? But they don't SHOW!

No no noooo, it's not some mystical helpers from the Star Trek realm, but this is on some pieces of equipment which boost a character's hidden stats in some way, usually for resistances. What's the piece of kick-ass armor which can raise your Critical rate by an incredible 20%? Read on to find out, though you'll probably groan at the answer! I've only the hidden stat boosts up, as the normal stat changes can be viewed quite easily by gamers; the lazy bug's at work again.

WEAPONS

*Ascension--Critical +5

*Biter--Critical +3

*Blessed Staff--Holy +1, Death +1

*Culverin--Critical +5, To-Hit +20

*Nunchaku--Critical +5, To-Hit -10

*Ouroboros--Status +2, Death +2

ARMOR

*Angel's Vest--Holy +1

*Blizzard Mail--Fire -1, Wind +2, Water +2, Earth -1
*Burglar Garb--Critical +10
*Diana's Dress--Mind +2, Status +2, Death +2
*Earth Armor--Earth +1
*Earth Rig--Wind -2, Earth +3
*Fire Rig--Fire +3, Water -2
*Flame Armor--Fire +1
*Holy Robe--Mind +1, Status +1, Death +1
*Hydro Armor--Water +1
*Light Armor--Dodge +10
*Lightning--Dodge +20
*Magma Armor--Fire +2, Wind -1, Water -1, Earth +2
*Mist Armor--Mind +2, Status +2, Death +2
*Orihalcyon--Critical +20
*Phantom Dress--Holy -3, Mind to 7, Status to 7, Death to 7
*Ranger Garb--Fire +2
*Robe of Wind--Wind +2, Dodge +5
*Water Rig--Fire -2, Water +3
*Wetsuit--Water +2
*Whirlwind--Wind +3, Earth -2
*Wind Armor--Wind +1

ACCESSORIES

*Ring of Fire--Fire to 7
*Ring of Wind--Wind to 7
*Ring of Ice--Water to 7
*Ring of Clay--Earth to 7
*Aura Ring--Mind +1
*Barrier Ring--Mind +3
*Life Sandals--Status +1
*Light Bangle--Status +3
*Talisman--Death +1
*Diamond Ring--Death +3
*Topaz Tear--Holy to 7
*Fire Ward--Fire +2
*Wind Ward--Wind +2
*Water Ward--Water +2
*Earth Ward--Earth +2
*Toothpick--Critical +5
*Divine Helm--Death to 7
*Dragon Helm--Mind +1, Status +1, Death +1
*Hawk's Ring--Alertness +50
*Artemis' Cap--To-Hit +25
*Hunting Cap--Learn +40
*Red Cape--Counter +50
*Winged Boots--Dodge +20

Your Tips

Here are some helpful tips offered by a few fellow gamers out there. And I need contributions here, quickly! Err, I put most of them in my own words, but no offense please if they were supposed to be in the original text.

<From PeOpLeSpInOy>:

Use Ershin as THE bait when up against strong enemies that have

powerful single-target moves like Shadow Walk or Reversal. It's Stand Out can couple with Resist or Ryu's Holy Circle to create an untouchable lure; and since it has the highest CP, just a turn in the back rank can restore enough of its AP. This would help your other characters get some rest from taking lots of damage from stuff like the Rider's attack. Oh, and Soul Gems can come in nicely too as long as you perform Stand Out after Ershin goes out.

<From Sir Phoenix>:

ALWAYS SAVE before going into mini-games with game points, then proceed to bungle at the unknown. Practice makes perfect; you can replay the mini-game over until you're satisfied. With a few tries, you would be likely to get a much higher score than what you get on your first attempt, and that would really help in evolving your basic dragon forms. And once you're happy with it, you can just settle for your best!

Did You Notice?

A bit about some of the things that you might be likely to miss out on, I put this up in case anyone wanted to know about them. Some might be useful, though most would be there just for fun. Enjoy!

*The 'Activate the Sluice' mini-game has a few tricks to it besides rotating in a circular-motion as fast as you can. If you take the trouble to run through it once, you'll discover that Ryu will 'sweat' for up to a total of 8 times before he tires of doing that dumb action over and over! Use that as a limit as to how long you can go round and round before you cut it and push the lever. The rewards I receive are always fishing lures, and they seem to be ranked as:

Silver Top	(Level 1 Spinner)
Toad	(Level 2 Frog)
Warbler	(Level 2 Winder)
Swisher	(Level 3 Topper)

Of course, you might get nothing at all, if you're lazy or just didn't make it. The sluice will still open, if you pushed the wheel to at least gear two. :) If you make Ryu tired, he can't continue pushing anymore, but if you hit the lever in time, you should still be able to get something, though the quality of your prize goes down really fast from there!

*Got frustated at the Wharf when trying to finish the 'Tidy the Storeroom' mini-game? One of the cheapest tricks is to move at least one of them, be it a jar or barrel, onto the correct area, and simply destroy everything else! You'll get a nice time bonus of about 1500 points, which should be more than what you'll get wasting your time and racking your poor brain! Well, if you're not satisfied with that, you CAN do it perfectly. This is spoily. Switch your leading character to Ershin and turn the camera angle so that when you enter the storeroom, you're at the upper-left portion of the screen. So, start off by charging at the 4 old barrels, with three in plain sight and one more in the JAR area. Fight any Roaches that pop out. But... DON'T EVER CHANGE THE CAMERA ANGLE! Right, now switch to Cray and circle around the 3-crate cluster towards the barrel nearest the JAR area, which is jammed between two crates. Push it all the way towards the JAR area, then circle its sign-post and push it towards the BARREL area until it's just behind the sign-

post there. Then circle the pile of sacks nearby to slide the close-by barrel onto the BARREL area as well. That's two done. Now head off to the last barrel on the lower level, and push it down in the general direction of the BARREL area until gets blocked by the crate in its way. Then circle round the crate with a jar on top of it and continue pushing the barrel so that it's blocked again, by the 3-crate cluster. Push it in the general direction of the BARREL area again until it's at the edge of the pile of sacks, then push it onto the BARREL area, and continue as far as you can. Okay, with that done, you have to work on the jars now. See that jar nearest to the JAR area? Squeeze between it and the crate, then just push it up, so that it ends up on the JAR area after moving once. Now you have to spot the mostly-hidden jar, and move it up so that it gets blocked by a crate after moving just once. Then shift it all the way onto the JAR area. That's two jars too. Remember the jar on top of that crate? Make your way through the upper-platform and push it down, in the general direction of the BARREL area. Now run to the lower-level again, and push it onto the upper-left panel of the BARREL area. No mistake, it's a jar, so it doesn't end there. Now push it upwards towards the 3-crate cluster, then right all the way till the wall. Now push it up to the JAR area to behind the sign-post, and there you have it. One more barrel and one last jar. Tackle the jar first. Push it down from the upper-platform, then move it down two spaces so that you can push it right towards the BARREL area, which is what you should do until your path is once more blocked by the pile of sacks. Then circle the adjacent crate and push it upwards so that it stops at the same row as the top row of the BARREL area. Then push it right once, up once against the 3-crate cluster, then right to the wall, and finally up until it's on the JAR area. Now go to the upper-platform and push the final barrel onto the BARREL area. Pheeeep! That's a hard-earned 1800 points! And with any luck, you'll still end up with a time bonus of 1000 points. Not that beneficial to your brain cells, though. It's still more worthwhile to move the easy ones close-by, and just destroy the others for a nice and fat time bonus!

*Did you know that when you play the rafting mini-game at Mt. Ryft, you can simply wreck the raft to bits near the start to collect 3 Fish-head in a treasure chest nearby? Actually, just tear down the raft anywhere :p

For those interested in the points, there are a total of 10 bags to be collected, while the raft will take a maximum of 7 hits to get wrecked. On the first run in the story, you can get up to 2800 points for collecting all the bags, and up to 2000 for finishing with a complete raft. The points are considerably less on any future runs you might make by returning here from the entrance on top of Mt. Ryft. The allocation of points goes as:

BAGS-- 9 small bags: 200 each
1 large bag: 1000

RAFT-- 7 hits: CRASH!
6 hits: 0
5 hits: 200
4 hits: 400
3 hits: 600
2 hits: 800
1 hits: 1000
0 hits: 2000

All subsequent replays will yield only 1/10 of the original points!

*Ah, your very OWN sandflier! For something that cost you at least six zeros, it's not very good, is it? Nope, it's just the only thing there is! Right, hold on tight, and don't rock in your seats! Steering tips? Not really any, except the usual ones, but it seems that if you find your sandflier spinning too much when you execute a sharp turn, a tap in the opposite direction seems to help it stabilize somewhat without that much of a reduction in speed.

For the various sandflier courses there are, here are some field test results:

[Shyde to Kyoin]		[Kyoin to Shyde]
00:00:00--6000 (hacked)		00:31:56--6000 (yeah!)
00:34:00--6000 (hacked)		00:34:00--6000 (hacked)
00:34:03--5900 (hacked)		00:34:03--5900 (hacked)
00:34:13--5800 (hacked)		00:34:63--5300
00:37:33--2600		00:37:13--2800
00:37:40--2600		00:37:90--2100
00:37:86--2100		00:39:33-- 600
00:37:93--2000		00:39:90-- 100
00:38:23--1700		00:39:96-- 0
00:38:43--1500		
00:38:46--1500		
00:39:03-- 900		
00:39:20-- 800		
00:39:30-- 700		
00:39:36-- 600		
00:39:50-- 500		
00:39:80-- 200		
00:39:93-- 0		
10:00:00-- 0 (limit)		

Relatively simple for letting you get the hang of steering, point accumulation should be high after a few tries. Using the handier sand dunes near thin sections seems necessary for a better record.

[Kyoin to Shikk Region]		[Shikk Region to Kyoin]
00:38:83--6000 (yeah!)		00:38:00--6000 (hacked)
00:39:00--6000 (hacked)		00:38:03--5900 (hacked)
00:39:03--5900 (hacked)		00:38:96--5000
00:39:90--5100		00:39:30--4700
00:43:06--1900		00:39:73--4200
00:43:93--1000		00:43:66-- 300
00:44:90-- 100		00:43:93-- 0
00:44:93-- 0		

If you've gotten over the Shyde-Kyoin route, this should be quite easy in itself; just don't get slowed too much from the turning, braking, and wall-banging.

[Shikk Region to Shyde]		[Shyde to Shikk Region]
00:37:70--6000 (yeah!)		00:40:10--6000 (yeah!)
00:39:00--6000 (hacked)		00:41:00--6000 (hacked)
00:39:03--5900 (hacked)		00:41:36--5600
00:39:76--5200		00:43:00--4100
00:40:36--4600		00:43:10--3900

00:40:80--4200		00:43:20--3800
00:41:43--3500		00:44:50--2500
00:41:66--3300		00:48:63-- 100
00:42:73--2200		00:48:70-- 0
00:43:83--1100		
00:44:90-- 100		
00:44:93-- 0		

Ooh, this is trouble. A long twisting course, and the time limit is pretty much as short as before. You'll have to make good use of the sand dunes to make your flying leaps. Study the map well before starting the course, and go for the dunes while holding a straight course, in case you get a horrible touch of vertigo. There's really only one bottle-neck area with dunes that you can take a shortcut across from each side, and it's on the further side from both directions. Hope your leap of faith clears the walls, then try to scramble for the finish. Oh, the enclosed area at the southern region? That's the oasis where Sa Ryong's avatar resides at, and you'll have to gear up and rush at one of the lined-up sand dunes to get across the distance. In my opinion, it's easier to achieve this with the sand dune from the Shyde-Shikk Region direction, but it's your choice.

Well, the time limit for each course from either direction seems to differ for all of them, but the points start at a potential full of 6000, with 100 points gone for each 10 deci-seconds (the fastest counter) or part thereof past the course's time limit. Again, it's advisable to study the map before you start your sandflier; the time counter doesn't move until then, anyways.

Oh, and for the ride that you'll give Stoll's friend on your first time to the Shikk Region, the gift he hands you afterwards depends on when you agree to his request; you can refuse all the way through, but he'll also refuse to budge until you agree! Myself, I haven't found repeated refusals to change the item he gives you, so I suppose it doesn't matter... or might there be a secret formula involved?

1st time: Silver Top
2nd time: Dynamite
3rd time: Gold Top
4th time: Fish-head
5th time: Gold Top
6th time: Dynamite
7th time: Silver Top

*Did you ever expect something like this before playing until here? Geez. Well, it's an all-out melee brawl between our petite Nina and Mr Iggy... who's more likely to win? The relentless player, of course! You get 50 points for each time you trounce off Iggy's head, and 100 points for ramming Iggy while he's stunned, but in return you'll also LOSE 50 points each time you get rammed by Iggy. Plus, there's a 100 points penalty each time you fall off the mast (you fly back up; spiffy wings!), while ousting Iggy off the 'platform' for good nets you 1000 points. There's also a time bonus of up to 3000 points, so even though 50 points for tap-dancing on Iggy's head are easy to earn, you better finish this fast if you want that fat time bonus here! Usually, it's fastest by moving forward just a few steps and maybe jump a bit to lure Iggy towards your end, then jump, deliver a *painful* step, then ram 'em off! Being aggressive *might*

help if you can always jump on target! If you finish by 1:50, the time bonus is 3000 points, but every ten seconds or part thereof later costs you 1000 points of time bonus, so if you haven't succeeded by 1:30, I suggest you keep on trouncing Iggy until the time is about 0:05, then push him off the mast. Of course, you might decide to get a time out and get the proper feel. Right, and remember to check out where Iggy is after the mini-game!

*Wow, what's this you're stooping to? Chasing CHICKENS!? Well, there happens to be an idiotic one named Tak on the loose, along with his veritable harem of 19 other white female chickens(I suppose), all wandering around an incredible one-way chicken coop waiting for you, the great and mighty Yorae Dragon to chase them in! As it it wasn't any weirder, it seems like your other party members have decided to take a back seat and let Ryu do all the chasing. Well, the rules are simple, if you thought there weren't any. The chickens can only run away from you like magnets of the same polarity, in the four basic cardinal directions, plus the underlings will ALWAYS gravitate towards their boss, brown Tak (or Mother Pig, as may be the case later). So, with a bit of effort, plus clever maneuvering (like chasing Tak to near the front of the coop, but a bit to the far end, then chase most of the white ones off, then lie in wait for them a bit further away...), getting them all in shouldn't take more than five minutes or so. Oh, I'd prefer walking slowly myself here! The points allocation goes like:

BASIC

Points:

100 points each; for 19 White Chickens
2000 points each; for 1 Brown Chicken (Tak)

BONUS

Points: Total number caught

3000: 20
1500: 15-19
1000: 10-14
500: 5- 9
0: 0- 4

All subsequent replays will only yield 1/10 of the original points!

*Fou-lu communicates in a language that would be best described as a form of Old English; sounds rather Scottish, no? But, as Ryu's other half, he's rather a character himself. Someone pointed out to me that it might be closer to Middle English, actually!

*Scias speaks far more eloquently than Ryu; comparatively, Ryu seems dumb besides Scias :| Wondered why BoF Ryus always seemed to lack in character?

*Rather unfairly, the US version of the game had censored some scenes which were in the original Jap version. After checking them out, I wonder why they even did it; heck, Scias' Lifestealer move would come close to being censored. Well, they were last sighted at:
www.geocities.com/lastinfi/index.htm
so check out the site and three cheers for L.I. Censoring only draws gamers' attention by highlighting what we may have otherwise missed.
:p *Smacks self with fish tail*

*The biggest Super Combo I've seen was named in a chunk as 'SuperMach

Flash-MagnumAtomicMagnum', which was for a record of 25 hits! (on an emulator, geez...) However, after the first 8 hits or so, the remaining attacks really dealt crap damage, which still accounts for something, though. I wonder about how they named the move?

*Ever wonder about the word 'Infinity'? Seems that it came from a mash of '(In)itial' and '(Fin)al'. Sounds like the wrap word for existence

Next, Please

Something I thought to make up, since I was always wondering what the next game in the series would be like. More of a personal rant to no one in particular, but read it if you like to.

+Battle System+

-Versatility of battling party, with front and back ranks that can be switched if the situation allows it.

-Learning a skill from either an enemy or ally by guarding for the turn was indiscriminately useful.

-'Wait' command that allows a front character to delay performing an action until the desired moment. Raises the chance for comboing, if that is still there.

-Reintroduce EX turns, but balance it so that the active front rank character who gets it cannot be switched out. If there is more than one character who gets it, their order of action may be switched.

-Battle formations were lots of fun with their unique impact on battles. Maybe they can come back soon... ?

-Consecutive, synchronised animation for combos, so that it looks as though the fighters are executing the moves in a flowing motion.

-Changing weapons or armor takes a turn in the back rank, and if more than half the party is changing equipment, then some of them will have to stay in the front rank to do so.

-Different visual models for each weapon and maybe armor, with special effects like regeneration, elemental damage and poisoning having their own, more fitting visual representations too.

-Why should Ryu always employ swords as his primary weapon? There are more interesting and powerful weapons than the usual blade. Of course it's a favourite choice, but...

-Regeneration should be balanced for the party and enemies; if enemies are able to heal half their max HP each turn with no visible effort, why should we have any less?

-Healing spells don't always have to be on the first character you get to control; speaking of healing spells, I think most would rather let enemies have the capability to heal themselves with spells or items rather than possess endless regeneration capabilities. Maybe a regeneration spell can be introduced into the medikit. As for the original subject, a ready source of healing

would do fine.

-Unique 'trademark' moves for each character makes them all important in some way; limit breaks?

-Different animations and quotes for critical hits would be nice.

-The only way to get the second item from enemies is to wait until you defeat them all and see if you get lucky. INFURIATING when your efforts come to naught. We need an option to steal the second item in battle! Maybe a Will?

-For all the systems we have, why shouldn't monsters have them too? From combos to EX turns, mayhaps they can have their own system to give them an edge in battles too.

+Dragon System+

-'Dragon Gene' system from BoF 3 would fit as the base system. Mixing and matching to create our own dream dragon gives us lots of satisfaction. And we especially loved the fusion forms and unique dragon form combinations.

-Alright, so dragons can't be healed conventionally. But why not let them regenerate their health on their own if they're supposed to be almost omnipotent with all that power? Natural regeneration to an extent would make up for the healing handicap.

-The AP tribute should be affected by some items, and maybe Wills can come into the picture too.

-The max HP for dragon forms should exceed the conventional amount, and is based on Ryu's max HP and what combination of genes you used. When the dragon form gets damaged, the genes activated for it should be sort of damaged in some visible way.

-So to say, genes gain a sort of 'health' in correspondance with their AP cost, so when the dragon form gets damaged, the genes it relies on receives 'damage' according to the AP cost ratio of the genes activated. Should a gene get 'k.o.ed' in some way, then there should be a way to 'revive' them, probably out of battle.

-For humanoid-looking dragon forms in the very least, enable 'Item' and 'Examine' type commands. Well, dragons aren't dumb, are they?

-All dragons should have ready access to Ryu's skill list, and they should have more moves learned in their own movelist as some special requirements are fulfilled in the game.

-Mini-games may have an impact on the system as well, like activating hidden dragon forms, skills, or options for a type of dragon.

-If something like the Fusion dragon form, or a party dragon form exists, which draws its power from your front rank, then make it so that single characters may not be switched out, but instead the entire rank switches if such an action is chosen.

-Breath attacks should be as useful as they were in BoF 3, dealing tons of undivided damage to all enemies, instead of being split among them. Why not have more combo hits with them too?

+Master System+

- Characters may commit up to ~two permanent 'Will's to memory by performing related tasks. Thereafter, leveling up while having the 'Will' lets you increase some Stat bonuses
- The permanent Will may be replaced by a new one if you choose so, or you may choose to delete it from the menu
- You start with one Will/master slot, which increases in number as you level up; one is always temporary
- You can still have one current master with all that junk; this lets you combine Wills effectively
- The system for learning skills and changing masters in BoF 4 was great and hassle-free :)
- Wills can include a wide variety of effects, like regeneration of AP, or even the ability to steal the rare 2nd item. Imagination would be the key.
- And yeah, who said masters can't give away items as rewards? If the Render was in it...

+Fishing System+

- Trading is fun, but sometimes it gets more than absurd; 99 Stamp Cards for a Render? Watch that Blue Ball heal...
- If you could fish up good items in specific areas and locations, it might add to the fun
- I can see it already... reeling in the hidden catch 'Leviathan' activates an unique dragon form for use (duhhhhh!)

+Faerie System+

- More interaction with players; we love War Shout and Faerie Breath
- Let job-hopping faeries retain some of their previous job knowledge; don't they have memories?
- Where's the Copy Shop gone to!? How could they think of leaving it out!
- Games within games are great fun, but should we get nice rewards for luck or playing skill?

+Storyline+

- A more interactive Ryu; why can he talk in battles but not out of them?
- Why is it that Ryu always has an identity crisis? Why can't something else happen to him?
- Make the early part of the game more interesting; some get bored by its pace of action and this drags the game's worth down

-Continue the storyline in the cleargame save (Epilogue); parts might be altered to make it all fit, or new elements of interest introduced

-Include a secret optional character that you may add to your party some point into the game!

+Misc+

-Reintroduce Bonebreak as an attack for Ryu, which deals non-elemental damage that ignores defense and lowers the enemy's Power, Defense, and Speed, plus gets more powerful as your HP depletes!?!

-'Blessed' Sword that heals some HP each round instead of decreasing it; does more damage with more HP too (Ultimate Weapon? Duh two.)

-Skill, Will, or any move that allows the 2nd item to be stolen from battle; to wait for it to be dropped after the critter is already dead is more than chancy, and blasted frustrating too

-Unique 'ultimate' weapons for each character to be gotten from quests of sorts; definitely before the final dungeon

-Anyways, why should Ryu always use a sword? Maybe it's time for a change

-Try to include the lyrics for any theme songs; I believe BoF 3's 'Pure Again' was rather unforgettable for those who have heard it. Oh well, at least I like it.

-Weaponsmaster character who can literally equip about any weapon

-More detailed Stats to a weapon; I suppose they can start revealing all the hidden Stats, like To-Hit, Evade, elemental resistance, etc.

-Different visual models for each weapon, or something to that effect. Special effects like elemental damage or regeneration and poisoning may be employed as such too. Heheh, insanely demanding on the game production team. ;B

Gee (yup, that's the word), after thinking up all this, I feel like half a game designer! Well, hope a real one comes along and salvages something worthwhile out of the scrapheap. Then I'll get something nice to play with... (hehehehack *gasps and chokes on self*)

; Oh my, BoF 5 wasn't in the slightest way what I imagined it might be like! Hadn't really checked it out yet, but then again, I don't have access to a PS2 at present... what I know of it doesn't remind me of anything from its predecessors, so I'll be waiting until some helpful webpages pop up, hopefully soon. :P

!FOR ALL CHEATERS!

Here's a beloved section, with some codes that I made myself. Use it if you dare, since most of them would spoil much of the gameplay if overused... Not that you would object, eh?

The digits given are in hex values. Use a hex calculator to convert the value you wish to use if necessary. Search the net to find one easily; try www.gamehacking.com if you can't find one.

Combo LV.

Breath 3011DF50 000X ; 0-2 (also 'Mixed Spell')
Fire 3011DF84 000X ; 1-3
Wind 3011DF85 000X ; 1-3
Water 3011DF86 000X ; 1-3
Earth 3011DF87 000X ; 1-3
Holy 3011DF88 000X ; 1-3
Melee 3011DF89 000X ; 1-3
Death 3011DF8A 000X ; 1-3
LV.Down 3011DF8B 000X ; 1-3 (See below)
ST.Down 3011DF8C 000X ; 1-3 (See below)
LV.Up 3011DF8D 000X ; 1-3 (See below)
ST.Up 3011DF8E 000X ; 1-3 (See below)
ST.Change 3011DF8F 000X ; 1-3 (See below)
Total LV. 3011DF90 000X ; 1-3 (mostly for show)
Treasure 3011DF91 000X ; 1-3

(For the move types you want to hack, say Melee, put a number within the given range in place of X, and whenever you execute a move of that type in any combo, it should act as though it was done at that combo level, so if you put say the value 3, the 'Blind' move should do two additional hits in any case. The exceptions to this are: Breath, which is shared along with Mixed Spell, so 0 actually comes out as Breath level 1. Others would be the various LV. and ST. move types, since the effects are accumulated, the actual effects would be rather different from expected. For example, if you set ST. Change at 3, and perform a move like Chlorine to start a combo, what other status ailment should the game try to add in? That's most of it. But as a side note, you CAN use values outside of the range, but take in mind that it's rather disruptive of the normal rules. Say put 9 for Melee: perform Tiger Fist, Faerie Charge, or Faerie Attack to see an insanely flashy show. Tooo overpowered, though. Welp, that's the lecture!)

Super Combo Hits

301EA492 00XX ; 0-50

(The actual number of moves Super Combo does, this can easily make you utterly sick of the move. Normally, the maximum number of hits is 80 hits, which represented by 50 in hex. This is the limit regardless of the number of successful taps, which is probably not possible for non-cheating circumstances, so be appreciative. But if you use say FF instead, yep, you can get 255 hits out of Super Combo, but it truly makes the move sickening after a few attempts. Regulate yourself.)

Item Drop

(Enemy 1 Item 1) 301C6FE6 000X ; 0-7
(Enemy 1 Item 2) 301C6FEA 000X ; 0-7
(Enemy 2 Item 1) 301C71AE 000X ; 0-7
(Enemy 2 Item 2) 301C71B2 000X ; 0-7
(Enemy 3 Item 1) 301C7376 000X ; 0-7
(Enemy 3 Item 2) 301C737A 000X ; 0-7

(Enemy 4 Item 1) 301C753E 000X ; 0-7
(Enemy 4 Item 2) 301C7542 000X ; 0-7
(Enemy 5 Item 1) 301C7706 000X ; 0-7
(Enemy 5 Item 2) 301C770A 000X ; 0-7
(Enemy 6 Item 1) 301C78CE 000X ; 0-7
(Enemy 6 Item 2) 301C78D2 000X ; 0-7

(This lets you get all the spoils of war you want. Use 7 if you want the enemy forces to surrender everything, or 0 if you hate to get anything at all from them. LUCKY SEVEN!!!)

1ST Character Stats

Physical 301C7A9E 000X ; 0-7
Ranged 301C7A9F 000X ; 0-7
Magical 301C7AA0 000X ; 0-7
Breath 301C7AA1 000X ; 0-7
Fire 301C7AA2 000X ; 0-7
Wind 301C7AA3 000X ; 0-7
Water 301C7AA4 000X ; 0-7
Earth 301C7AA5 000X ; 0-7
Holy 301C7AA6 000X ; 0-7
Mind 301C7AA7 000X ; 0-7
Status 301C7AA8 000X ; 0-7
Death 301C7AA9 000X ; 0-7
Learning 301C7AAA 00XX ; 0-64
Counter 301C7AAB 00XX ; 0-64
Critical 301C7AAC 00XX ; 0-64
Dodge 301C7AAD 00XX ; 0-64
Alertness 301C7AAE 00XX ; 0-64
To-Hit 301C7AAF 00XX ; 0-64

(These bunch of codes can really abuse gameplay, which is why I don't recommend fiddling around with them. Much. Something of note: the max value of 'physical, ranged, magical, breath' in the game is 5, though you can set it to 6 or 7 if you want to be mostly invulnerable. Then it's not fun, though. And, right again, FF can be used for the last six codes, *sigh*.)

2ND Character Stats

Physical 301C7C42 000X ; 0-7
Ranged 301C7C43 000X ; 0-7
Magical 301C7C44 000X ; 0-7
Breath 301C7C45 000X ; 0-7
Fire 301C7C46 000X ; 0-7
Wind 301C7C47 000X ; 0-7
Water 301C7C48 000X ; 0-7
Earth 301C7C49 000X ; 0-7
Holy 301C7C4A 000X ; 0-7
Mind 301C7C4B 000X ; 0-7
Status 301C7C4C 000X ; 0-7
Death 301C7C4D 000X ; 0-7
Learning 301C7C4E 00XX ; 0-64
Counter 301C7C4F 00XX ; 0-64
Critical 301C7C50 00XX ; 0-64
Dodge 301C7C51 00XX ; 0-64
Alertness 301C7C52 00XX ; 0-64
To-Hit 301C7C53 00XX ; 0-64

3RD Character Stats

Physical 301C7DE6 000X ; 0-7
Ranged 301C7DE7 000X ; 0-7
Magical 301C7DE8 000X ; 0-7
Breath 301C7DE9 000X ; 0-7
Fire 301C7DEA 000X ; 0-7
Wind 301C7DEB 000X ; 0-7
Water 301C7DEC 000X ; 0-7
Earth 301C7DED 000X ; 0-7
Holy 301C7DEE 000X ; 0-7
Mind 301C7DEF 000X ; 0-7
Status 301C7DF0 000X ; 0-7
Death 301C7DF1 000X ; 0-7
Learning 301C7DF2 00XX ; 0-64
Counter 301C7DF3 00XX ; 0-64
Critical 301C7DF4 00XX ; 0-64
Dodge 301C7DF5 00XX ; 0-64
Alertness 301C7DF6 00XX ; 0-64
To-Hit 301C7DF7 00XX ; 0-64

Dragon Forms' HP

(Ryu)
AURA 8011B8DA 270F
KAISER 8011B8E0 270F
WYVERN / WEYR 8011B8E6 270F
MYRMIDON / KNIGHT 8011B8EC 270F
BEHEMOTH / MAMMOTH 8011B8F2 270F
MUTANT / PUNK 8011B8F8 270F

(Fou-lu)
ASTRAL 8011B8FE 270F
TYRANT 8011B904 270F
SERPENT / PEIST 8011B90A 270F
MYRMIDON / KNIGHT 8011B910 270F
BEHEMOTH / MAMMOTH 8011B916 270F
MUTANT / PUNK 8011B91C 270F

(Activate whichever code you want to let that dragon form always be 'alive' with 9999, or max, HP. What happens is that the dragon transformation will always start with max HP, NOT having max HP for the dragon form throughout battles. You CAN return to human form and perform the transformation again, in which case you'll start out with max HP again... errm, so long as the AP holds.)

Dragon Forms Enabled

(Ryu)
AURA 3011B8D8 00XX ; 00(Off) 01(On)
KAISER 3011B8DE 00XX ; 00(Off) 01(On)
WYVERN 3011B8E4 00XX ; 00(Off) 01(On) 81(Weyr Upgrade)
MYRMIDON 3011B8EA 00XX ; 00(Off) 01(On) 81(Knight Upgrade)
BEHEMOTH 3011B8F0 00XX ; 00(Off) 01(On) 81(Mammoth Upgrade)
MUTANT 3011B8F6 00XX ; 00(Off) 01(On) 81(Punk Upgrade)

(Fou-lu)
ASTRAL 3011B8FC 00XX ; 00(Off) 01(On)

TYRANT 3011B902 00XX ; 00(Off) 01(On)
SERPENT 3011B908 00XX ; 00(Off) 01(On) 81(Peist Upgrade)
MYRMIDON 3011B90E 00XX ; 00(Off) 01(On) 81(Knight Upgrade)
BEHEMOTH 3011B914 00XX ; 00(Off) 01(On) 81(Mammoth Upgrade)
MUTANT 3011B91A 00XX ; 00(Off) 01(On) 81(Punk Upgrade)

(This should be obvious! :p)

Aura with Dragonbreath

3011B804 00FF

(This changes your Aura dragon form to what you get after Chapter 2, which has a different description and the Dragonbreath move. If somehow you DON'T want this revealed form, place in 0000 instead; your loss, if so.)

Dragon Evocations On

8011B72C 3FFF

(This allows you to use freely all of the dragon evocations that you may have collected from the various dragon avatars. Put 0000 if you like being on your on.)

Dragon Breath and Evocation Attacks Used

8011B88E FFFF

(Allows you to cancel the cinematics of all the dragon forms' breath attacks, as well as those of the evocations. Use 0000 if you always want to see all of the cinematic sequences, and IT IS ALL. For those with an extreme dislike of seeing that 'Cancel' button.)

No Fatigue Level

Ryu 3011A9CF 0000

Nina 3011AA67 0000

Cray 3011AAFF 0000

Scias 3011AB97 0000

Ursula 3011AC2F 0000

Ershin 3011ACC7 0000

Fou-lu 3011AD5F 0000

(What's this for, you might ask? There isn't any other level besides that based upon Exp, is there? And before you try to type in FF for the variable, let me finish my piece first. The Fatigued Level is what you gain when your character ends battle unrevived, uses a move like Disembowel or Lifestealer, or when you make a wrong move in the mini-game in Tomb with the Red Eye cube. Yep, one level increase here nets you a 10% decrease in your original max HP, so you'll only want zeroes for this level stuff. By the way, the maximum limit that you can reach normally for this is 5, which means the lowest your present max HP can get is 50% of your original max HP. If you place in a value from 0B and beyond, I can't guarantee the results you'll get. The normal resolution to reset this level is to rest in a comfy spot like an Inn, but with these codes in, you don't have to worry about unrevived characters anymore. One point though, this isn't exactly a free use for the Disembowel and Lifestealer moves. Warned ya!)

FOOTNOTE

A little tip here: to reduce on the number of codes you use, you can COMBINE 2 codes which are side by side, and start with the number '3' prefix in front. An example would be:

3011DF84 00XX + 3011DF85 00YY = 8011DF84 YYXX

Note that the prefix is changed to 8, with four working variables, instead of two working variables with the prefix 3. The arrangement of the variables seems to be like that, and I dunno why. But it works and that's what's important! :)

Just saw a tip some time ago: you can ONLY combine legally in a gameshark codes ending in even-digits. Below is an 'exact' copy of the info from S. Volo's FF9 Enemy Spell FAQ regarding this issue:

IMPORTANT NOTE: the GameShark CANNOT handle word-value codes beginning at odd addresses (the odd hex digits are \$1, \$3, \$5, \$7, \$9, \$B, \$D, and \$F). If you enter such a code, it will CRASH THE PLAYSTATION. To set a word value that begins at an odd address, you must use two byte ('30') codes.

Ex: 801CA56A 3815 => okay, sets \$1CA56A to \$15
sets \$1CA56B to \$38

801CA56B 4138 => NOT OKAY. (\$B is odd).

To accomplish the equivalent effect of *801CA56B 4138, you must use two byte codes:

301CA56B 0038 => sets \$1CA56B to \$38
301CA56C 0041 => sets \$1CA56C to \$41

So, visit his guide if you do play FF9 (probably unnecessary for me to say), or if you're interested in the workings of some technical hacking stuff. Say, it might even be possible that you can make the Thunderstorm spell look like the Mjollnir spell, and let it hit as powerfully as the other 3 ultimate dragon spells, along with a status effect thrown in. Sounds possible already!

Oh, er, the above WAS in a way ripped off from S. Volo's FF9 Enemy Spell FAQ, since I didn't really ask the above writer, but since it's technical info for most gameshark-using players... well, for those of you who didn't know this before, attribute all credit to S. Volo please!

Blessings to...

*All readers of this down-hill faq; well, actually I don't know... but thanks for putting up with my *whiny to stuck-up* language!

*Carole (Carole3027@aol.com) for lots of morale supprt and some vital inspiration; best of health to you and your kin!

*All of the contributors at the BoF 4 Gamefaqs message board, for all

your lot of useful info that often gets lost along the way... :p
Hope I still don't get condemned

*Mary, whose lyrics I stumbled across by chance, and who worked so
much for the incredible dragon-tear.net website at
<http://nmk.dragon-tear.net/>

*Other faq writers out there like Darkstorm, who inspired me much on
what to create as subject for a game faq :)

*Existance, for just that...

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