

Grandia Character/Secrets FAQ

by Nabeel1

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Grandia (File best viewed in Microsoft Word)
Character Move FAQ/ Hints and Tips/ Secrets FAQ
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1: Importance Notice: -

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magazine etc. YOU CAN NOT take any part of my walkthrough without my permission. If your job is to write articles in magazines or anything you can't just sit down and COPY my work. I am writing this importance notice short, but that doesn't mean that you take it easily UNDERSTAND? In other sweet words don't plagiarize other people's work.

2: Credits: -

To SONY and Game Arts for making this terrific RPG. This is their best RPG in my opinion.

To Gamefaqs for publishing my walkthrough (I guess I am a bit overconfident) ?.

To you perhaps for taking the time and downloading the walkthrough even when there are other good FAQs for this one.

To the two songs I had been listening again and again when writing this walkthrough. They gave me a real boost.

3: Versions: -

1st version on 23rd of March 2000. I first thought of writing a walkthrough of this game but due to some reasons I didn't, instead I am writing this multiple FAQ. Hope it helps you.

2nd version on 25th of March 2000. Updated some secrets that I had carelessly missed at the beginning of the game in the Town of Parm.

3rd version on 25th of March 2000. Yeah I know I must be nuts to update this again on the same day. Well I just corrected a few mistakes, I wrote about Liete and I am trying to make my FAQ neater. It looks horrible when I see it on the Internet. Let's see how this one looks like.

4th version on 26th of March 2000. Aaaarrggghhhh! Oh MAN! I juts knew it. That something may just go wrong. Well now I guess I have figured it out. Now I have clearly understood the basics ... a bit. Now if this doesn't work I will stop working on Microsoft Word. I think that this format will work until I find something new to create.

5th version on 26th March 2000. Well I have updated this again. I have written all of Justin's moves and some magic.

6th version on 27th March 2000. No more updates than 1 today because I have to play some games and take a break from typing. I have completed Justin's moves and all the magic he can use. I'm not sure if I will write tomorrow. You will have to wait and by the way, what do you think of the new format?

7th version on 28th March 2000. I had some free time so I thought that I would write something. I found a new secret that is in the Rainbow Mountain.

8th version on 4th of April 2000. Sorry for being so late, I just couldn't get myself to complete the FAQ because of all the cricket matches going on and especially when Pakistan is winning too. Anyway I have updated Sue's moves and magic. I'm afraid that it's going to take a looong time to finish this FAQ. That's because there are loads of good games coming (including never-ending RPGs), cricket matches (however they will finish one day), my damn computer has become slow and I am having so much damn trouble operating it (sooner or later I'll get it fixed) and last but not least EXAMS (they are coming next month hooo-boy).

4: About the game: -

A: Is it any good? Should you buy the game?

To tell you the truth this is one of the best games I have ever played after Breath of Fire 3 (I liked it), Xenogears (WOW) and Final Fantasy 7 (nope not 8). Grandia contains everything you could get have in a nice, cool and graphical excellent RPG. The funny and hilarious comments by the characters and people of Grandia will make you smile! One very good thing in this game is that when you are in a conversation with any person around you in a city the main characters of the game will too reply! I'll explain that later in the "Intro" section.

Now if you love RPGs and you want a long and happy game to play I

suggest you buy it. You will never be bored GUARANTEED. You'll love every aspect of the game or almost everything. This game is great; I tell you it's just great. Why? Because I would have NEVER EVER have written a walkthrough for a game that has already been out for a while and good walkthroughs are out too. So my opinion and remember MY own opinion is that you BUY this game, YEAH!

B: My rating on this game.

Ok guys now is the time for my rating for Grandia.

Graphics: 8.8/10. Nice crisp graphics. You can even rotate the camera but I don't think that is something superb.

Sound: 8.5/10. Oh yeah the sound effects are great too. Walking on the carpet, moving around grassy area. OH YEAH!

Music: 8.2/10. I liked the music too. It really puts the mood in the right spot.

Playability: 9.5/10. Without playability the game is nothing even it has great graphics, sound and music. It would be like a shiny new sports car without any horsepower (HP)! Grandia plays extremely well and is a shiny new sports car (of GT2 ofcourse ?) with lots of horsepower (856hp isn't bad).

Lastability: 9.8/10. Last but not least Grandia is no game which is going to finish under 30 hours even if you would skip EVERYTHING e.g. important items in caves, dungeons, talking with people etc. This is a double-CD game so take it easy and enjoy the game instead of throwing the fun the game has to offer.

Total score: 44.8/50. Ok I admit that I may have just over-rated the game but there is a reason and you'll know it when you play the game. I think this is quite a score for an RPG, WOW!

Stars: ***** A five-star RPG. YEAH ALL RIGHT COOL! Ok take it easy now.

5: Intro: -

I would like to start with telling you that I was actually planning to write a whole walkthrough for you guys but I aborted my program because my exams are coming and well uhh ... some other reasons as well. Anyway I atleast wrote something for Grandia because I love the game so much. In Grandia you not only talk to people and just listen to what they say, you even reply them, meaning that any of the main characters you have will reply to the person's comments. Not only that but you also can have a lunch or dinner (at home or at an inn ofcourse) and talk with fellow characters in your party! Party members and important people have "faces" shown on their screen when they talk and with expressions! For example Justin (the main character) is happy over something then his face will have an expression of happiness, if he is angry then an angry expression and so on. I won't stop now there is even more. There are voice-overs too at key events or important parts of the game when party members are talking, but not all the time.

See! There are so many things in Grandia and tell you what, I haven't even explained the battle or magic system yet!

A (i): Characters: -

A friendly warning before I really begin is that this "may" contain some spoilers so watch out. If you just want to read about some of the characters and a little about them then read on. I have some sad news to tell you about the party system too. Your party can't grow more than 4 members. Meaning that when you have four characters some events will take place and they will depart one by one. However you will have atleast two characters with you (you'll get know).

1: JUSTIN: -

You will play as Justin, the hero of the game. Justin's dream is to become an adventurer like his father, grandfather and possibly his great grandfather. He is not afraid of anyone and is quite overconfident. He lives in the Town of Parm with his mother Lilly next door to his friend Sue in a restaurant! Justin's best friend is Sue (a girl). Where Justin goes Sue goes. Justin's rival is Gantz who thinks he is the best, Justin thinks otherwise. Anyway, you'll be playing as Justin whose aim is to find the lost city of Angelou. Justin is skilled

with swords, maces and axes.

2: SUE: -

Sue is younger than Justin but she seems to be the "boss" when they are going around. Sue has an unusual pet called Puffy who always is soaring above her head. Puffy doesn't say anything other than "PUFF PUFF". She acts like an adult and mind you she does well! Sue may me mature but when she gets upset she cries like a baby and doesn't talk to anyone. Sue is skilled with throwing weapons and maces.

3: FEENA: -

Feena is older than both Sue and Justin. She lives in the town of New Farm and is the most popular girl there. She too like Justin and Sue is a great adventurer and has more experience in adventuring than both of them. Sue and Justin find her on the Steamer where they both prove that they are great adventurers. After that Feena joins them on their adventure. A lot of incidents happen where there are embarrassing moments for both of them ?. Feena is skilled in knives and whips.

4: GADWIN: -

Gadwin is the best knight of Dight Village and ofcourse people like him, especially children. It is said that when Gadwin makes a promise he fulfills it. His only goal is to protect his village and the people of his village. Gadwin respects Justin because of his excellent swordsmanship (ha he). They both make a promise to help each other out. After an event that takes place Gadwin joins Justin on his quest. Gadwin has mastered his skills as a swordsman and hence is skilled with swords.

5: RAPP: -

Rapp is from the Village of Cafu. A guy with "long ears" and scars on his cheeks (ok enough). He is the best hunter of Cafu and just like Gadwin he is a hero of the children. However adults of the village do not like him because they think he is rude and quite a mischief person (as Feena explains that he is similar to Justin). Justin encounters Rapp in the Virgin Forest. After an event that takes place and Justin and Feena get exiled from the Village of Cafu, Rapp decides to join Justin on his adventures. He is skilled with swords, maces and throwing weapons.

6: MILDA: -

A strong lady warrior from Laine. To tell you truth she may even show Gadwin a thing or two! However she can't use magic spells. So does that make her a stupid idiot? No because her physical strength and powerful moves make up for all her flaws. Justin meets her at the Tower of Doom where after a sequence she joins Justin's party. She is skilled with swords, maces and axes.

7: GUIDO: -

You first meet him at the Village of Dight. Guido is of the mysterious Mogay tribe (he he). This guy looks like a cute rabbit (as Sue describes him) and he walks on two legs (he he). He seems to know about every answer on earth and knows all the information about everybody e.g. name, age etc. Guido, just like the other Mogay loves money. This guy or rabbit ("how rude") is skilled with knives, maces and throwing weapons.

8: LIETE: -

Liete is the one who gives you courage and shows you the path to Alent. Justin first meets her at the Sult Ruins where she tells Justin "the way". It is from then on that Justin really wants to be the first person to climb the End of The World 'wall' and find Alent. He meets Liete at different places and events where she guides him. It is unknown whether she is human or not but afterwards when you meet her in person you really get to know her identity. She is skilled with maces.

A (ii): Unplayable Game Characters: -

These are characters, which won't be in your party, but some important or interesting people that you will meet in your quest.

1: PUFFY: -

Puffy is Sue's pet. Justin's dad brought Puffy from his adventures. Now I usually wonder that why is Puffy not Justin's pet! A cute and strange little creature which always is on top of Sue's head. Many people get fooled and think it's a ribbon or something. Puffy can fly, breathe fire and water. Puffy can only say "PUFF PUUFF" but it does

understand human language.

2: LILLY: -

Lilly is Justin's mother. A nice little lady who used to be "LILLY THE SKULL" a pirate! But when she got married, she started the Seagull Restaurant. Everyone loves her cooking. She always scolds Justin for doing mischievous things and bonks him on the head with her tray. But she understands Justin very well and knows what he's going to do.

3: GANTZ: -

Justin's sworn rival (ha ha). Gantz thinks that he is the best and is always trying to get Justin in trouble. He's nothing but a fat old kid and he has three more kids who support him including his little brother.

4: TENTZ: -

Tentz is Gantz' little brother. He supports his brother but secretly he helps Justin out. He is nothing but a crybaby so don't hurt him.

5: JAVA: -

Java is a retired adventurer but doesn't like being called retired. He looks like a mad old scientist to me, especially when he gets angry. Justin meets him just outside Leck Mines where Java gives him a trial. Justin passes the trial and gets what he always wanted... the steamer pass!

6: NANA, SAKI and MIO: -

These three are in the Garlyle Forces. Each one of them has their own ideas and each one of them is extremely nasty. They would have been the three witches if they were old but they are quite young (not that young however). They all like Colonel Mullen and each one of them are jealous of Leen. Some of the soldiers like the three because they think they are quite!

7: COLONEL MULLEN: -

The Colonel of the Garlyle forces (actually I think it should have been the gargoyle forces). He is a young and handsome man and is kind towards his subordinates. The three nasties like him. Colonel Mullen perhaps likes Leen too. He wants to get and find spirits stone for some purpose.

8: LIUETENANT LEEN: -

I won't spoil the fun of telling you who Leen exactly is but I would tell you about her. Leen is a very kind and attractive person. She is Mullen's aide-de camp (like a secretary) and is usually giving out Mullen's orders to the soldiers. The three nasties are jealous of Leen as Leen always comes out on top of the... uhh... beauty contest (something like that) and is liked by Colonel Mullen.

9: GENERAL BAAL: -

General Baal is the leader of the Garlyle Forces. He looks like quite a big and strong man. He is Colonel Mullen's father and he likes and trusts his son as a colonel and his position in the Garlyle Forces. His own story at the beginning of the game is unknown but it looks as if he is looking for Spirit stones and he has assigned his own son, Colonel Mullen for the job.

10: PAKON: -

Pakon is the new president of the Adventurer's Society in New Parm. He is the son of Mr. Gauss the last president of the society. He became president when Mr. Gauss died ?. This is where Justin has to go first where her mother had arranged everything for him (you'll know why and how). Almost everybody in New Parm hates him because he is such a clown (he even dresses like one) and is dumb and stupid. He doesn't like people who are rude to him ;). He loves Feena and wants to marry her but ofcourse Feena doesn't like him.

11: MR. CHANG: -

Mr. Chang is a martial arts fighter and ... a chef! He is Pakon's bodyguard but he'll retire too (you'll know). The first time you meet him he'll hit you flat down but you'll get your revenge afterwards. After that he'll retire and become a chef. How nice.

12: REM: -

You find Rem unconscious around the road to the Dom Ruins. Rem is a humanoid child (that's what Colonel Mullen and his forces call). Rem is

of Luc Village which is located in the Misty Forest! Rem speaks a different language and you don't understand him until you eat the nuts he gives you. Then you and he will become friends but unfortunately you will say goodbye to him after an event ?.

13: DR. ALMA: -

Dr. Alma and Gadwin used to be friends when they were children. She lives in the Village of Dight (naturally). But now that they have grown up, they are not the friends they used to be ??? Now that she has grown up she has become a doctor of Dight Village. She helps in treating the sick when an event takes place at the village of Dight and that's all. She doesn't even say good-bye to Gadwin when he leaves the village!

14: DANDA: -

Danda is the person who lives in Gumbo village. He is the best and strongest sailor in Gumbo village. He is madly in love with Naina who loves him too. In fact everybody loves each other in this village. However both of them can't go or do anything with each other. Heck, nobody wants to be with a male or female. So after you fix a "little" problem things go back to normal in Gumbo village. To say thank you, Danda takes you to the Twin Towers so you can continue your quest.

16: DARLIN, DERLIN AND DORLIN: -

These are three wise men of Laine, they would probably be called "bulls" instead of men as Rapp explains (he he) when he meets them for the first time. Darlin is Milda's husband, they love each other and they can't live without each other (yeah yeah sure sure). These three wise uhh men are very informative to Justin and crew, especially Dorlin when he gets his 'horn' back (you'll know). Anyway these three guys only give information to Justin once, when he meets them for the first time.

B: Hints and Tips: -

Now I'll give you some hints and tips to successfully and easily beat the game and enjoy it too.

1: See that compass on the top-right? That is another feature of Grandia. That arrow on the compass always points to the direction where your path lies (where you need to go e.g. to solve puzzles etc). When the arrow on the compass starts to rotate quickly that means that you are close to your destination. Always check out this compass when moving around in dungeons etc.

2: Always talk with people. They usually will tell you something you need to know (hints you id... just kidding), sometimes they may even give you items or jobs to do or will tell you their sorrow! In Grandia perhaps you should talk even more with people because they don't have only a few sentences to say, they have a hell of a lot of things to tell you and at different events all the time! You'll know when you play the game. It used to take me more then 30 minutes to talk to everybody in a town or city.

3: There are no random encounters in Grandia! HURRAY! I always hated random encounters in RPGs but now in Grandia there are no random encounters. Only you have the control to be either having the initiative over the enemy or be ambushed by it. If you come in contact with the enemy when the enemy doesn't know you are there then you have the initiative over it. Now how will you know that the enemy doesn't know you are there? Well there is something for that too! If the enemy spots you, it will turn "red". Simple. Now if you try to escape (that is you avoid coming in contact with the enemy) and the enemy catches you from behind you, then you are ambushed. GREAT! Isn't it? However as there are no random encounters in Grandia I strongly suggest you fight with all the monsters or enemies in the specific dungeon or whatever. It WILL help you.

Always explore the whole dungeon, forest whatever too. There are lots of cool items and weapons you can get which are probably more stronger then yours. Exploring is fun too.

4: Always save your game when you see a save point and recover your hp, mp etc. Also read the hints the game has to tell you. You never know when you may lose to an enemy or die from the boss, so it's safe if you have saved your game. Another valuable point is that you must keep a backup copy of your recent save. Meaning that you save your game twice in different blocks just to be extra safe! It has happened to me twice that I was saving and the lights went off! When I tried to load it, it didn't load so did I start over again? NO! I had another save block of the same game.

5: In this game you can learn magic spells by getting them from shops! No, you don't have to buy them. You have to get a special type of item (which is not easy to find). You can use that item at stores to obtain the magic of your own choice. It is called a MANA EGG. Remember that. You can get these items in dungeons, forests or from bosses etc.

6: Don't forget to use special moves and magic when fighting against strong enemies and bosses. Specially when there is a save point nearby you can use all of your magic and moves on enemies and bosses. These will not only give you easy victories, but easy experience and your magic and move level rises too. In Grandia magic has been given experience too and you can raise the experience of that certain type of magic (e.g. heal) by using it in battles or even out of battles (e.g. heal, cure but not attack magic). By raising their experience not only their level rises but at a certain point where their level reaches you learn new magic skills too! That isn't the only thing that happens, the magic attributes the spell contains e.g. water type of spell will give you hp+1 when its level will increase! Other spells have other attributes. There are three types of magic you can use. Level 1 magic, level 2 magic and level 3 magic. Level 1 is the weakest, Level 2 is moderate and Level 3 is the stronger of the two.

Special moves too have experiences but it is in the form of stars. As you keep on using that particular move the "red" star will begin to fill up. When that star completes another incomplete star comes in and so on. When the maximum level is reached then it will say "MAX" after the move.

7: None of your party members can use all the types of weapons and it makes sense. Justin is skilled with swords, axes and maces means that he can only use these types of weapons. Weapons have levels too! When a weapon's certain type of level is reached you learn a special move of THAT weapon. It may also take two weapons' levels to make one special move e.g. Justin's shockwave move can be learned by gaining 7 levels of mace or 5 levels of ax. Also when a certain type of weapon's level goes up some of your attributes go up too. It is just like magic (compared to magic).

Well it gets even more complicated! As some of your weapons can combine with magic to form special moves! E.g. Sue's "Puffy Fire" move can be learned by gaining 12 levels of throw weapon and 2 levels of fire.

8: Always check "MOVES" to see which of moves you can learn. They are in your status screen. You can check out the moves or magic you will be able to learn by gaining which level! This is quite good, as it'll keep you balanced up with different types of moves and spells.

9: I almost forgot to tell you about this. In Grandia there are stashing places where you can stash your items, which you think are useless (sort of like resident evil). There is a limited amount of items a person can hold and I am sure that if you don't stash your items you'll have to discard them! You'll know why. Stashing places are not in every dungeon however. There is supposed to be just one stashing place in a whole town. After stashing items you can get them again from there again or even from another stashing place (it's just like resident evil guys).

8: In some dungeons there will be some icons that are called action icons. You'll see them as yellow exclamation marks. These are to do something special like breaking a wall or forming a bridge so always remember them and use them. They never run out.

9: There is a new way to do shopping in Grandia. There is only one shop in the whole city where you can buy weapons, armor, items and magic at the same place. How? You'll learn that yourself.

10: Hotels are free in Grandia so rest whenever you like. You can even have a meal sequence with your party members too in hotels or in houses. Hmm? You'll know what meal sequences are too. It's fun to eat and talk isn't it!

C: Battling: -

As I had mentioned earlier in the "Hints and Tips" that in the dungeons or forests in Grandia, there will be monsters running around. This means that there will be no random encounters with enemies! Now it is possible to go through in a dungeon without even fighting. However it won't at all be easy and I would recommend not doing it either because you'll lose valuable experience. Now first of all let me explain about getting ambushed, having the initiative and having a normal fight.

(i): Initiative.

The monsters will turn red when they see you so to get the initiative you must come in "contact" with them without getting seen. Even if you come in contact with the enemy from behind and they have turned red, then you still will have the initiative. When you have the initiative you will be able to attack your enemy first no matter what.

(ii): Normal.

When the enemy comes in contact you (Justin) face to face or from rear then you will have a normal fight with the enemy. Even still you will have head start over your enemy and you will be able to easily attack the enemy first. It seems to be a bit unfair for the monsters (he ha).

(iii): Ambushed.

If your party member comes in contact from anywhere by the monsters then you will be ambushed. When you get ambushed the enemy has a head start over you and will attack you first. However if you have a very fast person then it may be possible to attack first. Getting ambushed isn't a good idea so come in contact with the enemy yourself.

NOTE: - Let me tell you first that you won't be ambushed if Justin himself comes in contact with the enemy. But if any party member of yours gets in contact with the enemy then you will get ambushed.

(iv): IP bar.

You'll see a bar at the lower right corner of the screen. That bar is called the IP bar. You'll see some icons of monsters and fellow party members. When an icon reaches the "COM" mark you will be able to issue a command. The ally or the monster that has the higher action level will move faster on the IP bar and hence his chances of issuing the command first will increase.

(v): Commands.

There are more commands in Grandia then in any other RPG I know. They are as following:

Combo: -

Your most normal command option. The combo lets you hit your enemy twice (with special items it can rise to 3 and above). If you are strong and you defeat your enemy with your first hit then you will automatically run up to another monster and will attack him. You can also counter by attacking the monster who is just about to attack an ally or even you. By doing this the enemy will receive greater damage.

Critical: -

This command allows you to accumulate your attack power and give a critical blow to the enemy. This attack is a bit stronger then the combo command but it does help to cancel the enemy's command. This means that the command of the monster you hit will be canceled (he'll fall over or something) and he'll have to start over again. Same goes for you.

Move/Magic: -

This command opens a sub-window that has all the special moves and magic that you have learned. You can use special moves and magic with this command. After you choose a move or magic the ally will start charging up for that command. The time that will take to initiate the command depends on how much you have already used it e.g. if you have a move, which has it's level maxed out then it will take .1 second to initiate the command! When the icon on the IP bar moves on to the "ACT" mark the character will initiate the command. You also have to remember that it takes SP and MP to use special moves and magic.

Items: -

This command lets you use the items (from that character's inventory). Items can be used to give damage to the enemy, boost status power, heal allies etc. Remember that not all items can be used in battle.

Escape: -

If you want to run away from battles because you are in a bad condition or something, then use this command. You won't be able to escape boss battles however. You won't gain any experience points and gold if you escape.

Defend: -

You get two options when you wish to use this command. One is "Endure:

which lets endure some damage and status ailments. The second is "Evasion" which lets you evade the attack from the enemy completely and move to a different position far from the enemy. You can choose the spot where you want that character.

Look: -

This command lets you view information about the enemy. Not much, just their name, HP and the command they are performing. You can use this command as much as you want without losing a turn.

Tactics: -

This is a good command. This lets you setup AI tactics for the whole party or some party members. There are six modes AI you can use.

"Single Tactics" for some party members and "Party Tactics" for the whole party. Use this command when you are sick of fighting yourself and want the computer to fight for you. However let me warn you that by using this the computer may take some time deciding what to use and who to attack. These are the modes:

Manual: You do everything yourself without help from nobody.

Play Fair: Characters use only their weapons and no SP moves or magic. Quite useful isn't it.

Power up: Use items, moves and magic to power up the party and then attack.

Withdraw: Never use this command because then you will see your party getting whacked and doing nothing. Pretty useless.

Safety: Play it absolutely and unnecessarily safe. Your party will use all the healing and support items and magic you have.

Go Wild: Lets the party member to go nuts. He/she will use all of his/her SP moves and magic and will nail the enemy in two seconds. Use this when you are near a save point.

Meanie: Use items and magic that'll make the enemy harder to attack you and will decrease it's attack/ defense power etc.

(vi): Attribute levels.

Everybody in battle has 5 attribute levels. You can check them by the look command. You can increase/decrease these levels by magic or items. However they are temporary and the maximum increase/decrease of level you can do is 7. They are as follows:

Attack level: The more this level is increased the more damage you'll do.

Defense level: If this level is increased then you will get less damage.

Move level: You will move further by increasing this level.

Agility level: Speed may be increased as well as dodging attacks.

Health levels: Your max hp will increase for the current battle.

(vii): Status Ailments.

Sometimes enemies can use moves or magic to give you little or no damage but give you status ailments. If you have played RPGs then you will clearly what they are and do. Status ailments can be easily described as handicaps. You too can give status ailments by items or by moves and magic. They are as follows:

Poison: The character will have his hp reduce after each turn. Can be cured with antidote or cure spell.

Plague: This can give you damage and give you other status ailments as well. Use vaccine.

Paralysis: The character can't issue commands anymore until it's effects last off.

Confusion: This will make the affected character attack it's own allies, use healing items on enemies etc.

Sleep: Character snoozes as the enemy constantly attacks him. The only difference between sleep and paralysis is that when the character gets hit he wakes up.

Fallen: The guy has died and can't do anything (naturally). Use items, magic or rest at an inn to revive.

Magic block: The character can't use magic anymore. Pretty dangerous sometimes if you ask me.

Move block: The guy can't use moves anymore. Don't let this happen.

That's it guys, by reading all of this you have now ended Grandia. NOW WAY HOSAY! You only have learned the basics. Get ready for the time of your life and the challenges await you (aww jeez).

6: Character Moves and their Magic: -

NOTE: - If you have already read everything from the top of this FAQ then you can forget about reading this bit and skip on to the moves.

All your party members in this game that you will meet will have special moves. These special moves need SP (like magic needs MP) to do the required move. These moves take time to execute and their time of execution decreases as their level increases. When your specific move's level is maxed out, then you can execute the move in no time (the same doesn't go for magic). These moves give a lot of damage (naturally) then the usual combo or critical attack. These moves (ENOUGH ALREADY) are learned automatically when your specific sword, mace, magic (e.g. fire) etc level reaches to some extent. You can view these moves and your future moves' requirements in the status screen (press the triangle button).

You all know what magic is and what it can do. However the magic business is again different of this game from any other RPG. You buy magic from shops by giving them MANA EGGS. You find these eggs in dungeons and forests etc. There are four types of magic and they can be mixed together (you don't need to do it yourself) to form other types of magic. Every character cannot learn all the magic the game has to offer. That is why every character can learn different magic but most of them will be the same.

Here are all the character moves/magic, their descriptions, requirements etc. This may help you.

A: Justin : -

Justin's special moves are one of the best in the game (in fact they are the best). They are quick and they do a lot of damage. Only one of the moves concentrates on defense (immortal aura) and many of them contain magic attributes that can be hit on the enemies weaknesses to do extra damage. His most devastating attack is the H&E Cut that kills any monster in one hit. It even takes atleast 1000HP out of the boss! Anyway here are his moves and magic.

| JUSTIN'S MOVES |
.....

Move name: V-Slash.
SP needed to execute the move: 14.
Skill required: Sword Level 1.
Weapon required to execute the move: Any.
Description: Attack 1 enemy with a V-shaped slash.
Justin has already learned this move. It is quite useful in the beginning of the game and can easily kill a moderate enemy.

Move name: W-Break.
SP needed to execute the move: 20.
Skill required: Sword Level 6 and Mace Level 4.
Weapon required to execute the move: Any.
Description: Attack one enemy with a critical V-Slash.
It's like a double V-slash then a critical one. Gives a bit more damage then V-slash.

Move name: Shockwave.
SP needed to execute the move: 30
Skill required: Mace Level 7 and Ax Level 5.
Weapon required to execute the move: Any.
Description: Range attack with shockwaves.

Justin's first range attack. Quite nice when you first get it because it hits lots of enemies (all if they are close). It's powerful too and is liable to kill a weak bunch of enemies easily.

Move name: Midair Cut.

SP required to execute the move: 32.

Skill required: Mace Level 10 and Ax Level 12.

Weapon required to execute the move: Any.

Description: Critical spinning attack on 1 enemy.

Very powerful move. Very useful on single boss fights but it consumes a lot of SP.

Move name: Lotus Cut.

SP required to execute the move: 32

Skill required: Sword Level 12 and Fire Level 8

Weapon required to execute the move: Any.

Description: Cuts 1 enemy with a sword of fire.

Justin's first move that contains a magic attribute. This move contains fire and this move is extremely useful on water-based enemies. The surprising thing is that it does less damage than Midair Cut provided that the enemy is neutral against fire.

Move name: Ice Slash.

SP required to execute the move: 36

Skill required: Ax Level 16, Water Level 10 and Wind Level 10.

Weapon required to execute the move: Any.

Description: Cuts 1 enemy with a sword of ice.

This move contains ice instead of fire and so is powerful against those who are fire-based enemies. This move however is a bit powerful than Midair Cut.

Move name: Thor Cut.

SP required to execute the move: 40.

Skill required: Sword Level 23, Fire Level 17 and Wind Level 17.

Weapon required to execute the move: Any.

Description: Cuts 1 enemy with a lightning sword.

Just like the Lotus Cut and Ice Slash this move contains lightning instead of fire and ice. Takes a lot of SP but it certainly is powerful.

Move name: Immortal Aura

SP required to execute the move: 45

Skill required: Sword Level 20, Mace Level 25 and Ax Level 22.

Weapon required to execute the move: Any.

Description: Temporarily defends all attacks.

Justin's only defense move. This move makes Justin temporarily invulnerable to any attacks. All attacks that Justin receives will be 0.

Move name: Dragon Cut.

SP required to execute the move: 45

Skill required: Sword Level 16, Earth Level 6 and Fire Level 7.

Weapon required to execute the move: Any.

Description: Gadwin magic sword cuts all enemies.

NOTE: - This move can only be learned after Gadwin leaves your party. Similar to Gadwin's Dragon Cut move. It is Gadwin who teaches Justin this move. It is pretty powerful and it hits all enemies. Liable to kill strong enemies.

Move name: Heaven & Earth Cut.

SP required to execute the move: 90.

Skill required: Sword Level 32, Mace 29 and Ax 30.

Weapon required to execute the move: Any.

Description: Justin's best move - all enemies.

NOTE: - This move can only be learned after Gadwin leaves your party. Justin's super-cool move. Probably the best move in the whole game. Just take a glance at the SP and you'll know what we are talking about here. This move is like a better and much more POWERFUL version of Gadwin's Dragon Cut move. However you will be able to do it just once because of its high SP needs. You can lower the SP requirements by equipping the Energy Charm (lowers 50% SP needed to execute moves) or any other accessory. However these items are very rare and can be found in optional dungeons. The energy charm can be found in Soldiers Graveyard (in Zil desert).

CATEGORY: FIRE: -

Name: Burn!

MP Cost: 1.

Magic Level: 1.

Skill required: Fire Level 1.

Description: Range attack with a ring of fire.

Probably your first basic spell. It is an OK spell with nice attack. It can barely attack three monsters at a time because its range is extremely poor. You'll be using this a hell of a lot of times because you need to gain levels.

Name: BurnFlame.

MP Cost: 4.

Magic Level: 2

Skill required: Fire Level 4

Description: Range attack with a pillar of fire.

A very neat attack because it is liable to damage every monster in the battlefield (not always if they are very far away). Its powerful too.

Name: BurnStrike.

MP Cost: 5.

Magic Level: 2.

Skill required: Fire Level 18.

Description: Attack 1 enemy with 4 red-hot flames.

A powerful fire spell on 1 enemy. Good against bosses and enemies that are weak against fire.

Name: BurnFlare.

MP Cost: 7.

Magic Level: 3.

Skill required: Fire Level 9.

Description: Attack all enemies with fireballs.

An improvement in the Burnflame spell. This spell attacks all enemies and gives huge amount of damage to them. Very nice spell.

Name: FireBurner.

MP Cost: 8.

Magic Level: 3.

Skill required: Fire Level 25

Description: Burn up 1 enemy with fire.

Much powerful then BurnStrike. This spell again is great against bosses and enemies who are weak against fire. It does a lot of damage.

CATEGORY: WIND: -

Name: Howl.

MP Cost: 2.

Magic Level: 1.

Skill required: Wind Level 1.

Description: Range attack with sharp wind blades.

This spell is your first basic strong spell (ha!). It has excellent range compared to the burn! spell. You will be using this spell for a while too.

Name: Howlslash

MP Cost: 6.

Magic Level: 2.

Skill required: Wind Level 6.

Description: Attacks all enemies with strong wind.

Another useful wind spell that damages all enemies. It is relatively stronger then the howl spell.

Name: Howlnado.

MP Cost: 8.

Magic Level: Level 3.

Skill required: Wind Level 23.

Description: Tornado attacks all enemies and party.

A pretty unordinary spell I must say. A tornado comes and sucks everybody including party members and hurls them into the sky. Only the monsters take damage and the party members don't. However everybody gets scattered here and there (makes sense).

CATEGORY: EARTH:-

Name: Diggin`
MP Cost: 1.
Magic Level:1.
Skill required: earth Level 1.
Description: Ups defense of entire party with earth.
This is the first basic earth spell. It increases party members defense by 1. It can be continuously increased till it reaches 7.

Name: Tremor.
MP Cost: 3.
Magic Level: 2.
Skill required: Earth Level 3.
Description: Range attack using earth energy.
A very nice range attack spell. This spell will damage atleast 3 or 4 people provided they are close to each other.

Name: Quake.
MP Cost: 12.
Magic Level: 3.
Skill required: Earth Level 19.
Description: Powerful quake attacks all enemies.
An extremely improved version of tremor. This is the most powerful earth attack spell and it deals a good damage to the monsters.

CATEGORY: WATER: -

Name: Heal.
MP Cost: 1.
Magic Level: 1.
Skill required: Water Level 1.
Description: Restores HP of 1 friend a little.
First water basic heal spell. This spells heals some HP of an ally.

Name: Snooze.
MP Cost: 2.
Magic Level: 1.
Skill required: Water Level 3.
Description: Bubble put all enemies to sleep.
This spell doesn't do any damage to the monsters. Instead it puts them to sleep so you can pound on them easily.

Name: Alheal.
MP Cost: 4.
Magic Level: 2.
Skill required: Water Level 5.
Description: Restore HP to party a little.
It a heal spell that affects all party members.

Name: Healer.
MP Cost: 3.
Magic Level: 2.
Skill required: Water Level 8.
Description: Restores HP of 1 ally a lot.
Doesn't the description tell you everything? This spell heals Hp on 1 ALLY A LOT.

Name: Resurrect.
MP Cost: 6.
Magic Level: 3.
Skill required: Water Level 16.
Description: Revives 1 fallen ally.
A pretty useful spell because it revives an ally who has lost consciousness (HP of ally has dropped to 0). It will take a lot of time to learn this because it requires such a higher skill in water magic.

Name: Alhealer+.
MP Cost: 12.
Magic Level: 3.
Skill required: Water Level 20.
Description: Restores HP to party a whole lot.
The best healing spell in the game. This spell heals a terrible lot to the whole party. Pretty useful.

CATEGORY: LIGHTNING (FIRE + WIND): -

Name: Zap!
MP Cost: 11.
Magic Level: 1.
Skill required: Fire Level 5 and Wind Level 4.
Description: Range attack with ball lightning.
Quite a nice lightning spell but consumes a hell of a lot of MP.

Name: Zap all.
MP Cost: 13
Magic Level: 2.
Skill required: Fire Level 10 and Wind Level 9.
Description: Attack all enemies with lightning.
Hits lightning over all other enemies. You can forget about Zap! now use this if you want to.

Name: Gadzap.
MP Cost: 13
Magic Level: 3.
Skill required: Fire Level 19 and Wind Level 15.
Description: Attack 1 enemy with holy lightning.
A super powerful lightning spell, extremely on bosses.

Name: DragonZap.
MP Cost: 20.
Magic Level: 3.
Skill required: Fire Level 21 and Wind Level 19.
Description: Attack all enemies with Dragon Zap.
Most powerful lightning spell in the game. Very good on bosses that have multiple targets and strong enemies. High MP though.

CATEGORY: BLIZZARD (WIND + WATER): -

Name: Crackle.
MP Cost: 2.
Magic Level: 1.
Skill required: Wind Level 3 and Water Level 2.
Description: Attack 1 enemy with icicle knives.
A nice ice spell, but on 1 enemy though.

Name: Freeze!
MP Cost: 3.
Magic Level: 1.
Skill required: Wind Level 6 and Water Level 5.
Description: Freeze action of all enemies.
This spell decreases the move level of enemies between -2 to -4.

Name: Cold.
MP Cost: 3.
Magic Level: 2.
Skill required: Wind Level 10 and Water Level 8.
Description: Reduce wit of 1 enemy by chilling.
This spell reduces wit (agility) of 1 enemy.

Name: Crackling.
MP Cost: 14.
Magic Level: 2.
Skill required: Wind Level 14 and Water Level 12.
Description: Attack all enemies with diamond dust.
At last a spell that will attack all enemies. This spell is an improved version of crackle and damages monsters quite well but takes LOTS of MP.

CATEGORY: FOREST (WATER + EARTH): -

Name: Cure.
MP Cost: 1.
Magic Level: 1.
Skill required: Water Level 3 and Earth Level 2.
Description: Green Power cures poison of 1 friend.
This spell will cure poison of 1 ally. I don't know if you will be using this too often because if you are, you're really careless.

Name: Halvah.
MP Cost: 5.
Magic Level: 3.
Skill required: Water Level 19 and Earth Level 16.

Description: Fully restores status of 1 friend.
A pretty nice spell that will cure any status ailments of yours with the exception of the "fallen" (death) status. With this spell you should probably won't be needing any items to restore your status ailments.

CATEGORY: EXPLOSION (EARTH + FIRE): -

Name: Boom!
MP Cost: 7.
Magic Level: 1.
Skill required: Earth Level 7 and Fire Level 6.
Description: Range attack with explosions.
A nice little range spell that does a moderate damage.

Name: Boom-Pow!
MP Cost: 10.
Magic Level: 2.
Skill required: Earth Level 10 and Fire Level 10.
Description: Attack all enemies with magma.
An upgraded version of Boom! This is pretty nice spell that damages and hurts monsters pretty well.

Name: Ba-Boom!
MP Cost: 18.
Magic Level: 3.
Skill required: Earth Level 20 and fire Level 18.
Description: Attack all enemies with explosions.
And now an upgraded version of Boom-Pow! This is a great way to empty up your MP plus do a hell of a lot of damage to enemies. Best explosion spell.

B: Sue : -

Sue is an OK character that has good all-round moves and magic. The only bad thing is that she leaves your party at the middle of the game. Here are all her moves and magic.

| SUE'S MOVES |
.....

Move name: Puffy Kick.
SP needed to execute move: 8.
Skill required: Throw Level 1.
Weapon required to execute the move: Any.
Description: Attack when enemy by throwing Puffy.
Sue's first attack move. I think that it is pretty good in the beginning of the game and even after. You can use this to attack enemies who are charging for an attack spell (or whatever).

Move name: Rah-Rah! Cheer.
SP needed to execute move: 18.
Skill required: Throw Level 1 and mace Level 1.
Weapon required to execute the move: Any.
Description: Restore some HP to party by cheering.
A pretty nice move to heal your HP. Heals a considerable amount of HP to all characters and is probably going to be your last resort after healing items in the beginning of the game.

Move name: Fire away.
SP needed to execute move: 28.
Skill required: Throw Level 10.
Weapon required to execute the move: Throw.
Description: Fire missile weapons at all enemies.
Sue's first range attack and a pretty good one. Good attack power and it hits more then 1 enemies.

Move name: Round Whacker.
SP needed to execute move: 30.
Skill required: Mace Level 7.
Weapon required to execute move: Mace.
Description: Range attack with shockwaves.
Just a bit powerful then the Fire away move.

Move name: Yawn.
SP needed to execute move: 5.

Skill required: Mace Level 10 and Water Level 3.

Weapon required to execute move: Any.

Description: Put a range of enemies to sleep.

Same as the snooze spell.

Move name: Fight! Cheer.

SP needed to execute move: 16.

Skill required: Mace Level 8, Earth Level 2 and Fire Level 3.

Weapon required to execute move: Any.

Description: Raises attack power of party by cheering.

Nice move because it raises all the party members' attack. Could have been better though.

Move name: Fire away.

SP needed to execute move: 36.

Skill required: Throw Level 12 and Fire Level 12.

Weapon required to execute move: Any.

Description: Range attack by breathing fire.

Sue's best move but I am afraid that it isn't as stronger as H & E Cut or even Para Whip. A good move nevertheless.

| SUE'S MAGIC |
|

CATEGORY: FIRE: -

Name: Burn!

MP Cost: 1.

Magic Level: 1.

Skill required: Fire Level 1.

Description: Range attack with a ring of fire.

Probably your first basic spell. It is an OK spell with nice attack. It can barely attack three monsters at a time because its range is extremely poor. You'll be using this a hell of a lot of times because you need to gain levels.

Name: BurnFlame.

MP Cost: 4.

Magic Level: 2

Skill required: Fire Level 4

Description: Range attack with a pillar of fire.

A very neat attack because it is liable to damage every monster in the battlefield (not always if they are very far away). Its powerful too.

Name: BurnStrike.

MP Cost: 5.

Magic Level: 2.

Skill required: Fire Level 18.

Description: Attack 1 enemy with 4 red-hot flames.

A powerful fire spell on 1 enemy. Good against bosses and enemies that are weak against fire.

Name: BurnFlare.

MP Cost: 7.

Magic Level: 3.

Skill required: Fire Level 9.

Description: Attack all enemies with fireballs.

An improvement in the Burnflame spell. This spell attacks all enemies and gives huge amount of damage to them. Very nice spell.

CATEGORY: WIND: -

Name: Howl.

MP Cost: 2.

Magic Level: 1.

Skill required: Wind Level 1.

Description: Range attack with sharp wind blades.

This spell is your first basic strong spell (ha!). It has excellent range compared to the burn! spell. You will be using this spell for a while too.

Name: Howlslash

MP Cost: 6.

Magic Level: 2.

Skill required: Wind Level 6.
Description: Attacks all enemies with strong wind.
Another useful wind spell that damages all enemies. It is relatively stronger than the howl spell.

Name: SHHH!
MP Cost: 3.
Magic Level: Level 2.
Skill required: Wind Level
Description: Blocks magic of 1 enemy with magic.
An okey-dokey spell. May be useful.

Name: Howlnado.
MP Cost: 8.
Magic Level: Level 3.
Skill required: Wind Level 23.
Description: Tornado attacks all enemies and party.
A pretty unordinary spell I must say. A tornado comes and sucks everybody including party members and hurls them into the sky. Only the monsters take damage and the party members don't. However everybody gets scattered here and there (makes sense).

CATEGORY: EARTH: -

Name: Diggin`
MP Cost: 1.
Magic Level:1.
Skill required: earth Level 1.
Description: Ups defense of entire party with earth.
This is the first basic earth spell. It increases party members defense by 1. It can be continuously increased till it reaches 7.

Name: Def-loss.
MP Cost: 3.
Magic Level:1.
Skill required: earth Level 3.
Description: Drops defense all enemies with earth.
Could be good on monsters that have pretty high defense, other than that nothing special.

Name: Tremor.
MP Cost: 3.
Magic Level: 2.
Skill required: Earth Level 3.
Description: Range attack using earth energy.
A very nice range attack spell. This spell will damage atleast 3 or 4 people provided they are close to each other.

Name: Quake.
MP Cost: 12.
Magic Level: 3.
Skill required: Earth Level 19.
Description: Powerful quake attacks all enemies.
An extremely improved version of tremor. This is the most powerful earth attack spell and it deals a good damage to the monsters.

7: Secrets: -

There aren't too many secrets in Grandia, which does surprises me a bit myself. I think the most secrets in a game could well be Xenogears. That was because you could get items from some people and treasures insides towns and cities through special ways. FF7 and FF8 had secrets and optional stuff too but no where compared to what Xenogears had offered. By the way Xenogears was another one of my favorite RPGs. In Grandia there are a hell of a lot of treasures and items lying around, especially in open areas where you can wander around and get lost! Anyway there are a few secrets at the beginning of the game and possibly late in the game too.

A: Town of Parm: -

At the very beginning of the game when are in Parm (your hometown) go to House 2 in the northern part of Parm. Upstairs in the house lives a man named Francois who is writing a letter to a girl

named Clara who lives in New Parm. Talk to him several times and he will give you the letter to deliver to her.

When you reach New Parm go to one of the mansions and you will meet Clara there. Talk to her and you will give the letter to her. Now what is your prize? NOTHING!!! You get nothing, nothing at all. What an idiotic way to cheat a guy. Oh well.

You can find some items in Justin's bedroom. Check the chest for a first-aid kit, the pillow for a poison antidote and those rolled papers for 100G.

Before going to the museum you can get 1G by talking to Justin's mother Lilly. Tell her that she is beautiful again and again. She'll get buttered up and will give you your allowance. Then find a girl near the train station and she will tell you that she lost her pin because of her mother. Talk to her mother who is just near the museum and she will tell you that she lost it near the museum. Search around the museum and you'll find it. Give the pin to the little girl and then go talk to her mother. She will give you a wound salve.

When you come back from your expedition to Leck Mines go to the inventor and talk to him. He will give you a coal candy that raises your attack power in battle.

B: Steamer: -

When Justin and Sue become sailors there are a lot of things you can do. Talk to one of the sailors in the passageway upstairs of the room where you rest (not the restroom). He will ask you three questions. I don't remember the questions but I do know the answers. However note that even if you give the wrong answer you can keep on trying until you get the right one. You'll get a beef jerky for it.

The answer to the first question is: "Don't be a stowaway".

The answer to the second question is: "Don't spill blood in a fight".

The answer to the third question is: "Don't dirty the sea".

There is a lady in the first-class cabin who will tell you to clean her "filthy" bathtub. You'll get 25G.

Then there is also a gambler in the lounge (in the steamer) who will challenge you to a coin toss. Whatever you choose you will win. You will get 100G. In the same room there is a woman who is too worried about her freckles. Talk to her and you will get a choice of what to tell her. Tell her "Not to worry! Just a few!" and she will give you a chocolate. How sweet. :)

Up on the deck you can play a funny mini-game swabbing the decks. The sailor will teach you how to do it (you have to do it anyway to get through the game). The key is to not to let the power bar over the border line. You'll lose valuable seconds if you do. If you get your time under 26 or 25 seconds then you will get first prize and 25G. My time was under 24 seconds. :)

C: Port of New Parm: -

When you board off the steamer and get on the Port of New Parm you can get an easy Miracle drink. There is a barrel around the steamer that is moving. Check it and you will find the person who was stowing away on the steamer. He will give you a Miracle drink.

D: Underground Passage: -

In the underground passage in the church of New Parm there is a secret Mana Egg! Sorry but I cannot walk you through on how to get it :
(
I can however tell you that you find it in a passageway where the water is. Ofcourse that also means that you will have to level the water down in some places and level the water up in the others.

E: Dom Ruins: -

This isn't a secret but it sure helps you. Inside the Dom Ruins you will find monsters called Red Slimes. They have a magic or move called divide where one of them divides into 3 or 4 red slimes. You can cast magic like howl on them to crank up your magic points. Remember that you will find monsters like them in many places throughout your journey.

When you go deeper inside the Dom Ruins you will find rooms that have 'eyes' on the walls. Watch closely every time you pass them. You will find lots of closed 'eyes' around here that you can open to find secret items and passages.

F: Garlyle Base: -

There are lots of items to find and fun things to do at the Garlyle Base. Apologies that I can't pinpoint the location but oh well! When you are crawling inside the air duct you can actually listen to the conversations of the soldiers there (not really a secret). There are lots of places inside the other air ducts in which you can crawl out and be seen by the soldiers. You will have to fight them but it's worth it because there are items and treasure inside the rooms too.

You can also enter a room where you saw the three sergeants change. There isn't anything there however but it's fun anyway ;).

G: God of Light Mountain: -

The God of Light Mountain is a good place to level up yourselves and to level up your magic/moves then go back to West Misty Forest and fight the Grim Hazes. You should do this before going to the East Misty Forest.

H: Valley of the Flying Dragon (After Sue leaves your party): -

When you go back to the valley of the flying dragon to meet Gadwin again save before you talk to him. Talk to him and he will challenge Justin to a duel. It doesn't matter if you lose but if you win you will get 4000 EXP. Gadwin is fairly simple to beat, that is because I beat him flawlessly! You'll beat him easily if you have V-slash maxed out. I used all my MP on V-slashes and on my last V-slash he was defeated. You won't get any gold but easy EXP.

I: Dight Village (after completing Twin Towers): -

You can get a First aid kit after your event in the Twin Towers. There is a person you need to talk to right after Twin Towers to get it. I think it is the guy who is at the south of the entrance (I'm not sure though).

J: Mt. Typhoon: -

You will find green slime here that will hurt you if you touch it. Unfortunately there isn't a save point right next to one of these. That is because you can level up your water skills by taking damage from the green slime and healing yourselves as much as you want.

K: Volcano: -

The fire monsters here give you rainstaves that can be sold for 3250G (I think). Start stocking 'em up and sell them for huge cash.

There is an additional item to be found in the Volcano. After you complete and beat the dragon. You can enter the Volcano again and go east from the entrance to get a Confusion Charm (remember though that you can only get it AFTER you complete your 'tour' to the Volcano).

L: Twin Towers: -

You can directly leave the Twin Towers after you get the Medal of Wisdom but there are still some treasures to be found. First before exiting the south maze you can get a few treasures etc. Now when you meet up with Gadwin and Sue you'll know that you are back at the main area and have exited the south maze. Now you can actually go back to the west maze and search around for more treasures and gold. Possibly the only main item you can get there is the Angel darts that restore your HP when you attack.

M: Virgin Forest: -

In the Virgin Forest section 4 you will meet monsters called Chameleons. These monsters are moneybags (they don't look like one though) and will give you HUGE gold. You'll get 600G for beating just one Chameleon and they always come in groups of four (guaranteed) so you'll get yourself a grand total of 2400 G! However these guys run away from you and 'disappear' after running for a while. So you'll have to do some running and catching. Mind you these guys are a bit tough and physical attacks give them 0-5 damage, so attack them with powerful moves and magic. Stay here a while and build up money because you'll need it afterwards, and this area will not be available some time afterwards.

N: Petrified Forest: -

In the Petrified Forest section 2 you will meet monsters called Alligators. Unlike the Chameleons they give you HUGE EXP rather than gold. One alligator will give you 300 EXP and they too come in groups of four so they will give you a grand total of 1200 EXP per battle! Just like the Chameleons, these guys run away from you too and 'disappear' after running for a while. So it's easy to ambush THEM. Let me tell you that they appear in those bushes in that huge area, so keep out of the bushes because you'll get yourself ambushed! They too are pretty tough against physical attacks so hit them hard with special moves and magic. It is also a great place to level up your magic skills by hitting them with various magic, and if you want to upgrade your weapon skills then hit them with special moves. Stay here and build up levels because you'll love it and it really helps. Build your levels till around Level 29 or 30 for Justin. This area WILL be available for some time so don't worry.

O: Tower of Doom: -

In the Tower of Doom you'll reach a room where there is a save point and 2 red switches. These switches control the opening of the red doors in this area. Turn the switches off and the red doors will open. You can find these doors south of the room (where the red switches are). There is however a red door that will only open AFTER you turn the red switches on. There are 2 red doors that open when you turn the switches on, so find them and from one door you'll get a 210 G treasure and from the other a plug suit. Then go back and turn the red switches and the last red door will open. Proceed and then you'll find 2 blue switches now. Turn them off and go back and find 2 blue doors. One contains a Vaccine and the other contains a 210 G. Now you can go back to the blue switches, turn them on and proceed with the game.

P: Zil Desert: -

There are two side or optional dungeons in Zil Desert. I suggest you do this after you get (POSSIBLE SPOILER AHEAD)
... .. Liete.
You'll find one in North Zil desert (in southwest position) that is called "Soldiers Graveyard" and you'll find the other one in South Zil desert that is called "Castle of Dreams". These dungeons have nothing to do with the story of the game. They are just there because it is important for any RPG to have an optional dungeon. The monsters in both of these dungeons are pretty tough, give ridiculous EXP and Gold, the compass doesn't work and have one hell of a boss at the end or between the dungeon. However there are nice items to be found in both of these dungeons and Gold too e.g. the Energy Charm (halves SP usage).

Q: Zil Padon (after getting Guido): -

After you get Guido in your party, immediately go to the Mogay house which is closest to Guido's house (I think its Mogay house). Go in that house and talk to one of the Mogay there. One of them will give you the Blue Medicine.

R: Zil Padon (after Gaia)

Go back to Zil Padon after Gaia mutates everything go back to Zil Padon and find a ruined building that contains a ... a ... it looks like a stashing place but NO it doesn't stashes items it sells important items! This is the list of the items and their prices:

ITEMS	PRICES
Telescope:	2000
Freesia Flowers:	3000
Magic Lipstick:	3000
Black Nail Polish:	5000
Launch Fireworks:	1200
Thor's Fury:	400
BOOM! Scroll:	500
Vacuum Scroll:	1000
Tremor Scroll:	500
Gale Scroll:	480

S: Savanna Wilderness: -

In the Savanna Wilderness you'll cross a bridge to get to the other side of the river. You'll see that your compass is pointing south so if you go south you will exit this place. BUT you can still proceed through this place and get some extra items and Gold if you want. If you want to proceed go Northeast after crossing the bridge. Milda will tell you that by going through this place it will take more time to

exit this place. After proceeding for a while you will reach East Savanna. There are lots of items and treasure here too and you can exit Savanna Wilderness in this area too. Go follow the compass after you get all the items and you will exit this place.

T: Savanna Wilderness (after Gaia): -

After Gaia does his bit and 'pollutes' Savanna Wilderness and the other places go back to this place. Here you can fight some monsters that can give you lots of EXP especially those Gaia birds. Use Dragon Cut with the energy charm on large groups of monsters and you will get a hell of a lot of weapon EXP and magic (earth and fire) EXP.

There is also another optional dungeon called the Tower of Temptation. It is the third and last dungeon. That too is found in Savanna Wilderness in East Savanna. To go there you need to go back to where you had landed from Alent in the 'rocket' (in East Savanna), from there on go walk west up on the mountain path. Go east after you go on the other side of the mountain and move around here until you see a tunnel on the other side of it. The tunnel contains a seed of moves. To go to the Tower of Temptation go inside the building.

By the way before you go to the Tower of Temptation check out the chest that sells items in the building next to the tunnel. The list of the items is:

ITEMS	PRICE
Fire Charm:	2000
Water Charm:	2000
Wind Charm:	2000
Earth Charm:	2500
Tree God Amulet:	1000
Metal Frog:	2000
Hurricane Belt:	10000
Secret Move Ring:	15000
Miraculous Scales:	60000
Cone of Light:	4000

U: Zil Ruins: -

After you get the Medal of Knowledge go back to where you had fought the Ruin Guard. There is a secret wall here. If you press X in front of it will open revealing a treasure (Counter Ring). The wall is located north of shrine 1 near the stairs that lead to Shrine 2.

V: Rainbow Mountain.

You will find a waterfall at the peak of the Rainbow Mountain. There is a hidden 870G treasure chest there behind the waterfall. Keep pressing X when you are passing the waterfall and you will get it.

Well I guess that's it guys. I will write more secrets as soon as I find them. If you know something please tell me.

8: Future Updates: -

1: I may actually add some more secrets as soon as I find them or anything worthwhile.

2: Complete "move and magic" section.

3: Complete the disclaimer.

By the way If you know anything I DON'T and want to tell me about it or if you want to tell me anything (comments, questions etc) feel free to e-mail me.

9: About myself: -

My name is Nabeel Akhtar, I'm 14 years old and I study in 9 Cambridge and I live in Pakistan, Lahore. I previously wrote a walkthrough on Metal Gear Solid, which was a total flop because it was small, however Gamefags accepted it. I also have written a walkthrough on Tomorrow Never Dies which was probably a HUGE success because nobody else wanted to write about it. Everything now seems to be going fine and going smoothly except my computer (which has gone super slow due to some problems with it) and some personal problems as well (which shouldn't at all bother me at all but due to some reasons does). So now I have faced a new challenge and one which is real. My problems and my annual exams (aren't both the same thing?) await me and I want to be ready for them.

I will just love tackling my personal problems (at school) but I hate the annual exams (at school where else?). So I hope that I pass

with over atleast 75% marks (that is because studies in Cambridge are tough REAL TOUGH). My physics book is recommended for 16+ students but hey I am only 14! OK SHUT UP! Enough of this school and studies talk (yech). Bye for now guys.

10: Disclaimer: -
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