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+++++++ SENDING QUESTIONS AND/OR CONTRIBUTIONS ++++++

Any questions, suggestions, comments, etc regarding this guide or the game itself should be directed to me at Boko@hotmail.com. I welcome mail, but before you send me one please read the following.

If you are writing with a game-related question, please be sure to search the guide thoroughly, as in many cases your question may already be answered somewhere in the FAQ. Almost always my e-mail traffic tends to be a history without end, and I waste a whole day to answer everyone, so don't think I'm a crap if I don't answer you fast, because I can't answer e-mails every day, I do it at least twice in a week. Any type of comment, contribution or something I will be pleased to receive, so don't be ashamed to write me one if you think you will be ignored, 'cause you don't will. Please try to be as specific as possible when asking gameplay questions, Hosigami is not the only game I have written a guide for, so if you use the subject field correctly typing up Hosigami or HRBE your question will be answered faster. Don't think I'm a jerk if you don't get the answer fast 'cause I check mails only twice in a week.

+++++++ MAJOR SPECIFICATIONS ++++++

GAME INFO

Game title | Hoshigami:
Platform | Playstation™ and Playstation2™ compatible
Genre | Strategy RPG.
Game developer | Atlus.
Players | 1
Disks | 1
Memory card blocks needed | 1
Analog control compatible | No
Vibration compatible | Yes
Release date | NA version. December 20th, 2001.

FAQ/WALKTHROUGH INFO

FAQ's size | 393 KB
FAQ's Author | Boko.
Author's e-mail | Boko__@hotmail.com
Author's ICQ number | 83561531
FAQ's version | 3.0
Language | English
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Last update | February 29th, 2002.
FAQs | This is my sixth.

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SECTION 1 - [REVISION HISTORY] -----

Here's the guide's progress and what I've been doing to make this guide better.

Version 1.0 - December 26th 'til, January 19th. - 224 KB.

That's the first version of the FAQ. Though the FAQ is still small in size it has a lot of info and I pretend to continue writing 'til it has all info the player may search for, expect continuous updates in a week or two, here's what I got:

- ASCII art.
- Disclaimer and e-mail info.
- Introduction.
- Revision History.
- First two Towers of Trial.
- 12 rooms of House of Sessions.
- Full list of seals.
- Started work on lists for.
 - Weapons.
 - Equipments.
 - Accessories.
 - Armors.
 - Skills.
 - Helmets.
 - Coins
- Game Basics section.
- Game controls
- Engraving combinations.
- Negative effects.
- Terrain effects.
- Status of character.
- Hints and Tips.
- Walkthrough covers first two chapters.
- How to recruit all characters.
- How to unlock to hidden deities and the Tower of Vugtis.
- Info on DEV and EXP.

That's it and, see you later...

 Version 2.0 - January 20th 'til January 29th - 314 KB.

Here's the second version of the FAQ, it haven't grown much from the first one but good info was added, also I received contributions and everyone who send some tips of contribution will be credited. Here's what I got:

- Walkthrough now covers up to the chapter 4.
- Skills list now is 100% complete.
- Small update on all lists.
- Added Tower of Trial 3.
- Update on the "Terrain effects" section.
- Divided the "Engraving combinations" section in "Increasing stats of your coins" and leveling up your coins."
- Found the way to level up white coins from Cure 'til Re Via.
- Corrected a mistake, you need AOE of 13 to level up 3 to 4.
- Added few level ups for Black Coins.
- Added "Chroma's subquest" section.
- Fast way of gaining EXP and DEV added.
- "Alternate Routes" section added, I will try to find all forks on the battles.

 Version 3.0 - January 30th 'til February 20th - 393 KB.

Here's the third version of this FAQ with very good news, here's what I got:

- Walkthrough finished, you have now a 100% accurate walkthrough to get the best ending, I corrected the mistakes about Tinn and Alveen, thanks a lot to Anonymous D <sdanond@hotmail.com>, he helped me a lot with that.
- Added the 5 endings I saw so far, I think there must be another, though,

- some credit here goes to Anonymous D too.
- Alternate routes section updated too, need just play a little more to finish it.
- Added the section "Goodies in Tower of Vugtis".
- Update on most of the lists and also the Tower of Trial, just a little to finish.

That's it for the Final version I expect to finish all towers and the lists, I won't go any further on the sections about House of Session and Coin upgrades since we got good guide for it, thanks to Paul Daniel Sleutel and Glazius Falconar.

That's it, and see you later.

SECTION 2 - [INTRODUCTION] -----

Welcome to my Hoshigami FAQ/Walkthrough, that's my sixth FAQ and I decided to write this FAQ 'cause I liked so much this game and when I checked GameFAQs for some info on the game I noticed that there's no FAQ for this game there, so that's why I'm writing this FAQ.

About the game you're probably thinking, "what the hell is this game". From the time I played I can suggest you to buy it and start playing right now, if you liked Final Fantasy Tactics and/or Vandal Hearts 1 or 2 you will love this game. An strategy RPG that will drive you crazy with its difficult and make you happy with its gameplay.

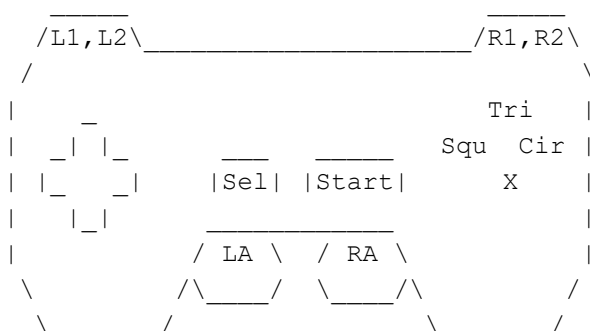
I want you to know that this guide may contain some spelling errors 'cause I'm from Brazil and my English is poor, so any corrections will be really appreciated and you'll get your name and e-mail address posted in the credits section.

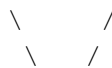
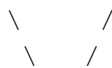
Finally, I really appreciate if my guide be readed by a lot of people, but I really don't suggest you to use this FAQ/Walkthrough unless you get stucked on a specific part of the game or want to finish the game with 100%, so read it by your own risk, 'cause this FAQ has lots of spoilers.

Thanks.

- Boko

SECTION 3 - [GAME CONTROLS] -----





BUTTONS

FUNCTIONS

Digital Pad	Move your character, move cursor through menus
Start	Quickly pass dialogues.
Select	Brings a cursor while on some status menu.
Square	Shows attack range while in battle
Circle	Cancel button, see moviment area while in battle
X	Action button, talk, confirm, choose options etc.
Triangle	Bring the attack menu, town menu and others
L1	Highlight enemies with red light.
L2	Rotate camera.
R1	Shows turn the order of moviment.
R2	Rotate camera.
Left analog control.	NO USE.
Right analoh control.	NO USE.

SECTION 4 - [GAME BASICS] -----

Here's the game basics that you should read before start playing, that's almost the same as the tutorial but I will explain just what is really important.

[Coins/Coimfeigm/Coins's stats/Seals] ++++++

The coins are the same as magic that you saw in the other games. To use the coin you need equip first, then in battle select CF and you can cast the coin. To use coins you must have CF(coinfeigm points) that works just like MP but there's two important differences between MP and CP, the first is that you don't use magic with the characters' CP, each coin has its own CP, what means that if your CP run out in one coin other coins can be used with no problem. The other is that your CP will gradually recover as the time elapses. Coinfeigm is just the method used to release the magic from the coin.

Below I will explain the coin's stats one by one.

CPC

CPC means CP cost, in other words, that's how many CP you need to cast the Coinfeigm, you can reduce or increase the CPC by engraving seals in the coin.

RNG

This is the range of the magic, the higher the range you can cast the Coinfeigm at a longer distance.

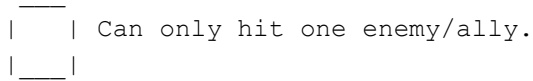
RC

Means RAP cost, in other words, that's how many of your RAP gauge is needed to cast the Coinfeigm.

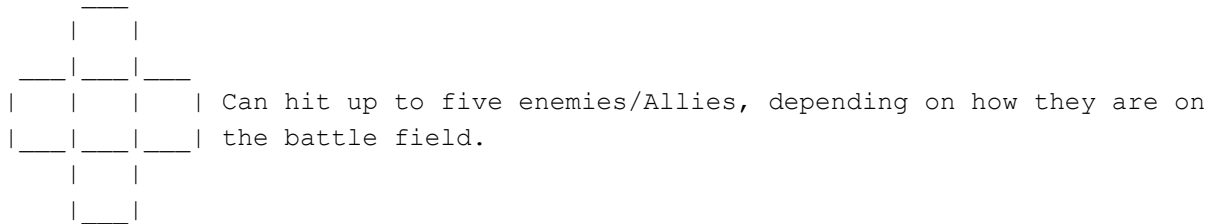
AOE

Means area of effect, in other words, that's how many squares your Coinfeigm can reach, see the graphic below for a better understanding.

Coin with AOE 1.



Coin with AOE 5.



SR

Means Success Rate, in other words, that's the chance your Coinfeigm has to work successful, there are just some Coins that has this status.

POT

Means Potency, in other words, that's the magical power of your Coinfeigm, the higher the POT your Coinfeigm will cause more damage or heal more HP.

Seals are like power ups that you can use on your coins, to engrave the seals in your coins you need to go to a town and enter the coin shop, there you'll have the option to engrave one or two seals simultaneously, you can increase the stats of the coins by just using one seal, but if you engrave two seals at the same time you can end up leveling up your coin.

[Religion/Deities/] +-----

Each character can worship a Deity, that are elemental spirits, by worshipping Deities the character can grow up as a worshipper and learn skills from them. To learn the skills after having leveled up the DEV(devotion points) of you party member you need to go to a temple(you can find it in any town) and select the option "LEARN SKILL". Each deity has 16 skill to be learned, after mastering a Deity you should try to change your character's Deity the way your character can learn more skills. You can chance Deities on the temple too. If you change the Deity before mastering it your DEV points will be kept, but after having changed the Deity you need to gain a DEV level before changing again.

Here's the deities that can be worshipped:

Amu

The spirit of Fire that symbolizes power. The worshipper of Amu becomes proficient in Sword, and penalized in Bow and Morning Star. Amu is opposed to Gote and Kashis.

Ema

The spirit of Earth that symbolizes the mind. The worshipper of Ema becomes proficient in Rings, and penalized in Axe. Ema is opposed to Amu and Sonova.

Sonova

The spirit of Force that symbolizes life. The worshipper of Sonova becomes proficient in Axe, and penalized in Knife and Boomerang. Sonova is opposed to Gote and Kashis.

Zeneth

The spirit of Water that symbolizes luck. The worshipper of Zeneth becomes proficient in Spear, and penalized in Sword. Zeneth is opposed to Amu and Sonova.

Gote

The spirit of Lightning that symbolizes wisdom. The worshipper of Gote becomes proficient in Bow and Morning Star, and penalized in Ring. Gote is opposed to Ema and Zeneth.

Kashis

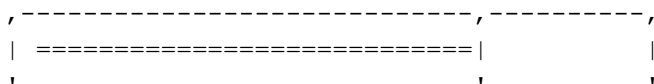
The spirit of Wind that symbolizes speed. The worshipper of Kashis becomes proficient in Knife and Boomerang, and penalized in Spear. Kashis is opposed to Ema and Zeneth.

[Battle system] +-----

RAP gauge/RAP cost

The battle system on Hoshigami has a lot of differences from Final Fantasy tactics or Vandal Hearts. The first turn of the battle will work according to each character's speed, just like in the other games. Each character will start with 100 RAP(Ready-for-Action points) then as the character moves and attacks this RAP points will decrease, to have a better understanding take a look on this graphic.

R A P G A U G E



That's a graphic of the RAP gauge, each action has a RAP cost, in other words, how much of the RAP gauge will be wasted, when you are about to make an action this gauge will appear on the screen. The orange bar is how much of RAP you will use and the green bar is how much of the RAP already was used. That means that you can move more than once and can attack more than once too. When your RAP is about to run out you can attack but it will overflow the RAP gauge and it will result on a delay on your next turn. It can be done just with physical attacks.

The much you use the RAP gauge the longer you will have to wait for your next turn. To know who will be the next to move take a look to the bar on the upper part of the screen or press R1 that will show you one-by-one who and when the characters will move.

Shoot attack

When you are attacking you can switch the normal attack to the "shoot" attack, by pressing the triangle button while you are attacking. This attack consist on pushing the enemy with your attack moving the enemy two squares away, this technique is needed to perform an attack session, explained below. Just keep on mind that Boomerang and Bow users can't do the shoot attack.

Attack Session

Attack Session is almost the same as a combo, but combo in a RPG? you may be thinking, well, that's it, you can do a combo and hit the enemy with all your allies in a sequence. To do it you just need to arrange your characters correctly. When you finish your actions you will have to select END to pass the turn to the next character, instead of select DEFEND, select SESSION, then choose the direction your character will face, that's it, if you push an enemy with the shoot command toward the ally that you just selected SESSION, this ally will push it again toward the direction of he/she face.

Well but you said that all allies could hit the same enemy in a sequence?, yes I said, just think about it, if you place another character on the place that the enemy would be pushed what would happen?, exactly! this ally would push the enemy again and it would result in a 2-hit attack session. Then if your place 6 characters in session mode and in the correct positions you can do the all mighty 6-hit Attack Session.

That's what you need to know, but keep on mind that each character must be exactly one square away from the other. See a graphic example.

```
[cha][ENE][cha][ ][cha][ ][cha][ ][cha][ ][cha][ ][cha]
||
\|
```

That's the character who will push the enemy. If all other allies are facing right they will make a 6-hit Attack Session.

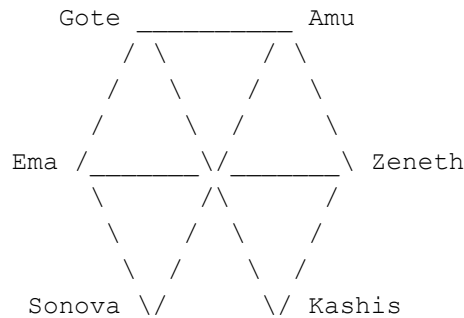
[Level up/Experience] ++++++

The level up in Hoshigami works like in the others strategy RPGs, your character will level up after reaching 100 EXP. The EXP won't accumulate from one level up

to another, that means, if you need 1 EXP to reach the next level and you earn 20 EXP by beating the enemy you will level up but in the next level you will need 100 more EXP. The method of earning EXP is the same as the other strategy RPGs too, you earn EXP by attacking, healing, ect..., and while in battle, not after the battle.

 [Compatibility between Deities] ++++++

Here I will explain how does the Circle of Deities, see a copy of the circle below:



Follow it clockwise and you will know what Deity is strong against what Deity, here's an example: The Deity Sonova, look clockwise, the next Deity is Ema, that means that Sonova is strong against Ema. In other words, you will deal more damage and receive less damage from Ema.

Follow it counter clockwise and you will know what Deity is weak against what Deity, here's an example: The Deity Kashis, look counter clockwise, the next Deity is Zeneth, that means that Kashis is weak against Zeneth. In other words, you will deal less damage and receive more from Zeneth.

All Deities have an opposed Deity, to know what Deity is opposed to what Deity take a look on the lines that cross the circle. For example Kashis Deity is opposed to Gote. Opposed Deities assist each other.

 SECTION 5 - [STATUS OF CHARACTERS] ++++++

Here's a copy of the status screen and an explanation of how these stats affects the characters:

Lv99 D W	Fazz	
Photo	DEV 16 Amu	
HP 9999/9999	DEV ===== 0/100	
=====		
EXP ===== 0/100	Weapon	
	Armor/Robe	
STR 999 Attack 999	Accessory	
SPI 999 Defend 999		
CON 999 Hit 999		
DEX 999 CF At 999		
AGI 999 CF Def 999	Skill 1	

LUK 999	Evade 999	Skill 2	
	Weight 999	Skill 3	
Movement Cost 10		_____	

_____		_____	

The upper left square shows the level of your character, a picture of the deity that your character is worshipping, a picture of the weapon your character is using, the current HP and max HP together with a bar that displays it graphically. By last there's a picture of your character.

The upper right square shows the name of the character, the DEV level and the name of the deity, shows how much DEV points your character earned together with a bar that displays it graphically.

The lower left square shows how much EXP points your character earned together with a bar that displays it graphically, below there's two columns of stats the left one show the character's stats, they are:

STR(Strength)

Is the physical power of the character, the higher the STR the character will afflict more damage with physical attacks. STR increases the Attack.

SPI(Spirit)

Is the magical power of character, the higher the SPI the character will afflict more damage when casting Coinfeigms and receive less damage when taking damage from Coinfeigms. SPI increases CF At and CF Def.

CON(Constitution)

Is the defense power of the character, the higher the CON the character will receive less damage when attacked physically. The DEX increases the Defend.

DEX(Dexterity)

Is the aim of your character, the higher the DEX the character will have more chances of hitting the enemy. The DEX increases the Hit.

AGI(Agility)

Is the speed of your character, the higher the AGI the character will have an active turn faster. The AGI increases the Evade.

LUK(Luck)

Is the luck of your character, the higher the lucky the character will have a better chance of hitting critically. Really don't know if it increases something.

On the column to the right displays the stats combined with your weapons/armors/ accessory and the characters stats, the stats are:

Attack

This is the physical attack of the character, the higher the attack the more damage the character will deal with physical attacks.

Defend

This the physical defense of the character, the higher the defend the character will receive less damage when attacked physically.

Hit

This is the aim of the character, the high the Hit your character will have a better chance of hitting the enemy.

CF At

This is the magical attack of the character, the higher the CF At the character will deal more damage when casting Coinfeigm.

CF Def

This is the magical defense of the character, the higher the CF Def the character will receive less damage from Coinfeigm.

Evade

This is the chance of avoiding physical attacks, the higher the Evade the better.

Weight

As the name say, this is the weight of your character, the higher the weight your character will have a better chance of avoiding the shoot attack, but will make your character increase movement cost.

Movement Cost

The movement cost affects how much of the RAP meter your character will waste while moving, the less the movement cost more your character will move.

On the middle square on the right shows the weapon, armor/robe and accessory that your character is equipped. On the square below shows the three skills that your character is equipped with. By pressing triangle you can switch to the coins screen where you can see the coins that the character is equipped with. By pressing select you can move a cursor through the weapons/skills/coins and pressing X on them you can see the stats of the weapons/coins/skills.

SECTION 6 - [NEGATIVE EFFECTS] -----

Like in all RPGs Hoshigami has some negative status, you can afflict by using Coinfeigm or with special effects of your weapons, some negative status may disappear after a while. Below is the list of the negative status in Hoshigami.

.....

STATUS NAME: Poisoning

INFO: The afflicted characters takes damage periodically. If a afflicted character takes damage from poison while standing by for an Attack Session that character will no longer be on Standby.

.....
.....

STATUS NAME: Blinding

INFO: The afflicted character's hit rate and evade rate are penalized.

.....
.....

STATUS NAME: Immobility

INFO: The afflicted character is unable to move.

.....
.....

STATUS NAME: Fear

INFO: The afflicted character is unable to attack, counterattack or be on Stand by for an Attack Session.

.....
.....

STATUS NAME: Confusion

INFO: You lose control over the afflicted character. The character will act randomly and be unable to Stand by for Attack Session. The afflicted character may recover from confusion after taking damage.

.....
.....

STATUS NAME: Sleep

INFO:The afflicter character falls asleep and is unable to perform any actions including counterattack and Stand by for Attack Session. The afflicted character may recover from sleep after taking damage.

.....
.....

STATUS NAME: CF disability

INFO: The afflicted character is unable to cast Coinfeigms.

.....

SECTION 7 - [TERRAIN EFFECTS] -----

The terrains in Hoshigami can change some stats depending on which terrain you are stepping while receiving or dealing damage, it can affect stats like, RAP cost, physical attack, defense, etc., below I will list the terrains I found so far and how it affects your characters.

.....

GRASS

RAP COST: 0

DEITIES BONUSES

HIT: +40 PHYS AT: -20 AMU: +20 ZENETH: -10 KASHIS: +10

EVADE: +60 PHYS DEF: +10 SONOVA: 0 EMA: 0 GOTE: 0

.....

GROUND

RAP COST: -2	DEITIES BONUSES				
HIT: +50	PHYS AT: 0	AMU: 0	ZENETH: -10	KASHIS: 0	
EVADE: +50	PHYS DEF: 0	SONOVA: 0	EMA: +20	GOTE: 0	

STONE FLOOR

RAP COST: 0	DEITIES BONUSES				
HIT: +50	PHYS AT: +10	AMU: 0	ZENETH: -10	KASHIS: 0	
EVADE: +55	PHYS DEF: 0	SONOVA: +30	EMA: -20	GOTE: 0	

PEBBLES

RAP COST: 0	DEITIES BONUSES				
HIT: +45	PHYS AT: +10	AMU: 0	ZENETH: -10	KASHIS: 0	
EVADE: +45	PHYS DEF: 0	SONOVA: +30	EMA: -20	GOTE: 0	

WATER

RAP COST: +10	DEITIES BONUSES				
HIT: +20	PHYS AT: -30	AMU: -50	ZENETH: +30	KASHIS: 0	
EVADE: +20	PHYS DEF: +10	SONOVA: -40	EMA: -30	GOTE: +20	

WATERFALL

RAP COST: +15	DEITIES BONUSES				
HIT: 0	PHYS AT: -30	AMU: -50	ZENETH: +30	KASHIS: 0	
EVADE: 0	PHYS DEF: +30	SONOVA: -40	EMA: -30	GOTE: +20	

WOODEN FLOOR

RAP COST: 0	DEITIES BONUSES				
HIT: +50	PHYS AT: +10	AMU: +10	ZENETH: 0	KASHIS: 0	
EVADE: +50	PHYS DEF: 0	SONOVA: +30	EMA: -20	GOTE: 0	

SNOW

RAP COST: +5	DEITIES BONUSES				
HIT: +10	PHYS AT: -20	AMU: -30	ZENETH: -40	KASHIS: +20	
EVADE: +10	PHYS DEF: -20	SONOVA: -20	EMA: -20	GOTE: +10	

BRICK

RAP COST: 0	DEITIES BONUSES				
HIT: +50	PHYS AT: +10	AMU: 0	ZENETH: -10	KASHIS: 0	
EVADE: +55	PHYS DEF: 0	SONOVA: +30	EMA: -10	GOTE: 0	

TREE

RAP COST: 15	DEITIES BONUSES				
--------------	-----------------	--	--	--	--

HIT: +50 PHYS AT: -10 AMU: +20 ZENETH: -10 KASHIS: 0
 EVADE: +40 PHYS DEF: 0 SONOVA: +30 EMA: -20 GOTE: 0

WOODEN CRATE

RAP COST: 0 DEITIES BONUSES
 HIT: +45 PHYS AT: +10 AMU: +10 ZENETH: 0 KASHIS: 0
 EVADE: +45 PHYS DEF: 0 SONOVA: +30 EMA: -20 GOTE: 0

SAND

RAP COST: 5 DEITIES BONUSES
 HIT: +30 PHYS AT: -10 AMU: +30 ZENETH: -20 KASHIS: +20
 EVADE: +30 PHYS DEF: -20 SONOVA: 0 EMA: +10 GOTE: 0

OUTER PLANE

RAP COST: 0 DEITIES BONUSES
 HIT: +50 PHYS AT: 0 AMU: 0 ZENETH: 0 KASHIS: +30
 EVADE: +50 PHYS DEF: 0 SONOVA: 0 EMA: -50 GOTE: +10

 SECTION 8 - [HINTS AND TIPS] -----

Here's some hints and tips that will help you a lot to finish this amazing game.

- (^_^) If you're having problems on beating a determined battle, try to level up your characters a little at the Tower of Trials, the levels almost always are the key for a fast victory in this game.
- (^_^) You can get better equipments at the Tower of Trial, normally you would have to wait for the late chapters to buy these equipments, just do an Attack Session.
- (^_^) Always check the enemy's equipments, if something interests you, do an Session Attack and you may get it.
- (^_^) Having strong coins makes the game much easier, keep some time on engraving and level up your coins.
- (^_^) If you finish the first Tower of Trial before starting the story battles the first chapters will be much easier, you will also get rare seals to power up your coins.
- (^_^) Always change the deities of your characters, equipping lots of Aid will make your character much stronger.
- (^_^) Think before acting, sometimes a mistake can cost much.
- (^_^) Sonova guys are really weak against Coinfegm, try learning Ema's Aid then equip it and change it back to Sonova.
- (^_^) Always save before engraving a coin, sometimes things may turn wrong.

(^_^) Sometimes shooting your own party member can help you, as an example, if you shoot a mage toward the enemies you can in the next turn have the mage cast more Coinfeigms instead of having to move before. Just make sure that your mage can survive possible damage.

(^_^) Later on the game you can easily get Skill Manuals by breaking all equipments of the enemy, then Sessioning it.

SECTION 9 - [WALKTHROUGH] -----

IMPORTANT NOTICE: This sections may contain spoilers, like location of items/ weapons and puzzles solves, so read this section by your own risk. This may cut some fun and game challenge. I'm telling you this to avoid some idiots that sends e-mails blaming me for it.

|-----|
H O S H I G A M I R U I N I N G B L U E E A R T H

C H A P T E R 1 - S T I R

Choose the main character's name and see the introduction of the game, after it you will see a scene with Fazz and Leimrey, mercenaries and friends, they are wondering why they were called to the castle of Aus, Capital of Nightweld, Fazz wonders if it was Reuperl who called them, Leimrey says that certainly an invite from the castle can be only from Reuperl, then they decide to enter the castle. As they enter Reuperl introduces himself as the Boss of the Order of Da Nante. Fazz aks why he called them, Reuperl says that he has heard a lot of them and starts to talk about their lives especially Leimrey.

Leimrey doesn't like to see people talking about his past and asks Fazz to leave the castle, you will have a question to answer.

- 1 - "Let's hear what he has to say"
- 2 - "Yeah, I think you're right"

Your choice makes no difference now but if you want to recruit Reuperl later pick the answer 1, Reuperl will tell you the current situation. Valaimian Empire broke the peace treaty and it's about to invade Nightweld, target: The ancient city of Lar Dellue, another source told Reuperl that an invasion is about to happen on the Tower of Wind too, Nightweld's forces are all in the ancient city and that's why he called you, to make another defense team to head after the Tower of Wind, Reuperl says that this is a invite from the King himself.

You will have another question to answer:

- 1- "I can't say no to the king"
- 2- "You've gotta be kidding"

Again pick the answer 1 in order to recruit Reuperl later, anyway you will accept the king's invite, Reuperl will give you 10,000G as war founds and 8 mercenaries. Afterwards you will see a scene in Dissoal(home town of Fazz) Fazz

is talking to a girl called Tinn, she asks if Fazz is really going to the war, Fazz answers positively, so Tinn asks Fazz to promise that he will go back safe, Fazz does it.

Time later another scene, this time with Fazz and Leimrey training, Leimrey asks Fazz to take a break, Fazz says that he will never be a match for Leimrey but Leimrey says that Fazz has potential to one day be better than him. Suddenly a mercenary will appear and say that he saw some Valaimian soldiers on the Seitam Hills, before going to battle Leimrey says that things will get harder from now on and asks Fazz if he wants to hear an explanation of the game basics, you have the choice, after the conversation you will start on the World Map.

WORLD MAP: You will start the game with 10,000G, buy coins for your characters and a Boomerang, you will also start with 8 mercenaries: Aisha(Spear-Zeneth), Krista(Bow-Gote), Esab(Axe-Sonova), Chester(Sword-Amu) Trieni(Dagger-Kashis), Trish(Ring-Ema), Medilleve(Ring-Ema), Hannway (Spear-Zeneth) Equip the Boomerang on Aisha and change her Deity to Gote. You can use only five of the eight mercenaries per fight, so I suggest you to start the game with this party:

Fazz, Leimrey, Chester, Krista, Trieni, Trish and Aisha. Before going up to the Seitan Hill you should visit the Tower of Trial and try to gain some levels and seals. Then when you be confident in your characters move to Seitan Hills.

NOTE: I strongly suggest you to play the TOWER OF TRIAL until the end before starting the story battles, this way the game will get a loooottttt!!!!!! easier later on since your levels will be very high.

SEITAN HILLS

Objective: Defeat Sajiri.

Enemies: 2x Spear(Zeneth), M.Star(Zeneth), 2x Sword(Amu), Bow(Ema), Axe(Sonova), Dagger(Kashis), Sajiri(Morning Star-Gote), Sly(Dagger-Kashis).

Level Cap: 2, some on 1.

Items: Healing Fruit, Grulla coin(Hidden), Eyedrops(Hidden).

Hidden item 1: Behind the grave, near the place where you start.

Hidden item 2: From the top of the waterfall move 1x up and 2x left.

My level: Fazz-2, Leimrey-3, Chester-3, Krista-3, Trieni-3, Trish-2, Aisha-2.

Here you will see a scene with Sajiri and Sly, they are heading to the Tower of Wind, suddenly a Valaimian soldier informs Sajiri that there's NightWeld's soldiers coming this way, then the battle starts. Here you will have 5 enemies to your left and other 5 ahead, including Sly and Sajiri, if you don't move forward, the group that Sajiri is in won't move too. So first let's kill the enemies to the left, have Aisha and Krista attack the archer 'cause he can be a problem, Trish moves a little forward and casts Gaiga, have someone accompany Trish to be her defender.

Fazz, Leimrey and Chester will be the main power of your group, so they need to be in the front. Once killed these enemies get an Eyedrop behind the grave, you just need to step on the ground. Then let's move to the Sajiri's group. If you just want to finish this battle fast focus your attacks on Sajiri, Boomerang, Arrows, and coins from distance and Fazz+Leimrey near, if you be fast enough you can kill Sajiri before Sly can Cure him.

But if you want to kill all enemies you need to be a little slower, have Aisha

their hearts and finish this mission.

After the battle Fazz and Romleth will find a soldier outside the psison, Romleth thinks that he's an enemy but Fazz explains that this is one of the mercenarieas hired by Reuperl. After this converstation Romleth will offer to come along with you, the choice is yours:

- 1 - "Thank you"
- 2 - I can't let you"

No matter what you choose Romleth will join you, but be polite and pick the answer 1, then you will be on the World Map.

WORLD MAP: Before moving to the next mission enter the new Tower of Trial that just appeared and level up Romleth a little, exchange his Axe for a dagger to avoid missing every hit. If you finish this tower before continue to the next battle things will get much easier. After that Move west to the Widden Valley.

WIDDEN VALLEY

Objective: Defeat all enemies.

Enemies: 2x Ring(Ema), Bow(Zeneth), M.Star(Gote), 3x Sword(Amu), Dagger(Sonova) Spear(Amu), Dagger(Kashis), Bow(Gote), Spear(Zeneth), Sword(Sonova).

Level Cap: 7

Items: Leather Armor, Stone Ring(Hidden), Ema Crest seal(Hidden).

Hidden item 1: Left side of topmost tree.

Hidden item 2: One square above a ramp right of the waterfall(18step).

My level: Fazz-16, Romleth-14, Trieni-17, Trish-16, Aisha-16, Chester-16, Krista-17.

This battle won't be much of a problem since your levels should be much higher than the enemy's. On the first turn hide your party below the waterfall, this way you will avoid damage from archers. The enemy mage can hit you below with Gaiga and Spika but you can hit her too, so kill her fast. Below the waterfall just wait for the enemies to come, attack them with long-range weapons while Trish tries to kill someone above you with Coinfeigm.

The enemies will move after you and you will kill then, so in no time your party will be on advantage, that's the time you should one or town characters after the hidden items that are on the higher grounds, just make sure to send strong characters once you probably will have to fight on the way. After getting the items finish anything that is still alive. You finished the mission. After the battle you will be back to the world map.

WORLD MAP: Move back to the Tower of Wind. There you will see a conversation between Fazz and Silphatos which tells you that the continent of Mardias will cease to exist if people keep using Coinfeigms, but the use of Coinfeigm is indispensable in order to put an end to the war. Then Silphatos asks you if you think you can finish the war before it to happen, you have to answer:

- 1 - "I'll do it."
- 2 - "I don't know."

Pick the choice 1 and Silphatos will thank you, Silphatos shows you an item called Marselva which supposedly would be far stronger than

the normal Coinfeigms, then Silphatos will offer his help to you.

- 1 - "I gladly accept you offer."
- 2 - "Thank you, but..."

Choose the answer 1 and Silphatos will join you, you're done here, equip coins on Silphatos and move to the Seitan Hills.

cc

AGAIN IN SEITAN HILLS

Objective: Defeat all enemies.
Enemies: Dagger(Amu), Boomerang(Zeneth), Ring(Ema), Axe(Sonova), Sword(Sonova),
Dagger(Ema), M.Star(Gote), Axe(Kashis), Ring(Gote), Archer(Gote).
Level Cap: 6, some remains at 5.
Items: Broad Sword, Entity seal(Hidden), Blue Cutter(Hidden).
Hidden item 1: Behind the pillar, right of the grave.
Hidden item 2: In front of the grave.
My level: Fazz-16, Romleth-15, Silphatos-5, Trish-17, Chester-16, Aisha-16,
Krista-17.

cc

An very easy battle, there's not much of strategy, just place your long-range characters on the high grounds ahead and keep shooting the enemies, if your level is high, any attack should kill the enemies. Use Coinfeigm to kill groups of enemies and keep shooting arrows and boomerang. Keep one enemy alive and send someone after the hidden items. Once done finish the enemy. After the battle you will be back to the world map.

WORLD MAP: Just move toward Aus.

cc

AUS

Objective: Defeat Alveen.
Enemies: 3x Dagger(Ema), 2x Axe(Sonova), Sword(Kashis), Spear(Zeneth), 2x Bow
(Gote), Dagger(Kashis), 2x Ring(Ema), Alveen(Sword-Amu).
Level Cap: 9, Alveen is at 10.
Items: Cure Re Coin, Zepherd Coin, Openface.
Hidden item 1: Grass square near the three trees.
Hidden item 2: One square left of the little pillar near the stairs.
My level: Fazz-16, Romleth-17, Silphatos-14, Trish-17, Chester-17, Aisha-17,
Krista-17

cc

Your high level characters make this battle very easy, just in the beginning place your long-range characters on the sides of the bridge you're on, move them to the high ground and keep shooting arrows/Boomerangs on the mages that are on the sides. With Trish supposing that you have at least one lv2 Coin with AOE 13 finish the 4 enemies in front, then just wait for the next group of enemies to move, Alveen will come too. If your levels are high don't attack Alveen or he can end up dying, finish the other enemies with Coinfeigm and arrows then send two characters after the hidden items.

Once done with the items and the normal enemies try to set a trap for an Attack Session on Alveen 'cause he has pretty good equipments. After the battle Fazz will ask about Leimrey, Alveen won't say much and will leave. Then you will see

a conversation with Reuperl, he asks Fazz about the situation of the Tower of the Wind and asks he to go to Gerould, the choice is yours:

- 1 - "It depends."
- 2 - "Alright."

Pick the answer 2 'cause this will help Reuperl to join you later on, after the conversation the chapter 1 ends.

C H A P T E R 2 - F O R W H O M D O Y O U F I G H T

WORLD MAP: At the start of the chapter 2 you have the chance of getting another character, just head for Dissoal, there Fazz will start to think about Tinn, suddenly a woman appears and asks what Fazz is doing in a place like this. Fazz thinks that is Tinn, but isn't, It's Elena. Knowing who Fazz is Elena says that Fazz has a job to do, be her bodyguard, you have to choose:

- 1 - "Sorry find someone else."
- 2 - "How much will you pay me."

Select the answer 2, Elena will pay you 100G to Fazz and join your group. After the conversation level up Elena and proceed to the next battle at Clair Mountains.

%%%

CLAIR MOUNTAINS

Objective: Defeat all enemies.
Enemies: Spear(Zeneth), 2x Dagger(Kashis), 4x Sword(Amu), M.Star(Gote), 2x Ring(Zeneth), 2x Axe(Sonova), Bow(Gote), Ring(Ema).
Level Cap: 12
Items: Sonova Emblem, Ring Mail(Hidden), Green Seal(Hidden),
Hidden item 1: Corner behind the enemies ahead, the square without high grass.
Hidden item 2: In the middle of a 5 water squares line (3step).
My level: Fazz-17, Chester-17, Romleth-17, Elena-17, Trish-17, Silphatos-14, Krista-17.

%%%

Another easy battle, the first 3 enemies ahead you can kill with a Coinfeigm, there's a mage ahead too, just have your long-range characters take care of her. Having finished the first group of enemies, move everybody except Silphatos toward the next group, Silphatos should move through the river after the first hidden item. As your party moves toward the other enemies, the group of enemies will be near, a good chance for you to finish a lot of enemies with a Coinfeigm. The enemies that survive can be easily killed by or characters, long-range attacks makes things faster. The enemy mages have only lvl coins and it won't be a problem.

After having finished the second group of enemies the last group will start to move toward you, send someone after the second hidden item and have Silphatos move back. Place your long-range characters on the margin of the river and have the other characters cross the river. Have an enemy alive until you get the last hidden item, after that finish the job. After the battle you will be back to the world map.

WORLD MAP: Before moving to the next battle, make sure to have someone learn and equip the DEV lv3 skill of Kashis, JUMP+1, you will need it to get a hidden item. Once done proceed to the Savah Canal.

%%%

SAVAH CANAL

Objective: Defeat Brankoz.

Enemies: Ring(Ema), 2x Sword(Amu), Spear(Zeneth), 2x Dagger(Kashis), Bow(Gote), Dagger(Gote), Axe(Amu), Sword(Zeneth), Boomerang(Ema), Ring(Kashis), 2x Dagger(Sonova), Brankoz(Bow-Gote).

Level Cap: 12

Items: Braven, Nut of Vigor(Hidden), Halberd(Hidden).

Hidden item 1: Grass square near enemy Dagger(Sonova) called Heinisson.

Hidden item 2: Climb up the smallest wooden tower.

My level: Fazz-17, Chester-17, Trish-18, Silphatos-14, Krista-17, Romleth-17, Elena-17.

%%%

Before the battle you will see a scene where a soldier tells the Boss Brankoz that there's a group of mercenaries heading toward the Savah Canal, the soldier suggests the boss to split the mercenaries the way they can take care of them in small groups, Brankoz accepts it. You will have to place four characters in a group and other three in other side of the battlefield.

On the side that there's more enemies place, Fazz, Romleth, Trish and Chester. and on the other side place Silphatos, Elena and Krista. Fazz's group should advance toward the enemies ahead, you can finish the first two enemies without problem, the mage won't hurt you since its Coinfeigms are weak. Have someone get the hidden item on the grass square. Finish the mage and move back toward the other enemies.

Siphatos' group should stay and kill the enemies with long-range attacks. After having finished the enemy near the wooden tower have Silphatos climb up the smallest one and get the last hidden item. Place your long-range characters on the wooden towers and fire projectiles from there. After having finished the enemies by Fazz's side move them toward Brankoz's group but don't kill him. Finish the enemies by Silphatos side too and climb down the tower, Have Trish kill most of the enemies of Brankoz's group but don't kill him, try to set a trap for an Attack Session, I got his Composite bow by performing a 5-hit Attack Session.

After the battle you will see a scene with Fazz thinking about the battle of tomorrow at Carmwell, he wonders if they won't hurt innocent people, he wonders how Leimrey and Tinn are doing. Suddenly Elena appears and asks Fazz if he was thinking about Tinn, you have to answer:

- 1 - "Is nothing like that"
- 2 - "Yes I was"

Pick the answer 1, this will affect whether Tinn will join you at Fort Yugo or later on, after the conversation you will be back to the world map.

WORLD MAP: Just move to the next battle at Carmwell.

%%%

CARMWELL

This battle is very easy, in the first two turns have all your party move to the the wall right of the stairs but hidden from the archer to the right, keep your party the way you can't get hurt from the archers, you can kill lots of enemies with the Coinfeigms I told you to do. You can also kill Treilorh if you want but there are good items to get, so keep killing the enemies with coins and spare Treilorh for now, kill the archers and the mages as fast as you can.

Some enemies will climb down the stair, so have someone attack them and kill, don't use Coinfeigms because you will need them to kill Treilorh later. After some time you will have an cleaned battlefield, there's also some archers on the to of the fort and Treilorh, of course. So it's time to go after the hidden items, use Silphatos to get the hidden items because he has a very high evade and can avoid arrows easily.

Have him move and climb up the little stair to the right and move to the first hidden item right of the fort's entrance, once done proceed near the fort's walls and you will avoid the arrows even easier. Once near the the stair that leads to the fort's rooftop wait for the enemy to come after you, this way she will open the way for you, pass without thinking about the enemy, anyway she probably won't hit you, have Silphatos get the last hidden item and finish Treilorh with Coinfeigms. After the battle you will be back to the world map.

WORLD MAP: Another Tower of Trial appeared on the world map, you should take a look at this, once done, proceed to the next battle, at Queld.

QUELD

Objective: Defeat all enemies.

Enemies: 2x Dagger(Kashis), 2x Sword(Amu), M.Star(Gote), Spear(Zeneth), 3x Axe (Sonova), Bow(Gote), Ring(Ema), Ring(Zeneth).

Level Cap: 16.

Items: Bronze Mail, Tundra Seal(Hidden), Blista Coin(Hidden).

Hidden item 1: One square behind the lone enemy near the houses to the left.

Hidden item 2: Behind the house far ahead, near the tree.

My level: Fazz-20, Trish-21, Romleth-19, Krista-20, Chester-19, Elena-19, Silphatos-20.

Fazz arrives in peace, but the soldiers don't trust that Fazz is with Nightweld, because previously Valaimian soldiers attacked Queld telling the same thing, without any other solution the battle begins.

This battle is very easy, the group of five enemies ahead can be killed with just one cast of a good lv2 Coinfeigm, once done, move between the two houses to the left, kill the lone soldier and grab the first hidden item. Send Silphatos after the second hidden item and advance with the others, a group of three enemies will move toward your party, again use Coinfeigm to take them down. Now, there's just two enemies three enemies alive if I'm not wrong, the archer Silphatos can kill on his way to the hidden item, kill one mage that is near your group then send Fazz after the second mage, she is in a high ground, then it may take two turns to kill her, then the mission is completed.

After the battle Fazz wonders what he should do now, then you will have to decide:

- 1 - "Continue onward."
- 2 - "Send a messenger."

Select the answer 2, this will affect a lot the game, like the recruitment of some special characters, anyways if you want to get the answer 1, the next chapter will change its name to "FORCED MARCH" instead of "ENTER JACQUELINE, for more info about it take a look on the "Alternate routes" section.

Once selected Fazz will send one of the mercenaries to go ask for an audience with the King, and also beg forgiveness for the injury of the soldiers, afterwards the messenger will come back with a soldier, he has good news, the King accepted Fazz' excuses and allowed you to come to the castle, the soldier warns Fazz that you probably will engage battles on your way and tells you about the good weapons made by Chroma, she disappeared but rumors say that she is at the Hephaitos' and Tower if you're looking for good weapons you should take a look there. Then the Chapter 2 ends.

C H A P T E R 3 - E N T E R J A C Q U E L I N E

As the chapter 3 starts pass in the shops and buy new weapons/armors to your party, also now you can buy lv6 seals wich can add lots of stats for your coins if combined correctly, buy lv2 coins and level them up to 3, power it up 'til it has 25 of AOE and about 110 of POT, do it in four or five coins and equip them in Trish and Silphatos. The Hephaitos' Tower is on the map, take a look on it if you want, once done proceed to Echo Forest.

%%
ECHO FOREST
Objective: Defeat all enemies.
Enemies: 3x Dagger(Kashis), 2x Sword(Sonova), M.Star(Gote), Bow(Gote), 2x Ring (Ema), Sword(Amu), Eitolle(Spear-Zeneth), Seychel(Dagger-K).
Level Cap: 15, Seychel and Eitolle are at 16.
Items: Robe of Wisdom, Spirit Seal(Hidden), Bastard Sword(Hidden).
Hidden item 1: From Fazz starting point move 1x ahead then 2x left.
Hidden item 2: From the last tree on the battlefield move 1x down then 2x right.
My level: Fazz-25, Trish 25, Chester-25, Krista-25, Romleth-25, Silphatos-25, Elena-25.
%%

At Echo Forest Fazz will encounter two bandits, Eitolle and Seychel, they say that this place belongs to Jacqueline's domain and you should pay to cross. Fazz does a joke with them and the battle begins.

This battle should be very easy assuming that you leveled up your coins like I told you, the 3 enemies to the right can be killed with coins. Is not worth of it to cast coins on the two enemies to the left, then kill them with Fazz, Chester and long-range if needed. The enemy mages on this battle has lv2 coins which won't be a problem because of your high levels. Get the first hidden item near Fazz's starting point and move a little toward the enemies. Wait for them to stay in a big group then finish them with a good lv3 Coinfeig. Seychel will advance while Eitolle will run away. Finish Seychel without problem and finish the other enemies too. Eitolle probably is still running from you, get the

second hidden item and set a trap for a 6-hit Attack Session, with luck you should get Eitolle's Depin coin with AOE 5.

After the battle they are on knees in front of Fazz but somehow they succeed to escape and you will be back to the world map.

WORLD MAP: On the world map proceed to the next battle at Mount Tesina.

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#####
MOUNT TESINA
Objective: Defeat Jacqueline.
Enemies: 3x Dagger(Kashis), 2x M.Star(Gote), 2x Ring(Ema), Ring(Zeneth), Sword
         (Sonova), Axe(Sonova), Bow(Gote), Sword(Amu), Eitolle(Spear-Zeneth),
         Seychel(Dagger-Kashis), Jacqueline(Bow-Gote).
Level Cap: 16, Eitolle & Seychel 17, Jacqueline at 18.
Items: Main Gauche, Boots(Hidden), Zeneth Emblem Seal(Hidden).
Hidden item 1: Behind the tree near to your party.
Hidden item 2: From Fazz's starting point move 7x ahead.
My level: Fazz-25, Chester-25, Trish-25, Romleth-25, Silphatos-25, Krista-25,
         Elena-25.
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Seychel and Eitolle have now a reinforcement, Jacqueline, Seychel's sister who already knows about what Fazz did at Echo Forest. Jacqueline asks if a cat bit Fazz's tongue, you have to answer:

- 1 - " A woman of such beauty."
- 2 - " I dunno what to say."

Pick the choice 1 in order to recruit Jacqueline later, Jacqueline thanks Fazz for his cordiality. After a joke from Jacqueline, Fazz laughs at Jacqueline who gets pissed off, then the battle begins.

Jacqueline starts on the top of the mount, and as she has a Bow is could be a problem if your level wasn't higher than her. First kill a group of 3 enemies ahead with Coinfeigm, as your objective is just to defeat Jacqueline this battle will be fast. Have someone move after the hidden item ahead and send the rest of your party to the right after Jacqueline, on the way get the the second item. Jaqueline's attacks will miss almost always ans if it hits won't hurt too much. After having got all hidden items just cast your most powerful Coinfeigm on Jacqueline and the mission is completed. After the battle Jacqueline swears revenge and leaves.

WORLD MAP: Back on the world map just move to the next battle at Fort Sappharl, but make sure to have someone with the skill Jump+1 from Kashis lv3 or with the Boots accessory equipped.

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#####
FORT SAPPHARL
Objective: Defeat Jacqueline.
Enemies: 3x Sword(Amu), 3x Ring(Ema), Axe(Sonova), M.Star(Gote), Ring(Zeneth),
         Dagger(Kashis), Spear(Zeneth), 2x Bow(Ema), Eitolle(Spear-Zeneth),
         Seychel(Dagger-Kashis), Jacqueline(Axe-Gote).
Level Cap: 17, Eitolle & Seychel 18, Jacqueline at 19.
Items: Flamberge, Gaiz Coin(Hidden), Ribe of Wisdom(Hidden).
Hidden item 1: Near two wooden crates piled up.
#####
    
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pretends to get the Marselva to do something that she doesn't know, anyway she tells Fazz to talk with a man named Luke for more information. Then you will be back to the world map.

* If Leia would have died in this battle her body would have become the Marselva of Water and would be in Fazz's possession

WORLD MAP: You have to go back to Tus, but there's a battle on your way, at Lake Ecroga.

* Depending on what you answered to Jacqueline you will or won't fight at Lake Ecroga again, but answering correctly makes you have to fight here again.

LAKE ECROGA, AGAIN

Objective: Defeat Jacqueline.

Enemies: 2x Ring(Sonova), 2x Spear(Zeneth), Sword(Amu), 2x Boomerang(Amu), 3x Boomerang(Gote), Bow(Gote), 2x Ring(Ema), Eitolle(Spear-Zeneth), Seychel(Spear-Zeneth), Seychel(Sword-Kashis), Jacqueline(Bow-Gote).

Level Cap: 21, Seychel & Eitolle at 22, Jacqueline is at 23.

Items: Silver Ring, Mermaid Beads(Hidden).

Hidden item: 4th squares ahead of tree near your party.

My level: Fazz-28, Chester-28, Trish-30, Silphatos-30, Elena-29, Krista-30, Romleth-30.

Reaching the Lake Ecroga Jacqueline is waiting for Fazz, this time is the last battle. You start the battle in the best place this time, and Jacqueline on the small land area you fought earlier. This battle is very easy and the Level Cap is lower than the previous battle, so let's start.

You can kill three enemies ahead and injury Seychel a lot with just a Coinfeigm, finish Sychel with someone. Don't cast coins on the enemies to the left, just move toward the highest ground and place your long-range characters in a good position. Wait for the enemies in the left to move and kill them without any problem. Get the hidden item and attack the enemies in the water with your long-range characters, be patient and kill all enemies in the water. After that move your party through the water toward Jacqueline, there's nothing to worry about, just move your party and finish her with Coinfeigm and lon-range attacks if needed. After the battle Jacqueline finally desists, a choice will arrive:

- 1 - "That's enough."
- 2 - "Well."

Pick the top one and Fazz says that there's people much worse than them, then Jacqueline offers help to join you, Elena don't wanna bandits along with the group, the last choice arrives:

- 1 - "Yeah, you're right."
- 2 - "Elena hold on."

Pick the choice 2, this way Jacqueline joins the group.

WORLD MAP: Move to Tus.

Again in Tus Fazz reports the news to the King, hearing from Fazz that he should talk with a guy named Luke, He appears and starts to talk about the Marselva and how it is transferred from a Priest to another. Luke knew Fazz's father, who is called Yienold, you will see some flashbacks about Yienold's past and know that Fazz is from Kirsillius, the place that's in the prophecy, you will also know that Elena is the priestess of Earth and that Fazz already knew Elena from the past, Elena intentionally joined the group to bring Fazz to Tus. After a long conversation he asks you to take care of Elena and launch a strike on the southern Valaim. Then the chapter 3 ends.

C H A P T E R 4 - T H E F A T E O F T H E B L U E E A R T H

At the start of the chapter 4 you should do somethings: buy new weapons and armors now sold on the shops, go to the coin option and level up all your level 3 coins to level 4. Sell any coin of the other levels that you won't use and make more and more level 4 coins, put everybody with level 4 coins and healing coins too. You have the chance to enter the Chroma's subquest too, to do it you should finish the Hephaitos' Tower once before starting the fights in this chapter(Take a look on Chroma's subquest for more info). Once done proceed to the first battle at Kamdell.

CITY OF KAMDELL
Objective: Defeat all enemies.
Enemies: 2x Sword(Sonova), Spear(Kashis), Bow(Zeneth), 2x Bow(Gote), Bow(Amu),
Spear(Kashis), Sword(Amu), 2x Ring(Ema), Spear(Zeneth), Dagger(Amu).
Level Cap: 27
Items: Rymdiska, Veil of Light(Hidden), Iron Helmet(Hidden).
Hidden item 1: In front of the highest building's door(in front of the archer).
Hidden item 2: In the building to the left, near a wooden crate behind it.
My level: Fazz-37, Silphatos-36, Romleth-34, Trish-40, Jacqueline-36, Elena-36
Krista-36.

This battle can be a pain in your ass if your levels are low, there are some archers in the top the the buildings that can kill your characters easily, if you finished the Hephaitos' Tower in order to acquire Chroma your levels should be higher to the enemies making the archer miss his arrows.

Move all your party a little forward, place long-range characters and Trish in the front, with a good level 4 coinfeigm you can take the first 2 archers in a cast, the archer to the left and one to the right. Advance with the other characters and cast coins too on the enemies ahead, use long-range attacks too, once you now have two archers(Jacqueline and Krista) things will be much easier. In the next turn finish the enemies in the left building with anything you have. Once finished send someone after the item on the building to the left to take the first hidden item.

Enemies will come from the right now, there's a lot of enemies up there and two soldiers will come after you, you don't need to expend your coins to kill these two enemies, long-ranger characters and strong characters can take care of them. Once finished advance with all your characters through the stair to the right, there are archers but they won't hit you because of the levels. Now cast another Coinfeigm on the archer and the mage on a building to kill them fast. Have Fazz

get the Spear user in the end of the map and have someone go after the second hidden item.

There are now just a few enemies, you can take care of them easily, after the battle Fazz asks a soldier to go get a townspeople for him. When the people arrives Fazz asks about the Tuchi tribe and about the Temple of Fire, the people doesn't know much so Fazz dispenses her. Then a geraudite soldier asks Fazz where he pretends to head now:

- 1 - "Let's move on."
- 2 - "Let's go to the temple."

Select the answer 2 to get some special characters and the Tower of Vugtis later, if you selected the answer 1 take a look on the "Alternate routes" section.

WORLD MAP: You can now recruit two additional special characters(Chroma and Leia), take a look at the "Recruiting all special characters" section for more info. Once done proceed to the next battle at Kamdell desert.

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KAMDPELL DESERT
Objective: Defeat all enemies.
Enemies: 8x Sword(Amu), Bow(Amu), Ring(Amu).
Level Cap: 28.
Items: Re Tein coin, Headband, Panacea.
Hidden item 1: From Fazz's starting point move 2x ahead, then 5x right.
Hidden item 2: From Fazz's starting point move 6x left, then 3x down.
My level: Fazz-39, Chroma-40, Romleth-39, Leia-41, Jacqueline-41, Elena-39,
           Silphatos-40.

```

Fazz meets members of the Tuchi tribe in the desert, knowing that Fazz pretends to enter the Temple of Fire they say that they have to protect the temple, so the battle begins.

This is one of the easiest battle in the entire game, you really don't need an strategy for this battle, just defeat all enemies and get the hidden items. After the battle one member of the tribe believes that Fazz is fighting for a good cause and asks Fazz to follow him to the temple.

WORLD MAP: Move to the next place at the Temple of Fire.

```

OUTSIDE TEMPLE OF FIRE
Objective: Defeat all enemies.
Enemies: 3x Bow(Amu), 2x M.Star(Amu), 3x Ring(Amu), 3x Sword(Amu), Dagger(Amu),
           Axe(Amu)
Level Cap: 29
Items: Veil of Light, Panacea(Hidden), Bone Crusher(Hidden).
Hidden item 1: From the last plant in the left move 1x down then 1x right.
Hidden item 2: From highest part of the ramp move right 'til one square after.
My level: Fazz-39, Chroma-40, Romleth-41, Leia-41, Jacqueline-41, Elena-39,
           Silphatos-40.

```


and dies in his arms. Afterwards a soldier of Gerauld comes up and Fazz asks him to let the King know his current situation.

WORLD MAP: Move to the next fight at Roundart.

cc

ROUNDART

Objective: Defeat all enemies.

Enemies: Axe(Sonova), Sword(Sonova), 2x Bow(Gote), 2x Dagger(Kashis), Ring (Zeneth), 3x Sword(Amu), 3x Spear(Zeneth), 2x Ring(Ema), Bow(Ema).

Level Cap: 34

Items: Re Vin, Gote Emblem seal(hidden), Winged Boots(hidden).

Hidden item: One square left of the tree to the right.

Hidden item: On the bridge move all the way right on the second grass line, then move one square up.

My level: Fazz-42, Silphatos-41, Romleth-41, Gomes-42, Elena-40, Jacqueline-42, Chroma 42.

cc

This battle won't be much of a problem since you can kill most of them in a single cast of Coinfeigm. So let's start. There's four enemies right of your party, these enemies can be easily killed with a Coinfeigm. There is an archer in the bridge that only will be a problem if you have low levels, but I doubt it. Have Chroma kill most of enemies on the bridge above, get the first hidden item with someone then send Fazz and Romleth to the bridge, kill the remaining enemies and get the item. The members left send ahead, kill the first enemy with long-range attacks and normal attacks if needed.

There's just a group of enemies beyond the bridge now, move Chroma near them the way you can kill them at any moment, but before it get the second hidden item with Fazz or Romleth that you sent after the archer. After the battle a scene will trigger in Layeta Castle. Alveen, Villa, Blackthorn and Fernandez are in the room, Alveen offers to kill the mercenaries, Fernandez agrees with Alveen but Villa says that Blackthorn should kill them 'cause he has the power of an entire army, Fernandez agrees and Blackthorn leaves. Afterwards a scene in Villa's residence shows Villa asking Blackthorn to buy some time while he finish what he has to do at the Temple of Earth, not kill them. After the chat the chapter 4 ends.

C H A P T E R 5 - B E L I E F S

On the start of the chapter 5 you should start to make your definitive party, for the last battle and choose who will worship what the way you can later worship Vugtis and Elvilla, Elena who starts with Ema should reach lv14(you probably already did it), then start to worship the other deities needed to worship Elvilla later on, do it with the most people possible, but keep on mind that if you want the best ending you won't use Romleth, Jacqueline and Gomes, they will be on your party but you should only use them 'til some character needed be recruited, they are: Fazz, Leia, Silphatos, Elena, Tinn, Zelstan and Alveen.

About the game, make all preparations you need, you should also turn Elena to a mage because when you stop using Chroma you will use her, but don't worry,

two mage in a party is very good. Put also Silphatos as an archer, Fazz and Romleth should stay as swordsmen because of their attack power, put Leia with a dagger. Jacqueline and Chroma should stay with their weapons. Make too more powerful level 4 coins because now you have 2 mages, equip all powerful weapons and armors that you probably got from the deities and proceed to the first battle, at Sonti Plateau.

SONTI PLATEAU

Objective: Defeat Blackthorn

Enemies: 4x Bow(Gote), 4x Ring(Ema), 2x Axe(Sonova), Ring(Zeneth), Bow(Amu),
2x Sword(Kashis), Blackthorn(Sword-Gote).

Level Cap: 35, Blackthorn is at 37.

Items: Cure Zu Coin, Dragon Tooth(hidden), Moon Tunic(hidden).

Hidden item 1: From Blackthorn's starting point move 2x down and 5x right.

Hidden item 2: From Blackthorn's starting point move 8x down and 4x left.

My level: Fazz-43, Romleth-42, Elena-46, Leia-44, Silphatos-44, Jacqueline-44,
Chroma-45.

Fazz meets Blackthorn at Sonti Plateau, he asks if it was him who destroyed Dissoal, Blackthorn don't say a word and Fazz driven by the anger starts the battle.

This battle shouldn't be a problem if you did what I said and have good levels, advance a little with everybody then wait for the enemies, they probably won't move so in your next turn you can kill lots of them if your Coinfeigms, use your archers too, after killing some enemies Blackthorn will move toward you should spare his life for now or just ignore the hidden items, if you already got most of the weapons from the initial deities you should ignore the items and finish Blackthorn with all you have, but if not it's worth of it to go get them but use characters with high AGI and low Movement Cost 'cause Blackthorn can break your armor if he hit you.

After the battle Fazz gets surprise that Blackthorns seems to have no injuries, Blackthorns says that this time he won't kill Fazz, then he leaves.

WORLD MAP: Move to the next battle at Marfa.

MARFA

Objective: Defeat Alveen.

Enemies: M.Star(Kashis), Dagger(Kashis), 3x Bow(Gote), Bow(Amu), 4x Ring(Ema),
2x Axe(Sonova), Sword(Zeneth), Sword(Amu), M.Star(Zeneth), Alveen
(Sword-Amu).

Level Cap: 36, Alveen is at 38.

Items: Re Lake Coin, Blessed Fruit(hidden), Maintenance manual(hidden).

Hidden item 1: From tree to the right move one square down.

Hidden item 2: From Alveen's starting point move 4x up.

My level: Fazz-43, Romleth-42, Silphatos-44, Jacqueline-44, Elena-46, Leia-44,
Chroma-45.

At Marfa Fazz meets Alveen, Fazz says that don't want to fight him and asks why Alveen keeps fighting for Valaim, Alveen says that he fights for his Family's

name and not for Valaim, so the battle starts.

Start by putting your mages and archers in the front line, so in the first turn you can kill some soldiers, advance all your party a little, keep attacking the way you can, with Coinfeigns and arrows. When Alveen move the first time you can finish him fast, but if you want to get the hidden items you should kill the other enemies and go after the items, the archers on the castle's rooftop won't hurt you if your levels are high enough.

You can easily kill any enemy on the rooftop with Coinfeigns, after taking care of them get the hidden item on the rooftop and the other hidden item near the tree to the right. So try to set a trap for an Attack Session 'cause he has the Re Cure coin which can cure all HP of the target, before doing the Session attack him a little to lessen his HP.

After the battle Alveen will try to attack Fazz but unsuccessful, so Alveen enters the castle and overhear a conversation between Fernandez and Villa, Villa says that he doesn't need Fernandez anymore 'cause the continent is on war already 'because of Fernandez and the six Hoshigami are gathering. Fernandez realizes that even Blackthorn is at Villa's side, so Villa give some Elegiac Knights to Fernandez and says that his life depends on himself. Afterwards a scene in the outskirts of Layeta will play, a soldier tells Fazz that as he successfully attacked the southern Valaim they now have power enough to strike the north side.

WORLD MAP: Before the next battle you should power up your level 4 coins to the max stats because the next battle is in a sequence of 3 fights and the third one is a little hard but if you do it at least in five coins and put them on your mages you shall not have any problem.

HERE'S THE MAX STATS OF LEVEL 4 COINS LEVELED UP FROM THE BUYABLE LV 3 COINS:

MCP	CPC	RC	RNG	AOE	SR	POT
120	40	40	8	25	--	195

After having five coins with these stats proceed to the next battle at Layeta.

LAYETA

Objective: Defeat all enemies.

Enemies: 2x Dagger(Kashis), 2x M.Star(Gote), 3x Ring(Ema), 2x Spear(Zeneth), 2x Bow(Gote), 2x Axe(Sonova).

Level Cap: 38

Items: Kintoki's Axe, Moon Necklace(hidden), Tempest(hidden).

Hidden item 1: From Fazz's starting point move 2x up and 1x left.

Hidden item 2: From Fazz's starting point move 11x up and 4x right.

My level: Fazz-43, Romleth-45, Silphatos-45, Leia-44, Jacqueline-44, Chroma-46, Elena-47.

An extremely easy battle, just move your characters and with the powerful LV4 coins you just did kill them all without mercy, get the hidden items before finishing the last one if you want. After the battle another battle will come.

OUTSIDE LAYETA CASTLE

Objective: Defeat all enemies;

Enemies: 2x Axe(Sonova), 4x Bow(Gote), 2x Bow(Amu), 4x Ring(Ema), 2x Bow(Zeneth)
2x Sword(Kashis).

Level Cap: 39.

Items: Weapons Guide, Mirage Seal(hidden), HeadBand(Hidden).

Hidden item 1: From Fazz's starting point move 7x up and 2x right.

Hidden item 2: From Fazz's starting point move 14x up and 6x left.

My level: Fazz-43, Romleth-46, Silphatos-45, Elena-47, Jacqueline-44, Leia-44,
Chroma-46.

cc

Move through the left side, with Coinfeigms you should kill archers and an Axe user on the left, keep going through this side and kill a mage in the sequence, there are two archers on the higher grounds but they probably won't hurt you if you levels are high enough. Keep three characters below to get the hidden item, these characters may be Fazz, Romleth and Leia, send the rest to the higher ground where the mages and the archers are and kill 'em all!!!!!!!.

Once with the high ground clear you can take advantage of this and place your archers shooting the enemies below, the mission now can be finished easily. After the battle another battle will come in the sequence.

cc

INSIDE LAYETA CASTLE

Objective: Defeat Fernandez.

Enemies: 7x Elegiac Knight(Sword-Vugtis). Fernadez(Ring-Ema).

Level Cap: 39, Fernandez is at 42.

Items: Silver Robe, Tys Emblem(hidden), Turquoise(hidden).

Hidden item 1: Behind Fernandez's throne.

Hidden item 2: From Fazz starting point move 4x up and 5x right.

My level: Fazz-47, Leia-46, Romleth-47, Chroma-47, Silphatos-47, Jaxqueline-47,
Elena-48.

cc

This battle can be very hard if you don't have good levels and Coinfeigms with high stats, so if you did as a said you won't have problem. Use your coins to finish the Elegia Knights, they have very high physical defense, so your friend here is the coins. Use them without hesitate, any Knight should die in two casts, so you can kill lots of them before Fernandez start to move, he has powerful coins that can hurt you if your levels are low, so have someone heal if needed.

Get the hidden items before finishing Fernandez, then finish him off. After the battle Fernandez explains everything about the war, and how his ambitions and greed for power made him get the Coinfeigms from Villa, he says that both Fazz and him were used by Villa and Fazz must put an end on Villa, then Fernandez dies. Here ends the chapter 5.

C H A P T E R 6 - T H E B E G I N N I N G O F T H E E N D

The war ended with the death of Fernandez
There was a talk between the King of

Nightweld, King Zelstan, Luke, Reuperl and myself, and it was decided that the continent of Mardias will be unified into one nation.

Zelstan was selected the first King for leading the war against Valaim.

He rewarded the soldiers and gave consolation to the people.

There was finally peace... for the time being.

You will see a converstation where King Zelstan says that Fazz is the man who should have been named King of Mardias. After some conversation Fazz says that he is going striaght to the Temple of Earth to prevent Villa from doing evil things.

WORLD MAP: Proceed to the first battle at the Temple of Earth.

OUTSIDE TEMPLE OF EATR
Objective: Defeat all enemies.
Enemies: 3x Ring(Ema), 2x Bow(Gote), 2x Sword(Amu), Dagger(Sonova), Ax(Sonova),
Sword(Sonova), M.Star(Gote), M.Star(Kashis), Dagger(Kashis), Bow
(Zeneth), Spear(Zeneth), Axe(Amu).
Level Cap: 41
Items: Beast Amor, Ema Emblem(hidden), Blessed Fruit(hidden).
Hidden item 1: From Fazz's starting point move 2x up and 2x right.
Hidden item 2: Move all to the right on the stair at 9 step.
My level: Fazz-47, Silphatos-48, Romleth-46, Elena-49, Jacqueline-49, Leia-46,
Chroma-48.

An easy battle without a strategy, all you need is your powerful Coinfeigms, use them a lot and you should not have problem on beating this battle. After this battle another battle will come in the sequence.

INSIDE TEMPLE OF EARTH
Objective: Defeat all enemies.
Enemies: 2x Dagger(Kashis), 2x Axe(Sonova), Ring(Zeneth), Sword(Amu), Spear(Amu)
2x Ring(Ema), Bow(Gote), Bow(Zeneth), Blackthorn(Sword-Vugtis).
Level Cap: 41, Blackthorn is at 43.
Items: Angeling Ring, Spirit Seal(hidden), Gain Coin(hidden).
Hidden item 1: From Blackthorn's starting point move 7x up.
Hidden item 2: From Fazz's starting point move 4x up and 1x down.
My level: Fazz-47, Silphatos-48, Elena-49, Jacqueline-49, Leia-46, Chroma-48,
Alveen-40.

Before the battle start Alveen says to Fazz follow Villa, but Fazz refuses and stays with Alveen.

Pick the answer 2 and Zelstan will join you, now you have everybody needed to get the best ending, before going to the the Ixian Temple make sure to equip the best weapons, armors, skills and accessories, power up lots of level 4 coins to its max stats and equip them on your characters. Level up your characters at least to Lv 62, put Tinn as a mage and fulfill the tasks needed to become and worshipper of Elvilla. To get the best ending your party must be the following:

- Fazz - bearer of Sarnus and Elvilla's blood.
- Zelstan - Priest of Force.
- Tinn - Priestess of Elvilla.
- Elena - Priestess of Earth.
- Silphatos - Priest of Wind.
- Alveen - Priest of Fire.
- Leia - Priestess of Water.

Then proceed to the Ixian Temple.

Gate to the Ixian Temple

Objective: Defeat all enemies.

Enemies: 10x Elegiac Knight (Sword-Vugtis), 2x Ring (Ema), 2x Ring (Zeneth), 2x Bow (Gote).

Level Cap: 50

Items: Dancing Bee, Circlet (hidden), Rise and Shine Manual (hidden).

Hidden item 1: From Fazz's starting point move 3x up and 3x left.

Hidden item 2: From Fazz's starting point move 5x up and 7x right.

My level: Fazz-65, Elena-66, Silphatos-66, Alveen-65, Zelstan-65, Leia-65, Tinn-65.

The strategy is exactly the same as at Lar Dellue, most of the enemies are Elegiac knights, use your powerful coins and kill them all. After the battle Fazz will enter through the same gate that Villa just entered.

On the way to the Ixian Temple

Objective: Defeat all enemies.

Enemies: 6x Elegiac Knight (Sword-Vugtis), 4x Ring (Ema), 2x Ring (Zeneth), 3x Bow (Gote), Bow (Amu).

Level Cap: 50

Items: Chains of Doom, Blessed Fruit (hidden), Panacea (hidden).

Hidden item 1: From the first little pillar to the left move once up.

Hidden item 2: From the last little pillar to the left move once up.

My level: Fazz-65, Elena-66, Silphatos-66, Alveen-65, Zelstan-65, Leia-65, Tinn-65.

Another easy battle, again your best friend is Coinfeigm, use them a lot. In this battle you will have to go climbing up through the stairs killing all the enemies on your way, try to kill the mages fast and get the hidden items if you want to, you won't have problem on passing through this battles. In the sequence another battle.

OUTSIDE IXIAN TEMPLE
 Objective: Defeat Blackthorn.
 Enemies: 4x Ring(Ema), 2x Dagger(Kashis), 2x Bow(Gote), 2x Bow(Zeneth), 2x
 M.Star(Sonova), 2x Sword(Amu), Blackthorn(Sword-Vugtis).
 Level Cap: 51, Blackthorn is at 55.
 Items: Laevateinn, Panacea(hidden), Well-Being Manual(hidden).
 Hidden item 1: From Fazz's starting point move once up and 6x left.
 Hidden item 2: One square right of the last pillar to the right.
 My level: Fazz-65, Elena-67, Silphatos-66, Alveen-65, Zelstan-65, Leia-65,
 Tinn-65.

Fazz encounters Blackthorn and says that he won't forgive him for what he did at Dissoal, so the battle starts. This is a easy battle but you need some caution, kill the enemies in front of Blackthorn with Coinfeigms, You can easily defeat Blackthorn but don't do it, keep your party away from him and try sending two characters after the hidden items. Send Silphatos on the item nearest Blackthorn because he can easily dodge the attacks from the enemies.

Keep your party waiting, kill any enemy that come after you, If Blackthorn move toward you try to escape from him because he can in one hit break all your equipments including coins, once done with the hidden items you can finish the job with Blackthorn. After the battle Blackthorn praises Fazz for beating his avatar, Fazz can't believe that Blackthorn is dead. After the battle another battle will come in the sequence.

INSIDE IXIAN TEMPLE - PART 1
 Objective: Defeat Villa.
 Enemies: 8x Elegiac Knights(Sword-Vugtis), Villa(Ring-Ema).
 Level Cap: 52, Villa is at 56.
 Items: None.
 Hidden items: None.
 My level: Fazz-65, Elena-67, Silphatos-65, Alveen-65, Zelstan-65, Leia-65,
 Tinn-65.

Villa is surprised how far Fazz reached, he says that he is the Hoshigami of Lightning and he wanted the world to the humans in the past but Sarnus and Elvilla defeated him, he says that the did the same thing he would to prevent the humans from extinction, so Villa says that he will open the chest where the spirits are kept and will free them, suddenly Elvilla appears and try to make Villa stop, but without success, Villa opens the chest, but there's nothing inside it, then Villa blames Elvilla for it and the battle starts.

This battle is very very easy, Villa will be in the center of the battlefield and you can place your characters around him, but only 4 by side, so place 4 in one side and 3 in the other, when the battle starts move and attack him with everything, arrows, Coinfeigms and anything you can, Villa will die without even attack. Anyways if you let him attack you, he will cast Galema on everybody and it will cause about 2,000 HP of damage to your characters, so finish him in the next turn. After the battle Villa and Fazz can hear a voice of one spirit, it asks Villa if he would kill Fazz for him in exchange for power, Villa realizes that the spirit is Blackthorn and answers yes, so another battle starts.

that we heard during the last battle.
The party will be held on the next day
of the full moon. I look forward to seeing
you.

Silphatos Tyl Le Mugne.

WORLD MAP: You will be back to the world map and your final destination is the Tower of Wind, there you will have the final battle. You can't use Silphatos on this battle so choose another character for this battle. I suggest you taking Chroma because she is probably with a good level and worshipping Elvilla, equip everybody with the best equipments and make some coins to Chroma too. Level up your party at least 'til level 72(I'm not joking) and equip as many characters as possible with the skills(Break Guard, Seven Guard or Final Guard). Once done proceed to the Tower of Wind.

On the Tower of Wind you will meet Silphatos again, he will thank everybody for coming. Zelstan won't waste time and asks about the voice they heard on the battle against Villa. Silphatos says that it was his master's voice, Vugtis, the grear spirit of darkness that simbolizes death and rebirth, so everybosy get confused why Silphatos is apprentice of Vugtis and is the Priest of Wind. So Silphatos says that he must talk about him a little.

He says that he is from Kersillius just like Fazz and when he became the Priest of Wind he left Kersillius, he says that the real Marselva of Wind was broken and the thing he showed to Fazz was just a glass ball. Silphatos decided to serve Vugtis and when the real Marselva broke one seal that keep Vugtis sealed was broke too and Vugtis gained some of his power. Vugtis created Blackthorn as a simple doll and gave it to help Silphatos, Vugtis ordered Silphatos to destroy Kersillius, so Silphatos and Blackthorn destroyed Kersillius and killed Yenold.

Instead of killing Fazz, Silphatos erased his memory this way as the bearer of Sarnus and Elvilla's blood Fazz could gather all the priests together later. So Zelstan asks Silphatos what's needed to revive Vugtis, Silphatos says that he need the six Marselva and the blood of the Kersillian. Silphatos don't acted at the battle against Villa because in the full moon Vugtis' power increases. Silphatos will talk little about the real legend of King Sarnus, then he asks everybody to get ready to the last battle.

LAST BATTLE

Objective: Defeat all enemies.

Enemies: 8x Blackthorn(Sword-Vugtis), Silphatos(Sword-Vugtis).

Level Cap: 59, Silphatos is at 64.

Items: None.

Hidden items: None.

My level: Fazz-72, Elena-73, Alveen-73, Zelstan-72, Tinn-72, Leia-73, Chroma-73.

This battle is similar to the last battle against Villa, but instead of 4 you will you will have to fight 8 blackthorns. You can place 2 characters by side, so place your characters the way you think it's best, when the battle starts Silphatos will cast or Dith Paen that causes all status to everybody or Vanfleya that can break all equipments on everybody, luckily most of your characters won't have problem because of the defenses, heal possible status, there's

nothing you can do about the equipments.

So when you start to control your characters cast Coinfeigms the way you can hit 3 Blackthorns and Silphatos, do it with all your mages, if you chose Chroma as I did things will get easier, after casting Coinfeigms with your 3 mages Silphatos will be almost defeated, so move near him with any of your characters and finish him off(he won't have time to cast his Zekashis Coinfeigm)

Now you probably have 5 more Blackthorns to defeat, they're easy to defeat because Coinfeigms do a lot of damage to them, keep your party together and hit as many as possible on each cast. The Blackthorns can cast Coinfeigms of level 4 but they won't hurt you much because of your levels, so have everybody attack with everything you have and you won' have problem on beating this battle. After the battle Silphatos says that if people keep fighting each other and using Coinfeigms the Blue Earth will cease to exist anyways, everything is about to colapse when a spirit saves Fazz.

CONGRATULATIONS, YOU FINISHED THE GAME.

SECTION 10 - [ALTERNATE ROUTES] -----

Here I will put the possible changes on the battle's sequence that may occur if you select different answers, note that if you want to get the best ending you should ignore this section and follow just the walkthrough.

[Chapter 1] - Stir +-----

No alternate routes on this chapter.

[Chapter 2] - For whom do you fight +-----

If you answer "Special..." to Romleth and "Yes I was" to Elena you will find Tinn at the Fort Yugo and you will have the chance of recruiting her earlier.

FORT YUGO
Objective: Rescue Tinn
Enemies: 3x Bow(Gote), 2x Spear(Zeneth), Dagger(Kashis), 3x Sword(Amu), 3x Sword
(Sonova), Ring(Zeneth), Ring(Ema), Bow(Kashis),
Level Cap: 13
Items: Long Sword, Bronze Mail(Hidden).
Hidden item: 2nd square left of the main stair (16step).
Suggested level: 18.

Before the battle Fazz will see Tinn that escaped as Leimrey said, she comes from a door and attacks an enemy, Tinn is really happy to see Fazz again but she is in the middle of the enemy soldiers and your mission will be to save her.

That's the first tough battle in Hoshigami, your high levels won't make much difference once Tinn is two levels below the enemies and if she dies is GAME OVER. Before starting make sure to place Trish all to the right to make easier healing Tinn. Once started move all your characters to the right, the archer won't hurt you because of your high levels. With Tinn, move all the way down, towards your characters, this way you will avoid most of the enemies attacks, including the arrows.

In the next turn, have Trish heal Tinn no matter how much she was injured, have your strong characters climb up the small stair and attack the enemies there. don't advance to much or you will be an easy target for the archers. Tinn will probably get some damage but not much. In the next turn have Trish kill a group of enemies from below(don't climb the stairs with Trish), if you powered up your coins like I told you before you should kill them in one cast. Kill the other enemies near your party and hide Tinn behind your high-leveled characters.

Once Tinn is hidden, this battle will become easy as the previous ones, advance with your without having to care about them, your levels should be high enough too kill the enemies without problem. With Tinn climb down the stair and keep moving left toward the hidden item. After killing all the enemies below you will have to kill the archers that are on the high places of the Fort, you don't need to climb up the long way 'til the enemies, finish them with Coinfeigm from below and the mission is completed.

After the battle a conversation between Fazz and Tinn will take place, Tinn asks Fazz to come with him, and you will have to choose:

- 1 - "I still can't let you."
- 2 - "Alright."

The answer will affect whether Tinn will join you or not, if you want to recruit Tinn now select the answer 2.

[Chapter 3] - Enter Jacqueline ++++++

If you select "I dunno what to say" at Mount Tesina instead of "A woman of such beauty" you won't fight the second time at Lake Ecroga therefore won't recruit Jacqueline.

[Chapter 3 - Forced March ++++++

If you select "Continue Onward" at Queld instead of "Send a messenger" the chapter 3 will change, including its name, instead of Enter Jacqueline the chapter will be called Forced March. I'm still fighting here to see what changes so in the final of this FAQ it will be here.

[Chapter 4] - The fate of the Blue Earth ++++++

After the first battle of the chapter, at Kamdell if you select "Let's move on" instead of "Let's go to the temple" you will go directly to Roundart and the battles will be these.

Another easy battle, just move all your party towards Leimrey, use long-range attacks and Coinfeigms a lot(LEVEL 4), that's all you have to do. After the battle Fazz escapes. If you select "Let's go to Roundart." you will follow the same sequence that you would go if you would choose "Let's move on." earlier on. The level cap will be different, in the first battle at Roundart it's 33 and in the second is 34 with Leimrey at 36. After a lot of convesation the chapter 4 ends.

[Chapter 5] - Beliefs +-----

No alternate routes on this chapter.

[Chapter 6] - The beginning of the end +-----

If you recruit Tinn at Fort Yugo or just sponge her off the battle at Lar Dellue will change.

LAR DELLUE
Objective: Defeat all enemies.
Enemies: 11x Elegiac Knights(Sword-Vugtis), 2x Ring(Zeneth), 2x Ring(Ema).
Level Cap: 48
Items: Ornament Book(Manual), Moon Necklace(hidden), White Seal(hidden).
Hidden item 1: From pillar left of your party move twice down.
Hidden item 2: From the center of circle of deities move 8x right and 2x down.
My level: Fazz-52, Elena-58, Romleth-53, Leia-53, Jacqueline-53, Silphatos-51,
Chroma-53.

Here Fazz meets Villa and Blackthorn, Villa says that even with the power he has he can't open the gate to the Ixian Temple, but now that Fazz is here things turned easier, Villa escapes through the gate and says that if Fazz wants to stop him he will have to go after him, so the battle starts.

This battle is very easy, like in the other battles against the Elegiac Knights they have very low defense against Coinfeigms, so use them without fear, try to hit as many as possible on each cast and you shouldn't have problem on beating this battle. The hidden items are not worth of going after them, so kill the enemies as fast as you can, try to kill the mages fast too to avoid them from healing the enemies. After the battle you will be back to the world map.

If you don't have Silphatos, Zelstan, Leia, Alveen, Elena and Tinn after the battle against Villa the game will end after finishing Villa.

SECTION 11 - [ENDINGS] -----

Here's the endings I saw so far, contributions here will be very appreciated. First of all let me tell you that before all endings you will see a cutscene of how the other characters are doing after defeating Villa/Silphatos, they are always the same and I will write them below. The ending itself will only change depending on what happened to the characters, and I will write them too.

Below is what happens to the other characters.

Luke

You will see a scene in a forest, he burns the old book about the Legend of King Sarnus and says to Yenold that he fulfilled the Legend aside with his son, so he says that he must get back to the work and write the real Legend of King Sarnus.

Reuperl

Reuperl is back to Aus, there he realizes that the Order of Da Nante and Nightweld fulfilled their duties, now "HE" must build a new world.

Chroma

Back to the tower, he goes after her rabbits, Rodriguez and Gonzalez, but seems that she went to the wrong tower, instead of the rabbits she finds Hedrich and LuckyMan there.

Gomes

He is now back to his work as a business man, then he decides to go on a travel around the world and make different trades with different people.

Jacqueline

Back to Quel'd, she becomes president of the Jacqueline's Travelling Troupe.

Leia

Back to the Temple of water, she prays to Zeneth to bless the saviour of Mardias.

Romleth

Finds a dog and decides to take him as a friend, he decides to call the dog with the same name as...

Silphatos

Back to the Tower of Wind Siphatos realizes that the Marselva isn't needed anymore, so he breaks it.

Tinn

At Dissoal Tinn plants some flower seed in order to make Dissoal ever better when Fazz comes back.

Alveen

Again visiting his father's grave, he lays some flowers and his sword, then he leaves.

Zelstan

On the castle he decides to help people on the rebuilt of Mardias.

Leimrey

Can some one check it out, what happens if Leimrey is alive ?

[Best Ending] +-----

For people who wondered about the "best ending" I'm telling you that it isn't really an ending, If Silphatos, Elena, Zelstan, Alveen, Leia and Tinn(recruited at Lar Dellue) are on your party and alive after the last battle agains Villa you will see a different cutscene then you will have the chance of saving your game and you will be back to the world map, Fazz will receive a letter from Silphatos calling everybody to a party at the Tower of Wind, there you will have a conversation where you will realize that Silphatos is the real bad boy of the game, he all the way manipulated Fazz and Villa in order to break the seal that Sarnus and Elvilla have put on Vugtis(his master), refer to the walkthrough for more info, so you will have a fight against Silphatos and by defeating him you will get one of the endings below.

[Ending 1 - Elvilla protected us] ++++++

To get this ending you need Tinn in your party and she must be alive after the last battle against Villa, I think Elena must be dead. Fazz wakes up on a forest near his hometown, Tinn appears and Fazz realizes that Tinn is the priestess of Elvilla and that's why Elvilla protected them. Then they decide to go back to Mardias since the sanctuary is no longer needed, since war ended.

[Ending 2 - I will take care of you] ++++++

To get this ending you need Elena in your party and she must be alive after the last battle against Villa, Tinn can't be recruited or you can kill her before this ending. Fazz wakes up on the forest near his hometown, He's confused and seems to have lost his memories, Elena appears and Fazz asks about Leimrey, Fazz says that Leimery must have knocked him out while training. Elena realizes that Fazz lost his memories and decides to take care of him.

]Ending 3 - Where are we ?] ++++++

To get this ending you must kill Elena and Tinn before finishing the last battle so Fazz and Romleth will wake up on the forest near Kersillius, they have no idea of where they are, so they decide to follow a light on the Ixian Temple that they can see far away. Romleth says that before moving their primary objective is look for food somewhere.

Ending 4 - Don't forget about me] ++++++

To get this ending you must kill Elena, Tinn and Romleth before finishing the last battle, Fazz will wakes all alone on the forest near Kersillius, he walks on the forest and realizes that there's noboby with him, as the war have ended he says that there's no need for him to stay in this sanctuary, so he decides to get back to the others or else they will forget about him, before leaving he says goodbye to his Dad.

SECTION 12 - [TOWER OF TRIAL] -----

The Tower of Trial is a place that is located along the world, there you can enter a battle at any time and this way gain some levels, you can't enter a story battle after you've finished it so you will see yourself a lot of times on the Tower of Time gaining levels. When you fight in the Tower of Trial and win the battle you can receive a rare seal that you normally couldn't buy at shops, so fight a lot to gain some seals and levels.

The Tower of Trial is splited by floors, each floor has its own enemies, in other words this means, the levels of the enemies won't chance, on the first

floor of the first tower the enemies will be at level 1 even if you are on the level 10. Each tower has 20 floors and on the topmost floor you will have to do a 6-hit Attack Session in order to receive an item from a enemy.

NOTE : I will call the enemies by its weapon, Sword(Ema) means that the enemy has a sword and its deity is Ema.

[Tower of Trial 1] +-----

LOCATION: West of Aus.

TOWER OF TRIAL - FLOOR 1
Objective: Defeat all enemies.
Enemies: M.Star(Amu), Dagger(Kashis), Sword(Gote).
Enemies level: 1
Suggested level: 1

TOWER OF TRIAL - FLOOR 2
Objective: Defeat all enemies.
Enemies: Spear(Amu), Spear(Zeneth), Axe(Amu), Sword(Kashis).
Enemies level: 1
Suggested level: 3

TOWER OF TRIAL - FLOOR 3
Objective: Defeat all enemies.
Enemies: Boomerang(Kashis), Boomerang(Gote), M.Star(Gote).
Enemies level: 2
Suggested level: 4

TOWER OF TRIAL - FLOOR 4
Objective: Defeat all enemies.
Enemies: Sword(Gote), Ring(Ema), 2x Sword(Kashis), Spear(Gote).
Enemies level: 2
Suggested level: 5

TOWER OF TRIAL - FLOOR 5
Objective: Defeat all enemies.
Enemies: Ring(Kashis), Dagger(Ema), 2x Dagger(Gote), Axe(Amu), Bow(Gote).
Enemies level: 2.
Suggested level: 5

YOU CAN NOW SAVE YOUR GAME, YOU NEED LEAVE THE TOWER FIRST OF COURSE.

TOWER OF TRIAL - FLOOR 6
Objective: Defeat all enemies.
Enemies: Bow(Gote), Axe(Gote), Bow(Sonova), Ring(Ema), Sword(Amu), Ring(Zeneth),
Dagger(Kashis).

TOWER OF TRIAL - FLOOR 13

Objective: Defeat all enemies.

Enemies: Spear (Amu)x2, Axe (Sonova)x2, Ring (Ema), Ring (Gote), Bow (Amu), Ring (Zeneth).

Enemies level: 6

Suggested level: 10

Separator line of asterisks

TOWER OF TRIAL - FLOOR 14

Objective: Defeat all enemies.

Enemies: Sword (Sonova)x2, Axe (Gote), Bare Hands (Gote), Bow (Gote), Ring (Zeneth), Ring (Ema).

Enemies level: 6

Suggested level: 10

Separator line of asterisks

TOWER OF TRIAL - FLOOR 15

Objective: Defeat all enemies.

Enemies: Ring (Zeneth)x2, Ring (Ema), M.Star (Amu), Dagger (Kash)x2, Sword (Amu).

Enemies level: 6

Suggested level: 11

Separator line of asterisks

TOWER OF TRIAL - FLOOR 16

Objective: Defeat all enemies.

Enemies: Boomerang (Kashis), Sword (Zeneth), M.Star (Zeneth), Bow (Amu), Axe (Gote), Spear (Zeneth), Ring (Ema).

Enemies level: 7

Suggested level: 11

Separator line of asterisks

TOWER OF TRIAL - FLOOR 17

Objective: Defeat all enemies.

Enemies: Sword (Amu), M.Star (Gote), Bare hands (Amu), Ring (Sonova), Ring (Ema), Dagger (Zeneth), Bow (Kashis).

Enemies level: 7

Suggested level: 12

Separator line of asterisks

TOWER OF TRIAL - FLOOR 18

Objective: Defeat all enemies.

Enemies: Ring (Zeneth), Boomerang (Gote), Bow (Gote), Dagger (Kashis), Ring (Ema), Bare Hands (Kashis), Spear (Zeneth).

Enemies level: 8

Suggested level: 13

Separator line of asterisks

TOWEE OF TRIAL - FLOOR 19

Objective: Defeat all enemies.

Enemies: Ring (Ema), Ring (Zeneth), Bow (Gote), Dagger (Kashis), Axe (Sonova) Sword (Amu), Spear (Amu).

Enemies level: 8

Suggested level: 14

Separator line of asterisks

```

#####
TOWER OF TRIAL TOPMOST FLOOR
Objective: Perform a 6-hit Attack Session on Zaji.
Enemies: Spear(Sonova), Sword(Sonova), Dagger(Sonova), M.Star(Sonova), Zaji
        (Bare hands-Sonova).
Enemies level: 9
Suggested level: 14
#####

```

Your objective here is perform a 6-hit Attack Session on Zaji, so I will first explain how you should place your characters.

```

Map of the floor:          Keys:

[Kri][  ][Zaj][  ][Che]   [Kri] - Krista   [Lei] - Leirey
[  ][  ][  ][  ][  ]     [Che] - Chester [ENE] - Enemy
[Lei][  ][  ][  ][Trs]    [Tri] - Trieni  [Zaj] - Zaji
[  ][  ][  ][ENE][  ][  ] [Faz] - Fazz
[Ais][ENE][Faz][ENE][Tri] [Ais] - Aisha
[  ][  ][  ][ENE][  ][  ] [Trs] - Trish

```

There's two enemies that don't allow you to do the Attack Session, the ones on the sides of Fazz, but it won't be a problem, the one to the right Fazz and Treni should kill with normal attacks, the one to the left you can push with Leimrey, just move one square right, push him down and move back to your place. The characters that should push Zaji toward the attack session is Chesters, so arrange all other characters facing these directions:

```

        down   Zaj  Chester
                any
right right  up

```

With Chester push Zaji to the left and you're done. By performing a 6-hit Attack Session on Zaji you will receive a Cure coin with high stats including AOE 5.

[Tower of Trial 2] +++++

Location: East of Widden.

```

#####
TOWER OF TRIAL - FLOOR 1
Objective: Defeat all enemies.
Enemies: Dagger(Kashis), M.Star(Amu), Sword(Gote).
Enemies level: 3
Suggested level: 14
#####

```

```

#####
TOWER OF TRIAL - FLOOR 2
Objective: Defeat all enemies.
Enemies: Spear(Zeneth), Spear(Amu), Axe(Amu), Sword(Kashis).
Enemies level: 3
Suggested level: 15
#####

```

Tower of Trial - Floor 3
Objective: Defeat all enemies.
Enemies: Boomerang(Kashis), Boomerang(Gote), Bow(Gote).
Enemies level: 4
Suggested level: 15

Tower of Trial - Floor 4
Objective: Defeat all enemies.
Enemies: Sword(Gote), Sword(Kashis), Spear(Gote), Spear(Kashis), Bow(Zeneth)
Ring(Ema).
Enemies level: 4
Suggested level: 15

Tower of Trial - Floor 5
Objective: Defeat all enemies.
Enemies: Bow(Gote), 2x Dagger(Gote), Ring(Ema), Ring(Kashis), Axe(Amu).
Enemies level: 5
Suggested level: 16

YOU CAN SAVE YOUR GAME NOW, YOU NEED LEAVE THE TOWER FIRST OF COURSE.

Tower of Trial - Floor 6
Objective: Defeat all enemies.
Enemies: Ring(Ema), Ring(Zeneth), Dagger(Kashis), Axe(Gote), Bow(Sonova), Sword
(Amu).
Enemies level: 5
Suggested level: 16

Tower of Trial - Floor 7
Objective: Defeat all enemies.
Enemies: Ring(Ema), Ring(Zeneth), M.Star(Gote), Bow(Gote), Bow(Kashis), Spear
(Zeneth).
Enemies level: 5
Suggested level: 17

Tower of Trial - Floor 8
Objective: Defeat all enemies.
Enemies: Ring(Zeneth), Ring(Kashis), Ring(Sonova), Boomerang(Kashis), M.Star
(Amu), Bow(Amu), Sword(Sonova), Axe(Gote).
Enemies level: 6
Suggested level: 17

Tower of Trial - Floor 9
Objective: Defeat all enemies.
Enemies: M.Star(Gote), Bow(Amu), Ring(Ema), Ring(Zeneth), M.Star(Amu), Sword
(Sonova), Bow(Gote), Dagger(Kashis).

cc

TOWER OF TRIAL - FLOOR 16

Objective: Defeat all enemies.

Enemies: 2x Ring(Ema), Ring(Kashis), Ring(Zeneth), Axe(Gote), Spear(Zeneth),
M.Star(Zeneth), Bow(Amu), Boomrerang(Kashis), Sword(Sonova).

Enemies level: 9

Suggested level: 19

cc

cc

TOWER OF TRIAL - FLOOR 17

Objective: Defeat all enemies.

Enemies: Sword(Amu), M.Star(Gote), Bare Hands(Amu), Dagger(Sonova), Ring(Ema),
Ring(Zeneth), Bow(Kashis), Bow(Zeneth).

Enemies level: 9

Suggested level: 20

cc

cc

TOWER OF TRIAL - FLOOR 18

Objective: Defeat all enemies.

Enemies: 2x Ring(Ema), 3x Ring(Zeneth), 2x Bow(Gote), Bare Hands(Kashis), Dagger
(Kashis), Boomearang(Kashis)

Enemies level: 10

Suggested level: 20

cc

cc

TOWER OF TRIAL - FLOOR 19

Objective: Defeat all enemies.

Enemies: Spear(Sonova), Axe(Amu), Sword(Sonova), Dagger(Kashis), Bow(Gote),
Ring(Kashis), Ring(Zeneth), Ring(Ema).

Enemies level: 10

Suggested level: 20

cc

cc

TOWER OF TRIAL - TOPMOST FLOOR

Objective: Perform 6-hit Attack Session on Zaji.

Enemies: M.Star(Sonova), Spear(Sonova), 3x Dagger(Sonova), 2x Axe(Sonova), Sword
(Sonova), Spear(Sonova), Bow(Amu), Axe(Amu), Zaji(Bare hands-Sonova).

Enemies level: 10

Suggested level: 21

cc

Here you will have to perform a 6-hit attack Session on Zaji, you have seven characters and 8 squares to choose, first let's see how to place your seven characters.

Map of the floor:

Keys:

[] [] [] [Rom] []	[Faz] - Fazz	[Zaj] - Zaji
[ENE] [ENE] [] [Zaj] [ENE]	[Sil] - Silphatos	[ENE] - Enemy.
[] [Sil] [ENE] [Ele] []	[Ele] - Elena	
[ENE] [ENE] [ENE] [ENE] [ENE]	[Trs] - Trish	
[] [Trs] [ENE] [Faz] []	[Kri] - Krista	
[] [] [ENE] [] []	[Che] - Chester	
[] [] [] [] []	[Rom] - Romleth	
[] [Kri] [] [Che] []		

In order to make a 6-hit Attack Session you will need a lv2 Coinfeigm with AOE 13 and good POT, you will need to cast it the way you kill most of the characters that are on your way. Defend with the other charcters until you get Trish(the characters that you put defend must have an active turn before any enemy, so adjust it), then cast your lv2 Coinfeigm, all enemies that were on your way are gone now. Then just adjust you characters selecting session the way Romleth will push Zaji on the Session, facing these directions.

[Rom]
[Zaj]
any down

up down

up left

Move one square up with Krista and Chester, then select session the way above, attack with Romleth and that's it, you're done. By performing a 6-hit Attack Session on Zaji you will receive a Bonga Coin, with AOE 5, not really a good reward, but that's it.

[Tower of Trial 3] +-----

Location: North of Carmwell.

TOWER OF TRIAL - FLOOR 1

Objective: Defeat all enemies.

Enemies: Spear (Amu), Axe (Sonova), Bow (Kashis), Boomerang (Kashis), Ring (Zeneth),
Ring (Ema)

Enemies level: 8

Suggested level: 22

TOWER OF TRIAL - FLOOR 2

Objective: Defeat all enemies.

Enemies: Ring (Ema), Ring (Zeneth), Bow (Gote), Bow (Kashis), M, Star (Sonova), Sword
(Amu).

Enemies level: 9

Suggested level: 22

TOWER OF TRIAL - FLOOR 3

Objective: Defeat all enemies.

Enemies: 2x Ring (Zeneth), Dagger (Sonova), 2x Axe (Amu), M, Star (Sonova), Sword
(Sonova), Bow (Kashis).

Enemies level: 9

Suggested level: 23

TOWER OF TRIAL - FLOOR 4

Objective: Defeat all enemies.

Enemies: Sword (Amu), Sword (Sonova), Spear (Zeneth), Bow (Kashis), Boomerang (Gote),

Ring(Gote), Ring(Ema).

Enemies level: 10

Suggested level: 23

Separator line of diamond symbols

Separator line of diamond symbols

TOWER OF TRIAL - FLOOR 5

Objective: Defeat all enemies.

Enemies: M.Star((Kashis), Axe(Kashis), Spear(Kashis), Bow(Kashis), Ring(Zeneth), Ring(Ema), Dagger(Gote), Bow(Ema).

Enemies level: 10

Suggested level: 23

Separator line of diamond symbols

YOU CAN SAVE YOUR GAME NOW, YOU NEED LEAVE THE TOWER FIRST OF COURSE.

Separator line of diamond symbols

TOWER OF TRIAL - FLOOR 6

Objective: Defeat all enemies.

Enemies: 2x Bow(Gote), 4x Dagger(Kashis), Sword(Sonova), Ring(Ema).

Enemies level: 11

Suggested level: 23

Separator line of diamond symbols

Separator line of diamond symbols

TOWER OF TRIAL - FLOOR 7

Objective: Defeat all enemies.

Enemies: M.Star(Gote), Bow(Gote), Bow(Kashis), Ring(Ema), Ring(Zeneth), Sword(Sonova), Spear(Zeneth), Axe(Amu).

Enemies level: 12

Suggested level: 24

Separator line of diamond symbols

Separator line of diamond symbols

TOWER OF TRIAL - FLOOR 8

Objective: Defeat all enemies.

Enemies: M.Star(Gote), Sword(Amu), Axe(Sonova), Dagger(Kashis), Bow(Gote), 2x Ring(Ema), Ring(Zeneth), Boomerang(Gote).

Enemies level: 12

Suggested level: 24

Separator line of diamond symbols

Separator line of diamond symbols

TOWER OF TRIAL - FLOOR 9

Objective: Defeat all enemies.

Enemies: Sword(Amu), Axe(Sonova), Dagger(Kashis), 2x Ring(Gote), Ring(Ema), Sword(Sonova), Axe(Amu).

Enemies level: 13

Suggested level: 24

Separator line of diamond symbols

Separator line of diamond symbols

TOWER OF TRIAL - FLOOR 10

Objective: Defeat all enemies.

Enemies: Spear(Kashis), Bow(Gote), Sword(Kashis), Boomerang(Kashis), Ring(Zeneth).

Enemies level: 13

Suggested level: 25

Separator line of diamond symbols

TOWER OF TRIAL - FLOOR 1

Objective: Defeat all enemies.

Enemies: Bare Hands(Kashis), Bow(Kashis), Axe(Amu), Bare Hands(Amu), 2x Sword(Amu), Dagger(Gote), Bow(Gote), Ring(Ema), Axe(Sonova).

Enemies level: 17

Suggested level: 28

Separator line of symbols

Separator line of symbols

TOWER OF TRIAL - FLOOR 2

Objective: Defeat all enemies.

Enemies: Bare Hands(Amu), M.Star(Amu), Bare(Sonova), Spear(Sonova), Axe(Sonova), 2x Bow(Sonova), 2x Ring(Ema), Boomerang(Ema).

Enemies level: 18

Suggested level: 28

Separator line of symbols

Separator line of symbols

TOWER OF TRIAL - FLOOR 3

Objective: Defeat all enemies.

Enemies: Bare Hands(Kashis), 2x Ring(Ema), Ring(Sonova), 2x Bow(Gote), M.Star(Gote), Bow(Sonova).

Enemies level: 19

Suggested level: 29

Separator line of symbols

Separator line of symbols

TOWER OF TRIAL - FLOOR 4

Objective: Defeat all enemies.

Enemies: Spear(Zeneth), Dagger(Zeneth), Boomerang(Zeneth), 2x Ring(Zeneth), Spear(Sonova), Bare Hands(Sonova), M.Star(Amu).

Enemies level: 20

Suggested level: 29

Separator line of symbols

Separator line of symbols

TOWER OF TRIAL - FLOOR 5

Objective: Defeat all enemies.

Enemies: Spear(Sonova), Sword(Sonova), Ring(Amu), Axe(Amu), Bow(Amu), Bow(Gote), M.Star(Gote), Dagger(Kashis).

Enemies level: 20

Suggested level: 29

Separator line of symbols

YOU CAN NOW SAVE YOUR GAME, YOU NEED LEAVE THE TOWER FIRST OF COURSE.

Separator line of symbols

TOWER OF TRIAL - FLOOR 6

Objective: Defeat all enemies.

Enemies: 2x Spear(Zeneth), Sword(Amu), Bare Hands(Sonova), Bow(Gote), Dagger(Amu), 2x Ring(Ema).

Enemies level: 21

Suggested level: 30

Separator line of symbols

Separator line of symbols

TOWER OF TRIAL - FLOOR 7

Objective: Defeat all enemies.

Enemies: Spear(Amu), Axe(Amu), Sword(Amu), Bow(Amu), Bow(Gote), Dagger(Kashis), 2x Ring(Ema).

cc

TOWER OF TRIAL - FLOOR 2

Objective: Defeat all enemies.

Enemies: 2x Dagger(Kashis), 2x Ring(Ema), 2x Spear(Zeneth), Sword(Amu), Dagger
(Sonova).

Enemies level: 30

Suggested level: 40

cc

cc

TOWER OF TRIAL - FLOOR 3

Objective: Defeat all enemies.

Enemies: 2x Bow(Gote), Axe(Sonova), Spear(Sonova), Sword(Sonova), Dagger(Sonova)
Ring(Ema), Ring(Zeneth), M.Star(Sonova).

Enemies level: 31

Suggested level: 41

cc

cc

TOWER OF TRIAL - FLOOR 4

Objective: Defeat all enemies.

Enemies: 2x Dagger(Kashis), 2x Sword(Sonova), 2x Axe(Amu), 2x Bow(Gote), 2x
Ring(Ema).

Enemies level: 31

Suggested level: 41

cc

cc

TOWER OF TRIAL - FLOOR 5

Objective: Defeat all enemies.

Enemies: Sword(Amu), Sword(Sonova), 2x Spear(Zeneth), Bow(Gote), Ring(Ema),
M.Star(Amu).

Enemies level: 32

Suggested level: 42

cc

YOU CAN SAVE YOUR GAME NOW, YOU NEED LEAVE THE TOWER FIRST OF COURSE.

cc

TOWER OF TRIAL - FLOOR 6

Objective: Defeat all enemies.

Enemies: 2x Sword(Sonova), Bow(Gote), 2x Dagger(Gote), 2x Sword(Amu), 2x Ring
(Ema), Boomerang(Kashis).

Enemies level: 32

Suggested level: 41

cc

cc

TOWER OF TRIAL - FLOOR 7

Objective: Defeat all enemies.

Enemies: 2x Bow(Gote), Axe(Amu), Axe(Gote), Sword(Amu), Dagger(Kashis), Sword
(Ema), Ring(Ema).

Enemies level: 33

Suggested level: 42

cc

cc

TOWER OF TRIAL - FLOOR 8

Objective: Defeat all enemies.

Enemies: Boomerang(Kashis), 2x Ring(Ema), Sword(Sonova), Bow(Ema), Dagger(Amu),

M.Star(Amu), Spear(Zeneth).

Enemies level: 33

Suggested level: 42

Separator line of diamond symbols

Separator line of diamond symbols

TOWER OF TRIAL - FLOOR 9

Objective: Defeat all enemies.

Enemies: M.Star(Amu), 2x Sword(Sonova), Ring(Zeneth), Bow(Gote), Axe(Gote), Spear(Zeneth), Axe(Amu), Bow(Ema).

Enemies level: 34

Suggested level: 42

Separator line of diamond symbols

Separator line of diamond symbols

TOWER OF TRIAL - FLOOR 10

Objective: Defeat all enemies.

Enemies: 2x Spear(Zeneth), 2x Bow(Gote), 2x Sword(Amu), 2x Sword(Sonova), 2x Dagger(Sonova), 2x Ring(Ema).

Enemies level: 34

Suggested level: 43

Separator line of diamond symbols

YOU CAN SAVE YOUR GAME NOW, YOU NEED LEAVE THE TOWER FIRST OF COURSE.

Separator line of diamond symbols

TOWER OF TRIAL - FLOOR 11

Objective: Defeat all enemies.

Enemies: M.Star(Zeneth), 2x Ring(Ema), 2x Bow(Zeneth), Spear(Zeneth), Sword(Amu), Axe(Amu).

Enemies level: 36

Suggested level: 43

Separator line of diamond symbols

Separator line of diamond symbols

TOWER OF TRIAL - FLOOR 12

Objective: Defeat all enemies.

Enemies: 2x Ring(Em

Enemies level:

Suggested level:

Separator line of diamond symbols

Separator line of diamond symbols

TOWER OF TRIAL - FLOOR

Objective:

Enemies:

Enemies level:

Suggested level:

Separator line of diamond symbols

Separator line of diamond symbols

TOWER OF TRIAL - FLOOR

Objective:

Enemies:

Enemies level:

Suggested level:

Separator line of diamond symbols

Separator line of diamond symbols

TOWER OF TRIAL - FLOOR

beginner rooms and now you will have more 30 rooms on the Advanced mode, here you have to make the 6-hit attack session on the first turn before he moves or he will cast a Coinfeigm and kill all characters on the screen.

Sajiri will give you the seven characters needed to do the Attack section, but you will use them just in the House of Sessions, not in the story. To enter the House of Sessions enter the options, then select House of Sessions(must be playing)

NOTE: Here's the sequence that the characters will move.

- 1° - Tinn
- 2° - Elena
- 3° - Fazz
- 4° - Leimrey
- 5° - Reuperl
- 6° - Romleth
- 7° - Alveen

NOTE: You can change the initial position of your characters, but I'm placing them this way to make things easier considering each character's time to move. Push means use "Shoot" command.

KEYS:

- [Alv] - Alveen [Al2] - Move Alveen to this place. [st+number] - Means step
- [Tin] - Tinn [Ti2] - Move Tinn to this place. + its height.
- [Ele] - Elena [El2] - Move Elena to this place. [Saj] - Sajiri.
- [Faz] - Fazz [Fa2] - Move Fazz to this place. [ENE] - Enemy.
- [Lei] - Leirey [Le2] - Move Leimrey to this place.
- {Rom} - Romleth [Ro2] - Move Romleth to this place.
- [Reu] - Reuperl [Re2] - Move Reuperl to this place.

 [Beginner's House] ++++++

+++++
 HOUSE OF SESSIONS - ROOM 1
 +++++

Map of the room:

Strategy:

- [Alv] [Tin] - Select Session with full gauge facing down.
- [] [Ele] - Select Session with full gauge facing down.
- [Saj] [Faz] - Select Session with full gauge facing down.
- [] [Lei] - Select Session with full gauge facing down.
- [Tin] [Reu] - Select Session with full gauge facing down.
- [] [Rom] - Select Session with full gauge facing any
- [Ele] side.
- [] [Alv] - Move toward [Saj] then push him toward [Tin].
- [Faz]
- [] THAT'S IT, LET'S MOVE TO THE ROOM 2.
- [Lei]
- []
- [Reu]
- []
- [Rom]

HOUSE OF SESSIONS - ROOM 2

Map of the room:

Strategy:

[Alv]
[]
[Saj]
[]
[]
[Rom][][Tin][][Ele]
[Reu][][Lei][][Faz]

[Tin] - Move one square up then select session with full gauge facing right.
[Ele] - Move one square up then select Session with full gauge facing down.
[Faz] - Just select Session with full gauge then face left.
[Lei] - Just select Session with full gauge then face left.
[Reu] - Just select Session with full gauge then face up.
[Rom] - Move one square up then select Session with full gauge facing any side.
[Alv] - Move toward [Saj] then push him toward [Tin].

THAT'S IT, LET'S MOVE TO THE ROOM 3.

HOUSE OF SESSIONS - ROOM 3

Map of the room:

Strategy:

[Alv]
[]
[Saj]
[Tin]
[]
[Ele]
[]
[Faz][]
[]
[]
[Lei]
[]
[][Reu]
[]
[Rom]

[Tin] - Select session with full gauge and facing down.
[Ele] - Select session with full gauge and facinf down.
[Faz] - Move one square to the right then select session facing down.
[Lei] - Move one square up and select session facing down.
[Reu] - Move one square up, one left, then select session facing down.
[Rom] - Move one square up and select session facing side.
[Alv] - Move toward [Saj] and push him toward [Tin]

THAT'S IT, LET'S MOVE TO THE ROOM 4.

HOUSE OF SESSIONS - ROOM 4

Map of the room:

Strategy:

[Alv]
[]
[Saj]
[]
[Tin]

[Tin] - Select session with full gauge and facing down.
[Ele] - Select session with full gauge and facing down.
[Faz] - Move one square right, push the enemy away,


```

[Reu]          [Tin] - Move one square down then select session
[Saj]          with full gauge facing down.
[Tin]          [Ele] - Move one square down then select session
[  ]          with full gauge facing down.
[Ele]          [Faz] - Move one square down then select session
[  ]          with full gauge facing down.
[Faz]          [Lei] - Move one square down then select session
[  ]          with full gauge facing down.
[Lei]          [Reu] - Just wait, adjust your RAP gauge the
[  ]          his next move be one before [Saj].
[Rom]          [Rom] - Move one square down then select session
[  ]          with full gauge facing down.
[Alv]          [Alv] - Move one square down then select session
              with full gauge facing any side.
              [Reu] - Push [Saj] toward [Tin].

```

THAT'S IT, LET'S MOVE TO THE ROOM 7.

NOTE: You must use Leimrey or Reuperl to push Sajiri 'cause he's on a higher ground and only the Spear can reach him.

```

cccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccc
HOUSE OF SESSIONS - ROOM 7
cccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccc

```

Map of the room:

```

              [st9]
          [st7][  ][Reu][  ]
          [st9][  ][  ]
[Ele][  ][Tin][  ][Saj][st8][  ]
[  ][  ][  ][  ][  ]
[  ][  ][Lei][  ][Faz]
[  ][  ][  ][  ][  ]
[Rom][  ][  ][  ][Alv]

```

Strategy:

```

[Tin] - Select session with full gauge, face left.
[Ele] - Select session with full gauge, face down.
[Faz] - Select session with full gauge, face down
[Lei] - Select session with full gauge, face right.
[Reu] - Wait, adjust your RAP meter the way your next move be one before [Saj].
[Rom] - Move 2 squares up, select session and face right.
[Alv] - Select session with full gauge, face any side.
[Reu] - Move to the [st8] and push [Saj] toward [Tin].

```

THAT'S IT, LET'S MOVE TO THE ROOM 8

```

cccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccc
HOUSE OF SESSIONS - ROOM 8
cccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccc

```

Map of the room:

[][Alv][][][][][Ro2]
[][][][][][][]
[Al2][Saj][Ti2][][][Rom][Re2]
[][st6][][][st4][]
[][Faz][Fa2][][El2][Reu][Le2]
[][st7][][][][]
[][Tin][st4][Ele][st3][Lei][]

Strategy:

- [Tin] - Move to the square [Ti2], select session with full gauge and facing down.
- [Ele] - Move to the square [El2], select session with full gauge and facing right.
- [Faz] - Move to the square [Fa2], select session with full gauge and facing right.
- [Lei] - Move to the square [Le2], select session with full gauge and facing up.
- [Reu] - Move to the square [Re2], select session with full gauge and facing up.
- [Rom] - Move to the square [Ro2], select session with full gauge and facing any side.
- [Alv] - Move to the square [Al2] and push [Saj] toward [Ti2].

THAT'S IT, LET'S MOVE TO THE ROOM 9.

HOUSE OF SESSIONS - ROOM 9

Initial position:

Strategy:

- | | |
|-------------------------|--|
| [Alv] | [Tin] - Select session with full gauge and facing down. |
| [] | |
| [Saj] | [Ele] - Select session with full gauge and facing down. |
| [] | |
| [Tin] | [Faz] - Select session with full gauge and facing any side. |
| [] | |
| [Ele] | [Lei] - Move one square left, push the enemy below, move back, select session facing down. |
| [] | |
| [ENE][][Lei][][ENE] | |
| [] | |
| [ENE] | [Reu] - Move one square up, push the enemy at the right side, move back, select session facing left. |
| [Faz][][Reu][ENE][Rom] | |
| [] | |
| [] | [Rom] - Select session with full gauge and facing left. |
| [] | |
| [] | [Alv] - Move toward [Saj] and push him toward [Tin]. |

THAT'S IT, LET'S MOVE TO THE ROOM 10.

HOUSE OF SESSIONS - ROOM 10

Map of the room:

Strategy:

[][][][Saj][][][] I don't have a 100% accurate strategy, I
[][][][][][][] will try to find it and post on the next

[ENE][][ENE][][ENE][][ENE]
 [][][][][][][][][][]
 [][ENE][][ENE][][ENE][][]
 [][][][][][][][][][]
 [][][][ENE][][ENE][][][]
 [][][][][][][][][][]
 [][][][][ENE][][][][][]
 [][][][][][][][][][]
 [][][][][][][][][][]
 [][][][][][][][][][]
 [Rom][Tin][Ele][Faz][Lei][Reu][Alv]

update, there's just some tips:

- Make this kind of formation:

```

  [***][ ][***][ ][***]
  [ ][ ][ ][ ][ ][ ][ ][ ]
  [***][ ][***][ ][***]

```

- Have Leimrey, Reuperl and Tinn in the front 'cause they can hit enemies two squares away. As the enemies move, kill them or push, depending on the HP.

- Have Alveen move all the way up and wait for [Saj] to move toward one of your allies, then move behind [Saj] but not too close.

- Keep pushing the enemies and make the best formation depending on the position of [Saj].

- With some luck after a few turns you should do it.

THAT'S IT, BY PASSING THROUGH THIS ROOM YOU WIN THE SKILL MANUAL "WAY OF SWORD", LET'S MOVE TO THE ROOM 11.

 [Advanced House] +-----

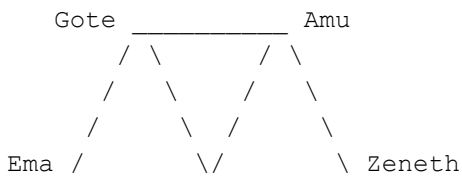
I won't give you strategies for these rooms, since Daniel Sleutel <dantheman41@yahoo.com> has a FAQ with strategies for all rooms, take a look on his good FAQ to finish the House of Sessions.

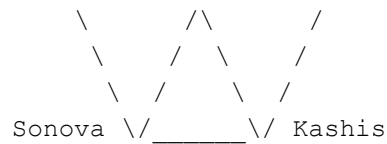
 SECTION 14 - [INCREASING STATS OF YOUR COINS] -----

Here I will put all good engraving combinations I found and what I got on the message board, contributions on this sections are more than appreciated, of course I will credit everybody.

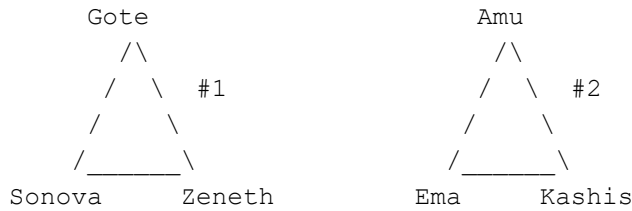
 [Elemental Coins] +-----

First I will explain one way of increasing stats of your elemental coins. First of all take a look on the Circle of Deities:





There are two triangles inside of this circle, the triangles are these:



Increasing lots of stats + AOE

First choose one Deity, take a look on the triangles to see in what triangle it is. Then combine the Coin of the Deity you chose with a lv1 seal of one of the other Deities plus a lv6 seal of the other Deity.

For example, let's use Sonova, the other Deities that are together on its triangle are Gote and Zeneth, take one coin of Sonova, Bondes for example, on the coin shop select engraving and engrave on the coin Bondes a lv1 seal, Ice and a lv6 seal that's Tunderclap on this example. The stats of your coin will increase this way:

MCP	CPC	RC	RNG	AOE	SR	POT
+5	-1	-1	+0	+4	--	+2

That's a good way of increasing your stats, once at the chapter 3 you can buy the lv6 Seals.

Here's another way of increasing lots of stats of your coins plus AOE, first go to the engrave option and select 2 seals, choose the coin you want and put a lv1 seal of the same deity as the coin plus a level 7 seal of the same deity too, for example let's use the Laicle coin, put a level 1 seal plus a level 7 seal of Gote deity, which are Lightning+Mirage, the stats of your coins will increase this way:

MCP	CPC	RC	RNG	AOE	SR	POT
+10	-1	-1	+0	+4	--	+0

Here's the best way of increasing lots of stats including AOE, first go to the engrave option and select a coin of the deity you want, select 2 seals and put two level 7 seals of the same deity as your coin. For example, using the Grulla coin, put two level 7 seals of Amu, that's the Entity seal, your coin's stats will increase this way.

MCP	CPC	RC	RNG	AOE	SR	POT
+10	-2	-2	+0	+12	--	+4

Increasing lots of stats + Range

Now here's how to increase the Range of your coin, first identify where the Deity you chose is, then engrave one lv1 seal of one of the other Deities of its triangle with a lv2 seal of the Deity left.

Take a look on the example, let's use Ema, the coin Gaiga to be more specific, go to the coin shop and enter the engraving option, select 2 seals and first put the lv1 seal of one of the other Deities(Kashis or Amu of course), for example let's use Fire, then take a lv2 seal of the Deity left that's Kashis, the seal is Green. You will change the stats of your coins this way:

MCP	CPC	RC	RNG	AOE	SR	POT
+0	+2	+2	+1	+0	--	-5

This will increase the range of your coins but will decrease some other things, this isn't really a problem since you can increase them again with the first method.

Here's the best way I found of increasing lots of stats plus the range of your coin, first go to the engrave option and select two seals, select the Coin you want to increase stats and take a look on the circle of Deities to see which deity is opposed to the deity of the coin you want to use. Then put a level 1 seal of the same deity as your coin plus a lv7 seal of the opposed deity. Here's an example, let's use the coin Gaiga, put the level 1 seal which is Earth plus a level 7 seal of the opposed deity which is Tundra, the stats of your coins will increase this way:

MCP	CPC	RC	RNG	AOE	SR	POT
+7	-1	-1	+1	+0	--	+0

That's for now, In the next version I expect to put some good engraving combinations on the Black and White Coins.

[White Coins] +-----

[Black Coins] +-----

NOTE ABOUT AOE: The AOE increases just three times, from 1 to 5, from 5 to 13 and from 13 to 25, then when I say that the combination will add 4 of AOE means that my coins was at AOE 1, so if your coin is already at AOE 13 your bonus will be +12 instead of 4. All the combinations I did with AOE = 1.

SECTION 15 - [LEVELING UP YOUR COINS] -----

Here I will try to explain how to level up your coins, contributions on this section will be very appreciated.

[Elemental Coins] ++++++

First let me tell you that to level up a coin this coin need some minimal stats, with the coins of the 6 initial deities after reaching the stats needed you will just need to use a Emblem Seal of the same deity as the coin or two level 6 or two level 1 seals of the other deities that are on the same triangle of your coin's deity. Here's the requiriments:

Level 1 coin to level 2 coin.

MCP	POT
30	40

Level 2 coin to level 3 coin.

MCP	AOE	POT
50	5	60

Level 3 coin to level 4 coin.

MCP	AOE	POT
70	13	110

Level 4 coins to forbidden coin.

still haven't found.

[White Coins] ++++++

Here's what I found about the way of level up a white coin, once reached these stats just use a Halo or a Purity seal

From Cure to Cure Re

MCP	POT
30	40

From Cure Re to Cure Zu

MCP	AOE	POT
50	5	80

From Cure Zu to Re Cure

MCP	RNG	AOE	POT
70	8	13	130

From Re Cure to Re Vin

MCP	CPC	RC	RNG
70	50	50	9

From Re Vin to Re Via

MCP	CPC	RC
100	60	60

From Re Via to ??????

Still haven't found...

[Black Coins] +-----

Here's what I found about how to level up Black Coins, after reached these stats just use Halo, Night or Purple+Yellow seals on the coins.

From Spika to Terror

MCP	SR
30	50

From Terror to Conti

MCP	SR
40	50

From Conti to Decoin

MCP	SR
50	50

Here's the list of every weapon in the game. They are sorted by type for your convenience. The list is incomplete but I will be working on it as I progress in the game.

[Swords] +-----+

Sword are powerful and easy to handle, swords users become proficient with Amu Deity.

.....
SHORT SWORD

PHYSICAL ATTACK: 11 CF ATTACK: 0 HIT: 35 WEIGHT: 18
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 10 RAP COST: 32
SPECIAL EFFECT: None
PRICE: 580G

NOTE: Short bladed sword that can be wielded with ease.
.....
.....

BROAD SWORD

PHYSICAL ATTACK: 21 CF ATTACK: 0 HIT: 33 WEIGHT: 21
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 11 RAP COST: 32
SPECIAL EFFECT: None.
PRICE: 1,140G

NOTE: Sword with a broad blade for cutting.
.....
.....

LONG SWORD

PHYSICAL ATTACK: 31 CF ATTACK: 0 HIT: 41 WEIGHT: 24
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 12 RAP COST: 32
SPECIAL EFFECT: None.
PRICE: N/A

NOTE: A long, double-edged sword.
.....
.....

BASTARD SWORD

PHYSICAL ATTACK: 41 CF ATTACK: 0 HIT: 39 WEIGHT: 27
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 8 RAP COST: 32
SPECIAL EFFECT: None.
PRICE: 2,240G

NOTE: Heavy sword designed to crush the enemy's armor.
.....
.....

GREAT SWORD

PHYSICAL ATTACK: 52 CF ATTACK: 0 HIT: 42 WEIGHT: 31
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 9 RAP COST: 32
SPECIAL EFFECT: None.
PRICE: N/A

NOTE: Enormous, double-edged sword used in battle.
.....
.....

FLAMBERGE

PHYSICAL ATTACK: 63 CF ATTACK: 10 HIT: 51 WEIGHT: 35
PHYSICAL DEFENSE: 0 CF DEFENSE: 5 EVADE: 15 RAP COST: 32
SPECIAL EFFECT: None.
PRICE: 4,480G
NOTE: Long sword with the undulating cutting edge.
.....
.....
SHICHISHITOU

PHYSICAL ATTACK: 74 CF ATTACK: 19 HIT: 59 WEIGHT: 51
PHYSICAL DEFENSE: 0 CF DEFENSE: 14 EVADE: 24 RAP COST: 38
SPECIAL EFFECT: Seven Pains: All negative status to the target.
PRICE: N/A
NOTE: Sword made by Chroma.
.....
.....
SCIMITAR

PHYSICAL ATTACK: 75 CF ATTACK: 0 HIT: 55 WEIGHT: 39
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 21 RAP COST: 32
SPECIAL EFFECT: None.
PRICE: 4,100G
NOTE: Sabre with long, slim blade.
.....
.....
SHAMSHEER

PHYSICAL ATTACK: 88 CF ATTACK: 0 HIT: 59 WEIGHT: 43
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 17 RAP COST: 32
SPECIAL EFFECT: None.
PRICE: N/A
NOTE: Curved, thick-bladed sword.
.....
.....
FILANGI

PHYSICAL ATTACK: 100 CF ATTACK: 0 HIT: 59 WEIGHT: 47
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 18 RAP COST: 32
SPECIAL EFFECT: None.
PRICE: 5,300G
NOTE: Sword with a thin, flexible blade.
.....
.....
CLAIMH SOLAIS

PHYSICAL ATTACK: 115 CF ATTACK: 0 HIT: 69 WEIGHT: 55
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 21 RAP COST: 32
SPECIAL EFFECT: None.
PRICE: N/A
NOTE: A large saw-toothed sword.
.....
.....
SWORD OF AMU

PHYSICAL ATTACK: 130 CF ATTACK: 37 HIT: 90 WEIGHT: 59
PHYSICAL DEFENSE: 10 CF DEFENSE: 12 EVADE: 33 RAP COST: 32
SPECIAL EFFECT: Champion.
PRICE: N/A
NOTE: Sacred sword imbued with the strength of Amu.
.....

FRAGARACH

PHYSICAL ATTACK: 145 CF ATTACK: 0 HIT: 81 WEIGHT: 64
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 25 RAP COST: 32
SPECIAL EFFECT: None.
PRICE: N/A

NOTE: Massive sword that can shatter a rock.

BALMUNG

PHYSICAL ATTACK: 160 CF ATTACK: 24 HIT: 87 WEIGHT: 69
PHYSICAL DEFENSE: 0 CF DEFENSE: 14 EVADE: 0 RAP COST: 40
SPECIAL EFFECT: Armor Break 10%
PRICE: N/A

NOTE: Black Sword that is modeled after a dragon.

LAEVATEINN

PHYSICAL ATTACK: 173 CF ATTACK: 30 HIT: 97 WEIGHT: 75
PHYSICAL DEFENSE: 0 CF DEFENSE: 21 EVADE: 34 RAP COST: 43
SPECIAL EFFECT: Weapon Guard.
PRICE: N/A

NOTE: Blackthorn's Sword.

STAR BLADE

PHYSICAL ATTACK: 190 CF ATTACK: 32 HIT: 117 WEIGHT: 58
PHYSICAL DEFENSE: 0 CF DEFENSE: 27 EVADE: 41 RAP COST: 32
SPECIAL EFFECT: Coin Break 10%.
PRICE: N/A

NOTE: Sword made from the shard of elemental wisdom.

[Daggers] +-----

Daggers aren't powerful as swords but have very high hit rate and low RAP cost, dagger users become proficient with Kashis Deity.

DAGGER

PHYSICAL ATTACK: 9 CF ATTACK: 5 HIT: 45 WEIGHT: 12
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 10 RAP COST: 27
SPECIAL EFFECT: None
PRICE: 530G

NOTE: A short, double-edged weapon.

CERAMIC KNIFE

PHYSICAL ATTACK: 17 CF ATTACK: 10 HIT: 68 WEIGHT: 15
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 16 RAP COST: 35
SPECIAL EFFECT: Arms Master

PRICE: 710G

NOTE: Knife with high durability.

.....
.....

ASSASSIN KNIFE

PHYSICAL ATTACK: 25 CF ATTACK: 15 HIT: 56 WEIGHT: 18
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 17 RAP COST: 27
SPECIAL EFFECT: Absorb 30%
PRICE: N/A

NOTE: Concealable knife used by assassins.

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MAIN GAUCHE

PHYSICAL ATTACK: 34 CF ATTACK: 20 HIT: 54 WEIGHT: 21
PHYSICAL DEFENSE: 0 CF DEFENSE: 5 EVADE: 18 RAP COST: 27
SPECIAL EFFECT: Phys hit +10%
PRICE: 1,300G

NOTE: Dagger used for parrying.

.....
.....

GLADIUS

PHYSICAL ATTACK: 43 CF ATTACK: 26 HIT: 58 WEIGHT: 25
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 19 RAP COST: 27
SPECIAL EFFECT: Sandman 10%
PRICE: N/A.

NOTE: Straight-bladed dagger used by gladiators.

.....
.....

ARMSBREAKER

PHYSICAL ATTACK: 50 CF ATTACK: 56 HIT: 96 WEIGHT: 45
PHYSICAL DEFENSE: 0 CF DEFENSE: 26 EVADE: 38 RAP COST: 35
SPECIAL EFFECT: Weapon break 25%
PRICE: N/A

NOTE: Knife made by Chroma.

.....
.....

FALCHION

PHYSICAL ATTACK: 56 CF ATTACK: 32 HIT: 62 WEIGHT: 29
PHYSICAL DEFENSE: 0 CF DEFENSE: 11 EVADE: 20 RAP COST: 27
SPECIAL EFFECT: Phys dmg +10%.
PRICE: 1,800G

NOTE: A weapon with thick, curved blade.

.....
.....

ORICHALCH

PHYSICAL ATTACK: 68 CF ATTACK: 38 HIT: 66 WEIGHT: 33
PHYSICAL DEFENSE: 0 CF DEFENSE: 14 EVADE: 22 RAP COST: 27
SPECIAL EFFECT: CF Dmg +20%.
PRICE: 2,030G

NOTE: Knife made of rare metal Orichalch.

.....
.....

DRAGON TOOTH

PHYSICAL ATTACK: 80 CF ATTACK: 44 HIT: 71 WEIGHT: 37
PHYSICAL DEFENSE: 0 CF DEFENSE: 18 EVADE: 24 RAP COST: 27
SPECIAL EFFECT: Poison 10%

PRICE: N/A

NOTE: Dagger that is designed after a dragon's tooth.

.....
.....

VEELAS

PHYSICAL ATTACK: 92 CF ATTACK: 50 HIT: 76 WEIGHT: 41
PHYSICAL DEFENSE: 0 CF DEFENSE: 22 EVADE: 26 RAP COST: 27
SPECIAL EFFECT: Immobile 10%

PRICE: 2,450G

NOTE: Knife that cuts through time and space.

.....
.....

KATAR

PHYSICAL ATTACK: 104 CF ATTACK: 62 HIT: 87 WEIGHT: 49
PHYSICAL DEFENSE: 0 CF DEFENSE: 30 EVADE: 30 RAP COST: 27
SPECIAL EFFECT: Charm 10%.

PRICE: N/A

NOTE: An exotica piercing knife.

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KASHIS' WILL

PHYSICAL ATTACK: 116 CF ATTACK: 83 HIT: 104 WEIGHT: 52
PHYSICAL DEFENSE: 10 CF DEFENSE: 44 EVADE: 37 RAP COST: 35
SPECIAL EFFECT: Phys Evade+30%

PRICE: None.

NOTE: Knife which contains Kashis' will.

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DAMASCUS EDGE

PHYSICAL ATTACK: 126 CF ATTACK: 74 HIT: 98 WEIGHT: 57
PHYSICAL DEFENSE: 0 CF DEFENSE: 38 EVADE: 34 RAP COST: 27
SPECIAL EFFECT: Decoin 10%

PRICE: N/A

NOTE: Knife made of tempered damascus steel.

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SUN KNIFE

PHYSICAL ATTACK: 136 CF ATTACK: 81 HIT: 106 WEIGHT: 61
PHYSICAL DEFENSE: 0 CF DEFENSE: 43 EVADE: 37 RAP COST: 27
SPECIAL EFFECT: Blind 10%

PRICE: N/A

NOTE: Knife characterized by its smooth curvature.

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[Axes] +-----

Axes have very high attack but a very, really very low hit rate, I do not suggest you to use one of these. Axes users become proficient with Sonova Deity.

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STONE AXE

PHYSICAL ATTACK: 14 CF ATTACK: 0 HIT: 25 WEIGHT: 28
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 5 RAP COST: 40
SPECIAL EFFECT: None
PRICE: 940G

NOTE: Axe made of polished rock.

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HAND AXE

PHYSICAL ATTACK: 26 CF ATTACK: 0 HIT: 27 WEIGHT: 31
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 5 RAP COST: 40
SPECIAL EFFECT: None
PRICE: 1,620G

NOTE: A small, one-handed axe.

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MACE

PHYSICAL ATTACK: 38 CF ATTACK: 0 HIT: 29 WEIGHT: 34
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 6 RAP COST: 40
SPECIAL EFFECT: None.
PRICE: N/A

NOTE: Metal club with flanged head.

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BARDICHE

PHYSICAL ATTACK: 39 CF ATTACK: 0 HIT: 37 WEIGHT: 30
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 26 RAP COST: 36
SPECIAL EFFECT: None
PRICE: 2,760G

NOTE: An elongated battle axe.

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WAR HAMMER

PHYSICAL ATTACK: 50 CF ATTACK: 0 HIT: 31 WEIGHT: 37
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 6 RAP COST: 40
SPECIAL EFFECT: None.
PRICE: 2,940G

NOTE: Hammer with a beak-like blade for tearing armor.

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BATTLE AXE

PHYSICAL ATTACK: 63 CF ATTACK: 0 HIT: 33 WEIGHT: 41
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 7 RAP COST: 40
SPECIAL EFFECT: None.
PRICE: N/A

NOTE: A large axe with black blade.

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TOMAHAWK

PHYSICAL ATTACK: 76 CF ATTACK: 0 HIT: 36 WEIGHT: 45
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 8 RAP COST: 40

SPECIAL EFFECT: None.

PRICE: 4,260G

NOTE: A light, double-bladed axe.

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DAMASCUS AXE

PHYSICAL ATTACK: 89 CF ATTACK: 0 HIT: 39 WEIGHT: 49
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 9 RAP COST: 40

SPECIAL EFFECT: None.

PRICE: 4,880G

NOTE: Axe made of tempered damascus steel

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KINTOKI'S AXE

PHYSICAL ATTACK: 103 CF ATTACK: 0 HIT: 42 WEIGHT: 53
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 15 RAP COST: 40

SPECIAL EFFECT: None.

PRICE: N/A

NOTE: Large axe designed to split the enemy's helm in half

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PLUTO'S AXE

PHYSICAL ATTACK: 117 CF ATTACK: 0 HIT: 45 WEIGHT: 57
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 16 RAP COST: 40

SPECIAL EFFECT: None.

PRICE: 6,260G

NOTE: Axe used by the ruler of the underworld.

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SACRED AXE

PHYSICAL ATTACK: 131 CF ATTACK: 0 HIT: 53 WEIGHT: 63
PHYSICAL DEFENSE: 0 CF DEFENSE: 10 EVADE: 13 RAP COST: 40

SPECIAL EFFECT: None.

PRICE: N/A

NOTE: Axe used in cerimonial acts.

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AXE OF SONOVA

PHYSICAL ATTACK: 146 CF ATTACK: 20 HIT: 67 WEIGHT: 66
PHYSICAL DEFENSE: 10 CF DEFENSE: 17 EVADE: 19 RAP COST: 40

SPECIAL EFFECT: Decoin 25%

PRICE: N/A

NOTE: War Axe blessed by Sonova.

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GREAT AXE

PHYSICAL ATTACK: 161 CF ATTACK: 0 HIT: 56 WEIGHT: 69
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 15 RAP COST: 40

SPECIAL EFFECT: None.

PRICE: N/A

NOTE: Heavy axe with high damage potential.

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SOUL REAPER

PHYSICAL ATTACK: 240 CF ATTACK: 0 HIT: 59 WEIGHT: 70
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 17 RAP COST: 52
SPECIAL EFFECT: Absorb 50%.

PRICE: N/A

NOTE: Large scythe made by Chroma.

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[Spears] +-----

Spears have good hit and attack power but its attacks costs much of your RAP gauge, spears can also hit enemies two squares away. Spear users become proficient with Zeneth Deity.

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SPEAR

PHYSICAL ATTACK: 12 CF ATTACK: 0 HIT: 30 WEIGHT: 21
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 20 RAP COST: 35
SPECIAL EFFECT: None

PRICE: 840G

NOTE: A light polearm designed for thrusting.

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JAVELIN

PHYSICAL ATTACK: 21 CF ATTACK: 0 HIT: 32 WEIGHT: 24
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 32 RAP COST: 36
SPECIAL EFFECT: None.

PRICE: 1,540G

NOTE: A short, metal-tipped spear.

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HALBERD

PHYSICAL ATTACK: 30 CF ATTACK: 0 HIT: 34 WEIGHT: 27
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 24 RAP COST: 36
SPECIAL EFFECT: None.

PRICE: N/A

NOTE: Polearm with an axe blade, a spear point and a pick.

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STEEL SPEAR

PHYSICAL ATTACK: 49 CF ATTACK: 0 HIT: 40 WEIGHT: 34
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 28 RAP COST: 36
SPECIAL EFFECT: None.

PRICE: N/A

NOTE: A spear made entirely of stell.

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BENKEI GLAIVE

PHYSICAL ATTACK: 59 CF ATTACK: 10 HIT: 58 WEIGHT: 38
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 30 RAP COST: 36
SPECIAL EFFECT: None.

PRICE: 4,600G

NOTE: Polearm with a long, curved blade.

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NAGINATA

PHYSICAL ATTACK: 70 CF ATTACK: 26 HIT: 46 WEIGHT: 42
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 32 RAP COST: 36
SPECIAL EFFECT: None.
PRICE: 5,080G

NOTE: Single-edged polearm designed to slash enemies.

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SNAKE PIKE

PHYSICAL ATTACK: 82 CF ATTACK: 26 HIT: 50 WEIGHT: 46
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 34 RAP COST: 36
SPECIAL EFFECT: None.
PRICE: N/A

NOTE: Pike whose blade undulates like a snake.

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CULNRIKOLNNE

PHYSICAL ATTACK: 106 CF ATTACK: 44 HIT: 73 WEIGHT: 58
PHYSICAL DEFENSE: 0 CF DEFENSE: 8 EVADE: 43 RAP COST: 36
SPECIAL EFFECT: None.
PRICE: N/A

NOTE: Spear that pierces the fabric of time and space.

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BRIONAC

PHYSICAL ATTACK: 120 CF ATTACK: 43 HIT: 43 WEIGHT: 54
PHYSICAL DEFENSE: 10 CF DEFENSE: 12 EVADE: 30 RAP COST: 33
SPECIAL EFFECT: Immobile 25%
PRICE: N/A

NOTE: Beautiful spear made by Chroma.

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ZENETH LANCE

PHYSICAL ATTACK: 133 CF ATTACK: 60 HIT: 58 WEIGHT: 62
PHYSICAL DEFENSE: 10 CF DEFENSE: 16 EVADE: 51 RAP COST: 36
SPECIAL EFFECT: Sandman 25%
PRICE: N/A

NOTE: Lance that holds the power of Zeneth.

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AMENO NUBOKO

PHYSICAL ATTACK: 146 CF ATTACK: 0 HIT: 73 WEIGHT: 66
PHYSICAL DEFENSE: 0 CF DEFENSE: 28 EVADE: 50 RAP COST: 42
SPECIAL EFFECT: None.
PRICE: N/A

NOTE: Pike with three double-edged blades.

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[Rings] +-----

Rings are mages' equipment, very low attack power and hit rate but increases a lot of your CF attack. Ring users become proficient with Ema Deity.

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CARMINE RING

PHYSICAL ATTACK: 3 CF ATTACK: 9 HIT: 20 WEIGHT: 5
PHYSICAL DEFENSE: 0 CF DEFENSE: 4 EVADE: 20 RAP COST: 26
SPECIAL EFFECT: None.
PRICE: 490G

NOTE: Ring with leather strip wrapped around it.

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STONE RING

PHYSICAL ATTACK: 8 CF ATTACK: 17 HIT: 22 WEIGHT: 7
PHYSICAL DEFENSE: 0 CF DEFENSE: 10 EVADE: 22 RAP COST: 26
SPECIAL EFFECT: None.
PRICE: 850G

NOTE: Ring chiseled from hard rock.

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IRON RING

PHYSICAL ATTACK: 13 CF ATTACK: 25 HIT: 24 WEIGHT: 9
PHYSICAL DEFENSE: 0 CF DEFENSE: 16 EVADE: 24 RAP COST: 26
SPECIAL EFFECT: None.
PRICE: N/A

NOTE: Wide banded ring made of iron.

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THORNED RING

PHYSICAL ATTACK: 18 CF ATTACK: 33 HIT: 26 WEIGHT: 11
PHYSICAL DEFENSE: 0 CF DEFENSE: 26 EVADE: 26 RAP COST: 26
SPECIAL EFFECT: None.
PRICE: 1,680G

NOTE: Ring with 6 thorns placed around the gem.

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FANG

PHYSICAL ATTACK: 25 CF ATTACK: 45 HIT: 28 WEIGHT: 14
PHYSICAL DEFENSE: 0 CF DEFENSE: 33 EVADE: 28 RAP COST: 26
SPECIAL EFFECT: None.
PRICE: N/A

NOTE: A large ring in shape of a dragon's fang.

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CESTUS

PHYSICAL ATTACK: 32 CF ATTACK: 105 HIT: 35 WEIGHT: 25
PHYSICAL DEFENSE: 0 CF DEFENSE: 47 EVADE: 34 RAP COST: 26
SPECIAL EFFECT: None.
PRICE: 3,090G

NOTE: Metal glove designed for punching.

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ANGELIC RING

PHYSICAL ATTACK: 40 CF ATTACK: 93 HIT: 44 WEIGHT: 38
PHYSICAL DEFENSE: 84 CF DEFENSE: 90 EVADE: 43 RAP COST: 26
SPECIAL EFFECT: CF dmg -20%
PRICE: N/A

NOTE: Ring that enhances wearer's defense with the power of light.

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RING OF DEATH

PHYSICAL ATTACK: 40 CF ATTACK: 121 HIT: 38 WEIGHT: 30
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 37 RAP COST: 26
SPECIAL EFFECT: CF dmg+20%
PRICE: N/A

NOTE: Ring that raises CF's potency by the power of darkness.

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DRAGON CLAW

PHYSICAL ATTACK: 60 CF ATTACK: 57 HIT: 45 WEIGHT: 17
PHYSICAL DEFENSE: 0 CF DEFENSE: 21 EVADE: 30 RAP COST: 30
SPECIAL EFFECT: None.
PRICE: 2,730G

NOTE: 4 interlocked rings modeled after a dragon's claw.

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SILVER RING

PHYSICAL ATTACK: 2 CF ATTACK: 69 HIT: 32 WEIGHT: 21
PHYSICAL DEFENSE: 0 CF DEFENSE: 40 EVADE: 32 RAP COST: 26
SPECIAL EFFECT: None.
PRICE: 2,340G

NOTE: Ring made of silver with runes etched on its surface.

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PROMISE RING

PHYSICAL ATTACK: 1 CF ATTACK: 81 HIT: 41 WEIGHT: 35
PHYSICAL DEFENSE: 54 CF DEFENSE: 112 EVADE: 50 RAP COST: 26
SPECIAL EFFECT: Phys Evade +20%
PRICE: N/A

NOTE: Ring made by Chroma.

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EMA RING

PHYSICAL ATTACK: 40 CF ATTACK: 137 HIT: 48 WEIGHT: 41
PHYSICAL DEFENSE: 10 CF DEFENSE: 55 EVADE: 51 RAP COST: 26
SPECIAL EFFECT: Poison 25%
PRICE: N/A

NOTE: Ring made from a clear, red stone.

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MASTER RING

PHYSICAL ATTACK: 48 CF ATTACK: 153 HIT: 52 WEIGHT: 44
PHYSICAL DEFENSE: 0 CF DEFENSE: 71 EVADE: 55 RAP COST: 26
SPECIAL EFFECT: None.
PRICE: N/A

NOTE: Ring that raises CF to its full potential.

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MOON RING

PHYSICAL ATTACK: 40 CF ATTACK: 160 HIT: 56 WEIGHT: 48
PHYSICAL DEFENSE: 0 CF DEFENSE: 63 EVADE: 59 RAP COST: 26
SPECIAL EFFECT: None.
PRICE: N/A

NOTE: Ring that brings stilness of a moonlit night to the air.

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CELESTIAL RING

PHYSICAL ATTACK: 40 CF ATTACK: 175 HIT: 65 WEIGHT: 56
PHYSICAL DEFENSE: 0 CF DEFENSE: 100 EVADE: 68 RAP COST: 26
SPECIAL EFFECT: CF Damage -30%.
PRICE: N/A

NOTE: Ring with Ixian script etched on its surface.

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[Morning Stars] +-----

Morning Stars have a good attack and low hit rate, can also hit enemies two squares away just like the spears. Moorning Star users become proficient with Gote Deity.

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MORNING STAR

PHYSICAL ATTACK: 8 CF ATTACK: 2 HIT: 25 WEIGHT: 23
PHYSICAL DEFENSE: 1 CF DEFENSE: 3 EVADE: 15 RAP COST: 33
SPECIAL EFFECT: Cures Sleep.
PRICE: 560G

NOTE: Spiked metal ball that is attached to a shaft by a chain.

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BALL AND CHAIN

PHYSICAL ATTACK: 18 CF ATTACK: 3 HIT: 27 WEIGHT: 26
PHYSICAL DEFENSE: 2 CF DEFENSE: 3 EVADE: 3 RAP COST: 33
SPECIAL EFFECT: Cures Sleep.
PRICE: 850G

NOTE: Morning Star with a large, round metal ball.

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BLADED FURY

PHYSICAL ATTACK: 28 CF ATTACK: 4 HIT: 29 WEIGHT: 29
PHYSICAL DEFENSE: 2 CF DEFENSE: 4 EVADE: 17 RAP COST: 33
SPECIAL EFFECT: Cures sleep
PRICE: N/A

NOTE: Two double-bladed axes conected by a chain.

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SOLIDTHORNS

PHYSICAL ATTACK: 38 CF ATTACK: 5 HIT: 31 WEIGHT: 32

PHYSICAL DEFENSE: 3 CF DEFENSE: 4 EVADE: 18 RAP COST: 33
SPECIAL EFFECT: Cures Sleep
PRICE: 1,410G
NOTE: Morning star with a bladed spikes.
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ROCKSMITE

PHYSICAL ATTACK: 60 CF ATTACK: 6 HIT: 36 WEIGHT: 38
PHYSICAL DEFENSE: 4 CF DEFENSE: 5 EVADE: 20 RAP COST: 33
SPECIAL EFFECT: Cures Sleep
PRICE: 2,000G
NOTE: Weapon that is capable of pulverizing rocks.
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NULLIFIER

PHYSICAL ATTACK: 67 CF ATTACK: 18 HIT: 49 WEIGHT: 53
PHYSICAL DEFENSE: 10 CF DEFENSE: 8 EVADE: 28 RAP COST: 25
SPECIAL EFFECT: Arm Break 10%
PRICE: N/A
NOTE: Morning Star made by Chroma.
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BATTLE FLAIL

PHYSICAL ATTACK: 74 CF ATTACK: 7 HIT: 39 WEIGHT: 41
PHYSICAL DEFENSE: 4 CF DEFENSE: 6 EVADE: 22 RAP COST: 33
SPECIAL EFFECT: Cures Confusion.
PRICE: 2,280G
NOTE: Flail with a shaft covered with spikes.
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BONE CRUSHER

PHYSICAL ATTACK: 86 CF ATTACK: 8 HIT: 42 WEIGHT: 45
PHYSICAL DEFENSE: 4 CF DEFENSE: 4 EVADE: 24 RAP COST: 33
SPECIAL EFFECT: Phys Hit+10%
PRICE: N/A
NOTE: Weapon designed to crush enemy bones.
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WICKED CHAIN

PHYSICAL ATTACK: 98 CF ATTACK: 10 HIT: 45 WEIGHT: 49
PHYSICAL DEFENSE: 5 CF DEFENSE: 7 EVADE: 26 RAP COST: 33
SPECIAL EFFECT: Cures confusion.
PRICE: 2,840G
NOTE: Chained weapon which offers versatility in usage.
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CHAINS OF DOOM

PHYSICAL ATTACK: 116 CF ATTACK: 15 HIT: 53 WEIGHT: 57
PHYSICAL DEFENSE: 6 CF DEFENSE: 9 EVADE: 30 RAP COST: 33
SPECIAL EFFECT: Cures Sleep.
PRICE: N/A
NOTE: Weapon with several chains attached to the shaft.
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IRON VIPER

PHYSICAL ATTACK: 126 CF ATTACK: 20 HIT: 86 WEIGHT: 67
PHYSICAL DEFENSE: 7 CF DEFENSE: 11 EVADE: 34 RAP COST: 33
SPECIAL EFFECT: Poison 10%
PRICE: N/A

NOTE: Weapon that moves like a snake when wielded.

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STAR OF MALICE

PHYSICAL ATTACK: 154 CF ATTACK: 23 HIT: 66 WEIGHT: 72
PHYSICAL DEFENSE: 7 CF DEFENSE: 12 EVADE: 37 RAP COST: 33
SPECIAL EFFECT: Charm 10%
PRICE: N/A

NOTE: Weapon designed to strike the enemy's head.

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GOTE'S ANGER

PHYSICAL ATTACK: 168 CF ATTACK: 22 HIT: 255 WEIGHT: 86
PHYSICAL DEFENSE: 12 CF DEFENSE: 15 EVADE: 42 RAP COST: 40
SPECIAL EFFECT: Blind 25%
PRICE: N/A

NOTE: Morning star which emanates Gote's anger.

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[Boomerangs] +-----

Boomerangs have a veeeeery long range, what's very good in the first missions, have a good attack power and hit rate. Boomerang users become proficient with Kashis Deity.

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BOOMERANG

PHYSICAL ATTACK: 10 CF ATTACK: 2 HIT: 25 WEIGHT: 11
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 0 RAP COST: 34
SPECIAL EFFECT: None
PRICE: 560G

NOTE: Flat, V-Shaped weapon that returns to the thrower.

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BLUE CUTTER

PHYSICAL ATTACK: 19 CF ATTACK: 5 HIT: 27 WEIGHT: 14
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 0 RAP COST: 34
SPECIAL EFFECT: None
PRICE: 1,220G

NOTE: Throwing card made of steel plate.

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SILVER EDGE

PHYSICAL ATTACK: 28 CF ATTACK: 8 HIT: 24 WEIGHT: 17
PHYSICAL DEFENSE: 0 CF DEFENSE: 5 EVADE: 0 RAP COST: 34
SPECIAL EFFECT: None.
PRICE: N/A

NOTE: Small boomerang made of silver.

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STEEL WING

PHYSICAL ATTACK: 37 CF ATTACK: 0 HIT: 36 WEIGHT: 20
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 0 RAP COST: 34
SPECIAL EFFECT: None.
PRICE: 1,880G

NOTE: Steel boomerang with sharpened edge.

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SPINNER

PHYSICAL ATTACK: 47 CF ATTACK: 14 HIT: 33 WEIGHT: 24
PHYSICAL DEFENSE: 0 CF DEFENSE: 6 EVADE: 0 RAP COST: 34
SPECIAL EFFECT: None.
PRICE: N/A

NOTE: Weapon with four blades that spins when thrown.

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CRESCENT

PHYSICAL ATTACK: 56 CF ATTACK: 46 HIT: 39 WEIGHT: 44
PHYSICAL DEFENSE: 0 CF DEFENSE: 19 EVADE: 19 RAP COST: 33
SPECIAL EFFECT: Coin Break 10%
PRICE: N/A

NOTE: Boomerang made by Chroma.

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DUAL EDGE

PHYSICAL ATTACK: 57 CF ATTACK: 18 HIT: 31 WEIGHT: 28
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 0 RAP COST: 34
SPECIAL EFFECT: None.
PRICE: 3,120G

NOTE: Double-bladed boomerang.

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SOARER

PHYSICAL ATTACK: 71 CF ATTACK: 0 HIT: 44 WEIGHT: 32
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 0 RAP COST: 34
SPECIAL EFFECT: None.
PRICE: 3,340G

NOTE: Boomerang that is customized for use in battle.

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RYMDISKA

PHYSICAL ATTACK: 82 CF ATTACK: 22 HIT: 42 WEIGHT: 36
PHYSICAL DEFENSE: 0 CF DEFENSE: 7 EVADE: 0 RAP COST: 34
SPECIAL EFFECT: None.
PRICE: N/A

NOTE: Steel ring with sharp outter edge.

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CUTBACK

PHYSICAL ATTACK: 93 CF ATTACK: 24 HIT: 45 WEIGHT: 40

PHYSICAL DEFENSE: 0 CF DEFENSE: 8 EVADE: 0 RAP COST: 34

SPECIAL EFFECT: None.

PRICE: 4,540G

NOTE: Weapon made to hit enemies from their blind spots.

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FLYING TERROR

PHYSICAL ATTACK: 104 CF ATTACK: 34 HIT: 53 WEIGHT: 48

PHYSICAL DEFENSE: 0 CF DEFENSE: 10 EVADE: 0 RAP COST: 34

SPECIAL EFFECT: None.

PRICE: N/A

NOTE: Thrown weapon with exceptional rotation speed.

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KASHIS' BREATH

PHYSICAL ATTACK: 116 CF ATTACK: 52 HIT: 62 WEIGHT: 51

PHYSICAL DEFENSE: 0 CF DEFENSE: 12 EVADE: 52 RAP COST: 34

SPECIAL EFFECT: Acc Guard.

PRICE: N/A

NOTE: Boomerang that flies with the swiftness of Kashis.

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NIGHTHAWK

PHYSICAL ATTACK: 130 CF ATTACK: 45 HIT: 62 WEIGHT: 55

PHYSICAL DEFENSE: 0 CF DEFENSE: 14 EVADE: 0 RAP COST: 34

SPECIAL EFFECT: None.

PRICE: N/A

NOTE: Weapon that flies at low altitude when thrown.

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APACHE

PHYSICAL ATTACK: 142 CF ATTACK: 0 HIT: 81 WEIGHT: 65

PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 0 RAP COST: 34

SPECIAL EFFECT: None.

PRICE: N/A

NOTE: Thrown weapon that travels in a sleep trajectory.

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[Bows] +-----

Bows are very good weapons, long range, good attack power, very high hit rate and are light. Bow users become proficient with Gote Deity.

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SHORT BOW

PHYSICAL ATTACK: 9 ATTACK: 3 HIT: 30 WEIGHT: 13

PHYSICAL DEFENSE: 00 CF DEFENSE: 2 EVADE: 0 RAP COST: 37

SPECIAL EFFECT: None

PRICE: 1,140G

NOTE: A Small sized bow that is easy to use.

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LONG BOW

PHYSICAL ATTACK: 18 CF ATTACK: 4 HIT: 32 WEIGHT: 16
PHYSICAL DEFENSE: 0 CF DEFENSE: 2 EVADE: 9 RAP COST: 37
SPECIAL EFFECT: None
PRICE: 1,600G

NOTE: A large bow designed for long-range attack.
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COMPOSITE BOW

PHYSICAL ATTACK: 27 CF ATTACK: 5 HIT: 34 WEIGHT: 19
PHYSICAL DEFENSE: 0 CF DEFENSE: 5 EVADE: 0 RAP COST: 37
SPECIAL EFFECT: None.
PRICE: N/A

NOTE: Compact bow made of several different materials.
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GLITTER ARROW

PHYSICAL ATTACK: 36 CF ATTACK: 4 HIT: 37 WEIGHT: 22
PHYSICAL DEFENSE: 0 CF DEFENSE: 5 EVADE: 0 RAP COST: 37
SPECIAL EFFECT: None.
PRICE: 2,660G

NOTE: Bow that shoots arrows that glistens brightly.
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CURSED BOW

PHYSICAL ATTACK: 46 CF ATTACK: 8 HIT: 50 WEIGHT: 26
PHYSICAL DEFENSE: 0 CF DEFENSE: 4 EVADE: 0 RAP COST: 37
SPECIAL EFFECT: None.
PRICE: N/A

NOTE: Bow which mesmerizes the wielder.
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RIPPLED BOW

PHYSICAL ATTACK: 56 CF ATTACK: 8 HIT: 63 WEIGHT: 30
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 0 RAP COST: 37
SPECIAL EFFECT: None.
PRICE: 3,640G

NOTE: A beautiful bow with flowing curves.
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YEW BOW

PHYSICAL ATTACK: 66 CF ATTACK: 11 HIT: 46 WEIGHT: 34
PHYSICAL DEFENSE: 0 CF DEFENSE: 8 EVADE: 0 RAP COST: 37
SPECIAL EFFECT: None.
PRICE: 4,680G

NOTE: A long bow made of Yew.
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CHIRON'S BOW

PHYSICAL ATTACK: 77 CF ATTACK: 0 HIT: 60 WEIGHT: 38
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 0 RAP COST: 37
SPECIAL EFFECT: None.
PRICE: N/A

NOTE: Bow made of Steel strips that are bound together.
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RAIN MAKER

PHYSICAL ATTACK: 88 CF ATTACK: 0 HIT: 64 WEIGHT: 42
PHYSICAL DEFENSE: 0 CF DEFENSE: 10 EVADE: 0 RAP COST: 37
SPECIAL EFFECT: None.

PRICE: 2,840G

NOTE: Steel bow with stabilizer attached to it.
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JEWEL EATER

PHYSICAL ATTACK: 100 CF ATTACK: 16 HIT: 78 WEIGHT: 46
PHYSICAL DEFENSE: 10 CF DEFENSE: 26 EVADE: 0 RAP COST: 46
SPECIAL EFFECT: Accessory break 10%

PRICE: N/A

NOTE: Bow made by Chroma.
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DANCING BEE

PHYSICAL ATTACK: 112 CF ATTACK: 0 HIT: 73 WEIGHT: 50
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 0 RAP COST: 37
SPECIAL EFFECT: None.

PRICE: N/A

NOTE: Bow designed for rapid firing.
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BOW OF GOTE

PHYSICAL ATTACK: 136 CF ATTACK: 26 HIT: 78 WEIGHT: 54
PHYSICAL DEFENSE: 0 CF DEFENSE: 23 EVADE: 23 RAP COST: 37
SPECIAL EFFECT: Blind 25%

PRICE: N/A

NOTE: Bow that bestows Gote's accuracy on the wielder.
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FATAL STING

PHYSICAL ATTACK: 240 CF ATTACK: 0 HIT: 53 WEIGHT: 58
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 0 RAP COST: 60
SPECIAL EFFECT: None.

PRICE: N/A

NOTE: Bow that always hits the enemy's vital area.
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SECTION 17 - [EQUIPMENT LIST] -----

Here's the list of all equipments of the game, Armors, Helmets and Accessories.
The list is incomplete but I will be working on it as a progress in the game.

[Armors] -----

Armors are indispensable equipments, they protect your body physically and magically, Armors must be equipped on strong characters like who uses swords and spears while the Robes must be equipped on the ring users.

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CLOTH ARMOR

PHYSICAL ATTACK: 0 CF ATTACK: 0 HIT: 0 WEIGHT: 16
PHYSICAL DEFENSE: 7 CF DEFENSE: 0 EVADE: 5 RAP COST: 0
SPECIAL EFFECT: None
PRICE: 380G

NOTE: Unencubering armor made of cloth.

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LEATHER ARMOR

PHYSICAL ATTACK: 0 CF ATTACK: 0 HIT: 0 WEIGHT: 20
PHYSICAL DEFENSE: 11 CF DEFENSE: 4 EVADE: 6 RAP COST: 0
SPECIAL EFFECT: None
PRICE: 650G

NOTE: An armor made of hardened leather.

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RING MAIL

PHYSICAL ATTACK: 0 CF ATTACK: 0 HIT: 0 WEIGHT: 24
PHYSICAL DEFENSE: 20 CF DEFENSE: 12 EVADE: 7 RAP COST: 0
SPECIAL EFFECT: None.
PRICE: 930G

NOTE: Armor with metal rings sewn to leather backing.

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CHAIN MAIL

PHYSICAL ATTACK: 0 CF ATTACK: 0 HIT: 0 WEIGHT: 36
PHYSICAL DEFENSE: 35 CF DEFENSE: 21 EVADE: 10 RAP COST: 0
SPECIAL EFFECT: None.
PRICE: 1,910G

NOTE: An armor made of interlocking metal rings.

.....
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PLATE MAIL

PHYSICAL ATTACK: 0 CF ATTACK: 0 HIT: 0 WEIGHT: 40
PHYSICAL DEFENSE: 45 CF DEFENSE: 26 EVADE: 12 RAP COST: 0
SPECIAL EFFECT: None.
PRICE: 2,170G

NOTE: Armor which consists of metal plates.

.....
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ARMOR OF LIGHT

PHYSICAL ATTACK: 0 CF ATTACK: 0 HIT: 0 WEIGHT: 45
PHYSICAL DEFENSE: 55 CF DEFENSE: 31 EVADE: 14 RAP COST: 0
SPECIAL EFFECT: None.
PRICE: 2,700G

NOTE: Armor that was tempered at a temple.

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ROBE OF WISDOM

PHYSICAL ATTACK: 0 CF ATTACK: 0 HIT: 0 WEIGHT: 38
PHYSICAL DEFENSE: 30 CF DEFENSE: 51 EVADE: 22 RAP COST: 0
SPECIAL EFFECT: None.
PRICE: 2,990G

NOTE: Robe that offers protection from Coinfeigms.

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FEIGM ROBE

PHYSICAL ATTACK: 0 CF ATTACK: 0 HIT: 0 WEIGHT: 13
PHYSICAL DEFENSE: 3 CF DEFENSE: 8 EVADE: 15 RAP COST: 0
SPECIAL EFFECT: None
PRICE: 570G

NOTE: Preferred robe of the Coinfeigm users.

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MOON TUNIC

PHYSICAL ATTACK: 0 CF ATTACK: 0 HIT: 0 WEIGHT: 50
PHYSICAL DEFENSE: 40 CF DEFENSE: 80 EVADE: 31 RAP COST: 0
SPECIAL EFFECT: None.
PRICE: 4,080G

NOTE: The moon sage's masterpiece.

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MITHRIL COAT

PHYSICAL ATTACK: 0 CF ATTACK: 0 HIT: 0 WEIGHT: 28
PHYSICAL DEFENSE: 15 CF DEFENSE: 41 EVADE: 18 RAP COST: 0
SPECIAL EFFECT: None.
PRICE: 1,560G

NOTE: A sturdy coat made of Mithril silver.

.....
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SILVER ROBE

PHYSICAL ATTACK: 0 CF ATTACK: 10 HIT: 0 WEIGHT: 58
PHYSICAL DEFENSE: 50 CF DEFENSE: 86 EVADE: 37 RAP COST: 0
SPECIAL EFFECT: None.
PRICE: N/A

NOTE: Robe that was bathered in milky white light.

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DRAGON SCALE

PHYSICAL ATTACK: 0 CF ATTACK: 0 HIT: 0 WEIGHT: 60
PHYSICAL DEFENSE: 81 CF DEFENSE: 46 EVADE: 20 RAP COST: 0
SPECIAL EFFECT: None.
PRICE: N/A

NOTE: Leather armor covered with overlapping metal scales.

.....
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SABLE ARMOR

PHYSICAL ATTACK: 10 CF ATTACK: 0 HIT: 0 WEIGHT: 82
PHYSICAL DEFENSE: 112 CF DEFENSE: 74 EVADE: 24 RAP COST: 0
SPECIAL EFFECT: Weapon Break 10%.
PRICE: N/A

NOTE: A black, heavy armor.

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BEAST ARMOR

PHYSICAL ATTACK: 0 CF ATTACK: 0 HIT: 0 WEIGHT: 55
PHYSICAL DEFENSE: 65 CF DEFENSE: 36 EVADE: 22 RAP COST: 0
SPECIAL EFFECT: None.
PRICE: N/A

NOTE: Suit of armor with wavy pattern on its surface.

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BLACK PLATE

PHYSICAL ATTACK: 10 CF ATTACK: 5 HIT: 0 WEIGHT: 58
PHYSICAL DEFENSE: 100 CF DEFENSE: 104 EVADE: 34 RAP COST: 0
SPECIAL EFFECT: HP+ 50%
PRICE: N/A

NOTE: Blackthorn's full plate armor.

.....
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ELVILLA'S GARB

PHYSICAL ATTACK: 0 CF ATTACK: 25 HIT: 0 WEIGHT: 78
PHYSICAL DEFENSE: 118 CF DEFENSE: 170 EVADE: 135 RAP COST: 0
SPECIAL EFFECT: Coin Guard.
PRICE: N/A

NOTE: Holy Garb Blessed by Elvilla.

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ZENETH ROBE

PHYSICAL ATTACK: 0 CF ATTACK: 15 HIT: 0 WEIGHT: 62
PHYSICAL DEFENSE: 70 CF DEFENSE: 92 EVADE: 69 RAP COST: 0
SPECIAL EFFECT: Immobile Guard.
PRICE: N/A

NOTE: Robe blessed by Zeneth.

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MAIL OF AMU

PHYSICAL ATTACK: 20 CF ATTACK: 0 HIT: 0 WEIGHT: 66
PHYSICAL DEFENSE: 130 CF DEFENSE: 62 EVADE: 40 RAP COST: 0
SPECIAL EFFECT: Confuse Guard.
PRICE: N/A

NOTE: Plate mail blessed by Amu.

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KASHIS BREATH

PHYSICAL ATTACK: 0 CF ATTACK: 10 HIT: 25 WEIGHT: 56
PHYSICAL DEFENSE: 106 CF DEFENSE: 98 EVADE: 79 RAP COST: 0
SPECIAL EFFECT: Decoin Guard.
PRICE: N/A.

NOTE: Robe blessed by Kashis.

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SONOVA VEST

PHYSICAL ATTACK: 10 CF ATTACK: 0 HIT: 0 WEIGHT: 68

PHYSICAL DEFENSE: 137 CF DEFENSE: 56 EVADE: 35 RAP COST: 0

SPECIAL EFFECT: Refined Attack.

PRICE: N/A

NOTE: Vest blessed blessed by Sonova.

.....
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ROBE OF EMA

PHYSICAL ATTACK: 0 CF ATTACK: 20 HIT: 0 WEIGHT: 60

PHYSICAL DEFENSE: 60 CF DEFENSE: 111 EVADE: 69 RAP COST: 0

SPECIAL EFFECT: Refined CF.

PRICE: N/A

NOTE: Robe blessed by Ema.

.....
.....

GOTE'S ARMOR

PHYSICAL ATTACK: 5 CF ATTACK: 5 HIT: 35 WEIGHT: 64

PHYSICAL DEFENSE: 124 CF DEFENSE: 68 EVADE: 40 RAP COST: 0

SPECIAL EFFECT: Fear Guard.

PRICE: N/A

NOTE: Full body armor blessed by Gote.

.....

[Helmets] +-----

Helmets will protect your characters physically and magically, they won't add much of weight, so don't forget to equip these.

.....

HEADGEAR

PHYSICAL ATTACK: 0 CF ATTACK: 0 HIT: 0 WEIGHT: 4

PHYSICAL DEFENSE: 5 CF DEFENSE: 3 EVADE: 0 RAP COST: 0

SPECIAL EFFECT: None

PRICE: 480G

NOTE: Leather helm that reduces damage to the head.

.....
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OPENFACE

PHYSICAL ATTACK: 0 CF ATTACK: 0 HIT: 0 WEIGHT: 12

PHYSICAL DEFENSE: 12 CF DEFENSE: 6 EVADE: 0 RAP COST: 0

SPECIAL EFFECT: None

PRICE: 990G

NOTE: Helmet that provides wide angle of view.

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DRAGON HELM

PHYSICAL ATTACK: 0 CF ATTACK: 0 HIT: 0 WEIGHT: 17
PHYSICAL DEFENSE: 20 CF DEFENSE: 8 EVADE: 0 RAP COST: 0
SPECIAL EFFECT: None.

PRICE: 1,720G

NOTE: Helm made of overlaping metal plates.

.....
.....

HACHIGANE

PHYSICAL ATTACK: 10 CF ATTACK: 0 HIT: 10 WEIGHT: 20
PHYSICAL DEFENSE: 24 CF DEFENSE: 10 EVADE: 5 RAP COST: 0
SPECIAL EFFECT: None.

PRICE: 2,690G

NOTE: Helmet with additional protection on the forehead.

.....
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POINTY HAT

PHYSICAL ATTACK: 0 CF ATTACK: 2 HIT: 0 WEIGHT: 2
PHYSICAL DEFENSE: 1 CF DEFENSE: 5 EVADE: 0 RAP COST: 0
SPECIAL EFFECT: None

PRICE: 400G

NOTE: A tall, pointed hat with large brim

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PRIEST'S HAT

PHYSICAL ATTACK: 0 CF ATTACK: 5 HIT: 0 WEIGHT: 10
PHYSICAL DEFENSE: 10 CF DEFENSE: 12 EVADE: 0 RAP COST: 0
SPECIAL EFFECT: None.

PRICE: 1,180G

NOTE: Hat worn by priests in cerimonial acts.

.....
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VEIL OF LIGHT

PHYSICAL ATTACK: 0 CF ATTACK: 15 HIT: 0 WEIGHT: 15
PHYSICAL DEFENSE: 15 CF DEFENSE: 20 EVADE: 0 RAP COST: 0
SPECIAL EFFECT: None.

PRICE: 2,000G

NOTE: Veil that is told to have starlight woven in.

.....
.....

ARMLET

PHYSICAL ATTACK: 0 CF ATTACK: 0 HIT: 0 WEIGHT: 30
PHYSICAL DEFENSE: 33 CF DEFENSE: 15 EVADE: 0 RAP COST: 0
SPECIAL EFFECT: Fear Guard.

PRICE: N/A

NOTE: Blackthorn's helmet.

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[Accessories] ++++++

Accessories can add different stats like Attack and CF defense, it can add some special effects too.

LUCKY CHARM

PHYSICAL ATTACK: 0 CF ATTACK: 0 HIT: 0 WEIGHT: 1
PHYSICAL DEFENSE: 4 CF DEFENSE: 4 EVADE: 4 RAP COST: 0
SPECIAL EFFECT: None
PRICE: 500G.

NOTE: A charm for a safe return.

CAT'S EYE

PHYSICAL ATTACK: 0 CF ATTACK: 0 HIT: 0 WEIGHT: 10
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 5 RAP COST: 0
SPECIAL EFFECT: Hawk's eye.
PRICE: N/A

NOTE: Stone that allows the wearer to see hidden objects.

IRON SANDALS

PHYSICAL ATTACK: 0 CF ATTACK: 0 HIT: 0 WEIGHT: 100
PHYSICAL DEFENSE: 50 CF DEFENSE: 0 EVADE: 0 RAP COST: 0
SPECIAL EFFECT: Firm stance.
PRICE: N/A

NOTE: Heavy footwear for building up leg muscles.

MERMAID'S BEADS

PHYSICAL ATTACK: 0 CF ATTACK: 0 HIT: 0 WEIGHT: 15
PHYSICAL DEFENSE: 0 CF DEFENSE: 5 EVADE: 0 RAP COST: 0
SPECIAL EFFECT: Poison Guard.
PRICE: N/A

NOTE: Pearl necklace that makes the wearer happy.

AMULET

PHYSICAL ATTACK: 0 CF ATTACK: 6 HIT: 6 WEIGHT: 2
PHYSICAL DEFENSE: 6 CF DEFENSE: 10 EVADE: 6 RAP COST: 0
SPECIAL EFFECT: None.
PRICE: 1,000G

NOTE: A charm for victory.

MISER'S SECRET

PHYSICAL ATTACK: 0 CF ATTACK: 0 HIT: 0 WEIGHT: 12
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 0 RAP COST: 0
SPECIAL EFFECT: Merchant.
PRICE: N/A

NOTE: A book that describes how to become rich.

BOOTS

PHYSICAL ATTACK: 0 CF ATTACK: 0 HIT: 5 WEIGHT: 5
PHYSICAL DEFENSE: 7 CF DEFENSE: 0 EVADE: 15 RAP COST: 0
SPECIAL EFFECT: Jump+1.
PRICE: 660G

NOTE: A protective footwear for rugged terrain.

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EYE OF ABYSS

PHYSICAL ATTACK: 0 CF ATTACK: 0 HIT: 10 WEIGHT: 3
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 0 RAP COST: 0
SPECIAL EFFECT: Phys Hit+20%
PRICE: N/A

NOTE: Black stone that hones the wearer's awareness.

.....
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HEADBAND

PHYSICAL ATTACK: 8 CF ATTACK: 8 HIT: 8 WEIGHT: 5
PHYSICAL DEFENSE: 8 CF DEFENSE: 16 EVADE: 8 RAP COST: 0
SPECIAL EFFECT: None.
PRICE: 1,500G.

NOTE: Headband that makes the wearer fell strong.

.....
.....

WINGED BOOTS

PHYSICAL ATTACK: 0 CF ATTACK: 0 HIT: 5 WEIGHT: 7
PHYSICAL DEFENSE: 10 CF DEFENSE: 0 EVADE: 20 RAP COST: 0
SPECIAL EFFECT: None.
PRICE: 770G

NOTE: Boots that enhance the wearer's movement.

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TURQUOISE

PHYSICAL ATTACK: 0 CF ATTACK: 0 HIT: 0 WEIGHT: 10
PHYSICAL DEFENSE: 5 CF DEFENSE: 5 EVADE: 5 RAP COST: 0
SPECIAL EFFECT: Confuse Guard.
PRICE: N/A

NOTE: Turquoise pendant that calms the wearer.

.....
.....

MOON NECKLACE

PHYSICAL ATTACK: 0 CF ATTACK: 5 HIT: 5 WEIGHT: 5
PHYSICAL DEFENSE: 0 CF DEFENSE: 5 EVADE: 0 RAP COST: 0
SPECIAL EFFECT: Sleep Guard.
PRICE: N/A

NOTE: Necklace made of moonstone.

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.....

GUARDIAN CAPE

PHYSICAL ATTACK: 0 CF ATTACK: 0 HIT: 0 WEIGHT: 30
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 0 RAP COST: 0
SPECIAL EFFECT: Break Guard.
PRICE: N/A

NOTE: Cape that protects wearer's equipments.

.....
.....

SCARLET MANTLE

PHYSICAL ATTACK: 0 CF ATTACK: 0 HIT: 15 WEIGHT: 20
PHYSICAL DEFENSE: 0 CF DEFENSE: 0 EVADE: 15 RAP COST: 0
SPECIAL EFFECT: Armor Guard.
PRICE: N/A

NOTE: Handsome-looking mantle.

.....

SECTION 18 - [LIST OF ITEMS] -----

Here's the list of the items in Hoshigami, the list is very small now, but I will be working on it when I see new items:

[Normal items] ++++++

.....
NAME: Recover Seed

PRICE: 500G

RAP COST: 40

EFFECT: Restores 50 HP.

.....
.....

NAME: Healing Fruit

PRICE: 2,000G

RAP COST: 40

EFFECT: Restores 100 HP.

.....
.....

NAME: Nut of Vigor

PRICE: 5,000G

RAP COST: 60

EFFECT: Restores 300 HP.

.....
.....

NAME: Blessed Fruit.

PRICE: N/A

RAP COST: ????

EFFECT: Restoros fully HP.

.....
.....

NAME: Antidote

PRICE: 2,000G

RAP COST: 60

EFFECT: Cures poisoning.

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NAME: Eyedrop

PRICE: 700G

RAP COST: 40

EFFECT: Cures blinding

.....

NAME: Unbind
PRICE: 1,000G
RAP COST: 40
EFFECT: Cures immobility.

NAME: Braven
PRICE: 1,000G
RAP COST: 40
EFFECT: Cures fear.

NAME: Sedative
PRICE: 2,000G
RAP COST: 40
EFFECT: Cures confusion.

NAME: Awakener
PRICE: 1,500G
RAP COST: 60
EFFECT: Cures sleep.

NAME: Refeign
PRICE: 1,500G
RAP COST: 60
EFFECT: Cures CF disability.

[Skill Manuals] +-----

The skill manuals ables characters to learn skills without having to gain a DEV level, I think there's manuals for all skills but I found just a few, I will list them below.

MANUAL NAME: Way of Sword
SKILL IT TEACHES: Life and Death

MANUAL NAME: Determination
SKILL IT TEACHES: Phys hit+10%

MANUAL NAME: Making Money
SKILL IT TEACHES: Dealer

MANUAL NAME: Detoxify
SKILL IT TEACHES: Poison Guard

MANUAL NAME: Undefeated
SKILL IT TEACHES: Champion

MANUAL NAME: Get Back

SKILL IT TEACHES: Counter 10%

.....
.....

MANUAL NAME: Unknown World

SKILL IT TEACHES: Refined CF.

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.....

MANUAL NAME: Master's Guide

SKILL IT TEACHES: EXP +30%

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MANUAL NAME: Endurance

SKILL IT TEACHES: HP +50%

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MANUAL NAME: Absorption

SKILL IT TEACHES: Absorb 50%

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MANUAL NAME: Cleric's Tome

SKILL IT TEACHES: DEV +30%

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.....

MANUAL NAME: Rise and Shine

SKILL IT TEACHES: Sleep Guard.

.....

SECTION 19 - [LIST OF SEALS] -----

Here's the list of all seals in the game.

[Zeneth Seals] +-----

.....

SEAL NAME: Ice

SEAL LEVEL: 1

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.....

SEAL NAME: Blue

SEAL LEVEL: 2

.....
.....

SEAL NAME: Glacier

SEAL LEVEL: 3

.....
.....

SEAL NAME: Zeneth Crest

SEAL LEVEL: 4

.....
.....

SEAL NAME: Spear

SEAL LEVEL: 5

.....
.....

SEAL NAME: Frost

SEAL LEVEL: 6

.....
.....

SEAL NAME: Tundra

SEAL LEVEL: 7

.....
.....

SEAL NAME: Zeneth Emblem

SEAL LEVEL: 8

.....

[Amu Seals] +-----

SEAL NAME: Fire

SEAL LEVEL: 1

.....
.....

SEAL NAME: Red

SEAL LEVEL: 2

.....
.....

SEAL NAME: Flame

SEAL LEVEL: 3

.....
.....

SEAL NAME: Amu Crest

SEAL LEVEL: 4

.....
.....

SEAL NAME: Sword

SEAL LEVEL: 5

.....
.....

SEAL NAME: Inferno

SEAL LEVEL: 6

.....
.....

SEAL NAME: Entity

SEAL LEVEL: 7

.....
.....

SEAL NAME: Amu Emblem

SEAL LEVEL: 8

.....

[Kashis Seals] +-----

SEAL NAME: Wind

SEAL LEVEL: 1

.....
.....

SEAL NAME: Green

SEAL LEVEL: 2

.....
.....

SEAL NAME: Breeze

SEAL LEVEL: 3

.....
.....

SEAL NAME: Kashis Crest

SEAL LEVEL: 4

.....
.....

SEAL NAME: Dagger

SEAL LEVEL: 5

.....
.....

SEAL NAME: Mistral

SEAL LEVEL: 6

.....
.....

SEAL NAME: Tempest

SEAL LEVEL: 7

.....
.....

SEAL NAME: Kashis Emblem

SEAL LEVEL: 8

.....
.....

[Ema Seals] +-----

.....

SEAL NAME: Earth

SEAL LEVEL: 1

.....
.....

SEAL NAME: Brown

SEAL LEVEL: 2

.....
.....

SEAL NAME: Russet

SEAL LEVEL: 3

.....
.....

SEAL NAME: Ema Crest

SEAL LEVEL: 4

.....
.....

SEAL NAME: Sorcery

SEAL LEVEL: 5

.....
.....

SEAL NAME: Land

SEAL LEVEL: 6

.....
.....

SEAL NAME: Spirit

SEAL LEVEL: 7

.....
.....

SEAL NAME: Ema Emblem

SEAL LEVEL: 8
.....

[Gote Seals] ++++++

.....
SEAL NAME: Lightning
SEAL LEVEL: 1

.....
SEAL NAME: Purple
SEAL LEVEL: 2

.....
SEAL NAME: Spark
SEAL LEVEL: 3

.....
SEAL NAME: Gote Crest
SEAL LEVEL 4

.....
SEAL NAME: Bow
SEAL LEVEL: 5

.....
SEAL NAME: Tunderclap
SEAL LEVEL: 6

.....
SEAL NAME: Mirage
SEAL LEVEL: 7

.....
SEAL NAME: Gote Emblem
SEAL LEVEL: 8

[Sonova Seals] ++++++

.....
SEAL NAME: Force
SEAL LEVEL: 1

.....
SEAL NAME: Yellow
SEAL LEVEL: 2

.....
SEAL NAME: Brimstone
SEAL LEVEL: 3

.....
SEAL NAME: Sonova Crest
SEAL LEVEL: 4

SEAL NAME: Axe

SEAL LEVEL: 5

SEAL NAME: Impact

SEAL LEVEL: 6

SEAL NAME: Chaos

SEAL LEVEL: 7

SEAL NAME: Sonova Emblem

SEAL LEVEL: 8

[White Seals] +-----

SEAL NAME: Light

SEAL LEVEL: 1

SEAL NAME: White

SEAL LEVEL: 2

SEAL NAME: Purity

SEAL LEVEL: 3

SEAL NAME: Ell Crest

SEAL LEVEL: 4

SEAL NAME: Harmony

SEAL LEVEL: 5

SEAL NAME: Halo

SEAL LEVEL: 6

SEAL NAME: Life

SEAL LEVEL: 7

SEAL NAME: Ell Emblem

SEAL LEVEL: 8

[Black Seals] +-----

SEAL NAME: Darkness

SEAL LEVEL: 1
.....
.....
SEAL NAME: Black
SEAL LEVEL: 2
.....
.....
SEAL NAME: Night
SEAL LEVEL: 3
.....
.....
SEAL NAME: Tys Emblem
SEAL LEVEL: 4
.....
.....
SEAL NAME: Domination
SEAL LEVEL: 5
.....
.....
SEAL NAME: Shadow
SEAL LEVEL: 6
.....
.....
SEAL NAME: Death
SEAL LEVEL: 7
.....
.....
SEAL NAME: Tys Emblem
SEAL LEVEL: 8
.....

SECTION 20 - [LIST OF COINS] -----

Here's the list of all the coins I found so far, I will be updating it as I find other coins. They are arranged by type for your convenience.

[Amu Coins] +-----

.....
COIN NAME: Grulla
INFO: Lv1 Fire Coinfeigm.
.....
.....

COIN NAME: Greis
INFO: Lv2 Fire Coinfeigm.
.....
.....

COIN NAME: Gruned
INFO: Lv3 Fire Coinfeigm.
.....
.....

COIN NAME: Gren
INFO: Lv4 Fire Coinfeigm.
.....
.....

COIN NAME: Greamu
INFO: Forbidden fire Coinfeigm.

.....

[Zeneth Coins] +-----

.....
COIN NAME: Blisu

INFO: Lv1 Water Coinfeigm.
.....
.....

COIN NAME: Blista

INFO: Lv2 Water Coinfeigm.
.....
.....

COIN NAME: Blen

INFO: Lv3 Water Coinfeigm.
.....
.....

COIN NAME: Bleeya

INFO: lv4 Water Coinfeigm.
.....
.....

COIN NAME: Bluzeneth

INFO: Forbidden water Coinfeigm.
.....

[Kashis Coins] +-----

.....
COIN NAME: Zel

INFO: Lv1 Wind Coinfeigm.
.....
.....

COIN NAME: Zepherd

INFO: Lv2 Wind Coinfeigm.
.....
.....

COIN NAME: Zephin

INFO: Lv3 Wind Coinfeigm.
.....
.....

COIN NAME: Zeno

INFO: Lv4 Wind Coinfeigm.
.....
.....

COIN NAME: Zekashis

INFO: Forbidden wind Coinfeigm.
.....

[Sonova Coins] +-----

.....
COIN NAME: Bonga

INFO: Lv1 Explosion Coinfeigm.

.....
.....

COIN NAME: Bondes
INFO: Lv2 Explosion Coinfeigm.
.....
.....

COIN NAME: Bondeo
INFO: Lv3 Explosion Coinfeigm.
.....
.....

COIN NAME: Bolunga
INFO: Lv4 Explosion Coinfeigm.
.....
.....

COIN NAME: Bosonova
INFO: Forbidden Force Coinfeigm.
.....

[Ema Coins] +-----

.....
COIN NAME: Gaiga
INFO: Lv1 Eath Coinfeigm.
.....
.....

COIN NAME: Gaiz
INFO: Lv2 Earth Coinfeigm.
.....
.....

COIN NAME: Galfo
INFO: Lv3 Earth Coinfeigm.
.....
.....

COIN NAME: Gain
INFO: Lv4 Earth Coinfeigm.
.....
.....

COIN NAME:
INFO: Forbidden Earth Coinfeigm.
.....

[Gote Coins] +-----

.....
COIN NAME: Laira
INFO: Lv1 Lightning Coinfeigm.
.....
.....

COIN NAME: Laicle
INFO: Lv2 Lightning Coinfeigm.
.....
.....

COIN NAME: Laizon
INFO: Lv3 Lightning Coinfeigm.
.....
.....

COIN NAME: Lained
INFO: Lv4 Lightning Coinfeigm.
.....
.....

COIN NAME: Laigote
INFO: Forbidden Lightning Coinfeigm.
.....

[Black Coins] +-----

.....
COIN NAME: Depin
INFO: Renders target immobile.
.....
.....

COIN NAME: Terror
INFO: Strikes fear in the target's heart.
.....
.....

COIN NAME: Spika
INFO: Blinds the target.
.....
.....

COIN NAME: Posn
INFO: Poisons the target.
.....
.....

COIN NAME: Mintal
INFO: Puts the target to sleep
.....
.....

COIN NAME: Conti
INFO: Confuses the target.
.....
.....

COIN NAME: Dy Van
INFO: Breaks the target's accessory.
.....
.....

COIN NAME: De Coin
INFO: Makes the target unable to cast CF.
.....
.....

COIN NAME: A Van
INFO: Breaks the target's weapon.
.....
.....

COIN NAME: Ora Van
INFO: Breaks the target's armor.
.....
.....

COIN NAME: El Van
INFO: Breaks the target's coin.
.....
.....

COIN NAME: Dith Paen*
INFO: ??????????????????????
.....

COIN NAME: Vanfleya**

INFO: ?????????????????????????????

*Dith Paen inflicts random negative status to everybody including enemies and the caster.

** Vanfleya can break all equipments to everybody including enemies and the caster.

[White Coins] +-----

COIN NAME: Cure

INFO: Lv1 Life restoration Coinfeigm.

COIN NAME: Cure Re

INFO: Lv2 Life restoration Coinfeigm.

COIN NAME: Cure Zu

INFO: Lv3 Life restoration Coinfeigm.

COIN NAME: Re Cure

INFO: Fully restores 1 person's HP.

COIN NAME: Re Vin

INFO: Restores incapacitated target's HP by 10%.

COIN NAME: Re Via

INFO: Restores incapacitated target's HP by 50%.

COIN NAME: Re Vive

INFO: Restores incapacitated target's HP by 100%.

COIN NAME: Re Move

INFO: Cures the target from immobility.

COIN NAME: Re Pure

INFO: Cures the target from poisoning.

COIN NAME: Re Lite

INFO: Cures the target from blinding.

COIN NAME: Re Laks

INFO: Cures the target from fear.

COIN NAME: Re Lake
INFO: Cures the target from sleep
.....
.....

COIN NAME: Re Coin
INFO: Cures the target from CF disability.
.....
.....

COIN NAME: Re Tein
INFO: Cures the target from confusion.
.....
.....

COIN NAME: Resis
INFO: Temporarily protects the target from all negative effects.
.....
.....

COIN NAME: Gausch
INFO: Protects the target from shoot.
.....
.....

COIN NAME: Starra
INFO: Cures the target from all negative status.
.....
.....

SECTION 21 - [SKILLS LIST] -----

Here's the list of the skills that you can learn by leveling up your DEV or by using a Skill Manual.

[Zeneth] ++++++

.....
SKILL NAME: Zeneth's Aid
DEV LEVEL: 1
EFFECT: Zeneth grants divine protection.
.....
.....

SKILL NAME: Luck+10%
DEV LEVEL: 2
EFFECT: Luck increases by 10%.
.....
.....

SKILL NAME: Dealer
DEV LEVEL: 3
EFFECT: Bonus money increases slightly.
.....
.....

SKILL NAME: Charm+10%
DEV LEVEL: 4
EFFECT: 10% chance of cause "Confusion" with each successful hit.
.....
.....

SKILL NAME: Immobile Guard
DEV LEVEL: 5
EFFECT: Protects from "Immobile".
.....
.....

SKILL NAME: Sandman +10%

DEV LEVEL: 6

EFFECT: 10% chance of cause "Sleep" with each successful hit.

.....
.....

SKILL NAME: CF Success +10%

DEV LEVEL: 7

EFFECT: Increases success rate of Coinfeigm by 10%.

.....
.....

SKILL NAME: Luck+20%

DEV LEVEL: 8

EFFECT: Luck increases by 20%.

.....
.....

SKILL NAME: Trader

DEV LEVEL: 9

EFFECT: Bonus money increases.

.....
.....

SKILL NAME: Charm+25%

DEV LEVEL: 10

EFFECT: 25% chance of cause "Confusion" with each successful hit.

.....
.....

SKILL NAME: Luck+30%

DEV LEVEL: 11

EFFECT: Luck increases by 30%.

.....
.....

SKILL NAME: Sandman +25%

DEV LEVEL: 12

EFFECT: 25% chance of cause "Sleep" with each successful hit.

.....
.....

SKILL NAME: CF Success +20%

DEV LEVEL: 13

EFFECT: Increases success rate of Coinfeigm by 20%

.....
.....

SKILL NAME: Bat's Wing

DEV LEVEL: 14

EFFECT: Necessary for ritual of darkness.

.....
.....

SKILL NAME: Zeneth Robe

DEV LEVEL: 15

EFFECT: Robe blessed by Zeneth.

.....
.....

SKILL NAME: Zeneth Lance

DEV LEVEL: 16

EFFECT: Lance that holds the power of Zeneth.

.....

[Ema] +-----

.....

SKILL NAME: Ema's Aid

DEV LEVEL: 1

EFFECT: Ema grants divine protection.

.....
.....

SKILL NAME: Absorb 10%

DEV LEVEL: 2

EFFECT: Absorb 10% of damage you inflict.

.....
.....

SKILL NAME: CF dmg -10%

DEV LEVEL: 3

EFFECT: Coinfeigm damage taken -10%.

.....
.....

SKILL NAME: Poison 10%

DEV LEVEL: 4

EFFECT: 10% chance of causing "Poison" with each successful hit.

.....
.....

SKILL NAME: CF damage +10%

DEV LEVEL: 5

EFFECT: Increases Coinfeigm damage by 10%.

.....
.....

SKILL NAME: Blind Guard

DEV LEVEL: 6

EFFECT: Protect from "Blind".

.....
.....

SKILL NAME: Absorb 30%

DEV LEVEL: 7

EFFECT: Absorb 30% of damage you inflict.

.....
.....

SKILL NAME: Equip Coin +1

DEV LEVEL: 8

EFFECT: Number of coins equipped +1.

.....
.....

SKILL NAME: CF damage -20%

DEV LEVEL: 9

EFFECT: Coinfeigm damage taken -20%

.....
.....

SKILL NAME: Poison +25%

DEV LEVEL: 10

EFFECT: 25% chance of causing "Poison" with each successful hit.

.....
.....

SKILL NAME: Refined CF

DEV LEVEL: 11

EFFECT: Coinfeigm cost -20%.

.....
.....

SKILL NAME: Absorb 50%

DEV LEVEL: 12

EFFECT: Absorb 50% damage you inflict.

.....
.....

SKILL NAME: CF Damage +20%.

DEV LEVEL: 13

EFFECT: Increases Coinfeigm damage by 20%.

.....
.....

SKILL NAME: Lizard's Leg

DEV LEVEL: 14

EFFECT: Necessary for ritual of light.

.....
.....

SKILL NAME: Robe of Ema

DEV LEVEL: 15

EFFECT: Robe blessed by Ema.

.....
.....

SKILL NAME: Ema Ring

DEV LEVEL: 16

EFFECT: Ring made from a clear red stone.

.....

[Sonova] +-----

SKILL NAME: Sonova's Aid

DEV LEVEL: 1

EFFECT: Sonova grants divine protection.

.....
.....

SKILL NAME: HP +10%

DEV LEVEL: 2

EFFECT: Max HP increased by 10%.

.....
.....

SKILL NAME: Phys dmg -10%

DEV LEVEL: 3

EFFECT: Physical damage taken -10%

.....
.....

SKILL NAME: Decoin 10%

DEV LEVEL: 4

EFFECT: 10% chance of CF disability/hit.

.....
.....

SKILL NAME: HP +20%

DEV LEVEL: 5

EFFECT: Maximum HP inceases by 20%

.....
.....

SKILL NAME: Poison Guard

DEV LEVEL: 6

EFFECT: Protects from poisoning.

.....
.....

SKILL NAME: Firm Stance

DEV LEVEL: 7

EFFECT: Protects from shoot.

.....
.....

SKILL NAME: HP +30%
DEV LEVEL: 8
EFFECT: Maximum HP increases by 30%.
.....
.....

SKILL NAME: Acc break 10%
DEV LEVEL: 9
EFFECT: 10% chance of accessory break/hit.
.....
.....

SKILL NAME: Phys Dmg -20%
DEV LEVEL: 10
EFFECT: Physical damage received -20%.
.....
.....

SKILL NAME: Decoin 25%
DEV LEVEL: 11
EFFECT: 25% chance of CF disability/hit.
.....
.....

SKILL NAME: Refined Attack
DEV LEVEL: 12
EFFECT: Physical attack cost -20%.
.....
.....

SKILL NAME: HP +50%
DEV LEVEL: 13
EFFECT: Maximum HP inceases by 50%.
.....
.....

SKILL NAME: Coin Break 10%
DEV LEVEL: 14
EFFECT: 10% chance of coin break/hit.
.....
.....

SKILL NAME: Axe of Sonova
DEV LEVEL: 15
EFFECT: War axe blessed by Sonova.
.....
.....

SKILL NAME: Sonova Vest
DEV LEVEL: 16
EFFECT: Vest blessed by Sonova.
.....
.....

[Gote] +-----

.....
SKILL NAME: Gote's Aid
DEV LEVEL: 1
EFFECT: Gote grants divine protection.
.....
.....

SKILL NAME: Exp +10%
DEV LEVEL: 2
EFFECT: Acquired EXP increases by 10%.
.....
.....

SKILL NAME: Phys Hit +10%
DEV LEVEL: 3
EFFECT: Physical attack hit rate +10%.
.....
.....

SKILL NAME: Hawk's Eye
DEV LEVEL: 4
EFFECT: Hidden items become visible.
.....
.....

SKILL NAME: Blind 10%
DEV LEVEL: 5
EFFECT: 10% chance of blinding/hit.
.....
.....

SKILL NAME: Fear Guard
DEV LEVEL: 6
EFFECT: Protect from fear.
.....
.....

SKILL NAME: EXP +20%
DEV LEVEL: 7
EFFECT: Acquired EXP increases by 20%.
.....
.....

SKILL NAME: Phys Hit +20%
DEV LEVEL: 8
EFFECT: Physical attack hit rate +20%.
.....
.....

SKILL NAME: Armor Guard
DEV LEVEL: 9
EFFECT: Protects armor from breaking.
.....
.....

SKILL NAME: Blind 25%
DEV LEVEL: 10
EFFECT: 25% chance of blinding/hit.
.....
.....

SKILL NAME: Counter 50%
DEV LEVEL: 11
EFFECT: 50% chance of counterattack.
.....
.....

SKILL NAME: EXP +30%
DEV LEVEL: 12
EFFECT: Acquired EXP increases by 30%.
.....
.....

SKILL NAME: Weapon Guard
DEV LEVEL: 13
EFFECT: Protects weapon from breaking.
.....
.....

SKILL NAME: Gote's anger
DEV LEVEL: 14
EFFECT: Morning star which emanates Gote's anger.
.....
.....

SKILL NAME: Bow of Gote
DEV LEVEL: 15
EFFECT: Bow that bestows Gote's accuracy on the wielder.
.....
.....

SKILL NAME: Gote's Armor
DEV LEVEL: 16
EFFECT: Full body armor blessed by Gote.
.....

[Kashis] +-----

.....
SKILL NAME: Kashis' Aid
DEV LEVEL: 1
EFFECT: Kashis grants divine protection.
.....
.....

SKILL NAME: DEV +10%
DEV LEVEL: 2
EFFECT: Acquired DEV increases by 10%.
.....
.....

SKILL NAME: Jump +1
DEV LEVEL: 3
EFFECT: Climbing ability increases by 1.
.....
.....

SKILL NAME: Phys Evade +10%
DEV LEVEL: 4
EFFECT: Physical attack evade rate +10%.
.....
.....

SKILL NAME: Immobile 10%.
DEV LEVEL: 5
EFFECT: 10% chance of immobility/hit.
.....
.....

SKILL NAME: Decoin Guard
DEV LEVEL: 6
EFFECT: Protects from CF disability.
.....
.....

SKILL NAME: DEV +20%
DEV LEVEL: 7
EFFECT: Aquired DEV increases by 20%.
.....
.....

SKILL NAME: Jump +2
DEV LEVEL: 8
EFFECT: Climbing ability increases by 2.
.....
.....

SKILL NAME: Acc Guard
DEV LEVEL: 9
EFFECT: Protects accessory from breaking.
.....
.....

SKILL NAME: Immobile 25%
DEV LEVEL: 10
EFFECT: 25% chance of immobility/hit.
.....
.....

SKILL NAME: Phys Evade +20%
DEV LEVEL: 11
EFFECT: Physical attack evade rate +20%.
.....
.....

SKILL NAME: Coin Guard
DEV LEVEL: 12
EFFECT: Protects Coinfeigm from breaking.
.....
.....

SKILL NAME: DEV +30%
DEV LEVEL: 13
EFFECT: Aquired DEV increases by 30%.
.....
.....

SKILL NAME: Kashis' Breath
DEV LEVEL: 14
EFFECT: Boomerang that flies with the swiftness of Kashis.
.....
.....

SKILL NAME: Kashis Robe
DEV LEVEL: 15
EFFECT: Robe blessed by Kashis.
.....
.....

SKILL NAME: Kashis' Will
DEV LEVEL: 16
EFFECT: Knife which contains Kashis' will.
.....
.....

[Amu] +-----

.....
SKILL NAME: Amu's Aid
DEV LEVEL: 1
EFFECT: Amu grants divine protection.
.....
.....

SKILL NAME: Counter 10%
DEV LEVEL: 2
EFFECT: 10% chance of counterattack.
.....
.....

SKILL NAME: Phys Dmg +10%
DEV LEVEL: 3
EFFECT: Physical damage increses by 10%
.....
.....

SKILL NAME: Confuse Guard
DEV LEVEL: 4
EFFECT: Protects from confusion.
.....
.....

SKILL NAME: Arms Master
DEV LEVEL: 5
EFFECT: Critical area widens.
.....
.....

SKILL NAME: Threaten 10%
DEV LEVEL: 6
EFFECT: 10% chance of fear/hit.
.....
.....

SKILL NAME: Sleep Guard
DEV LEVEL: 7
EFFECT: Protects from sleep
.....
.....

SKILL NAME: Counter 20%
DEV LEVEL: 8
EFFECT: 20% chance of counterattack.
.....
.....

SKILL NAME: Arm Break 10%
DEV LEVEL: 9
EFFECT: 10% chance of armor break/hit.
.....
.....

SKILL NAME: Champion
DEV LEVEL: 10
EFFECT: Hit/evade/damage up when HP is low.
.....
.....

SKILL NAME: Threaten 25%
DEV LEVEL: 11
EFFECT: 25% chance of feat/hit.
.....
.....

SKILL NAME: Counter 30%
DEV LEVEL: 12
EFFECT: 30% chance of counterattack.
.....
.....

SKILL NAME: Phys Dmg +20%
DEV LEVEL: 13
EFFECT: Physical damage increases by 20%.
.....
.....

SKILL NAME: Wpn Break 10%
DEV LEVEL: 14
EFFECT: 10% chance of weapon break/hit.
.....
.....

SKILL NAME: Mail of Amu
DEV LEVEL: 15
EFFECT: Plate mail blessed by Amu.
.....
.....

SKILL NAME: Sword of Amu
DEV LEVEL: 16
EFFECT: Sacred sword imbued with the strength of Amu.
.....
.....

[Elvilla] +-----

SKILL NAME: Luck +50%

DEV LEVEL: 1

EFFECT: Luck increases by 50%.

SKILL NAME: Phys Hit +30%

DEV LEVEL: 2

EFFECT: Physical attack hit rate +30%.

SKILL NAME: Equip Coin +2

DEV LEVEL: 3

EFFECT: Number of coins equipped +2.

SKILL NAME: DEV +50%

DEV LEVEL: 4

EFFECT: Acquired DEV increases by 50%.

SKILL NAME: Seven Guard

DEV LEVEL: 5

EFFECT: Protects from all negative effects.

SKILL NAME: Jump +3

DEV LEVEL: 6

EFFECT: Climbing ability increases by 3.

SKILL NAME: CF Dmg -30%.

DEV LEVEL: 7

EFFECT: CF damage received -30%.

SKILL NAME: Absorb 100%.

DEV LEVEL: 8

EFFECT: Absorbs 100% of damage you inflict.

SKILL NAME: Phys Evade +30%

DEV LEVEL: 9

EFFECT: Physical attack evasion rate +30%.

SKILL NAME: CF Dmg +30%

DEV LEVEL: 10

EFFECT: CF damage increases by 30%.

SKILL NAME: Break Guard

DEV LEVEL: 11

EFFECT: Protects all items from breaking.

SKILL NAME: CF Success +30%

DEV LEVEL: 12

EFFECT: Coinfeigm success rate +30%.

.....
.....

SKILL NAME: EXP +50%

DEV LEVEL: 13

EFFECT: Acquired EXP increases by 50%.

.....
.....

SKILL NAME: Elvilla's Garb

DEV LEVEL: 14

EFFECT: Holy garb blessed by Elvilla.

.....
.....

SKILL NAME: Celestial Ring

DEV LEVEL: 15

EFFECT: Ring with Ixian script etched on its surface.

.....
.....

SKILL NAME: Final Guard

DEV LEVEL: 15

EFFECT: Seven Guard + Break Guard.

.....

[Vugtis] +-----

SKILL NAME: Counter 50%

DEV LEVEL: 1

EFFECT: 50% chance of counterattack.

.....
.....

SKILL NAME: Merchant

DEV LEVEL: 2

EFFECT: Bonus money increases drastically.

.....
.....

SKILL NAME: Phys Dmg +30%

DEV LEVEL: 3

EFFECT: Physical damage increases by 30%.

.....
.....

SKILL NAME: Phys Dmg -30%

DEV LEVEL: 4

EFFECT: Physical damage received -30%.

.....
.....

SKILL NAME: Arm Break 25%

DEV LEVEL: 5

EFFECT: 25% chance of armor break/hit.

.....
.....

SKILL NAME: Wpn Break 25%

DEV LEVEL: 6

EFFECT: 25% chance of weapon break/hit.

.....
.....

SKILL NAME: Acc Break 25%
DEV LEVEL: 7
EFFECT: 25% chance of accessory break/hit.
.....
.....

SKILL NAME: Coin Break 25%.
DEV LEVEL: 8
EFFECT: 25% chance of coin break/hit.
.....
.....

SKILL NAME: Life and Death
DEV LEVEL: 9
EFFECT: Hit/evade/damage up when HP is low.
.....
.....

SKILL NAME: Seven Pains
DEV LEVEL: 10
EFFECT: Causes all negative effects/hit.
.....
.....

SKILL NAME: Seven Guard
DEV LEVEL: 11
EFFECT: Protects from all negative effects.
.....
.....

SKILL NAME: Counter 100%
DEV LEVEL: 12
EFFECT: 100% chance of counterattack
.....
.....

SKILL NAME: Break Guard
DEV LEVEL: 13
EFFECT: Protects all items from breaking.
.....
.....

SKILL NAME: Star Blade
DEV LEVEL: 14
EFFECT: Sword made from the shard of elemental wisdom.
.....
.....

SKILL NAME: Vugtis' Garb
DEV LEVEL: 15
EFFECT: War garb blessed by Vugtis.
.....
.....

SKILL NAME: Break All
DEV LEVEL: 16
EFFECT: Breaks all items/hit.
.....

SECTION 22 - [INFO ABOUT EXP AND DEV] -----

In this section I will tell you some info on the EXP and DEV like the best way of getting them.

[Experience points] ++++++

Experience points are earned by attacking or healing the target and it was

already explained, but there's some things you should know. You can get EXP by attacking your own friends or by healing the enemies, that's how the trick goes, if you take a battle just for leveling up, you can do it easily by just attacking your friends, let one enemy alive and keep using this method to gain levels easier.

There's another thing you should know, the EXP points you receive are based on the difference between your level and the target's level, that means, the higher the target's level the most EXP you will earn and the lower the target's level the less EXP you will earn. So, to gain levels easier and faster keep attacking the target with the higher levels.

I think the EXP earned works this way:

S I T U A T I O N	E X P E A R N E D
4 or more levels below yours	1 EXP
3 levels below yours	1,2 EXP
2 levels below yours	2 EXP
1 level below yours	2-3-4 EXP
Same level as yours	4-5-6 EXP
1 level above yours	10-11- EXP
2 levels above yours	15-16 EXP
3 levels above yours	20-21 EXP
4 or more levels above yours	25 EXP

* This chart is based on the EXP earned by attacking physically, if you kill the enemy you will win more EXP.

----- REALLY FAST WAY OF GAINING EXP AND DEV -----

Now here goes the best way of gaining EXP and DEV in a shot, this hint was submitted by Jyh-I Lu and it really works greatly. All you have to do is get a white coin that recovers from negative status, then give it a great boost on it, like increasing MCP, reducing RC and CPC, then increase the AOE to 13 (enough to use on all your party) then equip it on the character you want to gain EXP and DEV and in the battle use it on all your party. Even if your character isn't with a negative status it will work and you will receive EXP and DEV for it.

Depending on your party and your character level you can earn up to 100 EXP and 60 DEV in one cast, and depending on the stats of your coins you can cast it a lot of times in a row. Then putting one of these coins in all your characters can provide you lots of levels every battle.

 [Dev points] ++++++

DEV points works almost as the JOB POINTS of Final Fantasy Tactics, the method of earning them is the same as the EXP points, and once reached 100 DEV points you will gain a DEV level, with this level you can learn Skills. The best way of earning them is "almost" the same as the exp, attacking enemy with high levels isn't the only way of earning more DEV points, the compatibility between the deities affects too, attacking the deity that your character's deity is weak will make you get more DEV points, this way:

AMU --> GOTE --> EMA --> SONOVA --> KASHIS --> ZENETH --> AMU

SECTION 23 - [CHROMA'S SUBQUEST] ++++++

Chroma is the character that requires more to be recruited, and as I have received lots of e-mails asking about it I decided to create a section specifically for her, here you will see an in-depth explanation of how to recruit her, so let's start:

First of all, in the chapter 3 after the battle at Queld you will have a question to answer:

- 1 - "Continue onward."
- 2 - "Send a messenger."

Pick the answer 2.

Then reach the chapter 4 and before fighting the first battle at Kamdell enter and reach the Chroma's Workshop on top of the Hephaitos' Tower, there you will meet Chroma, Fazz asks Chroma to make some weapons for him, then Chroma asks Fazz if the war can't be avoided:

- 1 - "I got no other choice."
- 2 - "I know what you are saying."

Pick the answer 2, Chroma agrees in making some weapons but she says that she needs some time to make it. After the conversation exit the tower and fight the first battle at Kamdell, come back to Chroma's workshop and Chroma will say that she did seven weapons, one of each type but a man named Sajiri have stolen the weapons, she says that Sajiri is probably on the tower and says that if you get the weapons back you can have it.

On the Hephaitos' Tower you can find Sajiri on the floors 4,8,12,16,20,24 and 28 just do an Attack Session on him and you will get the weapons back, here's the weapons floor by floor:

- Floor 4 - Armsbreaker (Dagger)
- Floor 8 - Nullifier (Morning Star)
- Floor 12 - Soul Reaper (Axe)
- Floor 16 - Brionac (Spear)
- Floor 20 - Crescent (Boomerang)
- Floor 24 - Jewel Eater (Bow)
- Floor 28 - Shichishitou (Sword)

After collecting all the weapons go speak with Chroma again and she will offer to

join you:

- 1 - "No, not at all."
- 2 - "I don't think that's a good idea."

Pick the answer 1 and Chroma will join you, she is a great mage and also has a ring made by her, the Promise Ring.

SECTION 24 - [RECRUITING ALL SPECIAL CHARACTERS] -----

Here's what you have to do to recruit any special character you want:

Romleth

After escaping from Widden underground prison you will have a conversation with Romleth, when a question appears answer:

- "Thank you" or
- "I can't let you" then "Thank you."

Silphatos

After the second conversation between Fazz and Silphatos at the Tower of Wind answer the following:

- "I gladly accept your offer." or
- "Thank you, but..." then "I guess you're right."

Elena

As soon as the chapter 2 begins go to Dissoal, a conversation will start, you need to answer the following:

- "How much will you pay?." or
- "Sorry, find someone else." then "Alright, you win."

If you miss Elena at this point you have another chance of recruit her, after the Temple of Water you will meet her in Tus, there answer:

- "Alright."

Jacqueline

To recruit Jacqueline you have to do the following:

After the battle at Queld answer:

- "Send a messenger."

When you first meet Jacqueline answer:

- "A woman of such beauty."

After beating her at the Fort Sappharl select the option:

- "I want to help them."

Have Tinn or Elena recruited, then at the second battle at Lake Ecroga select:

- "That's enough."
- "Well", then "What's the matter?", then "Elena hold on." or "Tinn hold on."

Chroma

To recruit Chroma you have to...

After the battle at Queld select:

- "Send a messenger."

Reach Chroma's workshop at Hephaitos' Tower then select:

- "I know what you are saying."

After the battle at Kamdell go talk to her again and recover her weapons stolen by Sajiri by performing an Attack Session on him at the floors 4,8,12,16,20,24 and 28 of the same tower.

Go talk to her again and select:

- "No, not at all."

Leia

In order to recruit Leia do the following:

Save Leia at the Temple of Water and when chatting with her select:

- "I can't do that."

Before going to the Temple of Fire go again to the Temple of Water and select the following sequence:

- "But."
- "True."
- "Even then."(If you want Leimrey later.)

Tinn

To recruit Tinn you have to:

When talking to Romleth at Widden prison answer:

- "Special."

Recruit Elena at Dissoal, then when chatting with her at Savah Canal answer:

- "Yes I was."

After the battle at Fort Yugo select:

- "Alright." or

- "I still can't let you, then "Especially you me and everyone else."

If you don't recruit Tinn at Fort Yugo you will have another chance at Lar Dellue, there select:

- "Alright."

Gomes

To recruit Gomes you need to do the following:

Have Gomes alive after the battle at the Temple of Fire and during the chat at Clair Oasis select:

- "Certainly." or

- "Actually." then "Alright."

Leimrey

In order to have Leimrey join you have to:

Recruit Tinn at Fort Yugo, and during the conversation with leia select:

- "Even then.", Leia must join you too.

At Temple of Fire choose:

- "Let's retreat." or

- "We'll fight." then "On second thought."

After the battle with Leimrey in Kamdell select:

- "No Leimrey."

Alveen

Go through the conversation in Clair Oasis, after the battle at the Temple of Fire and select:

- "Let's retreat."

After the battle with Alveen at Fort Le Sulle, select:

- "I refuse."

Then go to Clair Oasis and select:

- "Come with us." or
- "What are you going to do now?" then "Alveen."

Reuperl

In order to recruit Reuperl you have to do the following:

At the first question of the game select:

- "Let's hear what he has to say." then "I can't say no to the King."

After the battle with Alveen at Aus select:

- "Alright."

Have Reuperl survive the battle at Aus.

After the battle at Lar Dellue and before going to the Ixian Temple re-visit Aus and select:

- "No, then "Alright." or
- "Okay, but..." then "Alright."

Luke

In order to recruit Luke you have to:

Have the Tower of Vugtis appear on the map.

Have Leia, Elena, and Jacqueline recruited into your party.

After leaving Layeta but before reaching the Ixian Temple re-visit the Temple of Water and there select:

- "Of course not." or
- "That's not a good idea." then "Okay."

Zelstan

To recruit Zelstan you need to:

Have Luke, Reuperl, Silphatos, Elena, Leia, Alveen, and Tinn recruited into your party.

After the battle at Lar Dellue but before reaching the Ixian Temple visit Layeta and select:

- "Thank you very much."
- "I'm sorry." then "That's right."

SECTION 25 - [PERFORMING LIGHT AND DARKNESS RITUALS] -----

Here's how to perform the light and darkness rituals.

Elvilla the Light deity

To unlock the Deity Elvilla have a character learn the following skill:

- Kashis' Aid (Kashis lv1)
- Gote's Aid (Gote lv1)
- Lizard's Leg (Ema lv14)

Then equip the skills on a character then go to the temple at Tus or Aus.

The great spirit Elvilla has been added to the list of deities, those who learn the skills Kashis' Aid, Gote's Aid and Lizard's Leg are permitted to select Elvilla as deity.

Vugtis the darkness deity

To unlock the Deity Vugtis have a character learn the following skills:

- Sonova's Aid (Sonova lv1)
- Amu's Aid (Amu lv1)
- Bat's Wing (Zeneth lv14)

Then equip the skills on a character then go to the temple at Marfa or Widden.

The great spirit Vugtis has been added to the list of deities, those who learn the skills Sonova's Aid, Amu's Aid and Bat's Wing are permitted to select Vugtis as deity.

SECTION 26 - [GOODIES IN TOWER OF VUGTIS] -----

First of all I will explain how to make the Tower of Vugtis appear:

1st - After the battle at Queld select:

- "Send a messenger."

2nd - After the battle at Kamdell select:

- "Let's go to the temple."

3rd - After Aus at the chapter 6 the tower will appear if one of your characters can worshipping Vugtis.

Then let's explore the Tower of Vugtis, this tower works just like the others, you will receive two seals for each floor beaten, also after 5 floors you can save your game, one difference from the other towers is that this tower has 100 floors, so we have a lot to climb up.

I have no sure if the enemies are random or not here, but anyways I won't list the enemies on each floor, I will just tell you the level of the enemies and the goodies of each 5 floors, the levels of enemies are the same for 5 floors then it will grow up, so that's how I will write. Notice that I will just list the new goodies of the floors, it means that if I say that on the floors 1-5 you can find a weapon X you can find it on the upper floors too but I won't write, so let's begin.

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
TOWER OF VUGTIS - FLOORS 1-5
Enemies level: 55
Goodies: Equip Coin +2(Skill).
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
TOWER OF VUGTIS - FLOORS 6-10
Enemies level: 56
Goodies: Master Ring.
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
TOWER OF VUGTIS - FLOORS 11-15
Enemies level: 57
Goodies: Refined CF(Skill), Balmung(Sword).
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
TOWER OF VUGTIS - FLOORS 16-20
Enemies level: 58
Goodies: Fragarach(Sword), Iron Viper(M.Star), Fatal Sting(Bow), Ameno Nuboko
        (Spear), Great Axe, Dragon Scale(Armor), Galema(Forbidden earth coin).
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
TOWER OF VUGTIS - FLOORS 21-25
Enemies level: 59
Goodies: Sun Knife, Nighthawk(Boomerang), Star of Malice(M.Star).
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
TOWER OF VUGTIS - FLOORS 26-30
Enemies level: 60
Goodies: Apache(Boomerang), Moon Ring, Starra(White coin).
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

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MORE ON THE NEXT UPDATE.

SECTION 27 - [FREQUENTLY ASKED QUESTION] -----

Here's the questions I got via e-mail.

Question: I checked the floors 4,8,12,16,20,24 and 28 of the Hephaitos' Tower but Sajiri wasn't there, did I do something wrong ?

Answer: You need talk to Chroma first before the first battle at Kamdell, and she must ask you to recover the weapons.

Question: Is it possible to max out all my characters DEV levels?, what's the maximum level in Hoshigami?

Answer: Yes, you can max out all DEV levels but you will need a lot of patience, and about the maximum level I'm not 100% sure of if but it isn't 50 'cause I'm at 67 now, so it must be 99.

Question: How to upgade coin to level 4 and super(level5) I'm trying much more time but it's snot to level up engrave. My coin now is max level 3.

Answer: To upgrade the coin to level 4 you have to raise the MCP to 70, AOE to 13(I know it was wrong in the FAQ but I already fixed it.) and POT to 110, then use an Emblem of the same color as your coin or two level 7 seals of the other deities of the same triangle of your coin. To level up coins to level 5 I don't know how, but I'm still trying, though.

Question: I answered a question wrongly, and I think I won't see the best ending, what do I do? I'm at chapter 5.

Answer: If you're already at chapter 5 you should finish the game then play it again(if you realy want tosee the best ending) 'cause you're almost at the end of the game.

Question: Why don't you use the X and Y axis used in the other FAQ on yours?

Answer: Well, the main reason is that I got confused when I tried to use it, and and as I rotate the camera lot of times to have a best view I would be more confused, so I decide to give just the location with words, and I think everybody will have no problem.

SECTION 28 - [CREDITS] -----

Here's the list of all the sources that helped me to do this FAQ/Walkthrough, if I've forgot someone who have sent any type of contribution, please send me an e-mail requesting it, 'cause we're all humans. (^_^).

-<>- Atlus (www.atlus.com)

For making this great game, my first death in a RPG in a long time. Also 'cause TeamXK requested.

-<>- MaxFive

For publishing the game.

-<>- CJayC (www.gamefaqs.com)

For posting all my FAQs and for his hard work running the best FAQ site ever.

-<>- Jyh-I Lu <halister@uclink4.berkeley.edu>

For telling me that both Vugtis and Elvilla give great stat bosts when your character level up, Elvilla more CF power while Vugtis more Attack power. Also for giving the best way to level up I ever heard, besides some engraving combinations.

-<>- The Dyslexic <slave470@hotmail.com>

For helping me with a lot of miss spelled words, sorry about the prisoner and prision but that's because prisoner means prisoneiro in Portuguese, I won't write it again. (^_^)

-<>- Anonymous D <sdanond@hotmail.com>

Helped me a lot with the multiple endings, also told me the real way of recruiting Tinn at Lar Dellue. Thanks man.

Guys from Message Board:

I got a lot of info from the message board, as the message board is an info exchange I hope no one will get angry, but I will credit them here anyway, if you want to add your e-mail adress of change your alias let me know (^_^).

-<>- jtelec

Thanks for the full list of skills for the 6 first Deities.

-<>- Eratter

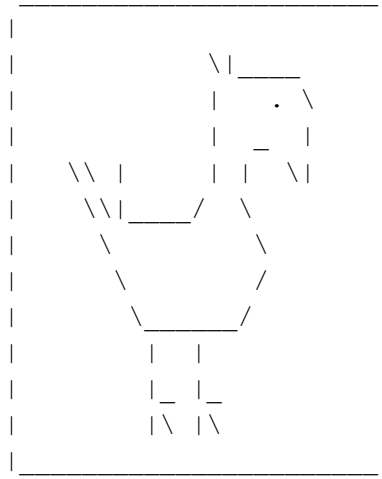
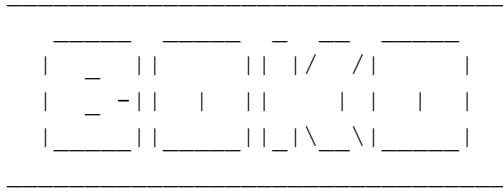
Thanks for the requiriments needed to level up a coin 'til the level 4.

-<>- Aeon <markos-st@otenet.gr>

The triangle engraving method, it helped me to explain what I already knew. He also sent me some small contributions, I will use it but this game is driving me crazy.

-<>- TeamXK.

For the way of recruiting all characters, how to unlock the secret deities and the Tower of Vugtis. I don't know how he found that but it came in handy. He told to give credit to Atlus but he deserves credit too.



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