

Hoshigami: Ruining Blue Earth FAQ/Walkthrough

by gyl127

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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

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Hoshigami: Ruining Blue Earth FAQ/Walkthrough Version 2.3

For Playstation(tm) (US version)

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Note: You can e-mail me for suggestions/contributions or comments so as to improve the guide. They are most welcome and every bit of it is well appreciated. This guide will be LONGER than anything that I've done so please understand. Also, I will most likely to update this guide every week or two so much more revision and updates are expected. The table of content will be most likely the outline of the guide. That's all for now. Thanks ^_^ and oh... please read the E-mail policy.

Now, for the walkthrough, this walkthrough is much like an outlined form of every battle. Take note that I'll only specify only the main battles meaning the strategy guide for the tower of trials won't be found in the walkthrough itself but I'll separate it. Much like the House of Session I'll have a separate topic for it so it won't be hard for me.

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DISCLAIMER

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INTRODUCTION

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Hello everyone! gyll127 here! To those of you who know me, welcome back! This is my fourth guide at GameFAQs. Seeing that there aren't any guide available out there yet so I decided to create one :) As with the objective of other guides, I too would like to help out gamers out there who want to know various infos about the game and others, beat it. I'm not yet finished with my guides, but I'm sure I can finish it. I love strategy game like this and I'll do my best to make this guide as helpful as possible.

Now about the game. Imagine a game like Final Fantasy Tactics but this time no magics, no job classes and no T.G. Cid :) hehehe...

Hoshigami: Ruining Blue Earth is a whole new world and yep your right it's a whole new adventure. You take the role of Fazz, a mercenary who lives in the land of Nightweld in the city of Dissoal. With your friend Leimrey you were asked to work for the kigndom of Nieghtheld and after several turns of event ending up into Fazz' own epic adventure. Okay I won't spoil you anymore so let's start the guide!

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Ruining Blue Earth

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E-MAIL POLICY

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For the past months, I've been receiving such a great number of e-mails and some of them are quite annoying. So, this time I decided to put up this e-mail policy for you if you want to send me an e-mail. Here are the Do's and Don'ts regarding sending me an E-mail.

The Do's

1. Only send me a question, which cannot be found on my guide. I will be more happy to help you with that.
2. When asking something be more specific in order for me to understand what you're trying to ask me about.
3. Try to check for the latest version of this guide before sending questions, contribution, etc. If your using a later version of the guide, the answer(s) to your questions might have been answered already and will be most likely to be ignored.
4. Label your e-mail with the following as the topic:
 - o for questions do something like this Question-Hoshigami
 - o for contributions do something like this Contribution-[plus the name of what you'll be contributing] e.g Contribution-Coin Combo
 - o when correcting typos or misspelled words (don't ask some out there are too picky) send me the section with the typo just label your e-mail with Typo.
5. If your a GameFaqs Message Board user you can do your questioning there I do hang around the GF Message Boards a lot so you may catch me there. Doing so then just disregard the whole Do's and Don'ts hehehe.....
6. If it happens that I've forgot to give you credit for the contribution, just e-mail me nicely and I'll respond to you immidiately.
7. If you find the #4 Do's annoying just do the ussual thing when emailing.
8. Be Nice ^_^

The Don'ts

1. Don't send any questions that can be answered from my guide. And don't be so persistent in doing so.
2. I don't want seeing e-mails that got something like "Your guide is so stupid", "My baby bro can do alot better". In short don't send me nonsense e-mail that got nothing to do with the game or FAQ.

3. Don't say bad words. F\$#k Y%u! and the likes.
 4. And, don't send Chain letters! Please!
- (Doing this, your e-mail will be most likely to be ignored)

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UPDATES/REVISIONS

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Version .5 (Started: December 27, 2001)

Version .5 is what you see right now. Much work to be done
expect a lot of updates coming soon!

Version 1 (Started December 31, 2001)

Whew, Now for an update:

- o Item List Update
- o Character Information section Update
- o Equipment FAQs Update
- o Walkthrough section Update
- o Character Setup (REMOVED)
- o FAQs section (new section)
- o Skill section Update (Made much better)
- o Required level of characters added to walkthrough
- o Shop List updated
- o Getting Special Characters(new section)

* I haven't added the Hidden Item locations and the coin
FAQ it's not yet finished just wait for the next version
^_^!

Version 2.3 (Started January 3, 2001)

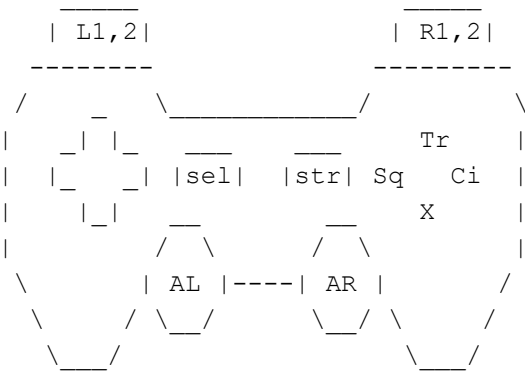
School just begun I might not be updating alot but I'll
try to update this as often as I could. Few updates
for version 1.3:

- o Shop List updated
- o Character Info updated
- o Hidden Item Location (New Section)
- o Coin FAQ (New Section)
- o Walkthrough update
- o FAQ section update
- o Gameplay Tips updated
- o Equipment FAQs updated
- o Corrected few typos
- o Seals (NEW SECTION)
- o House of Session minor updated
- o Getting Special Characters updated
- o Level cap of each battles added to walkthrough

Thanks to those people who have contributed and suggested!
I finally got an answer for the question about the two
secret deities! Look for them under the FAQ section and
their skill list under the Skill section.

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GAME INFORMATION
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A. GAME CONTROLS



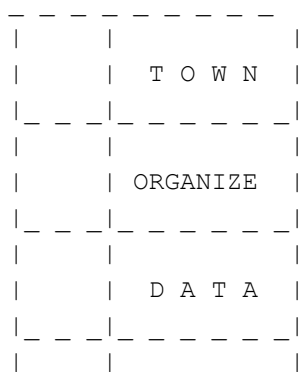
Here's a not so perfect image of an Analog Controller of the Sony Playstation console. Here are the description of the different use of the buttons.

- D-Pad : Control the motion of your characters in the field, Select menu items, options and selections.
Select : Brings up a cursor when on the status menu
Start : Scan through dialogues
Triangle : Open up action menu, Open up Town menu
Circle : Cancel, Shows movement range of enemy
Square : Show the attack range
X : Confirm, Accept, Check Status(in-Battle)
L1 : Scan through characters, Shows the enemy from the not
R1 : Scan through characters, Shows the order of turns
L2,R2 : Rotate the Camera

B. GAME MENUS

Here are the different menus in the game. I'll only give a brief explanation for each of them as it is easy to learn how to use them.

1. Town Menu



```
|      | OPTION |
|_ _ _|_ _ _ _ _|
```

Here's another not so good image of the town menu. The Empty box on the left part are the pictures and the right ones are the menu itself. The Town menu is where you could purchase or hire mercs as well as visiting Deities at temples. The Organize Menu is for organizing or equipping skills and stuffs. The Data Menu is for saving and loading datas. Bringing up the Option Menu gives you the Setting, Tutorial and opens up the House of Session.

2. Town Sub-Menu

```
-----
|      |      |
|      | SHOP |
|_ _ _|_ _ _ _ _|
|      |      |
|      | COINS |
|_ _ _|_ _ _ _ _|
|      |      |
|      | RECRUIT |
|_ _ _|_ _ _ _ _|
|      |      |
|      | TEMPLE |
|_ _ _|_ _ _ _ _|
```

In the shop you could buy/sell Weapons, Armors and Items. The coin shop is where you could purchase coins and seals, you could also engrave seals to power your coins up. The recruit option is where you could hire mercs to work for you. The temple is where you could change or learn skills from your current Deity.

3. Organize Sub-Menu

```
-----
|      |      |
|      | Equipment |
|_ _ _|_ _ _ _ _|
|      |      |
|      | Skills |
|_ _ _|_ _ _ _ _|
|      |      |
|      | Coins |
|_ _ _|_ _ _ _ _|
|      |      |
|      | ITEM |
|_ _ _|_ _ _ _ _|
|      |      |
|      | STATUS |
|_ _ _|_ _ _ _ _|
```

The Equipment option is where you could alter or change any character's equipment. Any of the skills you've learned from Deities can be equipped in this menu. Sam as with the coins

you could equip it to a character who'll be using it in a battle. With the Item command you could use or look up to any of your Items. This includes the use of Books acquired. The status command is pretty self explanatory.

4. Data Sub-Menu

```
-----  
|-----|  
|  S  A  V  E  |  
|-----|  
|  L  O  A  D  |  
|-----|
```

Pretty simple, Okay for some... Save is where you save your game. Load, load your game pretty simple isn't it?

5. Option Sub-Menu

```
-----  
|-----|  
|  S E T T I N G  |  
|-----|  
|  T U T O R I A L  |  
|-----|  
|  
|House of Session |  
|-----|
```

The setting is where you could change your current game settings like cursor speed etc... The tutorial option brings up the Tutorial Menu where most of the terms and basic knowledge of the game could be found. The House of Session is where you must clear each room using aa 6-hit attack Session.

----- C. GAME BASICS -----

The following sections will guide you through the basic in playing the game. I would explain only those essential game basics need for beating the game.

1. Moving About

Just like the old Strategy games like Final Fantasy Tactics, Arc the lad, Eternal Eyes, Saiyuki etc... You'll be in a world map with your character walking in its place standing above the place they're currently in. You got the cursor where you point it to the destination your heading. Pressing the "X" button will make your character go to that place. (Reffer to the Game Menu Section for the options on the town menu)

Pressing the triangle button brings up the town command where you'll be given option to choose from. Each town you'll be visiting has the same items/weapons/armors on stock but it'll change eventually after each chapters.

2. Attacking and Battle System

Battle System

Hoshigami has its unique battle system called *RAP System* or Ready For Action Points. At the beginning of every battle each character has a fresh 100 points, which will be deducted for moving or attacking. Notice the bar when moving or making an action while playing? That's the RAP gauge. The color green symbolizes the used RAP while the red color is the RAP that will be used up when performing the action. The more RAP you use up the longer you have to wait before your next turn.

Character's turn can be seen on the upper right screen of the battle field. It's arranged as to who's turn would come up or pressing the R1 button shows the turns of every character starting from who's going first with the number 1 and so on.

Shoot

Shoot is a special Attack that pushes the target away. When the attack gauge is displayed press the Triangle Button to toggle shoot mode. Since the shoot perimeter on the gauge is at the middle you'll obviously be doing less damage to the target but a successful shoot will push the target two blocks away. This can only be done with close combat weapons.

Attack Session

Attack Session is another unique thing in Hoshigami. An Attack Session ia a series of attacks, capable of inflicting a large amount of damage. You could acces this through the End option during your turn. When your in an Attack Session Mode your Evade Rate drops to 30 - 40% making you an easy target. Be aware that once your hit by an attack the Attack Session Mode would wear off. Accesing the House of Session in the Option Menu will help you into understanding how Attack Session really works.

Also, through attack session you can acquire Items from enemy who you perform the Attack Session with but the chance of obtaining items are increased as the number of sessions are done. 6 Attack Session would have higher chance of acquiring items than doing just 2 attack session or one.

3. The Deities

Remember Breath of Fire 3? Where you could sign yourself up under

a Master and that master gives you unique skills and stat bonus when leveling up? It's much like Breath of Fire's Master System but this time in Hoshigami you have 6 different Deities with each of their unique skills and abilities.

To Start off, each characters and mercenaries have each of their own default deities to start with. Notice something after hitting somebody in the game? You got something like 9 dev. Like leveling up you must gain devotion points before learning skills. Notice the gauge in the Status Screen under the Devotion Level? That's your Devotion Gauge once it reaches a hundred you level up your Devotion Level.

Here's the List of the Deities and some informations:

Amu - The spirit of Fire that symbolizes power. A 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. A 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. A 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. A 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. A 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. A worshipper of Kashis becomes proficient in Knife and Boomerang, and penalized in Spear. Kashis is opposed to Ema and Zeneth.

Skills can be learned from your deity at a temple. Once learned, you must equip the skills for them to take effect.

Elements

Hoshigami has this element system which is their current deity. A character who worship the spirit of Earth, Ema, would do a more damage to the worshipper of its opposed element, Sonova. Here's a diagram about the Elements I take their names as to who's deity's property is it:

	Amu	Ema	Sonova	Zeneth	Gote	Kashis
Amu	X		@	*	**	
Ema		X	**	@	*	
Sonova	@	*	X			**

Zeneth	* *	@		X		*	

Gote	*	* *		X		@	

Kashis			*	* *	@	X	

Legends:

- Blank means Nuetral
- * - This Element is Strong on....
- ** - This Element is Weak on.....
- @ - This Elements assists this...

4. Mercenaries

You can hire and dismiss mercenaries at a recruitment center. Mercenaries gain experience and change equipment or deity just like your main character. But if they are incapacitated during battles or left unattended they will be remove from your party at the end of the battle. This are much like the soldiers hired in a soldier's office in FFT.

5. Tower of Trials

The Tower of Trial is where you can raise level or gain rare seals. It's found ussually in any place on the world map. It serves as the place for leveling up. The Tower of Trials is made up of 20 floors(I think). Your progress through different floors will be recorded for every 5 floors you've conquered. Allowing you to continue where you have left of. After each battle you'll recieve a rare seal and sometimes an item from an enemy you performed with an Attack Session.

6. Coins

In Hoshigami Coins are the counter parts of magic usage or a materia. Coins are made up of a special kind of metal who seals elemental spirit in them. You mustequip coins first before able to use them.

Coinfeigm

Coinfeigm is a method of releasing the elemental spirit's power found withing a coin. This is equivalent to casting a magic spell in the world of Hoshigami.

7. Leveling Up

Leveling up is the same as all other games. You accumulate a certain amount of experience points and when it reaches the required number of experience you level up. Hoshigami has an Experience guage which you have to fill up. Once filled you grow into the next level. Depending on which deity the character's worshipping, it increases a certain amount of stats

points which is permanent to the character. You could access the Status Menu to see the Experience gauge.

Also, take note that you not only get experience from hitting enemy or using coinfeigms you can also gain it through hitting somebody not necessarily your enemy. Got the idea ^_^

"Remember the character who gives the last blow to the enemy gets the most experience points..." - Seifer FF8

D. CHARACTER STATS

I'll explain the different character stats and how they affect gameplay. When you access the status menu, a screen will appear that looks much like this:

```
-----  
| | _____ | _____ | | | |
| | Lv. 1 [D.E.] [W.E.] | Char. | | [C.N.] | |  
| | Hp 182/182 | Photo | | Dev. 1 [D.N.] | |  
| | ===== | | Dev ===== 0/100 | |  
| | _____ | _____ |  
| |  
| | EXP ===== 0/100 | |  
| |  
| | STR 10 | Attack 20 | | |  
| | SPI 10 | Defence 20 | | |  
| | CON 10 | Hit 20 | | _____ |  
| | DEX 10 | CF At 20 | | |  
| | AGL 10 | CF Df 20 | | |  
| | LUK 10 | Evade 20 | | |  
| | | Weight 20 | | |  
| | | Movement Cost 20 | | |  
| | _____ | _____ |
```

D.E is where the Element of your worshipped deity is displayed. W.E displays the type of weapon your equipped with equipping a bow makes the W.E. show the figure of a bow. C.N.'s for the character's name. D.N. for the Deity your currently worshipping. Now for the stats: The first column with the STR, SPI are the character's current stats while the second column is the character's stats with the equipment affecting it.

Strength - this determines how much damage your character can inflict on the enemy. It affects the attack stat.

Spirit - this determines how well the character use coinfeigms. It affects the strength of spells.

Constitution - Constitution or simply defence, determines how strong your defense against physical attacks is. Affects the defence stats.

Dexterity - this determines how well can you hit your target.

Affects the Hit stat.

Agility - this determines the quickness of your character same to speed. Affects both Hit and Evade stats.

Luck - this determine the percentage of damaging your enemy to the max. This might be affecting the hit and/or evade rate stat.

Here's for the second column of stats: This stats are affected by the current weapon/armor your wearing and based on the stats of the character.

Attack - this determines the power of your attack when hitting an opponent.

Defense - this determines how strong your defense against physical attacks is. The higher it is the lesser the damage you get from enemies.

Hit - this determines the Percentage or probability that you will hit your opponent.

CF At - or simply Coinfeigm Attack this determines the power that you can inflict when using coinfeigms.

CF Df - or simply Coinfeigm Defence this determines your endurance against Coinfeigm Attacks. The higher this stat is, the lesser the damage you receive from coinfeigm attacks of enemies.

Evade - this determines the probabily that you can evade a physical attack of an enemy.

Weight - this determines the weight your character has with the weapon and equipments you have.

Movement Cost - MC are deducted to the RAP system by moving about the higher the MCost is the lesser you get to move.

E. NEGATIVE STATUS

In Hoshigami I think there are only Negative Effect. Most of them are easily cured with an attack much like cancelling an Attack Sessions. Small characters above the head of character attacked with a negative status pops up whenever the negative status takes place. Here are the negative status in Hoshigami

POISONING

The afflicted character takes damage periodically.

BLINDING

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

IMMOBILITY

The afflicted character is unable to move.

FEAR

The afflicted character is unable to counter attack or standby for an Attack Session.

CONFUSION

You lose control of the afflicted character. The character will act randomly and be unable to standby for an Attack Session.

SLEEP

The afflicted character falls asleep and is unable to perform any actions, including an Attack Session or a Counter Attack.

CF DISABILITY

The afflicted character is unable to cast coinfeigms.

=====
CHARACTER INFORMATION
=====

A. Main Characters

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FAZZ
=====

[High-Spirited Hero]

- A mercenary who grow up in the city of Dissoal. He grow up with a girl named Tinn, who he fails to protect. After several turns of events he will now have to face several dangers and be placed in a grieve position as they go on an adventure that they'll never forget.

=====
LEIMREY
=====

[Spearmaster in Soltitude]

- A long blonde haired mercenary that came to Nightweld a few years ago... he weilds a spear and carries out his tasks with no mercy.

=====
ROMLETH
=====

[Hearty, Hot-blooded Fighter]

- The prison guy. He'll be helping you to escape the Widden Prison and later team up with you. He's a big guy with a big heart but has a weakness for beautiful ladies.

=====
SILPHATOS
=====

[Follower of the Wind]

- A Priest who is sworn to guard the tower of wind. His knowledge about the Ixian Civilization is too wide. He has a stone that is said to be the thing the Velaimian was looking for, it's called the Marselva. He's also a descendant of Kashis.

=====

TINN

=====

[Childhood Friend]

- Fazz' childhood friend or maybe more than that? He showed much of affection to him but is too shy to show her true feelings for him. She was kidnapped by Blackthorn during the destruction of Dissoal.

=====

ELENA

=====

[Mysterious Heroine]

- A cheerful and a positive-minded girl who likes to try out anything that looks fun. She has a strong will and believes in herself. She'll hire you to be her bodyguard and there accompany Fazz to uncover the secret behind the Marselva.

=====

ALVEEN

=====

[Imperial Knight]

- He's a honorable knight from a noble family that was brought to ruin as Fernandes rose to power. He first appear as a general of the enemy side. He had both beaten Fazz and Leimrey at Dissoal. And later on side up with Fazz and the rest of the party.

=====

Rueperl

=====

[Veteran Knight]

- Leader of Da Nante, the Royal Guards of Nightweld. He'll hire you to work for Nightweld and later joins up with the rest of the party.

=====

Chroma

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[Legendary Weaponsmith]

- She's a woman who work as a blacksmith (something new ^_^) Her ancestors are known for making weapons with special powers. She resides at a tower where warriors have to test their skill before earning the right to see her.

=====

Jacqueline

=====

[Queen of Thieves]

- Leader of a gang of thieves that has taken advantage of the war to wreak havoc on the continent of Mardias. She got this cool personality and an obnoxious laugh ^_^

=====

Leia

====

[Priestess of Water]

- A priestess who resides in the Temple of water. She's like Silphatos but only a girl. She has a great magical power but uses the spear for worshipping the deity Zeneth.

=====

Gomes

=====

[Warrior of the Frontier]

- He's a former leader of a caravan based its operation near Clair Oasis in Kramdell Desert. He's a very talented warrior who can weild any weapon with equal ease. He tends to joke around but is well versed in military affairs.

=====

Zelstan

=====

[The Warrior King]

- He's the king fo Gerould. A very honorable and a valiant warrior, who prefers fighting along side his men on the frontline. He's good at any heavy weapon specailly Axes.

=====

Luke

=====

[The Great Sage]

- Mild-mannered gentleman who is rumored to be the wisest sage in Mardias. He researches about the Ixian legends, pecularly the stone called Marselva. Though you couldn't get him to join he's still one of the main characters.

B. Arch-Enemies

=====

???Unknown Voice???

=====

Appears as Blackthron's Master. He's currently manipulating the war himself.

=====

Blackthorn

=====

[Knight of Death]

Reveals himself as a general of the Valaimian army at first. He's the one who took Tinn and the one responsible for destroying Dissoal, Fazz's home town. As Reuperl describes him earlier "A large man clad in black armor and an iron mask, who wield a greatsword with ease"

//////////

// NOTE //////////////////////////////////////

// This part won't be complete until I've completely beaten //

// the game so it may take a while. //

////////////////////////////////////

=====

S T O R Y

=====

The World of Hoshigami

The continent of Mardias is currently divided into 3 countries.

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Kingdom of Nightweld

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Located on the continent's western side, Nightweld has the longest history. This peaceful kingdom is in direct descent from Ixia founded by King Sarnus. It is said that the present king of Nightweld is a direct descendant of King Sarnus, but the validity of this is uncertain. Due to Nightweld's advocacy towards multiculturalism, many residents are minorities or are of mixed racial origins. People believe that Ixian blood is very scarce or even lost in present Nightweld (even the king lacks the physical characteristics of an Ixian). The king is a very good-natured person who tends to put his focus away from military issues. That is why many high-spirited youths become mercenaries and actively participate in such duties as bodyguards and patrols. It has a temperate climate, and the landscape is dotted with ruins from long ago.

=====

Valaimian Empire

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The Valaimian Empire, located at the center of the continent, currently has the strongest influence on the continent. It used to be a culturally underdeveloped country, isolated from its neighbors by the Kamdell Desert to the east and the Clair Mountains to the west. The king of Valaim had no plans of invading the other countries, but after Fernandes took control of the government, the country was transformed into a huge, militaristic empire. Fernandes introduced Coinfeigms - the method of utilizing power stored in the mystical metal called manatite - for war, putting Valaim in military supremacy (currently, all three countries use Coinfeigms in battle). It is a mystery as to how Fernandes learned of how to use Coinfeigms. The balance of power between the three countries is stable at the moment. However, Valaim has been conducting investigations on the Ixian ruins recently, resulting in numerous skirmishes with Nightweld.

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Kingdom of Gerould

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Gerould is a peaceful, pastoral country located in northeastern Mardias. The cold, northern region is heavily forested while the southeast is tropical. Gerould is known to construct weapons and armor of exceptional quality from the materials yielded from its rich ore beds. Its current ruler is King Zelstan. Several decades ago, the Valaimian army invaded its southern border, the area that is now believed to produce high-quality manatite. Because of this incident, anti-Valaim sentiment runs high in the entire population of Gerould.

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Story

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The Valaimian army began advancing their troops to two locations in Nightweld: Lar Dellue, remains of the capital of ancient Ixia, and the Tower of Wind, which was also constructed in the Ixian era. In response, Nightweld placed the Order of Da Nante at Lar Dellue and assigned its leader, Reuperl, to the defense of Aus, capital of Nightweld. However, Nightweld lacked the military strength and could not afford to send any troops to the Tower of Wind. Reuperl meets with Fazz and Leimrey, well-known mercenaries in Nightweld, and asks them to defend the tower from Valaim.

WALKTHROUGH

Before, we get on with the walkthrough I'll explain how the walkthrough goes so you won't have any hard time dealing with it. In the walkthrough I'll categorize the enemies into 3 a soldier or somebody who deals in close combat somtimes I take boomerang thrower as soldiers. Mages and Bow users are wel... pretty self-explanatory. The required level is used as guide for what level must you be on a certain level/stage. The level cap is used as a guide for the enemies level on the certain stage.

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

3000 years after the pact between the elemental spirits and humans, the ancient spirit will return and engulf the earth in a great calamity.

Behold, he who bears my blood and that of Sarnus will rise from Kersillius. Together with the six Hoshigami he will vanquish the spirit and restore peace on earth.

Aus, Capital of Nightweld

A scene between Fazz and Leimrey about the sudden audience requested for them. After a short talk they entered the castle.

Aus Castle

Rueperl will introduce himself and ended up pissing Leimrey for talking about his past. You'll be given two options:

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

Whatever you choose you'll be prompted to hear it anyway After some talk you'll come up with another option:

"I can't say no to a king"
"You've gotta be kidding"

Choose one of them. I think It won't affect anything just the dialogue. After the dialogue you'll be given the following:

*Note: Giving Reuperl nice answers will possibly affect whether he'll be joining you or not late on the game so I suggest picking the top answers for both question.

You'll be given the following from Reuperl

Mercenary:	Weapons:	Armors:
Chester	Short Sword - 2	Feigm Robe - 3
Esab	Carmine Ring - 2	Cloth Armor - 7
Krista	Spear - 3	
Trieni	Morning Star - 1	Accessory
Medilleve	Dagger - 1	Pointy Hat - 1
Trish	Stone Axe - 1	Head Gear - 2
Hannaway	Boomerang - 1	Lucky Charm - 1
Aisha	Short Bow - 1	
Coins:	Manual:	
Gaiga	Sonova's Codex - 1	
Cure		
Item:	Money:	
Recovery Seed - 5	10,000G.	

Town of Dissoal

You'll get another scene here where you'll first meet Tinn, Fazz' childhood friend. Tinn, will make Fazz promise to come back alived and she'll be waiting for him.

Outskirt of Aus

A scene where Leimrey and Fazz are training. Fazz will be saying that he still can't beat Leimrey and something about not changing a bit. After that a mercenary will be reporting that they've spotted the Valaimian soldiers approaching at Seitan Hills but before doing that Leimrey will be explaining some of the game basics to Fazz. After that you'll be brought to the world map. Before attacking those Valaimian soldiers might as well get familiarize with the battle system at the Tower of Trials, west of Aus.

Tower of Trial

The Tower of trial is consisted of 20 floors. It saves the current floor for every 5 floors you've cleared. I've listed the first ten floors down.

Floor # - Nos. of enemy - Weapons/Armors that can be
- Enemy Level acquired through Attack Session

- | | | |
|-----|------------------------------|---|
| # 1 | - 3 enemies
- level 1 | - Small Sword, Dagger, Morning Star
Cloth Armor x3 |
| #2 | - 4 enemies
- level 1 | - Short Sword, Spear x2, Stone Axe
Cloth Armor x3 |
| #3 | - 3 enemies
- level 2 | - Boomerang x2, Morning Star
Cloth Armor x3 |
| #4 | - 5 enemies

- level 2 | - Short Sword x2, Carmine Ring,
Spear x2, Cloth Armor x4, Feigm Robe |
| #5 | - 6 enemies
- level 2 | - Dagger x3, S.Axe, S.Bow, C.Ring
Cloth Armor x5, Feigm Robe |
| #6 | - 7 enemies
- level 3 | - Dagger , C.Ring x2, S.Bow x2, S.Axe
S.Sword, Cloth Armor x5, F.Robe x2 |
| #7 | - 6 enemies
- level 3 | - S.Bow x3, C.Ring x2, Spear, M.Star
Cloth Armor x4, Feigm Robe x2 |
| #8 | - 6 enemies
- level 4 | - Javelin, Stone Ring, Ball and Chain
Ceramic Knife, Leather Armor x5,
Feigm Robe |
| #9 | - 6 enemies
- level 4 | - Cermamic Knife, Long Bow x2,
Broad Sword, Ball and Chain, S. Ring,
Leather Armor x5, Feigm Robe |
| #10 | - 6 enemies
- level 4 | - Hand Axe x2, Broad Sword x2,
Ball and Chain, Blue Cutter
Leather Armor x6 |

There! it's the first ten floors. First thing's first level 7 of your characters including Fazz and Leimrey to level 4 or 5. Trust me! Doing so will make the following battles easier without using a single healing item. Level them all up a bit and try to obtain better armors and weapons for your characters. Like, get a broad sword for Fazz, the javelin for Leimrey and a Hand Axe for Romleth erm... for the new guy you'll be gettin later on. Also equip them with the leather armor if you've obtain them. If you did so you'll have much seals on stock and a huge supply of cash. If my estimations are correct you'll probably reach around 150,000G to 400,000G for leveling 7 characters up to level 4 or 5. With that Money you can play with you coins engraving and combining them for better coins and/or supply yourself with as much healing fruit or a recovery seed. Doing so gives you the experience for battling and some skills for your characters.

Now, your ready for the battle to come... too much that is.

After doing all that preparation. Save, then proceed to your real destination... Seitan Hills

Seitan Hills [1st Battle]

Required level: 3

Level Cap : 2 some remains at level 1

Well for the first battle it'll be very easy. Considering that you made the leveling up like I told you so. You'll be fighting for the first time Valaimian Soldiers. Sajiri will be leading the Valaimian troops under Sir Alveen's order.

Enemies	Mission Objective
-----	-----
Sajiri	Defeat Sajiri
Sly	
8 Soldiers	

This battle, like I said would be very easy. Deploy all 7 characters arranging all the heavy armored/high HPed char. on the front line and char. like bow/magic users at the back. Just start pulverizing them like bugs. A level 1 soldier won't do much damage or even won't hit you at all. Just pick them one by one killing Sajiri the last. After the battle a scene follows. Fazz and Leimrey set Sly and Sajiri free. Now, your next mission is in the Tower of Wind so proceed to the next area.

After the scene you'll be prompted to another screen. A secret Voice talking to a masked knight, Blackthorn.

Tower of Wind [2nd Battle]

Required level: 4

Level Cap : 2

The second battle would be very easy. Just place 2 quick character up at your front line. In my knowledge your best bet would be Leimrey and Fazz they're not just quick but has high evading rate.

Enemies	Mission Objective
-----	-----
12 Soldiers	Rescue Silphatos
2 Mage	
1 Bow User	

Here you have to rescue Silphatos. Set your characters up Have your Front line character storm the front and assign two of your soldiers to whip-up those pesky enemy soldiers by your sides. Don't worry about Silphatos he's already in level 4. The only thing that will hit him is a CF attack or a lucky hit. Just have him shoot out with his own CF attack the mage then those pesky soldiers. He has his own cure coin so don't worry.

After the battle another scene will take place. Silphatos will introduce himself and ask you to spend the night in the tower. The next morning Silphatos will reveal a very disturbing message. Fazz was in great shock after hearing that Dissoal is destroyed. Leim warned him that it may be a trap but Fazz, in rage he quickly ordered the party to head for Dissoal.

Dissoal [3rd Battle]

Required level: 7 or 8

Level Cap : 6

When you reach the town a short scene will take place. Alveen giving order to vanquish the band of mercenary.

Enemies

Mission Objective

11 Soldiers

Defeat all enemies

2 Mage

1 Bow

This battle would be easy if you've passed the required level. This battle is rather easy. When the battle starts have Fazz alone take care of the 3 enemies near them if you think he can't do it by himself assist him with an Archer or a boomerang thrower. Its wise to have at least one mage for your cause and a good coin. Have the rest of the party gang up the front and pick the enemies one at a time. If Fazz whipped the 3 enemies quick enough have him join the party. The mage won't do much damage in this battle but be sure to heal somebody when needed.

After the battle another scene with Alveen introducing himself. Fazz then challenge him with out a word and got beaten same as to Fazz after seeing Leim defeated.

Widden (Valaimian Underground Prison) [4th battle]

Required level: 3

Level Cap : 2

When Fazz wakes up he'll meet the prison guy Romleth. And after a short dialogue you'll be asked about Tinn.

"...special"

"...just a childhood friend"

Pick the top choice for it'll affect the later parts of the game I won't spoil it. Now another short dialogue and Romleth will bust you out of the jail. Now, a battle will take place.

Enemies

Mission Objective

5 Soldiers

Break out of jail

You won't be needing any strategy in this battle. This is the easiest battle in the game. If your feeling a bit "no-mercy" type of feeling have Fazz kick their sorry butt. But if your feeling merciful this time just have Romleth get them all. You win by defeating all enemies, which's better, or by moving on front of the exit.

After the battle one of your mercenary will meet you up on the streets and report that Aus is Besieged by Valaimian Forces. But Before that Romleth will offer you his help.

"Thank You"

"I can't let you"

Don't be hard headed and pick the top choice. No questions asked. Having him alive for until the late chapters is needed for another special character to join.

World Map

Now, some chores before heading for the next battle.

- o Equip yourself with your equipments first
- o Power your coins up
- o Level Romelth and the rest of the party to level 8 or 9

Now, after doing all those chores head for Widden Valley for the next battle.

Widden Valley [5th Battle]

Required Battle: 8 or 9 won't hurt

Level Cap : 7

Now here's an average battle but if you pass the required level it won't be much of a trouble.

Enemies

13 Soldiers
2 Bow Users
2 Mages

Mission Objective

Defeat all enemy

A bow user and a mage is camped at the top of the waterfall. You start at the bottom so watch the sky for falling arrows. Don't just dash in and start bashing head under the waterfall which serves as a shield for the arrows falling. Have all your close combat units start doing a quick assault with your mage(s) with them. Romleth would be useful here just have him move last, which always happens. Have Fazz on the front line and have your mage assist him. I'm assuming that if you followed this the enemies would be attacking your frontline and leaving their back open. Now, its Romleth's Job to go all the way through them and start hitting them at their back which by now could almost kill them with a hit. Now, its your long ranged units job to clean up dying enemies or to damage them.

After winning the battle proceed to the Tower of Wind. A long scene with Silphatos will take place. He'll explain what might happen in the near future and introduce you to an item called Marselva. After that you'll be asked if you could defeat Valaim.

"I'll do it"

"I don't know"

Pick the top choice. I think it affects something on the later parts of the game so I won't spoil that much. Bunch of dialogues will follow and another option will pop up, you either accept Silphatos in or not your given these options:

"I gladly accept your offer"

"Thank you, but..."

Choose the top choice. Silphatos now joins the party. Give him some good coins (two to be exact) and level him up. He got a great CF At power and has high evade and hit percentage he'll be great for swift assaults. Now head to the next area for another battle.

Seitan Hills [6th Battle]

Required level: 7

Level Cap : 6

You'll be battling low leveled soldiers compared to your level 8 or 10 characters.

Enemies

Mission Objective

10 Soldiers

Defeat All Enemy

3 Mages

You won't be needing any tactics or strategy here. From afar you could hit their front line with heavy coinfeigms and your Archer(s) can pick on dying enemies.

Now, for your real mission, head for Aus but before doing that level everyone up to 10 or 11. Power your coins up and refresh your item stock. Also, try getting the Ring Mail Armors and other good weapons on the higher leveled floor of the tower of trials. If you think your ready head for Aus.

Outside the Castle of Aus [7th Battle]

Required level: 10

Level Cap : 9 only Alveen's on lvl. 10

After having an easy time at the last battle you ended up with a nice challenging one. This will be the first time you'll battle with Alveen the guy who beat you up back at Dissoal so its pay back time!

Enemies

Mission Objective

Alveen

Defeat Alveen

10 Soldiers

5 Mages

I suggest bringing 2 good mages in this battle with coins that has an AOE of at least 5. You start of by blocking the bridge with characters like Fazz, Romleth and somebody like Silphatos who has a high evade rate. And the rest would either be an Archer or a mage. Use the 3 guys I've mentioned to block the bridge so your long range fighters could do their part well. Your Archers would have to take on the enemy mages on both sides picking one off then the other. Your mages should be on a good side where they could blast off enemies freely. With a powerful coin you can one-shot-kill an enemy. Alveen should be attacking by now and the mages behind him backing him up with their blinding spell. Once Alveen tried attacking your frontline hit him with all you've got a powerful coin could kill him

in a shot.

Once the battle's won Fazz will have a short interrogation with Alveen. He'll be asking stuffs about Leim after the talk Fazz will let Alveen go. In the castle a scene with Reuperl will follow. After the talk and the informations given to you by Reuperl you'll be asked for another favor to Ask the Gerauld for their support on Neightweld.

"It depends..."

"Alright"

Choose the second answer. It'll affect whether Reuperl will join you or not the same as with the earlier questions asked to you by Reuperl. Now this is the end of Chapter 1.

=====
To be continued...
=====

Note: I'm now typing the walkthrough from paper. Expect continuous walkthrough updates.

=====
H O U S E O F S E S S I O N
=====

Hey! This's the House of Session section. This will help out any gamer who wishes to beat the House of Session with ease. You could access the House of Session any time at the world map. Doing so brings you the director Sajiri and his House of Session.

Explanation: Ther are 10 rooms in the House of Session. If you clear a room you could advance to the next room. After clearing a room you could go back to the cleared room and beat it again.

You'll find Sajiri in each of the room. To clear the room you need to kill Sajiri with a 6-hit Attack Session. As you progress, you'll have to deal with other guys who's gonna get into your way of performing the session, so watch out for them.

Also, Sajiri will provide you with the characters you'll be using in the battle so don't worry. After completing the House of Session you'll get an item from him at the last room through Attack Session.

Room #1

Characters to use: (All in level 1)

Fazz : 3
Tinn : 1
Elena : 2
Leimrey : 4
Rueperl : 5
Romleth : 6
Alveen : 7

Enemy: (Level 1)
Sajiri: Hp 100/100

You'll get the following character for the first room. I've numbered them accordingly to the order of their turns meaning Fazz will be the 3rd character to perform a turn then, Leimrey etc... The Room looks like Chess board the glowing orange floor is where you could put your characters in place. Remember you must defeat Sajiri with a 6-hit Attack Session. Here's what it look at first.

```

      X
      O
Sajiri
      O
      X
      O
      X
      O
      X
      O
      X
      O
      X
      O
      X

```

The O are for the empty blocks and the X are for the free space where you have to put your characters down. Since this is the first room expect this to be easy. Arrange your character into this order:

```

      7
      O
Sajiri
      O
      1
      O
      2
      O
      3
      O
      4
      O
      5
      O
      6

```

I used the numbers that symbolizes their turns so it would be easier. 1 would be Tinn then, 2 would be Elena and so on. Go it? Good, now make character 1 to 5 End their turn with Session facing Character 6. Then make character 6 End its turn with a Session facing any direction. If you followed everything character 1 to 5 will be facing character 6 and character 6 will be facing somewhere. Notice that character 7 haven't got its turn yet? Yep! He'll be the last (Before Sajiri) Now have character 7 attack Sajiri with a *shoot* and there you beat the Room 1.

Room #2

Characters to use: (All in level 1)

Fazz : 3
Tinn : 1
Elena : 2
Leimrey : 4
Rueperl : 5
Romleth : 6
Alveen : 7

Enemy: (Level 1)
Sajiri: Hp 100/100

Again following what I've been saying I don't need to explain everything again. Now, Room 2 would look like this:

```
      X
      O
      Sajiri
      O
      O
    X O X O X
    X O X O X
```

Now, place everyone into this order:

```
      7
      O
      Sajiri
      O
      O
    1 O 3 O 2
    4 O 5 O 6
```

Have char. 1 walk one block up and end with a session facing Sajiri. Have char. 2 walk one block up and end her turn with a session facing char. 6. Now, make character 3 walk up and end with a session facing char. 2. For character 4 end his turn facing char. 1. Char.5's turn end, and Session facing char. 4. It's char. 6's turn end it facing char. 5. If you've done it right you'll have something that looks like this:

```
      7
      O
      Sajiri
      O
      ^
    1 O 3> O 2
      ^           v
    4 O <5 O <6
```

The arrows are where you characters should be facing. Now have char. 7 attck sajiri with a *shoot* and that clears room #2

Room #3

Characters to use: (All in level 1)

Fazz : 3
Tinn : 1
Elena : 2
Leimrey : 4
Rueperl : 5
Romleth : 6
Alveen : 7

Enemy: (Level 1)
Sajiri: Hp 100/100

The room looks like this:

```

      X
      O
    Sajiri
      X
      O
      X
      O
    X O
      O
      O
      X
      O
      O X
      O
      X

```

Arrange your char. be one this postition:

```

      7
      0
    Sajiri
      3
      0
      2
      0
    1 0
      0
      0
      4
      0
      0 5
      0
      6

```

1 must move a block to the right then down once. 2 and 3 follows moving down once. 4 and 6 will just hold their position. Now, just have 5 move in place then follow the strategy in room #1.

Room #4

Characters to use: (All in level 1)
Fazz : 3

Tinn : 1
Elena : 2
Leimrey : 4
Rueperl : 5
Romleth : 6
Alveen : 7

Enemy: (Level 1)

Sajiri : Hp 100/100
Wooden Doll : Hp 999/999
Wooden Doll : Hp 999/999
Wooden Doll : Hp 999/999

Yep! you're looking at it right 999Hp. You don't have to kill them just do what I tell you and you'll beat this stage with ease. The room would look like this:

```

      X
      O
      Sajiri
      O
      X
      O
X   Wooden Doll
      O
      X
      O
      Wooden Doll   X
      O
X   Wooden Doll
      O
      X
```

Now, just arrange you char. into this:

```

      7
      O
      Sajiri
      O
      6
      O
      5
      O
4   O   Wooden Doll
      O
      Wooden Doll   O   3
      O
2   Wooden Doll
      O
      1
```

Just attack those Soldiers with *shoot* then follow the steps on the first room and there you beat Room #4.

Room #5

Characters to use: (All in level 1)

Fazz : 3

Tinn : 1
Elena : 2
Leimrey : 4
Rueperl : 5
Romleth : 6
Alveen : 7

Enemy: (Level 1)

Sajiri : Hp 100/100

Wooden Doll : Hp 999/999

Wooden Doll : Hp 999/999

Now, here's a challenge. You first of start like this:

Wooden Doll O O S O O Wooden Doll

X X X X X X X

This one would be tricky so follow my instructions carefully.
Arrange your units like this: Putting Leimrey and Tinn to
the outer ends.

Wooden Doll O O S O O Wooden Doll

1 5 6 2 7 3 4

The order would be like that namely Tinn, Rueperl, Romleth
Elena, Alveen, Fazz and lastly Leimrey. Wait for 2 whole
turns then have everyone spread in this position:

5 O 2 O 3
O O O
1 O 6 O 7

Notice that I didn't put Leimrey on the group because
mainly he'll be the shooter. Have character 2 lure
Sajiri down by ending her turn with an Attack Succession
facing her back. In that way Sajiri will be chasing
after her. Just don't mind those wooden dolls. Treat
them like well... ah... wooden dolls. Once, Sajiri
takes the bait have character 2 who'll be Elena join
the formation since Leimrey got to take the 4th turn
you'll have the chance to shoot Sajiri into the session.

*Note: You could do this Technique with either Leimrey or Tinn. Since they're spear wielder they could shoot anyone with a better range.

=====
To be continued...
=====

S H O P S

Listed below are the list items sold on shops. I includes weapons, armors and items. You can only buy new weapon/armor or item after each chapters right now this list are the ones found at chapter two as you progressor beating the last chapter and carrying on towards the new one you'll be presented new varieties of items that could be of use to you.

Chapter 1

Weapons

Carmine Ring 490G.
Dagger 530G.
Short Sword 580G.
Stone Axe 940G.
Spear 840G.
Boomerang 560G.
Morning Star 560G.
Short Bow 1140G.

Armors

Feigm Robe 570G.
Cloth Armor 380G.
Pointy Hat 400G.
Head Gear 480G.

Items

Recovery Seed 500G.
Healing Fruit 2000G.
Eyedrop 200G.

Coin

Grilla 1020G.
Grilla 1320G.
Gaiga 1020G.
Gaiga 1320G.
Bonga 1020G.
Bonga 1320G.
Blisu 1020G.
Blisu 1320G.
Laira 1020G.
Laira 1320G.
Zel 1020G.
Zel 1320G.
Cure 1020G.

Seal

Fire 800G.
Earth 800G.
Force 800G.
Ice 800G.
Lightning 800G.
Wind 800G.

Cure 1320G.

=====

Chapter 2

=====

Weapons

Stone Ring 850G.
Carmine Ring 490G.
Ceramic Knife 710G.
Dagger 530G.
Broad Sword 1140G.
Short Sword 580G.
Hand Axe 1620G.
Stone Axe 940G.
Javelin 1540G.
Spear 840G.
Blue Cutter 1220G.
Boomerang 560G.
Ball and Chain 850G.
Morning Star 560G.
Long Bow 1600G.
Short Bow 1140G.

Armors

Feigm Robe 570G.
Leather Armor 650G.
Cloth Armor 380G.
Lucky Charm 500G.
Pointy Hat 400G.
Head Gear 480G.

Items

Recovery Seed 500G.
Healing Fruit 2000G.
Eyedrop 200G.
Unbind 1000G.

Coin

Grulla 1120G.
Grulla 1420G.
Grulla 1720G.
Gaiga 1120G.
Gaiga 1420G.
Gaiga 1720G.
Bonga 1120G.
Bonga 1420G.
Bonga 1720G.
Blisu 1120G.
Blisu 1420G.
Blisu 1720G.
Laira 1120G.
Laira 1420G.
Laira 1720G.
Zel 1120G.
Zel 1420G.
Zel 1720G.
Cure 1520G.
Cure 1370G.
Cure 1720G.
Re Lite 1320G.
Re Lite 1720G.

Seal

Fire 800G.
Earth 800G.
Force 800G.
Ice 800G.
Lightning 800G.
Wind 800G.
Shadow 100G.

Spika 1020G.
Spika 1320G.

=====
Chapter 3
=====

Weapons

Thorned Ring 1680G.
Stone Ring 850G.
Carmine Ring 490G.
Main Gauche 1300G.
Ceramic Knife 710G.
Dagger 530G.
Bastard Sword 2240G.
Broad Sword 1140G.
Short Sword 580G.
War Hammer 2940G.
Hand Axe 1620G.
Stone Axe 940G.
Bardiche 2760G.
Javelin 1540G.
Spear 840G.
Steel Wing 1880G.
Blue Cutter 1220G.
Boomerang 560G.
Solid Thorns 1410G.
Ball and Chain 850G.
Morning Star 560G.
Glitter Arrow 2660G.
Long Bow 1600G.
Short Bow 1140G.

Armors

Mithril Coat 1560G.
Feigm Robe 570G.
Ring Mail 930G.
Leather Armor 650G.
Cloth Armor 380G.
Lucky Charm 500G.
Pointy Hat 400G.
Open Face 990G.
Head Gear 480G.

Items

Recovery Seed 500G.
Healing Fruit 2000G.
Eyedrop 200G.
Unbind 1000G.
Braven 1000G.

Coin

Grilla 2020G.
Grilla 2120G.
Greis 1820G.
Gaiga 2020G.
Gaiga 2120G.
Gaiz 1820G.
Bonga 2020G.
Bonga 2120G.
Bondes 1820G.
Blisu 2020G.
Blisu 2120G.
Blista 1820G.
Laira 2020G.

Seal

Fire 800G.
Inferno 1800G.
Earth 800G.
Land 1800G.
Force 800G.
Impact 1800G.
Ice 800G.
Glacier 1800G.
Lightning 800G.
Thunderclap 1800G.
Wind 800G.
Mistral 1800G.
Shadow 100G.

Laira 2120G.
 Laicle 1820G.
 Zel 2020G.
 Zel 2120G.
 Zephard 1820G.
 Cure 1970G.
 Cure 2020G.
 Cure Re 1820G.
 Re Move 1420G.
 Re Move 1920G.
 Re Lite 1920G.
 Re Lite 1920G.
 Spika 1920G.
 Spika 1920G.
 Depin 1420G.

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 To be continued...
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=====
 I T E M S
 =====

Here's the Item section of the guide. This mainly include weapons, armors and of course Items. Items are very essential to any RPG in order to beat it you need Items. In Hoshigami new equipments are obtained by buying and obtaining through Attack Session.

 Weapons

* arranged by category

Rings:

=====
 CARMINE RING

Attack	3	CF At	9	Hit	20	Weight	5
Defend	0	CF Df	4	Evade	20	Cost	26

Effect: None
 Ring with leather strip wrapped around it.

=====

=====
 STONE RING

Attack	8	CF At	17	Hit	22	Weight	7
Defend	0	CF Df	10	Evade	22	Cost	26

Effect: None
 Ring chiseled from a hard rock.

=====

=====

IRON RING

Attack	13	CF At	25	Hit	24	Weight	9
Defend	0	CF Df	16	Evade	24	Cost	26

Effect: None

Wide-banded ring made of iron.

=====

=====

THORNED RING

Attack	18	CF At	33	Hit	26	Weight	11
Defend	0	CF Df	26	Evade	26	Cost	26

Effect: None

Ring with 6 thorns placed around the gem.

=====

=====

EMA RING

Attack	40	CF At	137	Hit	48	Weight	41
Defend	10	CF Df	55	Evade	51	Cost	26

Effect: Poison 25%

Ring made from clear red stone.

=====

=====

CELESTIAL RING

Attack	40	CF At	175	Hit	65	Weight	56
Defend	0	CF Df	100	Evade	68	Cost	26

Effect: CF Dmg -30%

Ring with Ixian script etched on its surface.

=====

Daggers:

=====

DAGGER

Attack	9	CF At	5	Hit	45	Weight	12
Defend	0	CF Df	0	Evade	15	Cost	27

Effect: None

A short, double-edged weapon.

=====

=====

CERANIC KNIFE

Attack	17	CF At	10	Hit	68	Weight	15
Defend	0	CF Df	0	Evade	16	Cost	35

Effect: Arm Master

Knife with high durability.

=====

=====

ASSASIN KNIFE

Attack 25 CF At 15 Hit 56 Weight 18
Defend 0 CF Df 0 Evade 17 Cost 27

Effect: Absorb 30%

Concealable knife used by Assasins.

=====
MAIN GAUCHE

Attack 34 CF At 20 Hit 54 Weight 21
Defend 0 CF Df 5 Evade 18 Cost 27

Effect: Phys Hit +10%

Dagger used for parrying.

=====
KASHIS WILL

Attack 116 CF At 83 Hit 104 Weight 52
Defend 10 CF Df 44 Evade 37 Cost 35

Effect: Phys Evade +30%

Knife which contains Kashis' will.

=====
Swords:

=====
SHORT SWORD

Attack 11 CF At 0 Hit 35 Weight 18
Defend 0 CF Df 0 Evade 12 Cost 32

Effect: None

Short-bladed sword that can be weilded with ease.

=====
BROAD SWORD

Attack 21 CF At 0 Hit 33 Weight 21
Defend 0 CF Df 0 Evade 11 Cost 32

Effect: None

Sword with a broad blade for cutting.

=====
LONG SWORD

Attack 31 CF At 0 Hit 41 Weight 24
Defend 0 CF Df 0 Evade 12 Cost 32

Effect: None

A long double-edged sword.

=====
BASTARD SWORD

Attack 41 CF At 0 Hit 39 Weight 27
Defend 0 CF Df 0 Evade 8 Cost 32

Effect: None

Heavy sword designed to crash the enemy's armor.

=====

=====

SWORD OF AMU

Attack	130	CF At	37	Hit	90	Weight	59
Defend	10	CF Df	12	Evade	33	Cost	32

Effect: Champion

Sacred sword imbued with the strength of Amu.

=====

=====

STAR BLADE

Attack	190	CF At	32	Hit	117	Weight	58
Defend	0	CF Df	27	Evade	41	Cost	32

Effect: Coin Break 10%

Sword made from the shard of elemental wisdom.

=====

Axes:

=====

STONE AXE

Attack	14	CF At	0	Hit	25	Weight	28
Defend	0	CF Df	0	Evade	5	Cost	40

Effect: None

Axe made of polished rock.

=====

=====

HAND AXE

Attack	36	CF At	0	Hit	27	Weight	31
Defend	0	CF Df	0	Evade	5	Cost	40

Effect: None

A small, one-handed axe.

=====

=====

MACE

Attack	38	CF At	0	Hit	29	Weight	34
Defend	0	CF Df	0	Evade	5	Cost	40

Effect: None

Metal club with fanged head.

=====

=====

WAR HAMMER

Attack	50	CF At	0	Hit	31	Weight	37
Defend	0	CF Df	0	Evade	6	Cost	40

Effect: None

Hammer with a breakline blade fore tearing armor.

=====

=====

AXE OF SONOVA

Attack 146 CF At 20 Hit 67 Weight 66
Defend 10 CF Df 17 Evade 13 Cost 40
Effect: Decoin 25%
War axe blessed by Sonova.

=====

Polearms:

SPEAR

Attack 12 CF At 0 Hit 30 Weight 21
Defend 0 CF Df 0 Evade 20 Cost 36
Effect: None
A light polearm designed for thrusting.

=====

JAVELIN

Attack 21 CF At 0 Hit 32 Weight 24
Defend 0 CF Df 0 Evade 22 Cost 36
Effect: None
A short, metal-tipped spear.

=====

HALBERD

Attack 30 CF At 0 Hit 34 Weight 27
Defend 0 CF Df 0 Evade 24 Cost 36
Effect: None
Polearm with an axe blade, a spear poin and a pick.

=====

BARDICHE

Attack 39 CF At 0 Hit 37 Weight 30
Defend 0 CF Df 0 Evade 26 Cost 36
Effect: None
An elongated battle axe.

=====

ZENETH LANCE

Attack 133 CF At 60 Hit 68 Weight 62
Defend 10 CF Df 16 Evade 51 Cost 36
Effect: Sandman 25%
Lance that holds the power of Zeneth.

=====

Throwing Weapons:

BOOMERANG

Attack	10	CF At	2	Hit	25	Weight	11
Defend	0	CF Df	0	Evade	0	Cost	35

Effect: None

Flat, V-shaped weapon that returns to the thrower.

=====

BLUE CUTTER

Attack	19	CF At	5	Hit	27	Weight	14
Defend	0	CF Df	0	Evade	0	Cost	34

Effect: None

Throwing card made of steel plate.

=====

SILVER EDGE

Attack	28	CF At	8	Hit	24	Weight	17
Defend	0	CF Df	5	Evade	0	Cost	34

Effect: None

Small boomerang made of silver.

=====

STEEL WING

Attack	37	CF At	0	Hit	36	Weight	20
Defend	0	CF Df	0	Evade	0	Cost	34

Effect: None

Steel boomerang with sharpened edge.

=====

KASHIS' BREATH

Attack	116	CF At	52	Hit	62	Weight	51
Defend	0	CF Df	12	Evade	52	Cost	34

Effect: Acc Guard

Boomerang that fires with the swiftness of kashis.

=====

Morning Star:

MORNING STAR

Attack	8	CF At	2	Hit	25	Weight	23
Defend	1	CF Df	3	Evade	15	Cost	33

Effect: Cures Sleep

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

=====

BALL AND CHAIN

Attack	18	CF At	3	Hit	27	Weight	26
Defend	2	CF Df	3	Evade	16	Cost	33

Effect: Cures Sleep

Morning Star with a large, round metal ball.

=====

BLADED FURY

Attack	28	CF At	4	Hit	29	Weight	23
Defend	2	CF Df	4	Evade	17	Cost	33

Effect: Cures Sleep

2 double-bladed axes connected by a chain.

=====

SOLID THORNS

Attack	38	CF At	5	Hit	31	Weight	32
Defend	2	CF Df	4	Evade	18	Cost	33

Effect: Cures Sleep

Morning Star with bladed spikes.

=====

GOTE'S ANGER

Attack	168	CF At	22	Hit	255	Weight	86
Defend	12	CF Df	15	Evade	42	Cost	40

Effect: Blind 25%

Morning Star which emanates Gote's Anger.

=====

Bows:

=====

SHORT BOW

Attack	9	CF At	3	Hit	30	Weight	13
Defend	0	CF Df	2	Evade	0	Cost	37

Effect: None

A small-sized bow that is easy to use.

=====

LONG BOW

Attack	18	CF At	4	Hit	32	Weight	16
Defend	0	CF Df	2	Evade	0	Cost	37

Effect: None

A large bow designed for long range attack.

=====

COMPOSITE BOW

Attack	27	CF At	5	Hit	34	Weight	19
Defend	0	CF Df	5	Evade	0	Cost	37

Effect: None

Compact bow made of several different materials.

=====

GLITTER ARROW

Attack	36	CF At	4	Hit	37	Weight	22
Defend	0	CF Df	5	Evade	0	Cost	37

Effect: None

Bow that shoots arrow that glisten brightly

=====

BOW OF GOTE

Attack	136	CF At	25	Hit	78	Weight	54
Defend	0	CF Df	28	Evade	23	Cost	37

Effect: Blind 25%

Bestow's Gote's accuracy on the weilder.

Armors

* arranged by category

Robes:

=====

FEIGM ROBE

Attack	0	CF At	0	Hit	0	Weight	13
Defend	3	CF Df	8	Evade	15	Cost	0

Effect: None

Preferred robe of the coinfeigm users.

=====

MITHRIL COAT

Attack	0	CF At	0	Hit	0	Weight	28
Defend	15	CF Df	41	Evade	18	Cost	0

Effect: None

A sturdy coat made of mithril silver.

=====

ROBE OF EMA

Attack	0	CF At	20	Hit	0	Weight	60
Defend	60	CF Df	111	Evade	69	Cost	0

Effect: Refined CF

Rob blessed by Ema.

=====

ZENETH ROBE

Attack	0	CF At	15	Hit	0	Weight	62
Defend	70	CF Df	92	Evade	69	Cost	0

Effect: Immobile Guard

Robe blessed by Zeneth

=====

=====
KASHIS ROBE

Attack	0	CF At	10	Hit	25	Weight	56
Defend	106	CF Df	98	Evade	79	Cost	0

Effect: Decoin Guard
Robe blessed by Kashis.

=====

=====
ELVILLA'S GARB

Attack	0	CF At	25	Hit	0	Weight	78
Defend	118	CF Df	170	Evade	135	Cost	0

Effect: Coin Guard
Holy garb blessed by Elvilla

=====

=====
Armors:

=====
CLOTH ARMOR

Attack	0	CF At	0	Hit	0	Weight	16
Defend	7	CF Df	0	Evade	5	Cost	0

Effect: None
Unencumbering armor made of cloth.

=====

=====
RING MAIL

Attack	0	CF At	0	Hit	0	Weight	24
Defend	20	CF Df	12	Evade	7	Cost	0

Effect: None
Armor with metal ring sewn to leather backing.

=====

=====
BRONZE MAIL

Attack	0	CF At	0	Hit	0	Weight	32
Defend	25	CF Df	16	Evade	8	Cost	0

Effect: None
A suit of Armor made of bronze.

=====

=====
MAIL OF AMU

Attack	20	CF At	0	Hit	0	Weight	66
Defend	130	CF Df	62	Evade	40	Cost	0

Effect: Confuse Guard
Plate mail blessed by Amu.

=====

=====
SONOVA'S VEST

Attack	10	CF At	0	Hit	0	Weight	68
--------	----	-------	---	-----	---	--------	----

Defend 137 CF Df 56 Evade 35 Cost 0
Effect: Refined Attack
Vest blessed by Sonova.

=====

GOTE'S ARMOR

Attack 5 CF At 5 Hit 35 Weight 64
Defend 124 CF Df 68 Evade 40 Cost 0
Effect: Fear Guard
A Full body armor made of bronze.

=====

VUGTIS' GARB

Attack 25 CF At 0 Hit 41 Weight 85
Defend 160 CF Df 140 Evade 77 Cost 0
Effect: Weapon Guard
War garb blessed by Vugtis.

Accessory

* arranged by category

Hats:

=====

POINTY HAT

Attack 0 CF At 2 Hit 0 Weight 2
Defend 1 CF Df 5 Evade 0 Cost 0
Effect: None
A tall, pointed hat with large brim.

=====

Helms:

=====

HEAD GEAR

Attack 0 CF At 0 Hit 0 Weight 4
Defend 5 CF Df 3 Evade 0 Cost 0
Effect: None
Leather helm that reduces the damage to the head.

=====

OPEN FACE

Attack 0 CF At 0 Hit 0 Weight 12
Defend 12 CF Df 6 Evade 0 Cost 0
Effect: None
Helmet that provides wide angle view.

=====

Charms/Eyes:

LUCKY CHARM

Attack 0 CF At 0 Hit 0 Weight 1
Defend 4 CF Df 4 Evade 4 Cost 0
Effect: None
A charm for safe return.

EYE OF ABYSS

Attack 0 CF At 0 Hit 10 Weight 3
Defend 0 CF Df 0 Evade 0 Cost 0
Effect: Phys Hit +20%
Black stone that hones the wearer's awareness.

CATS EYE

Attack 0 CF At 0 Hit 0 Weight 10
Defend 0 CF Df 0 Evade 5 Cost 0
Effect: Hawk's Eye
Stone that allows wearer to see Hidden object.

Items

Recovery Items:

RECOVERY SEED - Restores 50 Hp
HEALING FRUIT - Restores 100 Hp

Status Recovery Items:

EYEDROP - Cures Blinding
UNBIND - Cures Immobility
BRAVEN - Cures Fear

=====
To be continued...
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=====
S K I L L S
=====

Skills can be learned from your deity at a temple. Once learned,
you must equip the skill for the skill to take effect. From time

to time you can only equip 3 skills so only equip something that's useful. Here's the skills you'll be receiving from the following deity.

Amu

```
=====
```

Devotion Lv.	Skill Learned:	Description:
# 1	Amu's Aid	Amu grants divine protection
# 2	Counter 10%	10% chance of counterattack
# 3	Phys Damage +10%	Physical damage increase by 10%
# 4	Confuse Guard	Protect from confusion
# 5	Arm Master	Critical area widen
# 6	Threaten 10%	10% chance of fear/hit
# 7	Sleep Guard	Protect from sleep
# 8	Counter 20%	20% chance of counterattack
# 9	Arm Break 10%	10% chance of armor break/hit
# 10	Champion	Hit/evade/damage up when Hp is low
# 11	Threaten 20%	20% chance of fear/hit
# 12	Counter 30%	30% chance of counterattack
# 13	Phys Damage +20%	Physical damage increase by 20%
# 14	Weapon Break 10%	10% chance of weapon break/hit
# 15	Mail of Amu	<description found at the
# 16	Sword of Amu	Equipment section of the guide>

```
=====
```

Ema

```
=====
```

Devotion Lv.	Skill Learned:	Description:
# 1	Ema's Aid	Ema grants divine protection
# 2	Absorb 10%	Absorb 10% of damage inflicted
# 3	CF Damage -10%	Coinfeigm damage recieve -10%

```
=====
```

# 4	Poison 10%	10% chance of poison/hit
# 5	CF Damage +10%	Coinfeigm damage increase by 10%
# 6	Blind Guard	Protect from blind
# 7	Absorb 30%	Absorb 30% of damage inflicted
# 8	Equip Coin +1	Number of coins equiped +1
# 9	CF Damage -20%	Coinfeigm damage recieve -20%
# 10	Poison 25%	25% chance of poison/hit
# 11	Refined CF	Refine Coinfeigm cost -20%
# 12	Absorb 50%	Absorb 50% of damage inflicted
# 13	CF Damage +20%	Coinfeigm damage increase by 20%
# 14	Lizard's Leg	Necessary for ritual of light
# 15	Robe of Ema	<description found at the
# 16	Ema Ring	Equipment section of the guide>

=====

 Sonova

=====

Devotion Lv.	Skill Learned:	Description:
# 1	Sonova's Aid	Sonova grants divine protection
# 2	Hp 10%	Total Hp +10%
# 3	Phys Damage -10%	Physical damage recieve -10%
# 4	Decoin 10%	10% chance of CF disability/hit
# 5	Hp +20%	Total Hp +20%
# 6	Poison Guard	Protect from poison
# 7	Firm Stance	Protect from shoot
# 8	Hp +30%	Total Hp +30%
# 9	Acc Break 10%	10% chance of Acc break/hit
# 10	Phy Damage -20%	Physical damage recieve -20%
# 11	Decoin 25%	25% chance of CF disability/hit
# 12	Refined Attack	Physical attack cost -20%

# 13	Hp +50%	Total Hp +50%
# 14	Coin Break 10%	10% chance of Coin break/hit
# 15	Axe of Sonova	<description found at the
# 16	Sonova Vest	Equipment section of the guide>

=====

Zeneth

=====

Devotion Lv.	Skill Learned:	Description:
# 1	Zeneth's Aid	Zeneth grants divine protection
# 2	Luck 10%	Luck increase by 10%
# 3	Dealer	Bonus money increse slightly
# 4	Charm 10%	10% chance of confusion/hit
# 5	Immobile Guard	Protect from Imobile
# 6	Sandman 10%	10% chance of sleep/hit
# 7	CF Success +10%	Coinfeigm success rate +10%
# 8	Luck +20%	Luck increase by 20%
# 9	Trader	Bonus money increase
# 10	Charm 25%	25% chance of confusion/hit
# 11	Luck +30%	Luck increase by 30%
# 12	Sandman 25%	25% chance of sleep/hit
# 13	CF Success 25%	Coinfeigm success rate +25%
# 14	Bat's Wing	Necessary for ritual of dark
# 15	Zeneth Robe	<description found at the
# 16	Zeneth Lance	Equipment section of the guide>

=====

Gote

=====

Devotion Lv.	Skill Learned:	Description:
--------------	----------------	--------------

# 1	Gote's Aid	Gote grants divine protection
# 2	Exp +10%	Acquired EXP increase by 10%
# 3	Phys Hit +10%	Physical hit rate +10%
# 4	Hawk's Eye	Hidden Item becoms visible
# 5	Blind 10%	10% chance of blind/hit
# 6	Fear Guard	Protect from fear
# 7	Exp +20%	Acquired EXP increase by 20%
# 8	Phys Hit +20%	Physical hit rate +20%
# 9	Armor Guard	Protect armor from breaking
# 10	Blind 25%	25% chance of blind/hit
# 11	Counter 50%	50% chance of counterattack
# 12	Exp 30%	Acquired EXP increase by 30%
# 13	Weapon Guard	Protect weapon from breaking
# 14	Gote's Anger	<description found at the
# 15	Bow of Gote	Equipment section of the
# 16	Gote's Armor	guide>

=====

Kashis

=====

Devotion Lv.	Skill Learned:	Description:
# 1	Kashis' Aid	Kashis grants divine protection
# 2	Dev 10%	Acquired DEV increase by 10%
# 3	Jump +1	Climbing ability increases by 1
# 4	Phys Evade +10%	Physical evasion rate +10%
# 5	Immobile 10%	10% chance of imobile/hit
# 6	Decoin Guard	Protect from CF disability
# 7	Dev +20%	Acquired DEV increase by 20%
# 8	Jump +2	Climbing ability increases by 2
# 9	Acc Guard	Protect Acc from breaking

# 10	Immobile 25%	25% chance of immobile/hit
# 11	Phys Evade +20%	Physical evasion rate +20%
# 12	Coin Guard	Protect coins from breaking
# 13	Dev +30%	Acquired DEV increase by 30%
# 14	Kashis' Breath	<description found at the
# 15	Kashis' Robe	Equipment section of the
# 16	Kashis' Will	guide>

=====

 Vugtis

=====

Devotion Lv.	Skill Learned:	Description:
# 1	Counter 50%	50% chance of counterattack
# 2	Merchant	Bonus money increases dramatically
# 3	Phys Dmg +30%	Physical damage increases by 30%
# 4	Phys Dmg -30%	Physical damage received -30%
# 5	Arm Break 25%	25% chance of armor break/hit
# 6	Wpn Break 25%	25% chance of weapon break/hit
# 7	Acc Break 25%	25% chance of accessory break/hit
# 8	Coin Break 25%	25% of coin break/hit
# 9	Life and Death	Hit/Evade/Damage up when HP is low
# 10	Seven Pains	Causes all negative effects/hit
# 11	Seven Guard	Protects from all negative effects
# 12	Counter 100%	100% chance of counterattack
# 13	Break Guard	Protects all items from breaking
# 14	Star Blade	<description found at the
# 15	Vugtis' Garb	Equipment section of the guide>
# 16	Break All	Breaks all items/hit

=====

Elvilla

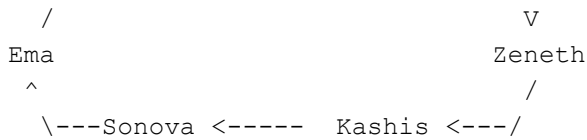
```
=====
Devotion Lv.      Skill Learned:      Description:
# 1                Luck +50%           Luck increases by 50%
# 2                Phys Hit +30%      Physical success rate increases by 30%
# 3                Equip Coin +2       Number of coins equipped +2
# 4                DEV +50%           Acquired DEV increases by 50%
# 5                Seven Guard        Protects from all negative effects
# 6                Jump +3            Climbing ability increases by 3
# 7                CF Dmg -30%       Coinfeigm damage received -30%
# 8                Absorb 100%       Absorbs 100% of damage you inflict
# 9                Phys Evade +30%   Physical attack evasion rate +30%
# 10               CF Dmg +30%       Coinfeigm damage increases by 30%
# 11               Break Guard    Protects all items from breaking
# 12               CF Success +30%  Coinfeigm success rate +30%
# 13               EXP +50%       Acquired EXP increases by 50%
# 14               Elvilla's Garb  <description found at the
# 15               Celestial Ring  Equipment section of the guide>
# 16               Final Guard-----Seven Guard + Break Guard
=====
```

```
=====
C O I N   F A Q S
=====
```

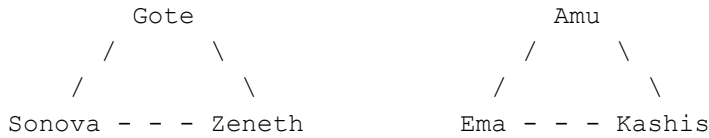
Now, here's what everyone's waiting for the "Coin FAQ" as you progress in the game using coinfeigms/coins are very essential so as to beat the game. The outcome of a battle could be decided before it even begins with how powerful your equipped coins are. At the very beginning of the game you can start engraving or powering your coins through engraving them with seals. The more powerful the coin gets the better chance of your mage to deal much damage or even kill them with one hit. Okay, enough with that much talk and lets get on with our bussiness. Refer to the Seal Section for more deatils about seal and the basics.

In the circle of deities in the tutorial menu.

```
---> Gote  -----> Amu ----
/                                     \
```



It's not much of a circle but that would work. If you go over the Tutorial Section again you'll learn that Sonova is weak on Ema while Ema's weak on Gote. The circle forms 2 triangles the first one is Gote, Sonova and Zeneth or Lightning, Force and Water. The other one is Amu, Ema and Kashis or Fire, Earth and Wind.



First keep in mind the triangle formed in the circle. Take a coin and identify where it belongs whether triangle one or two. Engrave the other two coins which will give you better result. For example let's take the Zell coin, its a wind coin, identify whether it belongs to triangle 1 or 2. The element of wind is under triangle two, now we're done with the identifying. Take it to the engraving menu and engrave the two other element that makes up the triangle namely fire and earth. Engrave them whether by 1 seal engrave or by 2 seals engrave. Now with that knowldege you can power your coins up. The triangle formula raises the MCP and the POT of the coins.

A coin levels up when it reaches a certain amount of stats. You can level them up through twin engraving. By following what's said above.

Now, for raising the AOE or Area of Effect of the coin. I found out this. To raise the coins AOE refer to the two triangles again. Pick a coin you wish to raise its AOE. Now take it to the engraving section. Engrave the other end of the triangle a level 1 seal and the level 6 seal of other end. For example, you picked a water coin, Blisu. Identify the triangle it belongs. Remember the two ends of thge triangle. A Water coin would have Lightning and Force element for it's two ends. Take the Water coin to the coin shop and engrave. Pick the level 1 seal of either the lightning or the force element seal and the level 6 seal of either of the two. If you'll raise a Blisu's AOE you'll be combining this lightning and an impact seal or a thunderclap and force seal. Now, I think that's clear ^_^!

For improving the range of a coin. Pick a coin you wish to improve its range. Refer to the two triangles again and identify where it belongs. Take it to the coin shop and engrave it. A level 1 seal and a level 2 seal is needed for it. They must be from the other ends of the triangle. Example! You picked a Zaicle coin. Identify it where triangle it belongs. Obviously it belongs to the first triangle. Take it for engraving. Take note of the two ends of the triangle since its a lightning coin the other ends should be Force and Water. For raising the range a level 1 seal of either the force or water seal is needed and a level 2 seal of either of the two. If you do understand this right your guess would be right as mine you'll probably use this seals, either a force(level 1) and blue(level 2) or ice(level 1) and yellow(level 2).

Now that's done! Remember to save before leveling or powering your coins up you could end up with the coin you don't want.

=====

S E A L S

=====

Enough talk let's get this on! Okay, I'll start of with the basics. Before you start engraving your coins I'll explain how the level of seals works. I've compiled 8 different seals for each element/deity. The level goes like this:

- Level 1 = Basic element
- Level 2 = Color of Element/Deity
- Level 3 = Advanced Element
- Level 4 = Deity's Crest
- Level 5 = Deity's Weapons (excluding light and dark)
- Level 6 = Much more advanced Element
- Level 7 = Natural Element of the Deity
- Level 8 = Deity's Emblem

Here's the list of the seals in order according to their level.

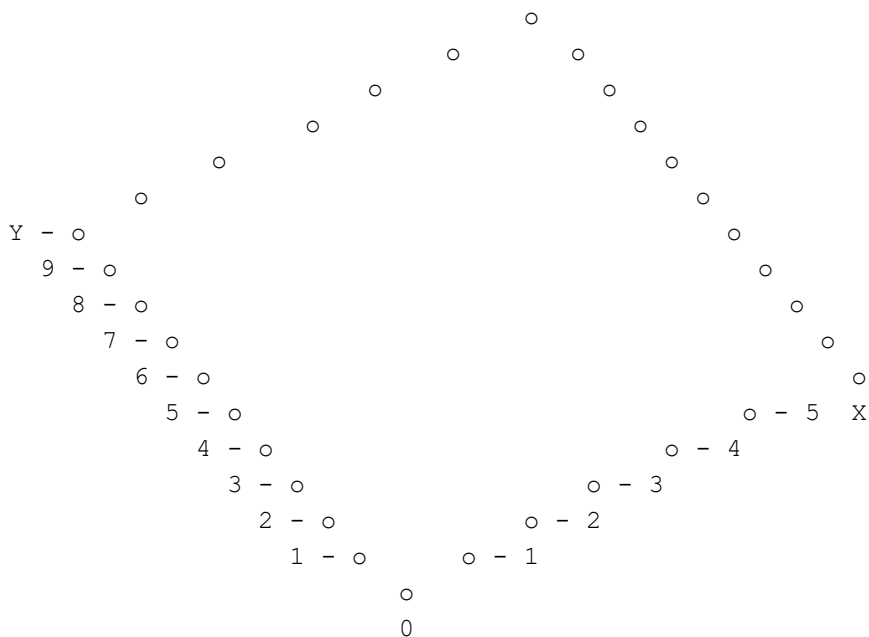
Amu	Ema	Sonova
---	---	-----
Fire	Earth	Force
Red	Brown	Yellow
Flame	Russet	Brimstone
Amu Crest	Ema Crest	Sonova Crest
Sword	Sorcery	Axe
Inferno	Land	Impact
Entity	Spirit	Chaos
Amu Emblem	Ema Emblem	Sonova Emblem

Zeneth	Gote	Kashis
-----	----	-----
Ice	Lightning	Wind
Blue	Purple	Green
Glacier	Spark	Breeze
Zeneth Crest	Gote Crest	Kashis Crest
Spear	Bow	Dagger
Frost	Thunderclap	Mistral
Tundra	Mirage	Tempest
Zeneth Emblem	Gote Emblem	Kashis Emblem

Elvilla	Vugtis
-----	-----
Light	Darkness
White	Black
Purity	Night
Ell Crest	Tys Crest
Harmony	Domination
Halo	Shadow
Life	Death

=====
 Hidden Items Location
 =====

Like most of SRPGs around most of them got a hidden item lying around the battle map. This section is intended to help gamers to find them all or just to help them get a rare item from a battle field. Most items are good like getting a good weapon early in the game. I've talked about how will I describe or point out the exact location of the Hidden Item. I'll be using an X and Y axis for easier search for the hidden item though you could find them yourself through the use of Cat's Eye and the Hawk's Eye ability.



- It's quite hard to explain the location of the items so I'll add the following instructions:
1. At the very start of the battle do not rotate the battle field because I'll base the location of the item through the default position of the view in battle.
 2. I won't describe much of the certain place so follow the X and Y axis thingy carefully. Like I won't describe what the area looks like or whatever.
 3. If you do have the Hawk's Eye ability or the Cat's Eye accessory you can go on searching for the items with out the guide.
 4. Let's take (01,02) as the location of the hidden item. The Y axis would be the 01 and the X would be the 02.
 5. Sometimes you must have the Jump+1 skill to reach the item.
 6. Sometimes the item's on the lower level if not on top.
 7. Remember that in every story battle there's the maximum of 2 hidden items found.

Okay, that's enough instructions so let's go on with the section.

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 Battle Number Hidden Item Location:
 #1 Eyedrop 06,13

	Grulla	08,04
#2	Tempest	10,05
	Boomerang	02,12
#3	Leather Armor	09,11
	Eyedrop	17,07
#4	Hand Axe	07,02
#5	Stone Ring	08,09
	Ema Crest	15,07
#6	Blue Cutter	09,14
	Entity	06,11
#7	Open Face	12,07
	Zepherd	08,17
#8	Green	15,02
	Ring Mail	09,09
#9	Nut of Vigor	09,01
	Halberd	10,09
#10	Iron Ring	16,03
	White	08,10
#11	Bronze Mail	08,16
#12	Blista	16,02
	Thundra	04,12

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 To be continued...
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 Getting special character

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Like most of the Strategy/RPGs out there it contains special or a secret character that got better stats or ability than a normal character. In Hoshigami here's a list of some of the special characters that you could get to join your party and how to get them join.

Romleth

o After the prison battle you'll be given to choices to whether accept him or well... accept him ^_^ You'll get too choose:

"Thank you."
 "I can't let you..."

Silphatos

o He'll offer you his help, like Romleth. You'll choose with either of the two but end up getting him only with different conversation but only for the first few lines.

"I gladly accept your offer."

"Thank you, but..."

Elena

o At the beginning of chapter 2 head for Dissoal and a scene should take place you'll be ask two questions. Pick the second answer.

"Sorry, find someone else"

"How much will you pay me?"

o If you miss her on the chapter 2 she'll join you in chapter 3 she'll be in Tus, just after completing the water temple sequence.

Jacqueline

o After the battle in Qued that ends the chapter 2 you'll get the chance of whether "Send a messenger" and the other answer. Pick the "Send a messenger" answer. On the first meeting with Jacqueline select the answer "A Woman of such beauty..." (I think that's the choice). Then, After the battle at Fort Sappharl pick the "I want to help them" answer. After the battle at Lake Ecroga (or something like that) you must have Tinn or Elena and select the "That's enough" answer a few conversation follows then pick the answer "Well..." then the answer "What's the matter?" then the "Elena/Tinn, hold on" and there you have Jacqueline.

Chroma

o You must meet her first on top of Hephaitos' Tower. You'll be given two questions I missed the otehr one but pick the answer "I know what you are saying". After beating the battle at Kamdell, return to the tower and talk to Chroma. She'll request you to recover her stolen weapons in the tower. After recovering every item talk to Chroma again and pick the 2nd answer (I think...) It's the one that says "No, not at all" answer.

Here's the list of the weapon stolen form her:

1. Armsbreaker (Knife)
2. Shichishitou (Sword)
3. Soul Reaper (Axe)
4. Brionac (Spear)
5. Crescent (Boomerang)
6. Nullifier (Morning Star)
7. Jewel Eater (Bow)

8. Promise Ring (duh)

The first seven are on floors 4, 8, 12, 16, 20, and 24 of Hephaitos' Tower. Sajiri has them equipped. The ring belongs to Chroma. You get it when she joins the party. The Shichishitou is invaluable (Seven Pains).

Leia

o After the battle at the Temple of Water you must keep Leia alive until clearing the battle. During the conversation with Leia tell her "I can't do that" Now continue on with the game before going for the Temple of Fire return to the Temple of Water. Series of questions would be asked answer them in this way "But..." then "True..." lastly "Even then".

Tinn

o During the prison scene where Romleth ask you who Tinn was answer him "...special". Recruit Elena at the start of Chapter 2 or before the Savah Canal Battle. A conversation will take place after the battle. Elena will ask you something and answer "Yes I was" at the battle at Fort Yugo select any of the answer. Choose "Alright..." for a shorter one.

o If you don't have Elena at the battle at Fort Yugo. Your last chance of getting Tinn will come up after the battle at Lar Dullue. You must answer "Alright..." to make her join.

Gomes

o At the Temple of Fire be sure to have Gomes last the battle. At the conversation with him at Clair Oasis answer him "Certainly" or "Actually..." then the "Alright" answer.

Leimrey

o You must first have Tinn recruited at Fort Yugo and recruit Leia. During the conversation with Leia before she joins you pick "Even then" Then, at the Temple of Fire conversation pick either of the choice. After the battle with Leimrey at Kamdell pick "No, Leimrey"

Alveen

o First you must go through the Clair Oasis conversation. After the battle with Alveen at Fort Le Sulle pick "Come with us"

Reuperl

o At the very beginning of the game you must choose the following answers "Let's hear what he has to say" and "I can't say no to a king" Another conversation with him after the Castle of Aus battle and pick the "Alright" answer. At another battle at Aus have Reuperl survive the battle. After the Lar Dullue battle and before reaching the Ixian temple give him this answers: "No" then "Alright or "Okay, but..." then "Alright".

Zelstan

o First have Luke, Reuperl, Silphatos, Elena, Leia, Alveen, and Tinn recruited into your party. After the Lar Dellue battle before reaching the Ixian Temple visit Layeta then select on of the following message: "Thank you very much" or "I'm sorry..." then "That's right..."

Luke

o You must first have the tower of Vugtis appear on the world map(Look for question #13 for the way to have the Vugtis tower appear). And you must have Leia, Elena and Jacqueline in your party. After leaving Layeta in the beginning of Chapter 6 and before going to the Ixian Temple, visit the Temple of Water and select "Of course not" answer.

Sly/Elera

o At the last chapter of the game you can hire the two in the recruitment center. They appear at random and they got better stats than an ordinary merc.

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GAMEPLAY TIPS

These are some of the simple strategies that can help you in the game. You can add in your own strategy just e-mail it to me and I'll credit you for it.

1. Early in the game you could obtain stronger weapon by doing an attack session on the enemies on floor 8 and up. You'll have some strong weapons early on like Broad Sword etc... same goes for the armors.

2. Equip only the abilities that are useful. You don't have to equip all the new stuffs you could stick to the old ones and replace them when something better comes up.

3. Stock up with healing items right away. You'll never know when you'll be needing them.

4. Once you got enough money, start engraving seals to power your coins up. And try experimenting on it. Then, level up when required levels are met.
5. Before leveling a coin up, save before doing so. Some times it won't turn out the way you like it to be.
6. Everytime you get a new character in your party level him up quickly so that you won't see him get his ass kicked.
7. The House of Sessions can help you get familiar with the Attack Session command so try beating it.
8. You could find rare seals and its for free just by conquering a floor in the Tower of Trials.
9. Use your knowledge of the game for your advantage. You know computer can't beat a human brain.
10. Always try to hit your characters at the back. It not only gives you a higher hit% it also gives as much damage as well.
11. When you level up on Dev. always check what your new skill is at a temple.
12. Use teamwork, assist one another. Remember no Man's an Island.
13. If you notice that Fazz keeps getting nailed by magic and dies frequently because of it make him a mage.
14. Alveen makes for a good mage because of his speed. He'll get to cast long before anyone else does.
15. Zaji, the boss found on top of the Tower of Trials sometimes carries a coin which can be upgraded to level 5.
16. If you have trouble getting the item you want from Zaji break the equipment you don't want by using Wpn brk, Arm brk, Acc brk, and Coin brk.
17. Turn the navigation setting off for easier gameplay.

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FAQs
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1. Where can I find this Walkthrough/FAQ?

This guide is originally found at <http://gamefaqs.com> and will be updated and be posted there. You can also find an unedited, unaltered, unchanged and updated version of this guide at the following sites:

<http://www.cheatcc.com>
<http://www.psxcodez.com>

2. How do I level my characters up?

The only place where you could build the levels of your characters are the Tower of Trials found almost anywhere on the world map.

3. How can I find hidden items?

There's a skill called "Hawk's eye" and an Item called "Cat's Eye" both will help you see hidden items on the battle field. It can be identified as the sparkling area on a block on the battle field.

4. What will happen if my character dies on a battle?

You could bid him good bye for good. Once a character dies on a battle he/she's completely dead unless you got a revive coin for him.

5. Help! My character die how could I revive him?

There's a coin that can revive a character that was killed on a battle. Too bad you can get it late in the game. The coin is called Re Vin coin.

6. What will you get after finishing all 40 rooms in the House of Sessions?

After conquering all 40 rooms you'll receive a manual called "Life and Death"

7. I'm sick of all the "Proceed?" questions after each turn how do I get rid of them?

Under the Setting Menu turn off the Navigation option.

8. How many ending those Hoshigami got? I beat the game and I got the crappy forest ending.

I'm on my second game right now and the guys on the board said something about a hidden ending where you find out the "truth" behind what's going on, and who's responsible. Am trying to find that ending.

9. What's the use of the Deity Aid skill?

On my experience the Deity Aid skill protects you from attacks made by an enemy who worship a deity that oppose yours. For example equipping Sonova's Aid on an Ema character will take less damage from a Sonova character than the damage receive with out the Aid Skill. Same with this example: A Sonova character with an Ema's Aid skill equipped receives less damage from attacks made by Ema characters.

10. Does the deities affects your stats when leveling up?

Yes, it does affect your stats. A character who worship Amu recieves a stat bonus on strenght. Same like having a character who worship Gote, that character, when it level up recieves a bonus on its dexterity stat.

11. I hear that the Divine Aid skills gives you stat bonus when leveling up. I'm a bit confused so could you explain this to me.

Here's what Death of Nation found out:

Divine aid skills give you bonuses to different attributes upon level up. I tested this with a gameshark. I had a fire generic reach level 5 with no divine aid and stats of-

str 24
spi 16
con 22
dex 15
agi 18

The same generic with Amu, Ema, and Sonova's aid equipped and leveled up to 5 he had stats of

27
19
26
16
19

The last two were only higher because he got better levels in them I think, but there was a pretty big jump in the others. You get an extra point to whichever attribute is associated with that deity aid.

The deitys go like this

Amu = Str
Ema = Spi
Sonova = Con
Gote = Dex
Kashis = Agi
Zeneth = Luk

Therefore, you can better customize characters when leveling up by sessioning divine aid skills from enemies and having them equipped when leveling up. Now that I know this I think I'll go through the game leveling Fazz with Amu, Ema, and gote aids, giving him better attack, magic defense, and hit rate, as that's what dex affects. LOL, I knew those skills had to do something else besides just hitting other elements better.

o You need to clarify the use of aids, though. For example, an Amu aid adds nothing for a worshipper of Amu, but if you change deities it continues to give you the STR gains that you normally get. Thats why you should change all of your characters immediatly! Equipped with their starting aid and the bonus from their new deity they improve faster.

12. What's a level cap?

According to my knowledge of the game a level cap is similar to the ones on FFT where when you go to a certain story battle the enemy levels up for as much as they could/allowed so as to be able to give you more challenge much like in FFT when you enter a battle and your highest level character's on lvl. 30 with that your enemies are on the same level. The level cap is for the enemy to be able to fight with you evenly but you can also break the cap.

13. How do I make the Tower of Vugtis appear on the world map?

After the battle in the city of Queld choose to "Send a messenger". And in the city of Kamdell battle pick the "Let's go to the temple" answer. And on Chapter 6 after clearing Aus battle the tower will appear only if you have a character who worship Vugtis.

14. Is there a deity of the light or dark?

Yes! Now, finally somebody got a way to worship them! The darkness deity is the one called Elvilla and the light deity is Vugtis! I owe this stuff to a TeamXK ^_^

15. How do I get to worship the deity of light/dark?

Vugtis (as deity)

- 1) Have a character equip the following skills:
 - a. Amu's Aid (Amu Lv. 1)
 - b. Sonova's Aid (Sonova Lv. 1)
 - c. Bat's Wing (Zeneth Lv. 14)
- 2) Visit the temple at Marfa or Widden (using the town command).

Elvilla (as deity)

- 1) Have a character equip the following skills:
 - a. Kashis' Aid (Kashis Lv. 1)
 - b. Gote's Aid (Gote Lv. 1)
 - c. Lizard's Leg (Ema Lv. 14)
- 2) Visit the temple at Aus or Tus (using the town command)

Ones again a I owe this part to TeamXK! ^_^

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- o And last but absolutely not the least, thanks to GameFAQs where you can view and download this walkthrough/FAQ. CjayC deserves all the credits given to him. Congratulations!

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