

Hoshigami: Ruining Blue Earth FAQ/Walkthrough

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Updated to v0.80 on Sep 29, 2004

Hoshigami Challenge Strategy Guide
Version 0.80 (September 2004)
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Introduction

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Hoshigami, a Playstation game from Atlus and MaxFive, has received much bad publicity as a poorly-designed game that either requires excessive levelling up or is just plain too frustratingly difficult to play. My feelings when first playing the game were strikingly different. At last, there was a game that was challenging enough to require innovative strategies, to require constant planning, where the enemies were sharp enough to exploit one's errors, where the thrill of the challenge was the rule rather than the exception.

When playing this game a second time, I have therefore ventured to prove that this game is definitely beatable without any need for boring levelling-up. I have set to play a game with only plain-vanilla mercenaries, without any levelling up in any of the towers, without access to special seals and coins. I have defined for myself a challenge with extra rules (described below) to prove that even under extreme conditions this game is far from impossible and with reasonable strategies is very beatable.

I have collected my experience in the following strategy guide. This guide differs from the only reasonably-complete Hoshigami guide (by Boko), since the latter depends in its descriptions primarily on the assumption that the player team's levels are significantly higher than the enemies', making most battles ridiculously easy. In most of the battles described herein my levels were lower or the same than the enemy's.

This guide is just a strategy guide; it does not describe the plot, the game basics, or its secrets, nor does it supply equipment, coin or skill lists. Other guides are already available for this.

I have checked everything written herein myself, except that in some rare occasions I have relied on other guides (by Boko and Darren Ng) for the identity or location of some hidden items.

I have made one pass through the game, tackling 44 of the 55 possible battles. I may update the missing battles in the distant future. For those interested, the difficulty distribution of the battles (see below for my definitions of the difficulty ratings) was:

*	Easy	17 battles
**	Challenging	12 battles
***	Difficult	8 battles
****	Very Difficult	7 battles
*****	Impossible	0 battles

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Enjoy.

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Version History

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0.80 (September 2004) - first public version - 44/55 battles

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Rules

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I have defined the following rules for the challenge I have set myself to conquer:

- 1) Select Fazz + six of the initial mercenaries (Chester, Esab, Krista, Trieni, Medilleve, Trish, Hannway or Aisha); these 7 people will be your team for the entire duration of the game (referred to as 'The Team' below)
 - you may recruit other characters in order to affect the game's plot, but they never become part of The Team (not even Leimrey)
 - you may not recruit mercenaries from the recruitment centre (not even Elera)
- 2) Before entering a battle, The Team must worship exactly 6 deities, and these may not be Elvilla or Vugtis
 - this is to force you to always have a Sonova ;^)
- 3) Before entering a battle, The Team must be equipped with at least 6 weapon types
 - this is to prevent you from depending too much on magic and long-range weapons
- 4) You may not enter any optional tower (Trial, Vugtis, Hephaitos &c.)
 - this both prevents reaching the level cap and, more importantly, cuts off the supply of good seals and consequently good coins
- 5) You may place on the battlefield only characters from The Team
 - characters forced on you by the game (e.g. Silphatos in the Tower of Wind) may be used for that battle only
- 6) You must kill all enemies in every battle, regardless of objective
 - this is to further complicate boss battles, forcing you to leave the boss until all other enemies are dead
- 7) You must finish all battles with all team members alive
 - this means that until you get a revive coin, nobody can die
 - this includes also special one-battle characters (e.g. Alveen, Leia)
- 8) You must finish all battles with 5 bonus items
 - this is to force you to produce at least 2 long attack sessions per battle (and more if you do not pick all hidden items)
 - exception: does not apply to battles where this is not possible, namely Widden Prison, Kamdell II, Kamdell III, Layeta Throne Room, Inside Ixian Temple I, Inside Ixian Temple II
- 9) You may not sell an item (i.e. weapon, armour, accessory, usable item, coin, seal) you possess only one copy of; in other words, you may not sell your last copy of an item, even if you do not need it any more
 - this is just to put some extra stress on your money pouch ;^)
 - you are allowed to use it, though (if it is a usable item or seal)
- 10) You are allowed to pick up hidden items even if you do not have an item or skill to see them
 - this is to prove that I am also compassionate...

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General Comments

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- I assume the reader is experienced enough in Hoshigami and will only point notable issues; refer to other guides for more information

- as you will repeat some battles many times, it is worthwhile to note that you can skip lengthy dialogues by holding down the Start button
- always sell excess equipment - you will need the money to buy healing items, cure coins &c. (I recommend every character to have at least one cure coin)
- the white armors are almost always better than their metallic equivalents
- fight slowly and carefully, moving 1-2 squares at a time and evaluating the situation all the time; BE PATIENT!
- only pick up hidden items you need; it is always better to opt for attack sessions, as you often get better items, as well as more money; use this (or another) guide to know what the hidden items are
- since you have access to few seals, try to session enemies with good coins; it is not easy to session magic-users, as they tend to keep their distance, but it is sometimes worth it; invest in magic, as it is often a key to more manageable battles
- black coins make later battles more manageable - try collecting some through attack sessions, especially Mintal, Terror, Conti and Depin
- try to have all your characters at the same experience level or the enemy will prey on your weaklings; distribute the experience wisely - do not kill an enemy just because you can, think if another character may benefit more from the extra experience of the kill
- try to go up in level early in a battle (i.e. end battles with experience in the 80s or 90s) to improve your odds
- when organising yourself between consecutive battles, you can use a cheap trick to heal some of your characters that are still injured - any character that has an HP+{10,20,30,50}% skill can self-heal by repeatedly unequipping and equipping this skill
- the longer your attack sessions, the more money you get (and, possibly, the better the items you get); 5- and 6-character sessions always results in an item
- when you use manuals, try to compensate for a character's disadvantages (e.g. give Ema manuals to a Sonova characters)
- after each battle, return to town to re-equip and learn new skills

Battle Description Format

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- for each battle, the following information is provided:

Difficulty	(relative difficulty rating)
Objective	(original stated game objective)
Characters	(number of team members used in the battle)
Enemies	(number of enemies)
Orientation	(definition of directions for reference, whereby North is the direction Fazz is initially facing)
Dimensions	(battlefield size)
Strategy	(recommendations that worked for me)
Start Level	(levels of my Team members at battle start)
Enemy Level	(levels of enemies at battle start)
End Level	(levels of my Team members at battle end)
Regular Bonus Item	(item you get at end of battle)
Useful Hidden Items	(hidden items you should probably pick + locations)
Useless Hidden Items	(hidden items you should probably avoid + locations)
Recommended Sessions	(items you should try to get through attack sessions, each line representing one enemy)
Bonus	(amount of money I received)
Cont	(does the battle continue into the next without allowing for saving and restocking)
Notes	(anything else, including recommendations for using bonus items and for preparing for the next battle)
 - a note on difficulty rating:

* Easy	(no real problem, just be careful)
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- ** Challenging (requires reasonable strategy & maybe a repeat)
- *** Difficult (requires careful strategy & perhaps a few repeats)
- **** Very Difficult (requires good strategy, luck, caution & some repeats)
- ***** Impossible (requires cheating, no such battle yet)

- a note on the coordinate system:

dimensions: "0:13 (S:N) x 0:10 (W:E)" means the battlefield
 has 14 rows (Southernmost is row 0, Northernmost is row 13)
 and 11 cols (Westernmost is col 0, Easternmost is col 10)
 remember: numbering starts from 0, not 1 (sorry, but programming
 habits die hard, especially if you intentionally keep
 them alive)

locations : "7:0" means row #7 and col #0

directions: "S, N, W, E, SE, SW, NE, NW" means South, North, West, East,
 South-East, South-West, North-East, North-West

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List of Battles

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- 01) Seitan Hills I *
- 02) Tower of Wind *
- 03) Dissoal ** \
- 04) Widden Prison * /
- 05) Widden Valley **
- 06) Seitan Hills II *
- 07) Aus ***
- 08) Clair Mountains *
- 09) Savah Canal *
- 10) Carmwell **
- 11A) Fort Yugo ****
- 11B) Fort Yugo ?
- 12) Queld *
- 13A) Echo Forest *
- 13B) Echo Forest ?
- 14A) Mount Tesina **
- 14B) Mount Tesina ?
- 15A) Fort Sappharl ***
- 15B) Fort Sappharl ?
- 16) Lake Ecroga I **
- 17) Outside Temple of Water *** \
- 18) Inside Temple of Water ** /
- 19) Lake Ecroga II ?
- 20) Kamdell I ****
- 21) Kamdell Desert I *
- 22) Outside Temple of Fire I ** \
- 23) Inside Temple of Fire I ** |
- 24) Inside Temple of Fire II * |
- 25) Outside Temple of Fire II **** /
- 26) Kamdell Desert II *
- 27) Kamdell II * \
- 28) Kamdell III * /
- 29A) Roundart I **
- 29B) Roundart I ?
- 29C) Roundart I ?
- 30A) Roundart II ?
- 30B) Roundart II ?
- 31) Sonti Plateau ***
- 32) Marfa ***
- 33) Outside Layeta Castle * \

34)	Inside Layeta Castle	***	
35)	Layeta Throne Room	****	/
36)	Outside Temple of Earth	*	\
37)	Inside Temple of Earth	***	/
38)	Fort La Sulle	****	
39)	Aus Plains	*	
40)	Aus Ruins	**	
41A)	Lar Dellue	**	
41B)	Lar Dellue	?	
42)	Gateway to Ixian Temple	***	\
43)	Stairway to Ixian Temple	*	
44)	Outside Ixian Temple	****	
45)	Inside Ixian Temple I	**	
46)	Inside Ixian Temple II	****	/
47)	Final Battle	?	

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00) Initial Organisation

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- strip Leimrey and the two unused mercenaries of their equipment and dismiss the mercenaries (so you avoid using them by mistake)
 - the team I picked was composed of:
 - Fazz => Amu, Sword
 - Esab => Sonova, Axe
 - Krista => Gote, Bow
 - Trieni => Kashis, Boomerang
 - Medilleve => Ema, Ring
 - Trish => Ema, Ring
 - Hannway => Zeneth, Spear
 - I very strongly recommend always having two Emas (this guide sometimes assumes it)
 - do not forget to use the Sonova Codex manual (give it to Fazz, as a good defensive Fazz is a major benefit later on)
 - do not forget to change the game settings to your taste and to save

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01) Seitan Hills I

Difficulty : *

Objective : Defeat Sajiri

Characters : 7

Enemies : 10

Orientation: your team starts at the SE corner, facing N

Dimensions : 0:13 (S:N) x 0:10 (W:E)

Strategy :

As the enemies are pretty weak, there is no special strategy beyond just destroying the entire Western group before approaching Sajiri's group. Remember to leave Sajiri last.

Start Level: 1

Enemy Level: 1-2

End Level: 1

Regular Bonus Item : Healing Fruit

Useful Hidden Items: Grulla Coin (2 S, 6 W from Sajiri; 10:3)

Useless Hidden Items: Eyedrop (1 S, 2 W from Fazz ; 1:5)

Recommended Sessions: Luck+10%

Lucky Charm, Exp+10%

Bonus: 27,439

Cont : No

Notes: -

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02) Tower of Wind

Difficulty : *

Objective : Rescue Silphatos

Characters : 6 + Silphatos

Enemies : 14

Orientation: your team starts at the S edge, facing N

Dimensions : 0:18 (S:N) x 0:13 (W:E)

Strategy :

I recommend foregoing a bow-user for this battle, as bow-users can gain experience pretty fast and thus catch up in the next battle. Silphatos should do nothing except wait in place, as any action he performs is just experience taken away from your team (he is virtually unhurttable and any damage he does take can be healed later on by one of your team members for some more experience) - at most he can participate in a session or pick up a hidden item.

While Silphatos draws the attention of most enemies, you should just methodically and carefully kill all enemies in the following order: a) 4 enemies on the South bank, b) 2-3 enemies on bridge, c) 7-8 enemies on the North bank. The only mildly dangerous enemy is the archer on the North bank, especially if he starts picking on your weak magic-users.

Start Level: 1

Enemy Level: 2

End Level: 1-2

Regular Bonus Item : Cure Coin

Useful Hidden Items: Tempest Seal (4 S, 5 W from Silphatos; 11:1)

Useless Hidden Items: Boomerang (2 N, 1 E from Fazz ; 4:9)

Recommended Sessions: Jump+1

Blisu

Spika, Grulla

Bonus: 14,653

Cont : No

Notes: use the Tempest seal for a [Zel + Tempest] engraving

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03) Dissoal

Difficulty : **

Objective : Defeat all enemies

Characters : 7

Enemies : 12

Orientation: your team starts at the S edge, facing N

Dimensions : 0:17 (S:N) x 0:13 (W:E)

Strategy :

First kill the 4 nearest enemies, making sure not to progress more than row #3 while doing so, to avoid waking the others. Once these are done, slowly move your team to row #4, thereby waking the archer and the 2 front fighters. Hold your position and kill the fighters and possibly the archer (try using Fazz for the latter, as he is most resilient); progress some more, wake the rest and carefully kill them.

You should attempt to have your Sonova character reach the level of the enemies early on (before waking the enemy magicians), since otherwise he is extremely vulnerable to magic (even so be wary of exposing him to too much magic). Before ending the fight make sure to heal Fazz for the next battle.

Start Level: 1-2

Enemy Level: 3

End Level: 3

Regular Bonus Item : Determination Manual

Useful Hidden Items: Leather Armor (4 S, 2 W from archer ; 8:3)

Useless Hidden Items: Eyedrop (1 S, 1 E from farthest magician; 16:7)

Recommended Sessions: Dev+10%

Laira

CFDmg-10%, Gaiga, Cure

Bonus: 16,919

Cont : Yes

Notes: use the Determination manual on a Sonova (or possibly on a Kashis, if you do not use daggers)

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04) Widden Prison

Difficulty : *

Objective : Escape from prison

Characters : 1 + Romleth

Enemies : 5

Orientation: your team starts at the SE corner, facing N

Dimensions : 0:7 (S:N) x 0:15 (W:E)

Strategy :

Just kill everyone. Note that the farthest enemy is quite strong, so just be careful. Try using as many attack sessions as possible, to maybe get an item and a bit more money.

Start Level: 3

Enemy Level: 2-3

End Level: 3-4

Regular Bonus Item : Blue Seal

Useful Hidden Items: Hand Axe (1 N, 2 W from farthest enemy; 1:1)

Useless Hidden Items: -

Recommended Sessions: -

Bonus: 1,146

Cont : No

Notes: use the Blue seal for a [Bonga + Blue + Earth] engraving

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05) Widden Valley

Difficulty : **

Objective : Defeat all enemies

Characters : 7

Enemies : 13

Orientation: your team starts at the SW corner, facing N

Dimensions : 0:15 (S:N) x 0:11 (W:E)

Strategy :

This battle can be more difficult if you wake the 4-enemy group on top of the mountain too early; so don't. The trick to doing this is to keep to col #0

(and possibly col #1) until all your characters have crossed the water obstacle just to the North of your starting point. This way the archer on the mountain does not wake up. Avoid going under the mountain as this wakes the magic-user.

Start the battle by waiting for the first 2 fighters to enter the water, then attack (remember that Blisu & Laira coins work better against enemies in water). Start crossing with your fighters, which should draw the next 2 fighters into the melee. After these 4 are done, it is time to have your weaker characters cross (remember, single-file on col #0).

By the time you finish the remaining archer and fighter, the next wave (2 fighters and a magician) join in. Ideally you should be able to kill all these without the 4 enemies at the top waking up.

The last 4 enemies are more of a challenge as they are well-situated and rather powerful. Just concentrate on one at-a-time and heal often (you should probably buy a few Recover Seeds (or Healing Fruits) for this battle). Remember you can push enemies off the cliff to delay them.

Start Level: 3-4

Enemy Level: 4

End Level: 4-5

Regular Bonus Item : Leather Armor

Useful Hidden Items: Stone Ring (3 N, 2 W from topmost archer; 8:8)

Useless Hidden Items: Ema Crest Seal (4 S, 4 W from topmost archer; 1:6)

Recommended Sessions: Stone Ring, Gaiga, Bonga, Cure

Stone Ring, Absorb10%, Gaiga, Spika

Long Bow, Leather Armor, Jump+1

Bonus: 17,435

Cont : No

Notes: -

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06) Seitan Hills II

Difficulty : *

Objective : Defeat all enemies

Characters : 7

Enemies : 10

Orientation: your team starts at the SW corner, facing N

Dimensions : 0:13 (S:N) x 0:10 (W:E)

Strategy :

Note that the directions have been changed from the first battle in this locale, in order to maintain the convention that Fazz faces North.

Let the Northern group approach you and kill it completely without waking the North-Eastern one (by remaining in cols #0-2). Once the first group is done, draw in the second one and repeat.

Concentrate on the higher-level enemies early, as they pose a slightly higher risk and they provide more experience and thus potential early level-rising. Note that the Entity seal hidden item is in a rather central position (just South of the centre of the gravestone), so get it fast before one of the enemies steps on it by chance (this is probably the most difficult thing in this battle).

Start Level: 4-5

Enemy Level: 5-6

End Level: 5

Regular Bonus Item : Broad Sword

Useful Hidden Items: Entity Seal (3 N, 5 W from archer; 10:5)

Useless Hidden Items: Blue Cutter (6 N, 2 W from archer; 13:8)

Recommended Sessions: Leather Armor, Lucky Charm, HP+10%

Ceramic Knife, Laira, Cure
Stone Ring, Spika, Gaiga

Bonus: 17,299

Cont : No

Notes: use the Entity seal for a [Grulla + Entity] engraving, unless you want to wait with it in order to use it on status-causing (black) coins (e.g. [Terror + Entity + Yellow] or [Posn + Entity + Sonova Emblem] or [Conti + Entity + Sonova Emblem])

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07) Aus

Difficulty : ***

Objective : Defeat Alveen

Characters : 7

Enemies : 13

Orientation: your team starts at the S edge, facing N

Dimensions : 0:17 (S:N) x 0:12 (W:E)

Strategy :

Your objective here is to keep Alveen from waking up as long as possible. In order to achieve this you must prevent the 4 guards he has (2 fighters, archer and magic-user) from waking up by keeping to rows #0-3 while killing all the other. These 5 enemies move in unison (the 2 healers near them are independent).

As the battle starts, wait for the 3 front fighters and the front archer to approach before moving for the kill. The 3 fighters should be relatively easy, but the archer must be killed using only magic and long-range weapons. The two flanking magicians will quickly join the fray. As tempting as it is, do not progress beyond rows #0-3.

Do not kill the magicians immediately, just decrease their HP enough for the healers to approach in order to heal them. Once one healer is awake wait for him to act, then before the other healer acts, decrease the HP of a magician again to wake the other healer. Once both healers are on the move, you can kill the magicians (still without moving beyond row #3). Note that the magicians will often target your Sonova character, so keep him somewhat segregated from the rest; that way, either they will use their AOE-5 Gaiga on other more magic-resistant characters or just hit the Sonova without affecting others).

Wait for the healers to reach row #5; they will usually (but not always) avoid going beyond that row. At this point, just wait, heal and recuperate your coins. If a healer comes forward to rows #0-3, kill him (you can try to move to rows #4-5, but only if you are sure to return to the safety of rows #0-3 before it is Alveen's or his entourage's turn). You can wait here indefinitely.

Once you are ready for the final confrontation, rush forward to rows #4-5, killing the two healers. Now wait for the 5 remaining enemies. The 2 fighters may well succumb to magic and long-range weapons. Once they do, place a high-defense character (e.g. Fazz or a Sonova) in Alveen's path; every time he attacks, heal and shoot him backwards (always have at least 2 empty squares between Alveen and any character, when it is Alveen's turn to act). Meanwhile, send a small detachment of 2 characters ahead to kill the magician and the archer, as well as pick hidden items. Once all are dead, gang up on Alveen and finish him off; it is best to end him with a single strong hit to bypass his Champion skill protection.

Start Level: 5

Enemy Level: 7-8

End Level: 7

Regular Bonus Item : Cure Re Coin
Useful Hidden Items: Zepherd Coin (3 N, 2 E from Alveen ; 16:7)
Useless Hidden Items: Openface (1 N, 1 W from Easternmost magician; 6:11)
Recommended Sessions: Cure, Cure, Re Lite
Cure, Cure, Re Lite
PhysEvade+10%, Gaiga, Blisu

Bonus: 14,103

Cont : No

Notes: if you like the Champion skill (I do not, as I try to have strategies that avoid reaching the point where it kicks in), you can session Alveen for it (go for a 6-character session) in the conversation with Reuperl after this battle, you can get some more money from him by not answering "Alright"

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08) Clair Mountains

Difficulty : *

Objective : Defeat all enemies

Characters : 7

Enemies : 14

Orientation: your team starts at the SE corner, facing N

Dimensions : 0:15 (S:N) x 0:15 (W:E)

Strategy :

Of the 3 groups, the 5-enemy South-Western one and the 4-enemy North-Eastern one will close on you immediately. Since the latter takes more time to reach you (because it has to cross the stream), set your team on the Western edge of the red zone. You should be able to finish quite a few of the South-Western group, as well as most of the North-Eastern group (using primarily magic), before they reach you. None of the enemies in the 2 groups should be much of a problem, except the nuisance caused by the Depin coin of the South-Western magician.

Once the 2 groups are dispatched of, the 3rd, 5-enemy, group will start moving. Collect the hidden items and close in for the kill.

Start Level: 7

Enemy Level: 7

End Level: 8

Regular Bonus Item : Sonova Emblem Seal

Useful Hidden Items: Green Seal (6 N, 3 E from island in stream; 14:14)

Ring Mail Armor (0 N, 4 W from island in stream; 8:7)

Useless Hidden Items: -

Recommended Sessions: Zel, Cure, Gaiga

Blisu, Cure, Re Move

Bonus: 17,527 (+ dealer)

Cont : No

Notes: use the Green seal for a [Gaiga + Green + Lightning] engraving
use the Sonova Emblem seal for a [Bonga + Sonova Emblem] engraving (do not waste a good coin, such as the one you upgraded with the [Bonga + Blue + Earth] engraving; use a regular one, such as the one that costs 1,420 in the coin shop (the 1,120 one is too weak)), unless you want to wait with it for something else (e.g. see notes to Seitan Hills II battle)
give the Ring Mail to a Sonova to improve his CF Def

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09) Savah Canal

Difficulty : *
Objective : Defeat Brankoz
Characters : 7
Enemies : 15
Orientation: your team (Fazz) starts at the SW corner, facing N
and at the NE corner, facing S
Dimensions : 0:15 (S:N) x 0:17 (W:E)

Strategy :

Divide your team evenly between the two red areas (e.g. fighter, fighter, magician, long-range in the South-West; fighter, magician, long-range in the North-East). Slowly converge on the South-Eastern corner, killing all enemies that approach you (i.e. 4 enemies South of the towers, 3 enemies South-East of the towers, 1 enemy between the towers). Magic comes in handy here, especially against the dagger-armed enemies.

Once these are done, return West to the gap between the two towers, thereby drawing the 2 enemies West of the towers. After they are dispensed of, all that is left is Brankoz and his 4 guards. Let them come to you and finish them off; just be careful as they are slightly stronger than the other enemies have been. Use the towers as a strategic position for placing long-range characters (assuming they have the Jump +1 skill).

Start Level: 8
Enemy Level: 8
End Level: 9
Regular Bonus Item : Braven
Useful Hidden Items: Nut of Vigor (2 S, 6 E from Fazz; 0:8)
Halberd (6 N, 7 E from Fazz; 8:9; need Jump+1)
Useless Hidden Items: -
Recommended Sessions: Iron Ring, CFDMg-10%, Laira, Bonga
Iron Ring, Ring Mail, Ema'sAid, Gaiga, Depin, Cure
Bonus: 18,905 (+ dealer)
Cont : No
Notes: -

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10) Carmwell

Difficulty : **
Objective : Protect Alveen
Characters : 6 + Alveen
Enemies : 12
Orientation: your team starts at the SE corner, facing N
Dimensions : 0:15 (S:N) x 0:10 (W:E)

Strategy :

Again I recommend doing without an archer, especially as there are no great vantage points for archers here. In this battle beware of the two archers (stay out of their range as much as possible) and the two magicians (who have rather powerful elemental coins, as well as nasty Depin and Terror coins, that may prove a problem when you try to form attack sessions; bring a few Unbinds or a Re Move coin).

Alveen does not need much protection as he is 1-2 levels above the opposition. As usual, avoid using him for anything but picking items and participating in attack sessions, so as not to waste experience. Move him towards your team, drawing the 3 fighters near him into range of your magicians and long-ranges, which should be able to handle them without moving into the archers' range, while your fighters inch Westward towards the other 2 fighters

on the lower level. When you use magic, do not fear to include Alveen in the area of effect; he can withstand the damage, you get some experience for hurting him and later also for healing him.

Keep Alveen within the archers' range for most of the battle! That way the archers and Sajiri remain in place and do not bother you, plus you get the added benefit that they go up in level fast and bring in more experience when you eventually finish them off.

Once you have finished the 5 fighters in the alleys, move along the Westward alley and up the stairs. This should draw the 2 remaining fighters and the 2 magicians and allow you to pick the White Seal hidden item. Fight carefully, using magic to dispense of the fighters and attack sessions for the magicians. Sajiri and the archers will join in at some point, dependent on Alveen's location (you might want to move him to allow for 6-character sessions). But at this point and given that you are no longer many steps below them, they should not be too much of a problem.

Start Level: 9

Enemy Level: 9-10

End Level: 9-10

Regular Bonus Item : Ring Mail Armor

Useful Hidden Items: White Seal (3 S, 1 W from Westernmost magician ; 7:1)

Useless Hidden Items: Iron Ring (2 N, 1 W from Sajiri (on lower level); 15:8)

Recommended Sessions: Iron Ring, CFSuccess+10%, PhysDmg+10%, Cure, Greis

Iron Ring, Ring Mail, Bondes, Blisu, Depin

Bastard Sword, Ring Mail, Openface

Bonus: 13,798 (+ dealer)

Cont : No

Notes: give the Ring Mail armor to a Sonova or to your best fighter (probably Fazz) for the next battle (preferably both should have one)
use the White seal for a [Cure + White + Wind] engraving

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11A) Fort Yugo

Difficulty : ****

Objective : Defeat Treilorh

Characters : 7

Enemies : 16

Orientation: your team starts at the S edge, facing N

Dimensions : 0:20 (S:N) x 0:17 (W:E)

Strategy :

This battle is by far the most difficult (and longest, took me three and a half hours to finish it successfully) encountered until now. Be extremely careful; any mistake will be promptly exploited by the many powerful enemies. The primary tactic required is to delay Treilorh indefinitely, until all other enemies, including the archers on the fort wall, have been dealt with. The idea is to make him stay at or about the 3x3 area to the East of the central flight of stairs (i.e. 7:8, 7:9, 7:10, 8:8, 8:9, 8:10, 9:8, 9:9, 9:10).

Start by moving 2 rows North to rows #2-3 and wait for the 3 enemies on top of the stairs to approach. The 2 fighters should succumb quickly (freely use magic against them). As soon as the fighters are down and before you approach the stairs, send a character to the corner of the two walls East of the stairs (i.e. 6:10) and keep him there. I strongly recommend to use a Sonova for this, as Sonovas are definitely voted by the enemies as "most targetable". Treilorh, the other magician and most, if not all, fighters will go for him and get stuck around the 3x3 area mentioned above. It is OK (but not recommended) if a fighter or two make it to the stairs, but if Treilorh does, the battle is as good as over. You will need a lot of healing options to keep the Sonova alive;

have many healing coins spread among your characters, as well as at least 10 healing fruits, for this battle. Do not be tempted to move the character away from the "corner" by more than 1 square until only Treilorh and a couple of archers remain. Do not panic from the large amounts of magical damage he receives, just heal and wait.

While waiting for the first magician to approach stay no further than row #4 and wait for her to reach rows #5-6 before going for the kill (this will probably occur only after she has used all her Zel & Blista spells). Make sure to remain out of the range of the South-Easternmost archer, as well as of those of the archers on the fort wall (if you need to go slightly up the central stairs, note that only squares 6:6, 6:7 and 7:7 are safe).

Once the magician is gone, the only active damage-causing enemies are the remaining magician and one archer that will try to target your "corner" character (unless you are unlucky he will get confused in his attempts and always miss, as well as hit some of his comrades). Keep the "corner" character in place, keep 4 characters nearby (at the foot of the central stairs) and send 2 characters up the W steps. These 2 characters should be a boomerang-user and your strongest fighter (I will assume this is Fazz), both armed with some healing coins.

The 4 characters' job is to heal the "corner" character, cure him of any confusion caused by the magician's Conti coin (an archer is recommended for this; just hit him softly and he may snap out of the confusion), try to find opportunities to use enough magic assault in a row (before Treilorh or the magician use their healing) to kill fighters in the 3x3 area, and handle the second magician once she has finished her spells and wanders down the central stairs.

The "corner" character should just heal himself when he can and wait.

The boomerang-user should scale up to square 7:2, which allows him to target some fighters in the 3x3 area, while still being out of range of the archers on the fort wall (squares 7:0, 7:1, 7:2, 8:0, 8:1, 9:0 are out of their range).

Fazz should carefully scale up the fort wall through the Western gap. He will be hit by the archers but can rest and recuperate at 2 points along the way: a) just South of the Western archer's position at 15:4, b) in the gap at 18:1 (the archers will have problems hitting you there). Fazz should be able to handle the fighters and 3 archers on the fort wall. Note that he need not kill all the archers, he can shoot them off the wall if he wants. Also note that one archer has a Poison 10% skill which can be somewhat of a pain if it triggers.

Once Fazz has cleared the 2 first archers on the wall, you can move all your other characters (except the "corner" one) up the Western steps and onto the wall on the West side of the central stairs. From there your magic-users and long-ranges can decimate all remaining fighters. If a fighter is out of range, try to move the Sonova out of the "corner" one square in some direction, and the fighter may move too.

The above are all guidelines; be flexible and try to use opportunities as they present themselves, but do not be reckless - you will regret it. You should be able to reach a point where all that remains of the enemy is Treilorh and 2-3 archers. Don't be cocky or careless, the battle isn't over yet; believe me, you can still easily get a character killed (especially those low-defense magicians of yours).

Slowly move your Sonova towards the South-Eastern archer, that ideally has never acted up until now, and kill him. Meanwhile, have the others finish off the other archers. Note that Treilorh will start moving; keep a safe distance from him and carefully draw him towards the South-Eastern archer the Sonova is dealing with. This is in order to have the Sonova do most of the fighting and the killing of Treilorh (coupled with some magical help from other characters), in order to quickly get experience that he was missing while waiting in the "corner". Even the Sonova should keep a safe distance of at least 1-2 empty square between him and Treilorh. Do not forget to send someone to pick the hidden items you want.

Good luck and be prepared to repeat this battle quite a few times.

Start Level: 9-10
Enemy Level: 11-12
End Level: 11

Regular Bonus Item : Long Sword

Useful Hidden Items: Mithril Coat Armor (0 N, 7 E from Treilorh; 16:16)

Useless Hidden Items: Assassin Knife (3 N, 6 W from Treilorh; 19:3)

Recommended Sessions: Blista, Zel, Cure
Geiga, Conti, Bondes, Cure
Ring Mail, Openface, HP+20%

Bonus: 11,932 (+ dealer)

Cont : No

Notes: the Mithril Coat armor isn't such a hot item to pick at this point, but I didn't feel brave enough to try an attack session on Treilorh, so opted for an easier 5th item; give it to your Sonova as a gift for the patience he had to exhibit during this battle obviously I have not chosen the path whereby Tinn is rescued here

=====
11B) Fort Yugo

This is a placeholder for the alternative "Rescue Tinn" battle, which I have not (yet?) done.

=====
12) Queld

Difficulty : *

Objective : Defeat all enemies

Characters : 7

Enemies : 12

Orientation: your team starts at the SE corner, facing N

Dimensions : 0:15 (S:N) x 0:16 (W:E)

Strategy :

This is a refreshment after the last battle. Let the 6 nearby fighters approach, keeping a tight pack, especially without exposing your weaker characters to the high-attack enemies. The major trick here is not to stand on snow (which affects most everything poorly), while attempting to make the enemy stand on snow. As they die, gravitate towards the gap between the two houses; soon the 3 other fighters and the healer will approach (pick up the item before they do if you want to). Have a good fighter stand on the last Western brick square between the houses, so that any enemy will stand on snow. Finish all 3 fighters with magic and the odd hit. The remaining archer, magician and healer shouldn't be much of a problem (note however that the magician can cast two Blisus in a single turn, so be careful with your HP).

Start Level: 11

Enemy Level: 12

End Level: 12

Regular Bonus Item : Bronze Mail Armor

Useful Hidden Items: Blista Coin (3 N, 7 E from archer ; 15:15)

Tundra Seal (0 N, 1 W from fighter between houses; 3:5)

Useless Hidden Items: -

Recommended Sessions: Absorb30%, Cure, Re Pure, Re Laks, Re Move
CFSuccess+10%, Blisu, Blista, Posn

Bonus: 20,349 (+ dealer)

Cont : No

Notes: use the Tundra seal for a [Blista + Tundra] engraving
buy profusely in the new shops, especially Mithril coats, coins and
seals (and of course do the necessary engraving; most elemental
coins should now be level 2 with AOE 5-13, some may be level 1, some
may be AOE 25)

I have chosen the path less travelled, namely "Continue onward" (to a
Forced March chapter 3)

=====
13A) Echo Forest

Difficulty : *
Objective : Defeat all enemies
Characters : 7
Enemies : 10
Orientation: your team starts at the S edge, facing N
Dimensions : 0:14 (S:N) x 0:13 (W:E)

Strategy :
Move as little as possible (1-2 squares for fighters, including picking up
the Blessed Fruit, probably nothing for others) and wait for the 7 fighters to
come to you. Most will die on the way, primarily from magic. Soon all that is
left are the 2 magicians and the archer. Start moving towards them. The archer
should succumb quickly to magic and long-range weapons. The only mild problem
is the high evade rate of the magicians, which could slightly complicate any
attack sessions you may attempt against them.

Start Level: 12
Enemy Level: 13
End Level: 13
Regular Bonus Item : Robe of Wisdom Armor
Useful Hidden Items: Blessed Fruit (0 N, 2 E from Fazz; 4:9)
Great Sword (2 N, 7 W from Fazz; 6:0)
Useless Hidden Items: -
Recommended Sessions: Fang, Boots, CFDef-10%, Greis, Laicle, Grulla
Fang, Boots, CFDef+10%, Depin, Posn, Terror, Gaiga
Bonus: 12,820 (+ dealer)
Cont : No
Notes: give the Robe of Wisdom armor to a low-CDDef character (probably Sonova)
save the Blessed Fruit for the really difficult battles

=====
13B) Echo Forest

This is a placeholder for the alternative "Enter Jacqueline" battle, which I
have not (yet?) done.

=====
14A) Mount Tesina

Difficulty : **
Objective : Defeat all enemies
Characters : 7
Enemies : 13
Orientation: your team starts at the SW corner, facing N
Dimensions : 0:16 (S:N) x 0:16 (W:E)

Strategy :

The major problems of this battle are primarily the three archers (South-Western, South-Eastern and North-Eastern), each of which creates a pain of its own. And as usual, remember that "brick is good, snow is bad".

As the South-Western archer can hit squares 1:1 and 2:2 without moving, do not place characters there as part of your setup. Also make sure that you kill him before he takes his second turn or one of your weaker characters will be gone (to say nothing of his ability to confuse you).

The 3 nearest enemies (1 archer + 2 fighters) should probably die almost without reaching you from magic and some long-range hits.

While doing so make sure to avoid entering the range of the South-Eastern archer (has a 10-square range allowing him to hit 4:3, 5:4, 4:4, 3:4 &c.) altogether. This is not difficult, but easy to forget.

Send a couple of magic-users ahead, hugging the E wall of the passage at all times. The reason only these two go forward is to keep your low-CFDef characters away from the North-Western magician. The reason they should remain always near the Eastern wall is to avoid the North-Eastern archer (that also has a 10-square range at his original position, but cannot reach the squares adjoining the Eastern wall of the passage). The two magic-users should be able to finish off the 2 enemies at the North-Western corner using only magic (this may take some time for the enemy magician). All others should wait well out of the enemy magician's range. One she is almost dead, start moving the other characters forward, always hugging the Eastern wall. If any of the 2 archers can hit you, you are doing something wrong, which you will probably regret soon. The two vanguard magic-users should wait for the others before advancing (one can collect the hidden item).

Continue moving forward around the bend, now hugging the Northern wall. Finish the single next fighter, then concentrate on finishing the North-Eastern archer (mostly with magic). As you continue, the next 3 fighters and the 2 magicians will advance, but they should not be much of a problem (note however that one magician has the ability to cast poison 3 times; the remaining archer also has a Poison 10% skill). At last there is something for your fighters to do. Melee your way through these until only the South-Eastern archer remains (keep your low-defense characters out of his range; he is still dangerous).

If you want the last hidden item, you would have to send a high-defense character to pick it up, or alternatively just shoot the archer off his high pedestal to minimise his threat. Once ready, kill the last archer.

Start Level: 13

Enemy Level: 14

End Level: 14

Regular Bonus Item : Steel Spear

Useful Hidden Items: Zeneth Emblem Seal (1 N, 1 W from NW magician; 15:1)
Battle Axe (2 N, 2 E from Fazz ; 4:6)

Useless Hidden Items: -

Recommended Sessions: Fang, Greis, Zepherd, Blisu, Cure Re
Fang, Boots, Depin, Posn, Terror, Cure

Bonus: 11,733 (+ dealer)

Cont : No

Notes: wait with the Zeneth Emblem seal until you have Blista coin that is strong enough, but not valuable enough, to use for a [Blista + Zeneth Emblem] engraving (possibly in chapter 4)

=====
14B) Mount Tesina

This is a placeholder for the alternative "Enter Jacqueline" battle, which I have not (yet?) done.

15A) Fort Sappharl

Difficulty : ***

Objective : Defeat all enemies

Characters : 7

Enemies : 14

Orientation: your team starts at the SE corner, facing N

Dimensions : 0:14 (S:N) x 0:14 (W:E)

Strategy :

Place at 0:12 and 1:12 two magic-users equipped with 2-3 AOE-25 level 1-2 elemental coins and at 1:11 a rapid-moving fighter or long-range character with Jump+1 skill (or Boots). Wait for the two archers on the bridge to take their turn then move the two magic-users to the wooden crates at 5:12 and 6:12 (that are safe from the archers, although they do not know it yet). At the same time, move the Jump+1 character under the bridge to 7:9 (a 8-square trek, which should be done before the archers' turn returns; this location is relatively safe and has the benefit of drawing the two fighters standing beyond the bridge without them stepping on the hidden item under the bridge).

Keep the 4 other characters at the South-Eastern corner, away from the archers' range (9 squares) and the South-Western magician's range (9 squares). After the enemy archers' turn, which involves two unsuccessful attempts each to hit your magicians (and probably the Western archer hitting the Eastern archer once), unleash all your strongest magic against the archers, killing at least one. As soon as the archers are dead (or thereabout), move the Jump+1 character to 6:11 (if you want the hidden Mermaid Beads) or to 6:10 (if not), thus blocking the fighters on the bridge from getting down. The 6:11 position is easier to maintain as no fighter can touch you there, while the 6:10 position can be attacked from under the bridge.

Continue using magic to decimate the fighters on and under the bridge, and carefully have the other characters join the fray (moving along the Eastern edge of the battlefield and the Southern wall of the bridge to avoid the South-Western magician). When the bridge starts to clear have the Jump+1 character move onto it to finish any stragglers.

At this point, the enemy force should be composed of 4 magicians and 3 fighters (ideally the South-Western magician and fighter have never moved, the other may or may not have). The rest of the battle is long but not too difficult any more, just cross slowly under the bridge and up the two snowy mounds (one along the North edge towards the fort wall, the other along the East edge onto the bridge), sending fighters ahead and using magicians as healers. Leave the South-Western magician and fighter last. As usual, remember to be careful and not to stand on snow, if possible.

Start Level: 14

Enemy Level: 16

End Level: 16

Regular Bonus Item : Flamberge

Useful Hidden Items: Robe of Wisdom Armor (7N, 3W from Fazz; 8:8)

Useless Hidden Items: Mermaid Beads (5N, 0W from Fazz; 6:11)

Recommended Sessions: Fang, Gaiga, Blisu, Gaiz, Cure Re

Fang, Depin, Posn, Terror, Cure Re

Blisu, Laira, Zepherd, Cure

Bonus: 12,096 (+ dealer)

Cont : No

Notes: Do not forget to buy the new items available at the shops (this is probably a point where you might feel some shortage of money)

15B) Fort Sappharl

This is a placeholder for the alternative "Enter Jacqueline" battle, which I have not (yet?) done.

=====

16) Lake Ecroga I

Difficulty : **
Objective : Defeat all enemies
Characters : 7
Enemies : 16
Orientation: your team starts at the SW corner, facing N
Dimensions : 0:20 (S:N) x 0:13 (W:E)

Strategy :

This battle is mainly a game of patience, with most troublesome being the enemy archers, as usual. Start by moving 2 magic-users North into the water to attack the 3 enemies on the nearby island (move enough to have all 3 enemies within your magic's AOE). They should have no problems destroying the 2 fighters, and the magician's magic will be mostly wasted on them (especially if you can immobilise her so she cannot approach the others). Meanwhile, send your fighters to handle the 3 South-Eastern enemies, aided by your long-range characters. Once these are done (and the hidden item picked), concentrate all your forces in the vicinity of the enemy magician near the island, waiting for her magic to deplete (be ready to be immobilised a lot, but you can wait the immobilisation out without need for much Unbind or Re Move). While waiting, make sure not to enter the range of the North-Western archer. When her magic is gone, she will approach and an attack session (which should mostly, if not completely, be out of the North-Western archer's range) can be done. Obviously, if you do not want to session her, you can finish her off much earlier, without having to wait.

Once these 6 enemies are gone, move all your characters East, forming just outside the edge of the 2 Eastern boomerangers' range. Wait for their turn, then move East into their range and finish them off with magic & long-range before they can even act. Reform just outside the Eastern edge of the last boomeranger's range, but do not enter the North-Eastern archer's range. Wait for the 2 fighters and the boomeranger in the water to start moving and finish them off, allowing only those you wish to session to approach you.

Next are the North-Eastern archer and magician. The former should die rapidly from magic (especially since his confuse ability can be nasty); the latter should be sessioned off, either by drawing her into the water or by climbing along the Eastern edge onto the land (a couple of Unbinds may come in handy here). Remember not to enter the North-Western archer's range (take into account that he can move, so his range changes).

All that are left now are 2 fighters and a nasty archer, which should be no problem. If at all possible, try to finish this battle with your Ema characters having reached Dev level 8 (which awards the useful Equip Coin +1 skill).

Start Level: 16

Enemy Level: 18

End Level: 18

Regular Bonus Item : Boots

Useful Hidden Items: Panacea (0N, 1E from SE tree; 0:12)

Useless Hidden Items: -

Recommended Sessions: Silver Ring, EquipCoin+1, Blista, Laicle, Depin, Cure Zu Scimitar, Armor of Light, Dragon Helm, HP+30%
CFSuccess+10%, Blista, Blista, Depin

Bonus: 18,223 (+ dealer)

Cont : No

Notes: keep all your Panaceas for the Inside Ixian Temple II battle

=====
17) Outside Temple of Water

Difficulty : ***

Objective : Defeat all enemies

Characters : 7

Enemies : 16

Orientation: your team starts at the SE corner, facing N

Dimensions : 0:14 (S:N) x 0:15 (W:E)

Strategy :

This battle is difficult only if you try, like I did, to attack session the magicians recommended below, since it requires you to approach them rather than kill them quickly and from afar. For this battle I recommend an AOE-5 Depin coin, although it is not mandatory; I just like to be able to delay selected enemies at selected points of the battle (if you decide to have one, give it to a Zeneth with CFSuccess+10% skill for best results).

Set your magicians and long-ranges on the West edge of the red area; set your fighters (at least one should have a Jump +1 skill or Boots) at the North-East corner of the red area. The first group's task is to draw the 3 North-Eastern enemies (by attacking them after the archer's turn) into the water and killing them using magic and long-range weapons. The second group's job is to draw the 4 enemies in the water (by having the Jump +1 character enter the water, wait for their move, then returning to land) onto your piece of land and finishing them off; a Depin coin is useful to split their force into two for easier handling. The main reason for drawing the 4 watery enemies to you is so that the healer on the Northern platform does not wake up in order to heal them (and with him his 4 cronies on the platform).

After these 7 enemies are done, send a lone character to pick the hidden item in the water and wake the 5 enemies on the Northern platform. Retreat, wait for the healer's turn and then use all your most powerful magic to finish off the 2 fighters and the archer. You can try to Depin the enemy magician so that you can temporarily remain outside the range of his spells, but it is not easy and probably not recommended if you want to session him, as for this you need him to approach. Meanwhile send a good fighter along the Eastern side of the battle field to be an initiator of an attack session. While trying to organise an attack session on the magician, be careful as both he and the healer have rather powerful spells.

At this point all that left are the 4 North-Western enemies and perhaps the healer from the platform. They should not be too difficult, as by now your characters are at about the same level they are; just take your time.

Since this battle continues into another, you should heal all your characters before ending the battle. The easiest way to do it is to leave a fighter as a last enemy, immobilise him, heal, then kill him from afar.

Start Level: 18

Enemy Level: 20

End Level: 20-21

Regular Bonus Item : Armor of Light

Useful Hidden Items: Blue Seal (4N, 1W from Fazz ; 6:9)

Useless Hidden Items: Battle Flail (4N, 1W from Easternmost enemy; 11:14)

Recommended Sessions: Silver Ring, Jump+1, Cure Re, Re Coin, Mintal, Zepherd
Silver Ring, Jump+1, Blista, Laicle
Jump+1, Greis, Bondes

Bonus: 16,379

Cont : Yes

Notes: use the Blue seal for a [Greis + Blue + Earth] engraving

=====

18) Inside Temple of Water

Difficulty : **

Objective : Defeat Leimrey

Characters : 6 + Leia

Enemies : 15

Orientation: your team starts at the S edge, facing N

Dimensions : 0:21 (S:N) x 0:12 (W:E)

Strategy :

You may want to leave off your Zeneth character here, as Leia is probably a better one. This battle is not very difficult, it just can get long (very very long), especially if you have to wait for a magician to get out of a corner in order for you to session him, or for the effects of a Depin coin to wear off since you did not bring enough Unbinds (5 may not be enough).

What makes the battle rather easy is Leia. Just have her move one square to the North and stay there, facing South, healing herself when she must (I'd do it when under 300 HP) and serving as a target for Leimrey and over time for the 3 upper magicians (who waste their spells on her rather than on you). She can pass the time by trying to hit Leimrey (perhaps even putting him to sleep or to confusion), which eventually should allow her to raise her level, making her even more invulnerable.

Your first targets are the 3 enemies in the water. Use magic and long-range from your higher position to kill them, but don't do it too fast, to allow the magician nearby to approach in order to heal them. This magician should then die very quickly from long-range weapons. While doing all this, have a couple of fighters start moving down the Eastern stairs to the Eastern edge of the battle-field and then North to grab the hidden item and make the Eastern group of 4 enemies start moving. Retreat so that they come to you (the magician will probably go to Leia) and take care of them. Magic is again the ticket here.

Continue up the Eastern stairs to the high platform, sessioning your pick of enemies. When approaching Leimrey's location, have Leia Depin him near her (or have her corner him in a place he cannot reach you), so that he continues trying to hit her rather than you. Finish everybody else, then kill him with whatever you fancy (probably fighters who didn't get enough experience yet).

Start Level: 20-21

Enemy Level: 21-22

End Level: 21-22

Regular Bonus Item : Blista Coin

Useful Hidden Items: Spear Seal (10S, 6E from Leia; 10:12)

Useless Hidden Items: Glacier Seal (5S, 3W from Leia; 15:3)

Recommended Sessions: Silver Ring, CFDMg-20%, Gaiz, Depin, Cure Re

EquipCoin+1, Blista, Laicle, Bondes, Decoin

Silver Ring, Absorb30%, Bondes, Zepherd, Depin, Cure Re

Bonus: 6,739

Cont : No

Notes: wait with the Spear seal for a revive coin on which to use it (e.g. in [Re Vin + Spear + Sword] or [Re Vin + Spear + Inferno] engravings) improve the Blista coin to AOE-25 with a couple of [Blista + Lightning + Impact] or [Blista + Force + Thunderclap] engravings

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19) Lake Ecroga II

This is a placeholder for the alternative "Enter Jacqueline" battle, which I have not (yet?) done.

=====
20) Kamdell I

Difficulty : ****

Objective : Defeat all enemies

Characters : 7

Enemies : 15

Orientation: your team starts at the SW corner, facing N

Dimensions : 0:14 (S:N) x 0:15 (W:E)

Strategy :

This battle is a very tricky (and very long, four-and-a-half hours) game of "dodge the arrow". Except for your thick-skinned fighters, none of your characters should be hit by an arrow from high up throughout the battle, as they are not likely to survive it. Each of the 4 enemy archers (Western (W), North-Eastern (NE), South-Eastern (SE) and Central (C)) has a range of 10 squares at its initial location and can kill your weaker characters in 3 hits (i.e. 1 turn); especially nasty is the SE archer's armor breaking skill. Worse, most of the red area you start in is covered by the W and SE archers' ranges, but luckily they will not attack until you (or one of the enemy fighters) start moving. This battle begs for a Terror coin, so have at least one (a Depin would be nice too).

Also, at least 2-3 characters (preferably these should be long-range weapon-users and the Terror-caster) should have either Jump+1 or Boots (you can buy Boots at the shop now). The beginning of the battle is easier if all characters have this ability, but this probably comes at the expense of not equipping an Amulet, which lowers your characters' CFDef, making the later encounters with the enemy magicians more difficult (I have used only 3-5 characters with this ability).

Place a character with a Terror coin in the North-West corner of the red area and some magic-users near him. Do not move at all until all 4 archers have had their turn. After the W archer's turn, move all your characters Westwards, outside the range of the SE archer. Start attacking the 3 Western enemies (2 fighters and 1 archer) with magic. The 2 fighters may well die from the magic, the archer most likely not. Wait until just before it is the W archer's turn again, then cast the Terror on him (that way he has no chance of recuperating from the fear before his turn). If the spell misses, you will surely have to restart the battle, as he will kill one of your characters. Sorry, I did not find any better strategy (you may improve your chances by having two Terror-carrying characters).

As the W archer runs away, have your characters endowed with Jump+1 climb up the Western building and take his place. Their primary job is to kill the fleeing W archer and to incapacitate (by killing or by terrorising) the C archer. They can also start raining arrows and boomerangs on the Northern enemies. Until the C archer is incapacitated, the remaining characters just have to wait at the Southern wall of the Western building, just outside the range of the SE archer. Once the C archer has left his position, wait for the SE archer's turn, then send a couple of high-defense fighters from those waiting at the South-West along the Western wall of the South-North alley. This crossing has to be done carefully so that they are unnoticed by both the SE and the NE archers (6:3 is usually a blind spot for both archers; try using it). Eventually the NE archer will notice them, but the SE one must remain dormant.

Have your fighters and long-range weapon-users deal with the 3 Northern enemies as well as the C archer (if not dead yet), then cast Terror on the NE archer until he runs away. Now is the time to send any remaining characters

North along the North-South alley, using the same technique explained above for not waking the SE archer.

At this point, your entire team is situated at the North-Western corner and the enemy force left is composed of 4 fighters (2 on steps, 2 along Eastern edge), 2 archers (1 fleeing NE, 1 unmoved SE) and 2 magicians (1 black-coin, 1 white-coin). Concentrate along the North and West walls of the house with a door opening to the North-South alley (this is the Northernmost house along the Eastern side of the alley) to take cover from the archers and use all the magic at your disposal to try and finish off 2-3 fighters and the 2 archers, trying not to hit the black-coin magician, nor enter into his range (7 squares), so that he remains peacefully asleep (the white-coin one will wake in order to heal his comrades).

When all that are left are 2 magicians and 1-2 fighters, perform whatever attack sessions you still need to do and kill the rest.

Start Level: 21-22

Enemy Level: 24

End Level: 24-25

Regular Bonus Item : Rymdiska

Useful Hidden Items: Veil of Light (1N, 1E from W archer; 10:2; need Jump+1)

Useless Hidden Items: Iron Helm (0N, 2E from C archer; 9:9; need Jump+1)

Recommended Sessions: CFDMg-20%, Jump+1, EquipCoin+1, Dy Van, Gaiz, Greis

HP+20%, Gaiz, Greis, Zepherd, Cure Re

Scimitar, HP+30%, PhysHit+10%

Bonus: 14,940

Cont : No

Notes: in case you are wondering, in this battle all my elemental coins are still level 2 (with a couple of good Gaiga level 1's)

I have chosen to go to the Temple of Fire

=====
21) Kamdell Desert I

Difficulty : *

Objective : Defeat all enemies

Characters : 7

Enemies : 13

Orientation: your team starts at the centre, facing N

Dimensions : 0:16 (S:N) x 0:16 (W:E)

Strategy :

What makes this battle not too difficult is that most of the enemies are slow-moving swordsmen, there is just one archer at a low elevation and near enough to succumb to magic, and the only magic-user has just two coins, is nearby and has no healing abilities.

Place your team at the North-Western corner of the red area (except for one fast fighter (e.g. Fazz) at the North-Eastern corner to rush and take the headband hidden item before the enemies do, if you want it). Move North into the rock-enclosed compound, killing the enemies there. Block the Southern entrance with high-evade characters and wait for the enemies to close in and die, delaying some of them with Terror and Depin (terrorise those fighters you wish to session, leaving them for later).

Start Level: 24-25

Enemy Level: 25

End Level: 26

Regular Bonus Item : Re Tein

Useful Hidden Items: Headband (1N, 5E from Fazz; 9:11)

Panacea (3S, 6W from Fazz; 4:0)

Useless Hidden Items: -

Recommended Sessions: Shamsheer, CFDMg-10%

Veil of Light, CFDMg+10%, CFDMg-20%, Greis, Gruned

Bonus: 20,224 (+trader)

Cont : No

Notes: take advantage of the level 3 coins and the level 2 seals (for improving level 2 coins) now available at the shops

=====
22) Outside Temple of Fire I

Difficulty : **

Objective : Defeat all enemies

Characters : 7

Enemies : 14

Orientation: your team starts at the S edge, facing N

Dimensions : 0:19 (S:N) x 0:14 (W:E)

Strategy :

In this battle, beware primarily of the armour-breaking archers; the best way to contain them, short of killing them (e.g. with strong magic) is to use Terror on them. Accordingly, start the battle by concentrating on the 2 Southern archers, trying to terrorise at least the armour-breaking one.

Climb the ramp and spend most of the battle along it and near its top. The battle rapidly becomes a free-for-all with all enemies on the move, unless you succeed in preventing the chieftain and his 4 guards from waking up; this is done by not having any seriously-damaged enemy within the range of the magician equipped with Cure Zu. Regardless, just use all your resources (black & white & elemental coins, long-range & short-range weapons) wisely and heal often. Be careful.

Do not forget to cure all your characters before ending the battle in preparation for the next; this is easiest to do by leaving alive only one magic-user with depleted offensive spells or one terrorised fighter.

Start Level: 26

Enemy Level: 26-27

End Level: 27

Regular Bonus Item : Veil of Light

Useful Hidden Items: Panacea (1N, 2W from right obelisk ; 5:9)

Useless Hidden Items: Bone Crusher (1N, 5W from Tuchi chieftain; 18:2)

Recommended Sessions: CFSuccess+10%, EquipCoin+1, Greis, Cure Re

Luck+20%, EquipCoin+1, Depin, Bondeo, Greis

Moon Tunic, Veil of Light, EquipCoin+1, Gruned, Cure Zu

Bonus: 19,612 (+trader)

Cont : Yes

Notes: do not forget to re-equip between battles, especially if someone's armour has been broken

=====
23) Inside Temple of Fire I

Difficulty : **

Objective : Defeat Gomes

Characters : 7

Enemies : 15

Orientation: your team starts at the S edge, facing N

Dimensions : 0:17 (S:N) x 0:9 (W:E)

Strategy :

This battle is not unlike the previous one in that the equipment-breaking archers form a major threat. The 2 Southern ones (whose ranges are 8-9 squares), however, cannot be terrorised, as they have the Fear Guard skill. Accordingly, concentrate your forces on the South-Western portion of the red area. Note that Fazz's initial location is within both the archers' range (after the South-Eastern one moves 2 squares to the West; this is of course unless he moves only 1 square to the West and picks your hidden item, so don't put a tempting character (e.g. Sonova) in 2:5, 2:6 or 1:6) and is a favourite of both.

The recommended tactic is to move 2-3 characters with Jump+1 or Boots (preferably armed with long-range weapons) up the Western side-steps to the narrow Western walk to deal with the South-Western archer, while magic-users, remaining outside the archers' ranges, use their magic to kill the South-Eastern one (and any fighters coming down the central stairs). Wait until all the enemies have done their first turn before starting the magic bombardment (a Refined CF skill is a real boon here, allowing 3 spell casts - cast one, end turn, then cast two more - before is it the enemy's turn again).

Pretty soon all the enemies will be on the move, but with your Jump+1 characters strategically located along the 1-square-wide Western walk and your magic users and fighters remaining at the bottom of the South-Western side-steps, the going is not too difficult. You can delay the wakening of Gomes and his entourage by not having a heavily-wounded enemy within the range of the Northernmost magician's Cure Zu spell. The fighters can use the wall West of the central stairs as cover, fooling the Northern archers into hitting their comrades (not unlike the trick used in the Fort Yugo battle). Once most of the enemies are gone have the magicians climb through the side steps and the fighters through the central stairs for the final melee.

Remember to contain the other archers with Terror and Depin. Do the same to Gomes while you deal with the enemy magicians and fighters.

Do not forget to pick up the hidden items and cure all your characters before finishing Gomes off. He can hit quite a few times in a row with his dagger, to say nothing of his rapid movement and counter-attack abilities, so have your weaker characters keep a very healthy distance from him at all times (use primarily magic and long-range to handle him).

Have the character you do not plan on using in the next battle reach experience in the high-90s, in order to be ready for the battle after the next.

Start Level: 27

Enemy Level: 27-28

End Level: 28

Regular Bonus Item : Moon Tunic

Useful Hidden Items: Sword Seal (0N, 1W from Easternmost archer; 7:8)
Amu Emblem Seal (1S, 5W from Gomes ; 15:0)

Useless Hidden Items: -

Recommended Sessions: EquipCoin+1, AccGuard, Gruned, Depin, Cure Zu
Moon Tunic, EquipCoin+1, Bondeo, Mintal, Cure Zu

Bonus: 12,565 (+trader)

Cont : Yes

Notes: use the Sword seal for engraving either breaking or revive coins, when
you have some
use the Amu Emblem seal for engraving status-causing coins

=====
24) Inside Temple of Fire II

Difficulty : *

Objective : Defeat all enemies

Characters : 6 + Gomes

Enemies : 13
Orientation: your team starts at the S edge, facing N
Dimensions : 0:17 (S:N) x 0:9 (W:E)

Strategy :

Note that the directions have been changed from the first battle in this locale, in order to maintain the convention that Fazz faces North.

Since you have a great starting location, the only difficulty in this battle is the fact that you need to score 4 attack sessions. Just progress to row #4 and wait for the enemies at the base of the central stairs to come to you, quite a few dying on the way from magic and long-range weapons. You should be able to finish them all off without waking the 4 North-Eastern enemies (2 magician, 1 archer, 1 spear-wielder); when the latter start moving, again wait for them. Do not bother to use Gomes for anything but being part of an attack session; why waste the experience?

Since you are not always given a choice whether to continue to another battle (I was not offered one, probably because I did not recruit any special character). Therefore, heal all characters (except Gomes) before rounding up the fighting. Also, try to finish the battle with as many characters as possible with experience at the 80s-90s, so you can go up a level rapidly in the next battle.

Start Level: 28

Enemy Level: 28

End Level: 28-29

Regular Bonus Item : Gruned

Useful Hidden Items: -

Useless Hidden Items: -

Recommended Sessions: Moon Tunic, EquipCoin+1, RefinedCF, Galfo, Blen, Cure Zu
CFDmg+10%, Mintal, Bondes
CFDmg+10%, Laicle, Zephin, Bondes
Winged Boots, AccGuard

Bonus: 16,321 (+trader)

Cont : Yes

Notes: prepare well for the next battle, including selecting the best offensive and defensive skills (forego for such skills as Aids, Jumps, Trader, &c.; Confuse, Sleep & Poison Guards are recommended), and equipping as many as possible of your cure coins (at least 10)

=====

25) Outside Temple of Fire II

Difficulty : ****

Objective : Defeat Leimrey

Characters : 7

Enemies : 11

Orientation: your team starts at the S edge, facing N

Dimensions : 0:19 (S:N) x 0:14 (W:E)

Strategy :

Note that the directions have been changed from the first battle in this locale, in order to maintain the convention that Fazz faces North.

Placing such a difficult battle at the end of a four-battle sequence is pure evil. Not only do all enemies rush you immediately, not only do you have to avoid a high-level high-agility Leimrey until you kill all the rest, not only do you face, among others, 4 magic-users with powerful level 3 elemental and status-causing coins and 2 archers with status-causing skills, but you also have to manage 4 lengthy attack sessions since there are no hidden items to pick. Pure evil.

Until you reach the point where you are comfortable to start performing attack sessions, do not move at all, not even one square. I recommend the following arrangement in the red area: a) front row - 2 fighters & 1 boomerang user, b) middle row - 1 magic-user, c) back row - 1 magic-user, 1 archer, 1 black-&-white-coin user. It is difficult to give a winning strategy for this battle as it often involves reacting to specific events as they unfurl.

Your first order is to contain Leimrey, ideally by terrorising him away (if you are lucky), but your front row should be able to suffer his attacks (he never uses his magic). Use magic to kill the archers early on. Make sure to keep all your characters well-healed at all times (use the fighters to do so, as they have little else to do unless an enemy reaches them), and do not allow two enemy magicians to act in a row as their combined damage may well kill someone. This is a good battle to allow yourself to use rare healing items, such as a blessed fruit.

When most of the enemies are down - probably when only Leimrey and four sessioable enemies remain - start moving into attack session formations. Of course, leave Leimrey for last and make sure to beware of him when he enters into Champion mode. Prefer magic and long-weapons to finish him off.

It is quite possible you will need to repeat this (and the previous 3 battles) more than once; keep your composure.

Start Level: 28-29

Enemy Level: 29-31

End Level: 30-31

Regular Bonus Item : Longinus

Useful Hidden Items: -

Useless Hidden Items: -

Recommended Sessions: Bondeo, Gruned, Gaiz, Cure Re

CFSuccess+10%, EquipCoin+1, Mintal, Bondeo

Moon Tunic, RefinedCF, Galfo, Laizon, Ora Van, Cure Zu

Moon Tunic, Luck+30%, EquipCoin+1, Depin, Zephin

Bonus: 15,025

Cont : No

Notes: I have chosen the Kamdell Desert route

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26) Kamdell Desert II

Difficulty : *

Objective : Defeat all enemies

Characters : 7

Enemies : 15

Orientation: your team starts at the S edge, facing N

Dimensions : 0:16 (S:N) x 0:16 (W:E)

Strategy :

Note that the directions have been changed from the first battle in this locale, in order to maintain the convention that Fazz faces North.

The enemies are divided into 5 groups: 3 to NW, 4 to N, 3 to NE, 1 to SW and 4 in the centre; none are particularly dangerous. The Central and South-Eastern groups move immediately, followed by the Northern and North-Western ones as soon as a enemy worthy of a magician's healing spell is within their range, thus leaving the North-Eastern group for last.

Remain within and near the rocky compound for most of the battle, letting them come to you. Use your regular arsenal of weapons and spells to kill all enemies - nothing to it. You can use this battle to enjoy the poor control the game has of boomerang-users; by correctly placing your characters you can have them do some of the work for you, hitting their comrades.

Start Level: 30-31
Enemy Level: 31
End Level: 32
Regular Bonus Item : Blessed Fruit
Useful Hidden Items: -
Useless Hidden Items: -
Recommended Sessions: Moon Tunic, CFDMg-10%, Cure Re, Terror
Moon Tunic, CFDMg+10%, Bondes, Greis, Cure Re
Kintoki's Axe, HP+30%
Shamsheer, HP+10%
Bonus: 32,803 (+trader)
Cont : No
Notes: -

=====
27) Kamdell II

Difficulty : *
Objective : Defeat Leimrey
Characters : 7
Enemies : 3
Orientation: your team starts at the SW corner, facing N
Dimensions : 0:15 (S:N) x 0:14 (W:E)

Strategy :

Note that the directions have been changed from the first battle in this locale, in order to maintain the convention that Fazz faces North.

At last, a battle where the enemy is outnumbered. This battle is all about having the right magic-users and the right coins. Assuming two magic-users with RefinedCF skill, each should have the ability to cast at least 2-3 level 3 and 2-3 level 2 AOE-25 spells without recharging. Given this, all three enemies will succumb to magic, the Elegiac Knights never having a chance to do anything but move, Leimrey just casting some spells (Blen, Blen, Conti). Your other characters should concentrate on healing and on snapping the confused team members from their confusion by softly hitting them.

Heal Fazz before ending the battle, in preparation for the next.

Start Level: 32
Enemy Level: 32
End Level: 32
Regular Bonus Item : Panacea
Useful Hidden Items: -
Useless Hidden Items: -
Recommended Sessions: -
Bonus: 8,727 (+trader)
Cont : Yes
Notes: equip Fazz well for the next battle, with an eye for a high "hit" score
(Champion skill might also come handy, if you like it)

=====
28) Kamdell III

Difficulty : *
Objective : Defeat Leimrey
Characters : 1
Enemies : 1
Orientation: your team starts at the W edge, facing N
Dimensions : 0:15 (S:N) x 0:14 (W:E)

Strategy :

Note that the directions have been changed from the first battle in this locale, in order to maintain the convention that Fazz faces North.

Just hit him, preferably from the back; try to make use of the different terrain to your advantage. Don't be alarmed by his Confuse 25% skill. Have a couple of strong healing coins, just in case.

Start Level: 32
Enemy Level: 32
End Level: 32-33
Regular Bonus Item : -
Useful Hidden Items: -
Useless Hidden Items: -
Recommended Sessions: -
Bonus: 3,094
Cont : No
Notes: -

=====
29A) Roundart I

Difficulty : **
Objective : Defeat all enemies
Characters : 7
Enemies : 16
Orientation: your team starts at the S edge, facing N
Dimensions : 0:19 (S:N) x 0:16 (W:E)

Strategy :

There are 5 groups of enemies: 5 North of bridge, 2 on bridge, 1 under bridge, 4 South-West of bridge and 4 South-East of bridge. Start by concentrating only on the two Southern groups; to do this avoid progressing beyond row #2, thus keeping the other groups asleep. The SW group could easily and rapidly be handled by just two powerful magic-users while the rest start moving East towards the SE group.

When all 8 enemies of both groups are gone, cast a couple of elemental spells at the archer on the bridge (note that he has a rather good range, 10 squares), wounding him enough to wake one of the Northern healers and getting the rest of the enemies on the move. The only real threat left is the powerful enemy magician equipped with 4 elemental coins; kill her rapidly by sending a powerful fighter to her as soon as she approaches you.

Finish the enemies at your leisure, remembering to pick any hidden items you prefer.

Start Level: 32-33
Enemy Level: 33
End Level: 34
Regular Bonus Item : Re Vin
Useful Hidden Items: Winged Boots (2N, 4E from archer on bridge; 13:9)
Useless Hidden Items: Gote Emblem Seal (5N, 5E from Fazz ; 7:9)
Recommended Sessions: Chiron's Bow, Absorb50%, Cure Zu, Laizon, Blen
Moon Tunic, EquipCoin+1, Decoin, Depin, Cure Zu
Sandman 25%, Mintal, Cure Zu
Bonus: 27,774 (+trader)
Cont : No
Notes: at last you have a revive coin - give it to Fazz

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29B) Roundart I

This is a placeholder for the alternative "Direct to Roundart before Temple" battle, which I have not (yet?) done.

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29C) Roundart I

This is a placeholder for the alternative "Direct to Roundart after Temple" battle, which I have not (yet?) done.

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30A) Roundart II

This is a placeholder for the alternative "Direct to Roundart before Temple" battle, which I have not (yet?) done.

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30B) Roundart II

This is a placeholder for the alternative "Direct to Roundart after Temple" battle, which I have not (yet?) done.

=====

31) Sonti Plateau

Difficulty : ***
Objective : Defeat Blackthorn
Characters : 7
Enemies : 15
Orientation: your team starts at the S edge, facing N
Dimensions : 0:18 (S:N) x 0:17 (W:E)

Strategy :

Your aim is to kill all 10 Southern enemies without waking Blackthorn and his 4 guards; once Blackthorn is awake the battle goes up a notch and you wouldn't want to handle too many enemies at that point. This is rather similar to the Aus battle.

Start by hitting one enemy (e.g. with a boomerang) to wake one of the 3 Southern groups, then move all your characters due South to the hill on the Southern edge of the battlefield. Wait for the enemies to come to you and kill them on the way (mostly with magic and long range). Make sure not to wound the enemies too close to Blackthorn's group, or the healer will wake and with him the rest of the group, including Blackthorn.

When all 10 Southern enemies are gone, the easy part is over; Blackthorn is on the move. Your aim now is to make sure Blackthorn concentrates on Fazz alone, who should be robust enough to survive his attacks, even if he loses his armour to Blackthorn's Arm Break 25% skill (you might want to consider equipping Fazz with the Champion skill). This is not too difficult since Blackthorn seems to favour hitting Fazz; just make sure Fazz is closest to Blackthorn when it is the latter's turn (ideally he should be 3-4 squares from him). Fazz should mainly concentrate on drawing Blackthorn away from the rest of the team, not doing much except moving and perhaps participating in an attack session. The others should take care of the 4 guards, then join the assault on Blackthorn (mainly through magic).

Start Level: 34
Enemy Level: 34-36
End Level: 35-36
Regular Bonus Item : Cure Zu
Useful Hidden Items: Moon Tunic (2S, 5E from Blackthorn; 15:13)
Useless Hidden Items: Dragon Tooth (4N, 2W from Fazz ; 9:4)
Recommended Sessions: Cestus, Moon Tunic, Gruned, Zephin, Blen, Cure Zu
Moon Tunic, HP+20%, Depin, Mintal
Rain Maker, Moon Tunic, HP+20%
Bonus: 19,945 (+trader)
Cont : No
Notes: -

=====
32) Marfa

Difficulty : ***
Objective : Defeat Alveen
Characters : 7
Enemies : 16
Orientation: your team starts at the S edge, facing N
Dimensions : 0:17 (S:N) x 0:14 (W:E)

Strategy :

This is not an easy battle. The tools for winning it are: a) using trees for cover from arrows; b) having an arsenal of status-causing coins and skills (primarily terror, immobility and confusion); and c) having powerful elemental coins (I had 2 magic-users, each with 3 AOE-25 level 3 coins of 80-90 potency and CFDMg+20% skill).

Move your team Westward behind the South-Western tree. Place a tempting character (e.g. low-HP magician) immediately South of the tree to draw ineffective arrows to it. From this position, use elemental magic to finish off most, if not all, of the fighters, archers and magicians not on the castle wall. This, obviously, does not include Alveen - you should aim at terrorising him away, or alternatively immobilising him, while you deal with the rest. A good tactic to use in this battle is to try and confuse an enemy magician, hoping he will unleash his spells on his comrades.

Once the enemies below the wall are gone, move your magic users behind the North-Western tree and use magic to finish the archers on the wall. Now it is safe to climb the wall, finish the rest and use an attack session on Alveen.

If you have unique weapons (e.g. Zeneth Lance) keep them away from Alveen's weapon-breaking skill. Be ready to use Re Vin in this battle, especially when Alveen is near your weaker characters; without this coin, this battle would probably have qualified for a 4-star rating.

Start Level: 35-36
Enemy Level: 36-38
End Level: 37
Regular Bonus Item : Re Lake
Useful Hidden Items: Blessed Fruit (6S, 4E from Alveen; 6:12)
Maintenance Manual (4N, 0E from Alveen; 16:8)
Useless Hidden Items: -
Recommended Sessions: Claimh Solais, Silver Robe, Sleep Guard, Re Cure
Ring of Death, Moon Tunic, Blen, Ora Van, Cure Zu
Bonus: 12,842
Cont : No
Notes: your Sonova character will probably benefit most from using the
Maintenance Manual

=====
33) Outside Layeta Castle

Difficulty : *
Objective : Defeat all enemies
Characters : 7
Enemies : 16
Orientation: your team starts at the S edge, facing N
Dimensions : 0:22 (S:N) x 0:16 (W:E)

Strategy :

Place your team in the Southern portion of the red area, except for your Kashis character who should be in the North-Western corner, to allow him to rapidly rush forwards, pick the nearby hidden item and return without being noticed by most enemies, assuming you want the item.

Initially 8 enemies are on the move (4 Southern ones, 2 on steps, 2 archers), while 8 enemies wait (6 Northern ones, 2 magicians). Do not wander North while finishing the first 8 (magic works great). When most are dead, inch a magic-user North, cast a spell to wake the 6 Northern enemies (but not the 2 magicians flanking the central steps). Slowly retreat your team back to about row #1 (so as not to wound an enemy too close to the 2 sleeping magicians) and deal with the approaching enemies. Finish off by healing yourself and dealing with the remaining magicians.

Try to finish the battle with as many as possible of your team reaching level 39, making the next battle somewhat more difficult, but the following one somewhat easier - a recommended trade-off.

Start Level: 37
Enemy Level: 37
End Level: 38-39
Regular Bonus Item : Kintoki's Axe
Useful Hidden Items: Tempest Seal (3N, 1W from Fazz ; 9:6)
Useless Hidden Items: Moon Necklace (1S, 3E from Vurl Sash; 18:11)
Recommended Sessions: Moon Tunic, Blen, Gruned, Ora Van, Cure Zu
Moon Tunic, HP+20%, CFDMG-20%, Cure Re, Cure Zu
Moon Tunic, EquipCoin+1, Zephin, Laizon, Conti, Mintal
Bonus: 19,795 (+trader)
Cont : Yes
Notes: use the Tempest seal to improve the range of a Laizon coin

=====
34) Inside Layeta Castle

Difficulty : ***
Objective : Defeat all enemies
Characters : 7
Enemies : 16
Orientation: your team starts at the S edge, facing N
Dimensions : 0:19 (S:N) x 0:15 (W:E)

Strategy :

The difficulty in this battle arises from the large number of archers (some of which have breaking skills) and magicians, and from their advantageous positioning, especially the four on the elevated platform. The same strategies used in previous battles apply here as well: use magic against enemy archers and fighters, try to confuse enemy magicians, try to get enemy archers to hit their comrades when aiming at you, use walls for cover from archers.

Using these techniques you should work your way clockwise around the room, starting with the 3 Western enemies, continuing with the 2 North-Western ones, then concentrating on the 6 Northern ones on the elevated platform. Do not climb up to the elevated platform until there are only a couple of enemies left there (probably the two magicians) - this may take quite a while. Fortify your position on the platform, recuperate, then draw the 5 Eastern and North-Eastern enemies to you and finish them off.

Do not forget to pick up the hidden items - the North-Western one may be tricky as an enemy may well step on it before you can get there (avoid col #0 when you think the NW archer is about to move to minimise this risk). Do not forget to heal for the next battle and try to get as many as possible of your characters to level 41 (yes, 41).

Start Level: 38-39

Enemy Level: 39

End Level: 41

Regular Bonus Item : Weapons Guide Manual

Useful Hidden Items: Headband (7N, 2E from Fazz ; 9:8)

Mirage Seal (3S, 0E from NW corner; 16:0)

Useless Hidden Items: -

Recommended Sessions: EquipCoin+1, Bondeo, Laizon, Mintal, Cure Re, Cure Zu

EquipCoin+1, Zephin, Conti, Dy Van, Cure Zu

Bonus: 12,194 (+trader)

Cont : Yes

Notes: use the Mirage seal to improve the range of a Zephin coin

give the Weapons Guide manual to a character equipped with a unique weapon (e.g. Zeneth Lance)

prepare for the next battle by equipping your best battle skills (not jumps, trader, aids), favouring break-guard (especially on your Sonova character), status-guard (especially sleep) and status-cause (same preferences as coins below)

similarly, equip your best status-causing coins (on your non-Ema characters), favouring sleep, decoin, confusion, fear, poison, immobility, in that order (if you have them), but do not forget to take enough cure (about 9) and elemental (about 6) coins

equip yourself to maximise your CF Def

=====
35) Layeta Throne Room

Difficulty : ****

Objective : Defeat Fernandes

Characters : 7

Enemies : 8

Orientation: your team starts at the S edge, facing N

Dimensions : 0:16 (S:N) x 0:10 (W:E)

Strategy :

As expected, the last battle of this sequence is damnedly difficult. The key to surviving it is to contain Fernandes, by far the most dangerous enemy. This is best done by affecting him with sleep, decoin or confusion, either through coins or, as a poor man's alternative, through skills (I had me a Mintal coin, which I gave to a Zeneth character with Luck+30% and CFSuccess+20% skills). While he is incapacitated, bombard the knights with elemental and status-causing coins (Posn, Terror, Depin). The most dangerous knight is the Mintal-carrying one, so finish him early.

Set your team in the Eastern portion of the red area, with your fastest runner at the North-Eastern corner. Move your team to the South-Eastern corner while the runner picks the nearest hidden item. Stay throughout most of the

battle, until only 1-2 knights remain, in the South-East corner. If you are lucky in preventing Fernandes from casting his spells on you, with time the knights will succumb to your elemental and/or poison spells. Every time he manages to slip in a spell, heal like hell before anything else. Good luck.

When all of the knights are gone, rush to finish Fernandes off, ideally with an attack session. Pick the hidden item behind the throne only if you believe it is safe to do so (e.g. Fernandes is asleep), as it is not much of an item.

Start Level: 41

Enemy Level: 39-42

End Level: 41-42

Regular Bonus Item : Silver Robe

Useful Hidden Items: Tys Emblem Seal (3S, 1W from Easternmost knight; 5:9)
Turquoise (1N, 0W from throne ; 15:5)

Useless Hidden Items: -

Recommended Sessions: Fernandes

Bonus: 12,327

Cont : No

Notes: use the Tys Emblem seal to increase the AOE of a Cure Zu coin
avail yourself of the new level 3 seals in the shops to strengthen your
level 3 coins (using the strong-level-3 + anti-strong-level-4
engraving technique) and your cure coins (e.g. [Cure Re + Brown +
Spark] or [Cure Zu + Russet + Lightning])

=====
36) Outside Temple of Earth

Difficulty : *

Objective : Defeat all enemies

Characters : 7

Enemies : 16

Orientation: your team starts at the S edge, facing N

Dimensions : 0:16 (S:N) x 0:12 (W:E)

Strategy :

At this point of the game, a battle such as this should prove to be no problem. Level 3 elemental magic should do most of the work of getting rid of the pesky enemies.

Start Level: 41-42

Enemy Level: 41

End Level: 42-43

Regular Bonus Item : Beast Armor

Useful Hidden Items: Ema Emblem Seal (2N, 2E from Fazz ; 3:6)
Blessed Fruit (2N, 1W from Easternmost archer; 11:9)

Useless Hidden Items: -

Recommended Sessions: Circlet, EquipCoin+1, Galfo, Gruned, Laizon, Conti

EquipCoin+1, Bondeo, Gruned, Ora Van, Mintal, Cure Zu

Bonus: 25,535 (+trader)

Cont : Yes

Notes: use the Ema Emblem seal to improve the AOE of a cure coin, compensating
for the loss of other parameters by using the previously-mentioned
engravings to correct them back to their original values (or better)

=====
37) Inside Temple of Earth

Difficulty : ***
Objective : Defeat Blackthorn
Characters : 6 + Alveen
Enemies : 12
Orientation: your team starts at the S edge, facing N
Dimensions : 0:19 (S:N) x 0:10 (W:E)

Strategy :

Set your team in the Southern portion of the red area and avoid moving more than 1 square North until Blackthorn moves. Leave two fighters (probably your Sonova and Amu characters) to handle Blackthorn and have all others bypass him Northwards via the East and West flanks, while using elemental magic to kill other enemies. The two fighters' task is to shoot Blackthorn Southwards (e.g. using a 2-character attack session). From that point onwards at least one fighter should always make sure that Blackthorn is situated South of the team; that fighter will get hit by Blackthorn repeatedly so he should have a good defense rating and either a weapon-guard skill or a weapon you are willing to lose.

While Blackthorn is delayed South of the team, keep all your characters outside the 8-square range of the enemies on the platform and dispose of all the enemies not on the platform. Remember that archers can be terrorised and magicians put to sleep. After all the enemies off and on the platform are gone, soften Blackthorn with elemental magic and finish him off with an attack session.

Throughout the battle, Alveen should only participate in attack sessions and occasionally help in waking or unconfusing fellow team-members.

Start Level: 42-43

Enemy Level: 41-43

End Level: 43-44

Regular Bonus Item : Angelic Ring

Useful Hidden Items: Spirit Seal (1S, 4E from Fazz ; 4:9)
Gain Coin (7N, 0E from Blackthorn; 18:5)

Useless Hidden Items: -

Recommended Sessions: Laevateinn, CFDMg-30%, SevenGuard, Ora Van, Re Cure
Circllet, EquipCoin+1, Gain, Mintal, Conti, Cure Zu

Bonus: 19,331

Cont : No

Notes: use the Spirit seal to improve the range of a Blen coin

=====
38) Fort La Sulle

Difficulty : ****

Objective : Defeat Alveen

Characters : 7

Enemies : 16

Orientation: your team starts at the SE corner, facing N

Dimensions : 0:17 (S:N) x 0:17 (W:E)

Strategy :

This is probably the most difficult battle up to this point, primarily because of the large number (7) of nasty magic-users in the enemy team. This is augmented by your poor initial position, the extensive height range of the battlefield, the 3 higher-located archers, and Alveen's central position which prevents any means of avoiding waking up his group for more than a few initial rounds.

Start by moving North along the Eastern edge (cols #16 & #17) and use magic against the 4 enemies on the North-East steps as soon as in range. You should

be able to finish them off rather promptly with magic and some melee strikes, all without waking Alveen's group. Continue along col #16 to the North-East corner and cast an elemental coin on the North-Western archer, waking him and his fellow magician. Continue along rows #16-17 until you reach the base of the fort wall, trying to kill at least one of these 2 enemies.

Soon after you reach the fort wall, Alveen's group wakes up and all hell breaks loose. Your first priority at all times is to keep Alveen away, primarily by immobilising, terrorising or soporifying him. A great alternative, if you can pull it, is to get him stuck at a lower elevation than you (e.g. in the valley while you are below the fort wall), trying to get to you in a direct inaccessible way instead of the long way around. As another option, consider pushing him off a long drop to a lower elevation.

While Alveen is away, deal with rest giving priority to enemy magicians whenever convenient. Be extremely careful in this battle and expect to have a couple of your team mates dead and revived.

Start Level: 43-44

Enemy Level: 44-47

End Level: 45-47

Regular Bonus Item : Claimh Solais

Useful Hidden Items: -

Useless Hidden Items: Flying Terror (0N, 6W from Fazz ; 2:9)
Turquoise (0N, 1E from Northernmost archer; 15:6)

Recommended Sessions: Fragarach, CFDMg-20%, Gren, Re Cure
EquipCoin+1, Bolunga, Decoin, CureZu
Circlet, CFDMg-20%, EquipCoin+1, Zeno, Zephin, Conti
Circlet, CFDMg-20%, Lained, Gain, Cure Zu

Bonus: 16,865 (+trader)

Cont : No

Notes: with this battle I have passed the 99:59:59 limit on game time

=====

39) Aus Plains

Difficulty : *

Objective : Defeat all enemies

Characters : 7

Enemies : 16

Orientation: your team starts at the centre, facing N

Dimensions : 0:15 (S:N) x 0:15 (W:E)

Strategy :

Nothing to it, except perhaps being careful not to have too many confused and/or poisoned characters.

Start Level: 45-47

Enemy Level: 45

End Level: 47

Regular Bonus Item : Moon Necklace

Useful Hidden Items: Chaos Seal (1S, 0E from NE corner; 14:15)
Blessed Fruit (4N, 1E from SW corner; 4:1)

Useless Hidden Items: -

Recommended Sessions: Conti, Re Cure
HP+50%

Bonus: 20,534 (+trader)

Cont : No

Notes: use the Chaos seal for engraving status-causing coins

=====

40) Aus Ruins

Difficulty : **

Objective : Defeat all enemies

Characters : 6 + Reuperl

Enemies : 13

Orientation: your team starts at the S edge, facing N

Dimensions : 0:17 (S:N) x 0:17 (W:E)

Strategy :

Move Reuperl South towards your group and keep him throughout the battle at the back of your team, using him primarily for his coins. Do not move any of your characters and just wait for the 4 central knights (each equipped with a Seven Pains skill) to approach you. Finish them off as fast as possible using elemental magic and status-causing coins (sleep, confusion, immobility).

When these are down, move your team slightly to the West to wake the Western trio. Eventually all groups wake up as the enemy magic-users start applying their healing coins. Continue holding your position, waiting for the knights to come to you, trying to delay them as much as possible (terror works well) while your magicians recharge their coins.

Start Level: 47

Enemy Level: 47

End Level: 47-49

Regular Bonus Item : Re Cure

Useful Hidden Items: Black Seal (3S, 8W from Fazz ; 1:1)

Useless Hidden Items: Ring of Death (5N, 6E from Reuperl; 15:15)

Recommended Sessions: EquipCoin+1, Gain, Cure Zu

EquipCoin+1, Bolunga, Lained, Cure Zu, Mintal

EquipCoin+1, Zeno, Cure Zu

Bonus: 12,335 (+trader)

Cont : No

Notes: use the Black seal for a [Mintal + Black + Flame] engraving, if you have a Mintal coin

you can improve your new Re Cure coin with a [Re Cure + Land + Wind] engraving, if you so wish

=====

41A) Lar Dellue

Difficulty : **

Objective : Rescue Tinn

Characters : 6 + Tinn

Enemies : 15

Orientation: your team starts at the S edge, facing N

Dimensions : 0:17 (S:N) x 0:19 (W:E)

Strategy :

Set your team in the Southern half of the red area, stay put, and wait for the 4 nearest knights to approach so you can easily finish them off with magic and the odd weapon strike. When done with these, wait for the Westernmost magician's turn to pass, then sneak on her and finish her off with a single attack session.

Next, deal with the 2 falnking magicians and the two central knights, finishing the battle with the 5 Northern knights and their fellow magician. These 5 knights pose the highest danger due to their SevenPains and Break skills, so progress with caution.

All the while, keep Tinn well away from any enemy as she is awfully weak,

using her only in attack sessions or to pickup items.

Start Level: 47-49

Enemy Level: 48

End Level: 49-50

Regular Bonus Item : Ornament Book Manual

Useful Hidden Items: White Seal (2N, 2E from Easternmost magician; 14:16)

Useless Hidden Items: Moon Necklace (3S, 3W from Fazz ; 1:6)

Recommended Sessions: Sleep Guard, Lained, Re Cure

EquipCoin+1, Bleeya, Mintal

CFSuccess+20%, EquipCoin+1, Conti, Posn

Bonus: 15,574

Cont : No

Notes: with this battle, in the nick of time, my last character (Sonova) has reached Dev level 16

use the White seal to slightly improve an earth, wind, lightning, cure or revive coin; better yet, sell it if you can

prepare well for the final sequence of battles, strengthening your best coins and buying some extra items to allow for future breakage

=====
41B) Lar Dellue

This is a placeholder for the alternative "Defeat all enemies" battle, which I have not (yet?) done.

=====
42) Gateway to Ixian Temple

Difficulty : ***

Objective : Defeat all enemies

Characters : 7

Enemies : 16

Orientation: your team starts at the S edge, facing N

Dimensions : 0:16 (S:N) x 0:20 (W:E)

Strategy :

The most important objective of this battle is to get, through attack sessions, as many BreakGuard skills as possible for the future battle with Blackthorn. I strongly recommend to repeat the battle if you do not get any Safekeeping (BreakGuard) manual - this call for luck adds a star to the difficulty rating of the otherwise-just-challenging battle.

Set your team in the Southern part of the red area and, as the battle progresses, you may even want to move further South, staying in rows #0-2 for most of the battle's duration. Draw the 5 Southern knights to you (e.g. by casting a coin on them) and finish them off without the other knights waking up (i.e. only the two Southern magicians should wake up); after these 5 knights, all the rest rapidly awake. Note that the enemies on the platform form 2 groups: a) the 2 Northern knights with the 2 archers (who wake up when you place a character at 3:8 and 3:12, or nearer), b) the 3 Southern knights with the 2 magic-users (who wake up when an enemy needs healing or status-curing).

As usual most of the hard work is achieved by using elemental coins to kill all manner of enemies, especially knights. While doing so, prevent the knights from rushing you by terrorising them, immobilising them, confusing them or putting them to sleep. Do not forget to heal and to use attack sessions on the 3 knights with BreakGuard skill (and no FirmStance skill).

Start Level: 49-50

Enemy Level: 50
End Level: 51
Regular Bonus Item : Dancing Bee
Useful Hidden Items: Rise and Shine Manual (5N, 7E from Fazz; 8:17)
Useless Hidden Items: Circlet (3N, 3W from Fazz; 6:7)
Recommended Sessions: Absorb50%, BreakGuard
ArmBreak25%, BreakGuard
ArmBreak25%, BreakGuard

Bonus: 30,428

Cont : Yes

Notes: equip an accessory-breaking skill (a Sonova skill) or coin if you plan on trying to get the SevenGuard skill through attack session on the next battle (I never got it, though, despite trying numerous times) give the Safekeeping manuals to your two best fighters - if you have only one manual, give it to a fighter that does not have ArmorGuard - if both (or neither) have ArmorGuard, give it to the non-Sonova one (e.g. Fazz)

=====
43) Stairway to Ixian Temple

Difficulty : *
Objective : Defeat all Enemies
Characters : 7
Enemies : 16
Orientation: your team starts at the S edge, facing N
Dimensions : 0:30 (S:N) x 0:5 (W:E)

Strategy :

Just finish the enemies by groups (4 Southern, 6 Central, 6 Northern), moving to the next group only after the current one is fully gone, resting between groups if necessary. Beware mainly of the last group, with its status-causing coins and breaking abilities. Try to finish with as many characters as possible at level 53.

Start Level: 51
Enemy Level: 50
End Level: 53
Regular Bonus Item : Chains of Doom
Useful Hidden Items: Blessed Fruit (3N, 0E from SW corner; 3:0)
Panacea (0N, 1E from NW corner; 30:1)
Useless Hidden Items: -
Recommended Sessions: Master Ring, HP+30%, Mintal, Cure Zu
SevenGuard (need to break his accessory first)

Bonus: 16,545

Cont : Yes

Notes: prepare two fighters to face Blackthorn in the next battle - one with BreakGuard skill - the other either with BreakGuard skill or with ArmorGuard skill & expendable equipment or just with expendable equipment
both fighters will also benefit from having a SleepGuard skill
a Mintal coin is rather useless in the next battle as most enemies have SleepGuard skill or equipment; pack some extra cure coins instead

=====
44) Outside Ixian Temple

Difficulty : ****

Objective : Defeat Blackthorn
Characters : 7
Enemies : 16
Orientation: your team starts at the S edge, facing N
Dimensions : 0:19 (S:N) x 0:14 (W:E)

Strategy :

This is one of the most difficult battles of the game, the main reason being Blackthorn's BreakAll skill, for which you have prepared two fighters, as detailed in the notes to the previous battle.

Use magic to kill as many enemies as possible before Blackthorn wakes up, staying all the while in rows #0-4 and gravitating Eastwards. Avoid leaving wounded enemies for Cure-Zu-equipped magicians to cure and status-affected enemies for Starra-equipped magicians to heal, so that these magicians do not wake up too early. To stress this, always wait until after the 3 Northern enemy magicians' turn to start blasting your elemental coins and do not target enemies you cannot kill before their turn returns. Ideally, you should be able to kill every enemy except Blackthorn and his six Northern lackeys (4 magicians and 2 archers) before Blackthorn moves. If you are very careful, these 7 enemies will not move even at this point, allowing you to recuperate indefinitely (continue the battle by attacking the Easternmost magician, e.g. with Conti/Posn/Depin).

When Blackthorn moves down the stairs, the two specially-equipped fighters should busy themselves with Blackthorn (and other enemies close by) for the duration of the battle, pushing him (e.g. with 2-character attack sessions) South-Westwards, away from the rest of the team, which should move North-Eastwards and finish off the rest of the enemies. Every time Blackthorn's turn approaches make sure only the two fighters are reasonable targets for his attack, by keeping all others at a very large distance from him (at least 6 squares, preferably more).

Keep the two fighters in good shape, as Blackthorn's strikes are very powerful, even allowing yourself a Blessed Fruit if really necessary. When Blackthorn is left alone, weaken him with elemental magic and finish him off with an attack session. Prepare yourself to miss the final hit, as hitting him is quite difficult due to his LifeAndDeath skill; better yet, kill him with an attack session while he has more than 25% of his HP, so the skill has no effect.

Note that if one of your two fighters does not have a BreakGuard skill, after losing his equipment he will have very few ways of acquiring experience, so try to gain some before.

Start Level: 53

Enemy Level: 51-55

End Level: 54-55

Regular Bonus Item : Laevateinn

Useful Hidden Items: Panacea (1N, 6W from Fazz ; 3:1)
Well-Being Manual (4N, 5E from Blackthorn; 19:12)

Useless Hidden Items: -

Recommended Sessions: Black Plate, BreakAll, SevenGuard, Re Cure
Elvilla's Garb

Bonus: 19,555

Cont : Yes

Notes: give the Well-Being manual to one of your fighters (I recommend it to be one who also has BreakGuard)

note that using Laevateinn costs more RC than other swords, making it less worth-while (unless you need its WeaponGuard skill)

a Terror coin is completely useless in the next battle as all enemies have FearGuard skill or equipment; Mintal, Conti and Depin are recommended though

try to improve the CFDef of characters with less than 3,000 HP to a

level of at least 250 by changing their equipment, if possible, to survive Villa's Galema in the next battle (these very rough numbers refer to level 55 characters)

=====
45) Inside Ixian Temple I

Difficulty : **

Objective : Defeat Villa

Characters : 7

Enemies : 9

Orientation: your team starts at the corners, facing N

Dimensions : 0:16 (S:N) x 0:16 (W:E)

Strategy :

The only real problem in this battle is Villa's Galema coin, which may be able to kill a couple of your characters if their HP and/or CFDef values are too low. Do not panic, just revive them while playing the battle.

Set in two adjacent corners (with a fighter, long-range and magic-user in each) and let each sub-team handle the knights converging on its corner (starting with those equipped with SevenPains). When these are depleted, combine your forces and finish the remaining knights.

When Villa remains alone, you can prevent him from casting his spells (except Galema) by surrounding him from all 4 directions (ideally also immobilising him at the same time), forcing him to shoot you away; this is especially important when he gets about to start using his nasty A Van coin. Of course, it is simpler to put him to sleep, but not that easy.

You should probably be able to finish the battle before the Galema coin replenishes itself, but if not, make sure not to leave Villa with less than 1,000 HP at this point, since he will kill himself and leave your team heavily-wounded (or worse) for the next battle. Try to finish with as many characters as possible at level 56.

Start Level: 54-55

Enemy Level: 52-56

End Level: 56

Regular Bonus Item : -

Useful Hidden Items: -

Useless Hidden Items: -

Recommended Sessions: Villa

Bonus: 25,375

Cont : Yes

Notes: all status-causing coins are completely useless in the next battle as all enemies have SevenGuard skill or equipment; replace them with some more cure (or elemental) coins

completely re-evaluate your equipment/skill/coin settings to fight a tough item-breaking, seven-paining crowd, that relies primarily on physical attacks (e.g. use armours that improve Defense & Evade, give Laevateinn to a character that has no WeaponGuard/BreakGuard skill, use every SleepGuard you have including Moon Necklace, ConfuseGuard is important too)

Fazz may benefit from having a Champion or LifeAndDeath skill equipped, which may just save the day at the right moment

equip your highest-agility character for maximum evasion long-range action (e.g. Kashis' Breath, Kashis Robe, PhysEvade+20%)

just for the record, at this point my two magic-users have between them three level 4 and three level 3 elemental coins

=====

46) Inside Ixian Temple II

Difficulty : ****

Objective : Defeat all enemies

Characters : 7

Enemies : 5

Orientation: your team starts at the corners, facing N

Dimensions : 0:16 (S:N) x 0:16 (W:E)

Strategy :

This is indeed a battle worthy of this game's finale; be mentally ready to repeat it (and of course the previous 4 battles) more than once.

Set up in a 3-3-1 composition: 3 in one corner (1 fighter, 1 magician, 1 other), 3 in another corner (again 1 fighter, 1 magician, 1 other), 1 in a third corner (your high-agility high-evasion character, as described in the notes to the previous battle).

Your most important assets in this battle are, as often is the case, your two magicians; they will be responsible for the lion's share of the damage done to your enemies. The two other characters cohabiting their corner are there just to keep them off harm's way. Accordingly, your first priority, before anything else, is to move the magicians to the very corner of the battlefield (i.e. 0:0, 0:16, 16:0 or 16:16) and have their two buddies flank them on both sides, so that the enemies cannot hit them.

This can be done immediately, unless you are unlucky enough to have Villa start by casting his Dith Paen (which seven-pains all your characters). I do not know what governs Villa's first cast. Note, however, that as soon as Villa casts his first Dith Paen he will cast it as first priority every time he can do so (i.e. initially two times in a row, then every time it replenishes). Try to arrange it that the character with the SevenGuard skill acts immediately after Villa's Dith Paen cast to correct any potentially catastrophic events (e.g. a confused magician).

Anyhow, as soon as the each trio is in position, stay that way until all nearby enemies are dead. Each trio is independent, with two characters healing and protecting and one magician blasting elemental magic against nearby enemies. With time and patience (lots of it) they should succumb. This is, of course, the battle in which you should use all your remaining Panaceas and Blessed Fruits.

The single high-evasion character should just run around and draw at least one enemy away from the two occupied corners. That is, until he or she dies. Then just revive him or her in one corner to join the trio there. Death and revival is a great way of moving from corner to the other on this battlefield.

Note that Villa has a great Re Cure coin, which he will use to heal himself every time his HP falls under 25%, so when you plan on killing him, probably at the end of the battle, do so in a well-orchestrated way to get him from over 25% HP down to 0 HP before he can act (this can be done with 3-4 powerful elemental casts).

Good luck.

Start Level: 56

Enemy Level: 55-59

End Level: 57-60

Regular Bonus Item : -

Useful Hidden Items: -

Useless Hidden Items: -

Recommended Sessions: -

Bonus: 3,179

Cont : No

Notes: Well done!

=====
47) Final Battle

This is a placeholder for the alternative "Final" battle, which I have not
(yet?) done.

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Thank you.

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