



accomadate those who do need a point by point guide) please let me know! As always, my e-mail address can be found at the top of this FAQ.

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CHAPTER 1 - AREA/BOSS WALKTHROUGHS  
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Area 1 - Shamain

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Section 1:

There is nothing really to say about this level, simply fight your way through it and pick up some of the basics. I would strongly suggest getting as much money as possible from every Polly Peeper in the level to buy the Level 6 Surosa in Section 2.

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Section 2:

In this level you are introduced to the Silhouette attribute. Continue to earn as much money as possible for the Level 6 Surosa, as this is your one and only chance to get it before the final boss!

NOTABLE SHOP - At one of the drop offs in the level there is a cliff you can jump up to and over to get to a shop with the Level 6 Surosa.

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If you are a little short on cash, the Spectres on the platform to the left of the shot will respawn if you jump up near the shop and then go back to it.

BOSS - Grigg (( Silhouette ))

Grigg is the first of many bosses you will fight in this game. He only has one attack you need to look out for, and that is his boomeranging blade thing. If it hits you right it can whipe you out in a matter of seconds! He has a wide variety of attacks, but none aside from it are a threat. If you picked up the Level 6 Surosa earlier in the stage you should beat the hell out of Grigg with ease!

BOSS - "Walker" (( Both Attributes ))

Not a true boss, but your first encounter with one of these Peeper driven monstrosities, so I'll cover how to defeat them. Simply reflect their shots back at them using the appropriate attribute based on what color side of their gun they are using. Alternatively you can use certain weapons such as the Level 6 Surosa to push him up the cliff so that he falls forward on his face taking away half his life.

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Section 3:

This level is not really what could be called a level. It

is essentially a "Boss Chamber". However there is a hidden shop that is worth visiting if you are a fan of Priday.

NOTABLE SHOP - The whole level looks like is shown below, simply jump over the gap to get Level 6 Priday.

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BOSS - Bug (( Mirage ))

Bug's attacks consist of "summoning" spells. There are 3 different ones, the only one that really has a chance of hitting you is the Polly Peeper summon. The Polly Peeper summons simply creates a Peeper in mid-air that throws a bomb at you. His second spell is Summon Battleship, which will create a battleship in the background that fires shots at you. When the shots hit the ground a geyser erupts. This is easily dodged by dashing up the walls and staying against them until the geysers fade away. The third attack is an Avalanche, which can be avoided the same way as the battleship. Bug can be an annoying boss at first, but after you've played him once or twice previously you can make short work of him.

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Area 2 - Raqia

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Section 1:

This is another straight forward stage(well, they all really are in this game). The only thing I should mention is that when fighting the motorcyclists jump up on top of the street lamps and knock them off with Mirage from there, then jump down and take their cash and kill them off.

BOSS - Nardo (( Silhouette ))

The first of many bosses in Raqia, and by far the easiest. He has no particular strong attacks, so just dodge his projectiles and shoot him. The only thing about him that may cause some complications is occasionally the people in the building behind you will throw stuff at you, and the damage can really add up.

BOSS - Zohar (( Both Attributes ))

The first of many battles with Zohar has come! Zohar can switch attributes during battle as he/she chooses. His Silhouette attribute will use mainly melee style sword attacks, and her Mirage attribute will use all projectile attacks. Zohar is loaded with cash(500!) so make sure to grab it all! This is the easiest part of the game to get money in, as while the following battles with Zohar still give him/her 500 gold, they are a bit harder to steal from. Anyways, as for killing him/her simply stay back from the Silhouette attacks and blast away, and when she uses Mirage just look which direction

the shots are being fired in and don't be there when they hit.

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Section 2:

At the start of this level you will fight some motorcyclists. Afterwards a Spectre will disconnect the back part of the train so you have to run and jump across the gap. Then you will have to fight a walker, simply use the same strategy as before. Also, this walker you can simply push off the side of the train with certain weapons!

BOSS - Goliath (( Silhouette ))

Start off by taking down his spirit all the way, it will make this a much easier fight. If you attempt to steal from him, be careful! He can often grab you directly out of your hold. When he jumps onto the truck be careful, and dont bother trying to knock the toys back at him, just dodge.

BOSS - Attribute Gun (( Both Attributes ))

The only way to damage the Attribute Gun is reflect its shots back at it. To know which side to use, watch the color of the bullets in order as they are being loaded. Its attacks are really powerful, but if you pay attention to what color is next he is really easy as he has little life for how much damage each hit does. Also, keep an eye for any "stragglers"... in other words, sometimes one of the bullets that runs up there in one load will not get in the gun and will get in first the next load. This can through you off if you're not paying attention.

BOSS - Dynamis (( Both Attributes ))

Dynamis has several attacks, most of which involve her tentacle-things shooting projectiles, and also she will run across the screen with her fin. To hurt her simply kill her tentacles. Killing them with the same attribute will damage her spirit, and killing them with opposite will damage her life. If a tentacle is killed while stuck to the ground then it will stay there until you kill it again shooting projectiles. Dynamis is extremely easy, but can get annoying as hell when she refuses to actually fight you and keeps doing her little fin attack.

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Area 3 - Shehaqim

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Section 1:

The first screen of this section has contains the Level 6 Angara, so if you want it be sure not to miss it. The area is layed out like:

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You will fight some flying Spectres at the start of the



moving energy orbs and reflect them with the appropriate attribute so they can hit Malak for extra damage. Also make sure to reflect the heat seeking lasers, as while they wont hit Malak when you do, it keeps them from damaging you(which they almost always will).

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Section 5:

BOSS - Zohar (( Both Attributes ))

After he interrupts you and Bug, you will do battle with Zohar for the second time. Play him the exact same way as the first fight, but look out for his one or two new attacks(a heat seeking beam for his Mirage form, and a spinning then dash at you for his Silhouette form). And dont forget to rob him blind!

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Area 4 - Machonom  
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Section 1:

BOSS - Samson (( Silhouette ))

This fight is easy as hell, but extremely fun in my opinion! Simply jump over his hand when he attacks with it and dodge or reflect his projectile. If his projectile hits the ground it will create a geyser. He also has a grab attack where he attempts to get you with both hands, but its so easy to dodge I've never even been hit by it to tell you what it does! Don't bother draining his spirit, its a waste of time since he only has 3 or 4 attacks and he has a lot more spirit than life.

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Section 2:

In this section you just fight some Spectres who are hanging from the ceiling.  
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Section 3:

As soon as you start in this section, drop down to the bottom level and talk to the bunny guy and buy Grattoni Level 6!! Then proceed onward to fight...

BOSS - Faust (( Silhouette ))

Heheh, needless to say I like this guy's name. ;) Anyways, he has a lot of really powerful summoning spells! If you have a "high impact" weapon that will knock him backwards, use it! The last thing you want to happen is be caught on your Mirage side when he pulls out his big satellite laser. Grabbing him also will stop him from attacking, so try to stay close to him. If you can keep him from attacking with his stronger attacks you should have few problems in this fight, as he has very little life comparitively.

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Section 4:

BOSS - Sara (( Mirage ))

At the start of the fight just keep shooting her with Silhouette until she sheds the cardboard cut-out. At this point there are a few things you should be aware of... first off, whenever she opens

the thing on her head, any thing you shoot her with will be absorbed until she builds up enough to use the slot machine. When she uses the slot machine just jump or fire, or press any button, to get it to stop spinning. Possible outcomes include a bunch of Polly Peepers, a bunch of Spectres, Money, Life Healing things, and Spirit Healing things. "LUCKY" will do about 50 damage to Sara. The little black faces will do about 50 damage you. Most of her attacks are easily reflected, and make sure to reflect the little balls she will drop on the ground. They don't do any damage, but they will trip Sara up. And while she has a lot of money, she is rather difficult to steal from so for best results drain her spirit first. At the end of the fight you will get to play the Slot machine one last time, then you continue on to a shop before the next boss.

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Section 5:

BOSS - Delia (( Mirage ))

To beat him simply choose a side of the level then pick up and throw the Spectres into the soup. Every now and then Delia will drink some, and if the soup is blue he will take damage, and if it is red he will build up his spirit meter. When his spirit meter reaches 100 he will shoot a long series of projectiles at you, and all you have to do is use your Mirage reflector.

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Area 4 - Mathey

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Section 1:

At this point there are two paths you can take, but both lead to what is essentially the same place, just reversed to be accurate with the direction you went. I suggest taking the right path, to the Surfer head, as that way you can get Level 6 Envia, and I think it is also one of the requirements for fighting Geluve.

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Section 2:

Don't bother attacking the guys here with their own attribute, as they have infinite spirit. Just kill them and move onward. Buy any healing stuff you need at the shop, as the next 3 fights are the hardest outside of the final bosses!

BOSS - Spider (( Normal ))

Since this enemy has neither attribute, you have to reflect its own shots back at it to kill it. Stay on levels below it so it will hang down and try to shoot you, then get right next to it and bring up your reflector so you can reflect up to 3 shots back at a time instead of one from a distance. Stay as far as you can away if he is not firing shots though!! This guy has caught me by surprise and killed me more times than I can count... If he launches the little webs take the time to reflect them, as if he jumps into them they will drain his life for a lot of

damage. Avoid his thread attack followed by an explosive spider at all costs! It does about 60 damage each hit. When he captures you in his webbing, repeatedly wiggle the controller back and forth and with any luck you will get out before he can hurt you.

You now have another chance to buy healing items before the next two bosses. I strongly suggest maxing out your life and spirit. This shop also features the Level 6 Envia if you entered through the right head(the surfer one).

BOSS - Yona Division (( Normal ))

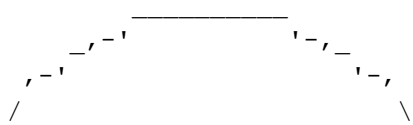
This boss consists of a bunch of the robot soldiers that populate the area, and their general. The catch is they are all attribute-less(unless the general uses his Attribute Wave attack) so you can only hurt them by reflecting their own weapons. For best results get as close to the general as you can so he tosses out grenades and then reflect them. Make sure the soldiers don't catch you from behind while you are doing that though! Speaking of which, it is a good idea to get into a corner for a while and reflect until the soldiers are killed if you want to play it safe.

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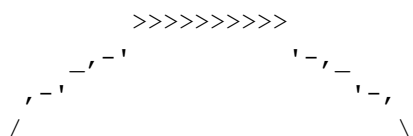
Section 3:

BOSS - Megido (( Silhouette ))

And now a battle I'm sure you'll hate. Megido. This guy is a pain in the ass. Even if you counter his attacks perfectly he still has a way of getting you every now and then. Whenever he does his Chubby Hand or Giga Wave attacks, either block them(which works very well in the case of Giga Wave) or get the hell out of the way. If he won't stop doing one or the other try to get close and throw him off the edge to break his pattern. Burning Arrow is another of his attacks that can be a pain, but is actually one of the easiest to dodge if you know how. The battle field is like this of course:



The key to dodging Burning Arrow is when he is coming down, run to the side of the screen opposite which side your Silhouette is on(lets say in this example the left). So you'd be dashing across like:



When he hits the ground turn around so you are facing the slope(and are in Silhouette mode) and use your reflector, so when he comes out of the ground he is coming from the slope into your shield, not below you or behind you like he would be elsewhere. He will also throw Spectres out sometimes, but consider this a blessing and whipe them out fast for healing items. And be careful



when attacking him with Silhouette shots to drain his spirit, as if he does his spin it will reflect them back at you. If he jumps into the background and throws energy orbs at you, just run as much as possible as if you stop to block they will almost always hit you from behind instead of hit your shield. The good news is you only have to do 500 damage.

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Section 4:

To fight the Reaper you have to have not died at all at this point.

BOSS - The Reaper (( Silhouette ))

This guy is the hardest boss in the game! However all of his attacks have counters that once you get in a pattern of doing, are not too hard to pull off. He starts off the fight by getting on his chariot and flying across the screen. Simply reflect it with either attribute and you should not take any damage. Whenever he raises his scythe above his head he will either do one of two things. The first possible thing is he will send a geyser of attacks flowing across the screen, and the other is he will toss his scythe up and energy will start gathering around it. As soon as you see him get ready to do one of the attacks, ALWAYS run behind him in case it is the energy geysers. If it is the energy geysers then from behind him just shoot him until the attack is over. If it is the energy building attack, after he finishes building up energy he will rapidly shoot bullets at you. After the point you can tell he is doing the energy building attack, get on whichever side you can reflect with silhouette. Get as far from him as you can and just wait for the bullets to come and reflect them back. If there is enough distance between you, some of them will damage him at the end of the attack. His most common attack (and most damaging) is when he throws his scythe out. The trick to this is just turn towards it and reflect (it doesn't matter which attribute, as the scythe counts as a "normal" attack). His final attack looks the most powerful but is actually his worst. He will shoot a large beam across the screen that will ricochet into smaller ones. If he is on your silhouette side, simply reflect the large beam for good damage, and if he is on your mirage side just reflect the little shots and don't worry about hitting him with them. On top of all this, I found a little trick you can use to kill him easy... heheh. Try to get him to go up into the top corner on your mirage side, and make sure you are at an angle underneath him like this (presuming right is your mirage):

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If you have the level 6 Surosa(at least this is what I did it with) repeatedly shoot him and it will infinitely juggle him and do damage! In other words... you can't lose if you get him in this position.

At this point I am not 100% sure if you have to fight The Reaper to fight Geluve, but I suspect this is the case as otherwise the Reaper would be pointless.

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Area 5 - Zebul

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Section 1:

As usual fight through the Peepers early on in this stage. Soon you will reach an old challenge with a new twist... two walkers instead of one. This is a bit harder than a single walker(espically since there is no where to knock them off of), but use the same strategy and you'll win. When you reach the part with the falling rocks, just dash across and you will make it most of the time(possibly getting hit once).

BOSS - Gargantuan (( Both Attributes ))

Whenever it is in Silhouette mode kill all the Spectres and let it pick up the Peepers, and vice versa when it is in Mirage mode. If you get hit by the ring flying around then they will keep you from jumping high. Other attacks of it's include energy orbs that are insanely slow and easy to get rid of, and a "laser eye" that will create a geyser on the ground. Overall a really pathetic boss so late in the game.

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Section 2:

BOSS - Zohar (( Both Attributes ))

Use the same strategy as with previous Zohar fights, just do it faster as you only have two minutes. :) His/her only new attack is the mini-satellites which do two things; 1) Mirage Zohar can use it to send a beam reflecting around the level, and 2) they will reflect your Mirage shots. Depending on if you beat him/her in under 2 minutes or not your second to last boss will be different.

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Section 3:

There are at least two possible bosses to fight here. You only have to fight one of them, and which you fight is dependent on the path you took. Cypher Za-Zohar is fought when you beat Zohar in 2 minutes in the previous fight, and Serah is fought when you don't beat Zohar in 2 minutes.

BOSS - Cypher Za-Zohar (( Both Attributes ))

Well, whattya know, Zohar has morphed into an ultra-powerful Gaurdian Angel with limitless strength! Good for him! ;) When he is in Mirage form, dodge the prolonged projectile blasts and keep firing at all times! When the huge lasers come down from the sky, just reflect one of them. When he is in Silhouette form keep in the air so that his blades go underneath you. Near the end of the battle some objects will start flying across the level, but unfortunatly I know no way to dodge these without getting hit by tons of other stuff. Currently one of two bosses I still have a problem beating.

-- OR --

BOSS - Serah (( Both Attributes ))

Definitly the easier of the two bosses. Simply kill the little glob things she drops down and then shoot her and reflect every attack she does. The only thing to watch out for is when she rains the fire down, as it sometimes hits behind your reflector. If you take out her spirit before you damage her to the point she uses her more advanced attacks, she is even easier! Also, it is believed you have to drain all her spirit to first as one of the requirements of fighting Geluve.

After the fight Bug will drop a shop and you can buy Level 6 Cravitis! I would personally skip him, unless you have money to spare. However, if you plan on going the Geluve path, pick up a Lvl 6 Envia if you don't have one here!

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Section 4:

Now you have a choice to make... Restore Edo or Abandon Edo. If you choose restore it you fight the Edo program(or Geluve in one path) and if you choose to abandon it you fight Megido.

BOSS - Edo (( Both Attributes ))  
(COMING NEXT UPDATE)

BOSS - Megido (( Both Attributes ))

For the first half of the fight refer to the previous battle with Megido. The guide for the second half will be up in the next update.

BOSS - Geluve (( Mirage ))

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CHAPTER 2 - LEVEL 6 WEAPON LOCATIONS  
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In addition to the locations listed below, all of the Level 6 weapons are available in the shop right before the final boss of the game.

Surosa - 300 - First Shop in Area 1, Stage 2. At the first point in the level you

- drop down on the right side, you can jump to the top of the cliff just to the right of the drop and the shop is in the pit to the right.
- Friday - 950 - Shop right before bug. To reach it you have to jump across the pit you fight Bug in.
- Angara - 650 - Shop to the left of the first screen in Area 3. To get to it make sure you are not standing in the middle of the screen when you defeat the enemies on top of the hill.
- Rasti - 1000 - At the point the giant wheel is chasing you in Area 3, take the first branch down, then continue to the right until you see a small drop off the path and take it. From there continue left to the end of this branch and then take the top path and there should be a Shop selling Rasti Level 6.
- Grattoni - 1000 - Right before you fight Faust in Area 4 you can buy Grattoni in the shop in Faust's room(the "mini-stage" you fall into when Sara drops you down the trap door).
- Envia - 600 - Inside Prinsdam in Area 5, after the spider sub-boss there is a store selling Envia. This is only here if you entered through the right head(the surfer one).
- Cavitas - 1200 - The only place I know where you can buy him is in the shop where you can buy them all right before the final boss.

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 CHAPTER 3 - POSSIBLE PATHS  
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These are not 100% confirmed, but are pretty much the only possibilities. (\*) means suspected as necessary, but not confirmed.

- Path 1 - Fight Za-Zohar, then fight Edo.
- Path 2 - Fight Za-Zohar, then fight Megido.
- Path 3 - Fight Serah, then fight Edo.
- Path 4 - Fight Serah, then fight Megido.
- Path 5 - Fight the Reaper(\*), Fight Serah, then fight Geluve.

Details  
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Path 1 - Go through the game normally, not going out of your way for anything in particular. When you get to the fight with Zohar in the core beat him in under two minutes. Then you will fight Cypher Za-Zohar. After you beat him, and are given the choices, choose to restore Edo. You will then fight the Edo system, Armmagedeon.

Path 2 - Do the exact same thing as for path 1, except for choose to abandon your mission instead of restoring Edo.

You will fight Megido, followed by a super version of him.

Path 3 - Do everything the same as in paths 1 and 2, except for in the battle with Zohar at the core, let the time run out. You will fight Serah. Afterwards choose to restore Edo and you will fight Armmagedeon.

Path 4 - Do everything the same as in path 3, but choose to abandon your mission. You will fight Megido then the super Megido as your boss.

Path 5 - This is the one I am unclear on(as stated many times over in this FAQ... heheh). This is how I believe it to work though. First off, you can not die at all through out the game. When you reach Area 4, go into the right head of Prinsdam(the surfer head). After Megido, you must fight and defeat the Reaper. At the fight with Zohar at the core, let the time run out. Now you will fight Serah. While fighting Serah take away all her spirit. From there choose to restore Edo, and fulfill your mission. If you do all of this then Hal should call Geluve out to fight you, and you will learn the truth behind her and the other Gaurdian Angel's creations.

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CHAPTER 4 - CREDITS  
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