

# Tales of Destiny 2 FAQ/Walkthrough

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TALES OF ETERNIA - The No-Nonsense Guide

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Welcome to Tales of Eternia Guide 3.0

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This is called a "quickie guide," you will not find boss strategies, item or spell lists/faqs, nor every possible characters. Why? Well, I only wanna help you out beat the game, and let you explore the game yourself. Find characters yourself, beat boss by yourself, it's much more rewarding for you to actually do things like that than follow what I just tell you to do.

The guide is spoiler-free and inspired by Elranzer and Versus Guides. It contains no possible spoilers, no-nonsense walkthrough and a little extra stuffs at the bottom.

Don't feel a little disappointed. As I said beating a boss with out other help is pretty much rewarding than having somebody tell you what to do everytime you open you PSX up. I hate bossing people around so if you find this guide not what you expect it to be. Before you click on that little "X" on the upper right portion of the screen why not have a look at this first.

Unlike the pass version of my FAQ/Walkthrough which contains, Lens Locations, Craymel FAQs, Item Lists etc.... I've removed them so as to have this called a "No-Nonsense Guide" I'm very sorry to all those people who have helped me do that Guide but this time I'll have this even better. My old walkthrough which contains a quickie guide will now turn to this. Much better than the past versions of my FAQs. Now, I've changed all the Japanese names to English one.

The Walkthrough (Disc 1)

## 1. Rasheans Forest

- Find your way out of the Forest
- Now watch the scen to end this part

## 2. Rashean Village

- Farah joins you from now on during this fight
- \*BOSS BATTLE\* Fight ????? (Yep that's what it says)
- Now, Meredy will join
- Then, to the world map

### 3. Regulus Dojo

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- \*BOSS BATTLE\* Monks (Yup monkS - plural - means not one)
- Now, to the Rasheans River Pier

### 4. Rasheans River Pier

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- Talk to Paolo
- \*MINI GAME\* Rafting, just make your way to it
- Head to the area

### 5. Mintche

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- Enter the first building in sight
- \*MINI GAME\* there's a room where you could play a mini game
- Exit it and go to the next area

### 6. Mt. Mintche

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- Make your way out of Mt. Mintche
- Then to the Observatory

### 7. Mt. Mintche Observatory

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- Keele joins you
- Exit the place then to the world map
- Then head back through Mt. Mintche

### 8. Mt. Mintche

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- Enter the cave on the Southeast

### 9. Nostos Cave

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- \*BOSS BATTLE\* Egg Bear
- Look for the wall stained with blood then head for the exit

### 10. Morle Village

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- Head for the treetop for a scene....
- Now Enter the backwood

### 11. Backwood

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- \*BOSS BATTLE\* Insect Plant
- Return to Mazet's house
- Talk to Mazet for the Inferia Map and another Item
- Now exit the place then to the...

### 12. Undine Stream

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- Work your way around the place then....
- \*BOSS BATTLE\* Undine
- Now that you have your first craymel exit the place then to...

### 13. Forest of Temptation

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- Find 4 statues lying around
- Follow this alignment



Extra Stuffs

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-\*\* Lens Locations (Disc 1 - 3) \*\*-

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Inferia

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1. Rasheans, The vegetable boxes in the basement of Reid's House
2. Rasheans, The door of abandoned windmill near entrance
3. Regulus dojo, The drawer in Paolo's room
4. Regulus dojo, The table near the second room's door
5. Mintche, The tree by where you Craymel ball
6. Mintche, In a wooden box at Keel's Mountain Observatory.
7. Mintche, water elemental lab in the university
8. Nostos Cave, wood pile near the end of the cave
9. Morle, The Fireplace in Mazzet's house.
10. Undine Stream, First screen, behind the big tree in the middle
11. Forest of Temptation, Behind the middle statue of the five god statues.
12. Inferia City, plant near the theater ticket booth
13. Inferia City, royal guest room drawer on the 2nd floor, west wing of the castle
14. Inferia City, Keel's papers in lower right corner in royal observatory
15. Inferia Port, barrels
16. on Ship in Inferia, vase in 2nd class room
17. Barole Port, boxes under the tent.
18. Barole, the golden vase in the accessory shop
19. Sylph Cave, At the place where the assault dagger (treasure) is
20. Chambard, fountain
21. Chambard, 2nd floor of Bristol Chambard, dining table
22. Efreet Cave, Use the Sorcerer's ring to open a cave door, in the treasure box
23. Farlos Church, in the Dresser
24. Mt. Farlos, behind The stone piles near the load crystal in front of the bridge of Light
25. Racheans Forest, The back of the left most piece of the pod, where Meredy's ship crashes on Inferia
26. Chambard, northwest of the town, there's a small Island with a hidden screen
27. GPS (159, 131), above the Forest of Temptation (Use Aibird)
27. Chambard, northwest of the town, there's a small Island with a hidden screen where you learn a new command, The lens near the exit (161, 45)
28. Inferia Underwater Storage #3, the plants near the chest
29. Ifreed's Tomb, The left path inside a donation box
30. Spirit Hot Spring (208, 108 Use Aibird), the barrel at the entrance
31. Spirit Hot Spring, men's room mirror

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Celestia

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32. Cape Fortress, the grass on the right side of the door.
33. Imen, Meredy's house on the glass table
34. Mine of Gnome, Lower left corner of Gnome Village
35. Chat Hut, B4, on the stove in the left room
36. Chat Hut, B1, the boxes in the water tank room where the duck doll is kept.
37. Van Eltia (your ship), In the Engine

38. Moutain.Celsius,Where the snow pile collapes
39. Peruti(after snow melts),the cart containing crabs
40. Peruti(after snow melts),the tree near the fountain.
41. Imen(destroyed),display case in the weapon shop
42. Tinnsia,Gnome statue
43. Tinnsia,the chest in Fog's office
44. Ruin of Volt,Check the stone tablet
45. Port of Baril's Castle,In the barrel
46. Baril's Castle,Treasure box in right secret room
47. Seyfert shrine,The 1st glass bulb on the right at the entrance
48. Ifreed's Cave,Boxes near the entrance
49. Ifreed's Cave,The end of the stage with the pirate statues, the Blue Anchor beside the entrance to the next screen
50. Van Eltia,Barrel on the observation deck
51. Van Eltia,In the left hand submarine
53. GPS(60,126),southeast of Peruti
54. Jini(night),the slot machine in the casino
55. Jini(night),dance floor fire place
56. Jini(night),right table of auction hall
57. Ifreed's Hideout (Where you insert plugs),In the middle of the plug stands
58. Shadow Cave(5,12 Use Aifish),Top left ball of light near Shadow(Where the enemy is).
59. Nekonin village,in the red house
60. Nekonin village,the village entrance's 1st house

-\*\* Locations of the Pirate's Hideouts \*\*-

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Celestia

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- Hideout # 1 (56,112)
- Hideout # 2 (153,164)
- Hideout # 3 (168,111)
- Hideout # 4 (228,41)
- Hideout # 5 (3,150)

also...

- Game Picture (167,80)
- Aifread Dome (98,92)
- Jini's Entrance (130,118)
- Shadow Cave (5,12)

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Inferia

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- Hideout # 1 (76,125)
- Hideout # 2 (121,122)
- Hideout # 3 (142,1)
- Hideout # 4 (225,131)

also...

- Sunken Ship (34,3)
- Meredy's Picture (62,90)
- Seyfert Secret Garden (166,18)

- \*\* More To Come \*\* -

