

Tales of Destiny 2 FAQ/Walkthrough

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TALES OF DESTINY 2 GAME FAQ SPECIAL (for the Sony
Playstation) (English version) BY PATRICK THE DARK ZERO

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1. INTRODUCTION

This entire game is about a mysterious girl, Meredy, arrives to Inferia from Celestia, which is above Inferia, as to give the Inferians a message of impending doom-- The Grand Fall.

Reid & Farah who met the young Celestian must now embark on their journey not only to save Inferia but the entire Eternia from the ultimate destruction!

The heroes must battle monsters, People, and even GODS (craymels) throughout the divine journey.

But its up to YOU to control their destiny & make a legend out of it! GOOD LUCK!

NOTICE: I will not show any description of any scene or ending for the fun of it. So its up to YOU again to solve the mystery.

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2. GAME SYSTEM

SUB-TOPICS

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- a. BATTLE
 - b. CONTROLS
 - c. SAVING POINTS
 - d. WORLD MAP
 - e. SHOPS & INN
 - f. ENEMY ENCOUNTERS
 - g. SKILLS
- =====

a. BATTLE

The battle format of this game is very different from Final Fantasy or Breath Of Fire because it doesn't require charge time or take turns and that's what make the game challenging as every movement and timing is controlled by YOU! (Its a bit like Valkyrie Profile)

The game can actually played by 2 players if you change option at top right-hand corner of the skill page of 2nd player from automatic mode to semi-automatic or manual. But what's the difference between semi-auto & manual? Well, semi-auto will automatically help you to block attacks or run back-forth automatically. (seriously I don't recommend you!) Where's the manual mode can help to control the complete movement of a character!

Please be notice you can choose any character to be controlled simply by switching the character to player1 or 2 in the formation option. Oh! I almost forgot! You also escape during battle by walking to end of the screen of either left or right until gauge is completely filled.

b.CONTROLS

The buttons to execute the movements is ofcourse the direction pad on your PS joypad. Press square button to block physical attacks , but if you are hit by magic attacks, there is nothing you can do. Press the cross button to attack and circle button to use skills. You can press the triangle button if you want to use items, equipments, Change skill , Battle format and formation options.

NOTICE: You CAN execute combo attacks by co-ordinating directions and attack or skill button. But how you should do it is for you to discover! Sorry! Hehe!

c.SAVING POINTS

Well this part always puzzle me when I played the game previously. I always though that I had to go near the saving point or look for it to save the game when I'm stuck in caves, forest, etc. However! You can actually save in any place at any time , even if you are trapped somewhere when fighting a boss. Also , you cannot rest at saving points just like in Final Fantasy but you can rest at specified camp sites to restore your hp & mp. If you just can't find it , try cooking some food but it could only use once until your next rest.

d.WORLD MAP

There is not really much things to say about this but I can tell that you can camp to rest any time or use the aerialboard in Inferia when you had beaten syhlp. In later part of the game in Celestia you can even onboard ship!

e.SHOPS

This is important because you need to restock your items after a hard battle for next. But please take note that you can only stock up to 15 items only! (This is the part where the game is challenging)

The weaponry shop sells weapons , protections , head gears and accessories which is vital to upgrade your character attacks and defence. This is needed as enemy will become tougher and tougher!

The food shop will restock ingredients needed to cook certain dishes. And also, you can only stock up to 15 items only.

You can also rest in inn to restore your health and that's the only purpose.

f.ENEMY ENCOUNTERS

You can gain levels , hit points and magic points not only by quantities of

enemies ,but also their qualities of LV & experience.

Sometime when playing it may seem frustrating to be bothered by so many enemy encounters or might even fear of meeting dangerous encounters. To minimise such encounters ,you can use holy bottles. If you want to encounter more ,you can used dark bottles instead.(Not recommended as it wastes money. Why not use time instead?)

-----g.SKILLS

Skills are important during battle as it can hit much more than attacks and can help to restore health & status in the nick of time. As you go on ,new & more powerful skills could be learned. It require the right amount of experience to master them. To execute them you have go to skill option to assign different skills for button coordination and assign shortcut abilities of other characters to help you.

3.CHARACTERS

SUB-TITLE

- a.MAIN
- b.ADDITIONAL
- c.BAD GUYS
- d.CRAYMELS

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a.MAIN

Reid Hershel(Inferian)

This fellow is actually the main character! He started out as a hunter and uses sword skill to kick enemy's butt. You can build up his slash skill by equipting swords and thrust skill by spears. Ultimately ,he is the only one that can beat Shizel!(Final Boss)

Farah Oersted(Inferian)

She's the childhood friend of Reid and but don't underastimate her as she have a strength even more powerful than a Eggbear! She use punches and kicks without mercy on her enemy. Useful character when you want to perform combo!

Keele Zeibel(Inferian)

Another childhood friend of Reid and also a student in Mintche University. He is mostly the one who do the thinking and join the team because he wanted to prove his theory of the Grand Fall to the Mintche University. He studied the light craymey and uses craymel artes(Magics) when battling enemies.

Meredy(Celestian)

A mysterious girl from Celestia who came down to Inferia to tell the Inferians about the Grand Fall and to search for the one who have Fibril to destroy the dark aurora. She met Reid and Farah but couldn't express herself well as she speaks in Melnics language.(Nevermind ,you will know how to understand her later!) She also uses craymel artes.

b.ADDITIONAL

Chat(Celestian)

A girl who is trying to find out Legacy of Aifread(Her ancestor)and also the captain(Pirate) of a ship-Van Eltia. Reid and the others became her crew eventually not because they want the Seven Treasures of Celestia but the path to Bridge Of Expedition as to get back to Inferia. Chat throw hammers at opponents to give them a knock at their heads.

Max(Celestian)

The leader of Shileska who help Reid and friend in stopping Shizel from the Grand Fall as he want to rule the entire Celestia. He has a carefree attitude and uses powerful cannons to finish his enemy!

c.BAD GUYS

Balir(Inferian)

Actually ,I don't consider this poor man as a bad guy but everyone in the game claim so in the earlier part as the cause of Grand Fall. He was the husband of Shizel and died before the game in trying to protect Shizel & Meredy(Why?) from other bad guys.(What a caring bad guy!)

Hyades(Celestian)

He's bad & he's mad! I don't like this unpleasant character as he sounds weird and just like a sissy! He the uncle of Meredy and working under his sister-Shizel in destruction and takes part in the Grand Fall.

Shizel(Celestian)

She is the real one causing the Grand Fall due to her grief of her husband's death and the mother of Meredy! Due to her grief ,dark aurora was entrusted to her and she was turned from a kind mother to a demonlish sinister of detruction! Only Reid and friends can stop her and change her back!

d.CRAYMELS

Anyway what is a Craymel? Craymel are not material beings. Fire, wind, water, light... They reside within all things and have many manifestations. Without them ,nature cannot work and so you can consider them gods!

Undine(Water Craymel)

[more to come....]