

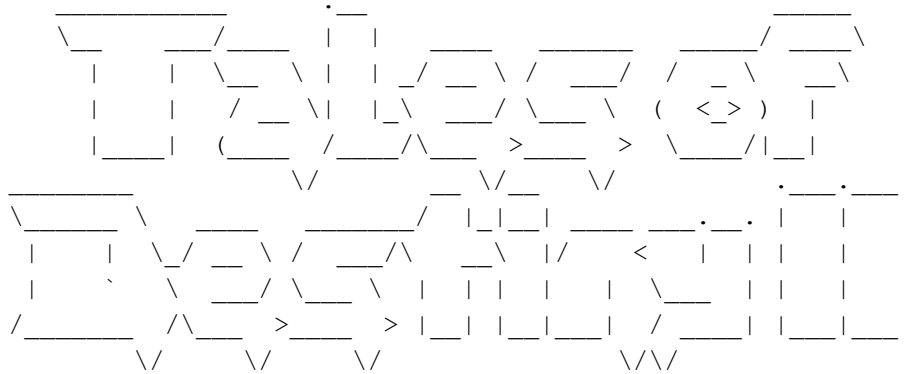
Tales of Destiny 2 Boss FAQ

by vinheim

[Donate](#)

Updated on Jan 12, 2011

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< ASCII art created by vinheim 2011 >

Tales of Destiny II
Boss FAQ

Version Meredy
Last updated: 01/12/11

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---vinheim-----miehnlv---

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To navigate much easier through this guide, I added the search system, which

works just by following these simple steps:

- Highlight the "Section Code" of the section which you wish to go and copy it (CTRL+C).
- Press CTRL+F to bring up the search sub-menu.
- Paste (CTRL+V) the "Section Code" and press ENTER twice to be where you wanted to be. Just like magic!

My Section Codes were made as precise as possible, and I also prefer this method instead of having you scroll 30 min through this huge guide looking for the section you want to go.

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~~~~~> Section <~~~~~> Section Code <~~~~~>

1] Introduction.....[sx100]

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END OF ToC

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|-----------------|---------|
| 1] Introduction | [sx100] |
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What's up y'all! vinheim here once again comes here to deliver a Boss FAQ for Tales of Destiny II for the PSX. Hope you find it useful and by all means, read on ahead.

- I'm writing this for free and because I'm falling in love with this game.
- The usage of abbreviations. When you're in my place or any who writes for GameFAQ's or any other page, writing a guide for any game of such proportions, people complain about using too many abbreviations. You have no idea how helpful abbreviations are. It also looks better in every aspect you think.
- The spoilers are great issues in making guides. This FAQ HAS spoilers, due to the fact that I add the names of the bosses, so please DO NOT read ahead of the boss you're stuck at.

With all this said, let's start with the guide! Enjoy this guide and remember that it is a spoiler-free, so you don't have to worry about important info of the game being spoiled.

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~-- ~-- ~-- 1.1] Contact Rules ~-- ~-- ~--
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Any critics, suggestions, spelling mistakes, contributions are welcome, so please send them at the following e-mail:

--> vinheim@gmail.com <--

I always reply to all the mails I get, since feedback is the best reward of all.

o Important

The only sites allowed to host my FAQ's from here on out are the following:

- www.gamefaqs.com
- www.supercheats.com
- www.neoseeker.com

This is because many sites either steal my guides or they don't update them, making it really hard on me because many readers from other sites often ask me question from an incomplete guide, so this is a better way to keep track of my FAQ's and my readers. Please, if you're not on the list above, don't even bother asking about hosting them because the answer will be NO. Thanks.

I also have MSN and AIM, but please, if you add me, do NOT start bombing me with IM. If I have the time, I'll chat to you, since I'm always busy writing FAQ's and making some research for my job and school, but please keep it polite, 'k? Anyway, here they are:

MSN: xander_may_cry@hotmail.com
AIM: vinh3im

Ask politely and I'll add you. I don't have YIM, so start mailing me to make one just so you can chat with me.

Also, I created a Facebook page for you to check it out here:

o <http://www.facebook.com/pages/Vinheim/127120257336550>

This was made because several people like to add me on Facebook and since I'm not accepting people I don't know, and I removed the people that added me (sorry for that), I created this page, so enjoy.

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~-- ~-- ~-- 1.2] Donations ~-- ~-- ~--
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~~~ BOSS: 8x MONKS ~~~~~

- Name: Monk
- HP: 500 (each)
- XP: 8 (each)
- Gald: 12 (each)
- Elemental Info.:
  - Strong: None
  - Weak: None

- Strategy: These monks are not that hard, since they have a limited amount of attacks... punching.

Reid: Have him normal attack twice to stun the group of Monks and finish with a Lightning Blade to nearly kill the whole group. Repeat the process with him until done.

-----  
~~~ BOSS: EGG BEAR ~~~~~

- Name: Egg Bear
- HP: 3,200
- XP: 32
- Gald: 90
- Elemental Info.:
 - Strong: None
 - Weak: Fire

- Strategy: I wasn't going to consider this as a Boss, since it's really easy, but since it has a lot more HP than the other enemies around, I decided to do so. You'll only have Reid and Keele to do the dirty work, so read below to see how to make this fight even easier.

Reid: Have Reid use Demon Hammer and Lightning Blade nonstop, having him away from Keele, since he has no armor equipped. Do whatever you can to keep the Egg Bear away from Keele.

Keele: Keele must be using his Fireball skill nonstop against the Egg Bear, being that it's weak against Fire.

~~~ BOSS: INSECT PLANT, EVIL NEEDLES x3 ~~~~~

- Name: Insect Plant
- HP: 8,800
- XP: 115
- Gald: 500
- Elemental Info.:
  - Strong: Water
  - Weak: Fire

- Name: Evil Needles
- HP: 410
- XP: 10

- Gald: 36
- Elemental Info.:
  - Strong: None
  - Weak: None

- Strategy: Another easy battle. Don't worry, not all the bosses are this easy. Insect Plant comes with 3 Evil Needles, but they'll go down in a hit or 2. Focus on these 3 suckers first, then attack Insect Plant, while you heal whenever needed.

Reid: Reid, as always, should be the one receiving the damage. Have him use Swarm and Lightning Blade nonstop throughout the whole battle, stunning the boss for an even easier fight.

Farah: Farah should assist you out with damaging Insect Plant, but her main purpose is to keep Reid (and probably Keele too) healed, whether you use Healer or Apple Gels if you're out of TP.

Keele: Have Keele use Fireball all the battle. Being that the boss is weak against Fire, Keele's Fireball should be even better than Reid's attacks. Keep your distance from the enemy at all times.

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|- Rewards:
|   o Kirima
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~~~ BOSS: UNDINE ~~~~~

- Name: Undine
- HP: 6,800
- XP: 1,360
- Gald: 0
- Elemental Info.:
 - Strong: Water
 - Weak: Lightning

- Strategy: Undine is a BITCH! Seriously! She's so hard if you're a first timer in this game and/or series. She has some deathly moves like Spear of Baptism, which attacks all characters in from of her (you can jump over, but it passes so quickly that you have to really focus), Spread, which summons a giant waterfall with a huge range that attacks anyone nearby. Subterranean Divide attacks like an Aqua Edge, only on the ground and in front of her. She also has Aqua Edge, which you should probably be familiar with from Keele's arsenal.

Reid: Reid's mission, like in most of them, is to take most of the damage. Have Reid attack using Lightning Blade or Demon Lightning Blade, to take a lot of HP out of Undine, since she's weak against Lightning.

Farah: She must support Reid with attack, as well as healing with Healer. Keep her TP up at all times. Put her Punch and Kick numbers in the Strategy submenu at 5.

Meredy: The most useful character in the game. In the Strategy submenu, put her Battle TP at 5 and disable Grave and Ice Needle, since the only thing we need it her Lightning. Keep her alive all the battle.

Keele: Keele must use Fireball and Air Blade throughout the whole battle and since he won't be doing THAT much damage,

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|- Rewards:
|   o Talisman

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Gels and Life Bottles.

| o Mental Bracelet

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~~~ BOSS: SYLPH, ARMS x2 ~~~~~

- Name: Sylph
- HP: 6,600
- XP: 1,929
- Gald: 0
- Elemental Info.:
  - Strong: Wind
  - Weak: Earth

- Name: Arms
- HP: 4,500
- XP: 70
- Gald: 150
- Elemental Info.:
  - Strong: Wind
  - Weak: None

- Strategy: Sylph is not alone, unlike Undine. He has 2 "servants" that fight alongside him. You can easily take care of these Arms by having Reid use Demon Hammer and Neosonic Swarm. Make sure to keep comboing these Arms until they're defeated. Now focus on Sylph.

He's not that tough once the Arms are taken care of. Attack him nonstop with Demon Hammer, which works wonders on him since he's floating. Make sure to keep healed all the battle, even if you have to use all your Apple Gels and whatnot.

Reid: Reid should focus on the Arms first, which will be his main priority. Once they're gone, focus all your attacks on Sylph. Make sure he has the Storm Shield equip and the Shamsel/Steel Sword as well.

Farah: Make her the healer for the battle. Make her use Healer throughout the whole battle, just to make things a bit easier.

Meredy: Have Meredy use Spread again and again through the entire battle. This is for 2 reasons: 1) Grave won't hit Sylph and 2) When the Vitality reaches its MAX point, summon Undine to deal heavy dmg.

- |                                           |                |
|-------------------------------------------|----------------|
| and heal the party members.               | -----          |
|                                           | - Rewards:     |
|                                           | o Orange Gel   |
| Ras: The same as Reid. He should focus on | o Protect Ring |
| the Arms, then on Sylph.                  | o Life Bottle  |
|                                           |                |

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~~~ BOSS: EFREET ~~~~~

- Name: Efreet
- HP: 24,000
- XP: 2,750
- Gald:
- Elemental Info.:
 - Strong: Fire
 - Weak: Water

- Strategy: Efreet is pretty annoying more than hard. His attacks are quite painful though, but he attacks are slow, so you have plenty of time to heal. Most of the battle, he'll use an attack which makes the floor under him be on fire, so if you approach him, he'll burn you and you'll stay the taking damage for quite some time. Even though it's 1 dmg., the fact that you can't move is what makes it annoying. Make sure you come with Accessories that protect against Fire damage, like the Flare Cape (you must have at least 2) and the Ineri Cape.

Reid: His duty is to attack Efreet, like in ALL the battles. Give Reid the Square Shield and the Hydra Dagger (I hope you haven't sold it yet). The Hydra Dagger deals slightly more damage than the rest of the weapons, so it's a must for the battle. Make sure to give him the Ineri Cape, since it's best against Fire than the Flare Cape. It's your basic stuff with Reid. Attack him nonstop with whatever skills you feel like using.

Farah: Have her attack Efreet alongside Reid and whenever needed, have her use Healer on anyone that requires it. Giving her a Flare Cape is a must, since she'll be close up to Efreet.

Meredy: Have Meredy use Spread over and over throughout the whole battle. Deactivate all her other skills besides Heal and Spread. Also, in the Strategy battle menu, put her Attack TP and Heal TP at 5, while her Attack at 1, so she stays away from Efreet. Having her Spread in your LX button shortcut is a must, so you press it nonstop to make sure she uses the damn attack.

Keele: Keele is another source of damage. Make him use Air Thrust through the entire battle, because it can deal up to 1,000 dmg. to Efreet. If you need to use an Apple, Orange, etc Gel, make HIM use it, since his attacks are the most expendable.

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| | - Rewards: |
| | o Black Onyx |
| | o Life Bottle |
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~~~ BOSS: RASSIUS ~~~~~

- Name: Rassius
- HP: 4,408
- XP: 928
- Gald: 0
- Elemental Info.:
  - Strong: None
  - Weak: None

- Strategy: Ras fights just as he did when he was with us at Sylph Cavern, so you must know his patterns and attacks by now. He fights really similar to Reid, so shield at all times and keep healed, even though he doesn't make that much dmg.

Reid: Since Ras fights similar to Reid, attack whenever you see an opening and guard until you're able to attack. Use Items as needed (probably you won't need them though, since Farah now has Life to revive).

Farah: Like all battles, have Farah Heal the party if needed and support you in attacking Ras, using all the skills she has.

Meredy: Make her spam Heal through the battle and use Spread whenever she can.



Keele: He must keep using Air Thrust and Eruption through the battle, since those are the main sources of dmg. coming from Keele. Use Sylph or Efreeth whenever possible.

|        |                 |
|--------|-----------------|
| .----- | - Rewards:      |
|        | o Heal Bracelet |
|        | o Leather Cape  |
|        |                 |

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~~~ ~~~ ~~~ 2.2] Celestia ~~~ ~~~ ~~~

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~~~ BOSS: GNOME ~~~~~

- Name: Gnome
- HP: 16,160
- XP: 3,000
- Gald: 2
- Elemental Info.:
  - Strong: Earth
  - Weak: Wind

- Strategy: Ok, this battle is a pain. Gnome may be big, but he's fast as f\*\*\*. IF you still have Reid's Assault Dagger, equip it to deal massive damage on Gnome. Equip the Flare Capes you have and let's start with this battle. When you see Gnome zooming in to you, jump!!! Otherwise, you'll receive a 20+ hit from him. Another pain about this battle is that the little Gnomes in the background are tossing boulders at you that deal around 150 dmg. per hit. Insane.

Reid: Reid is your main damage dealer. With the Assault Dagger equipped, you'll deal more than the normal dmg. Sweet! Use Reid and don't let Gnome get near Meredy nor Keele.

Farah: Farah must be your supporter and keep Gnome busy attacking her and Reid. Use everything in her arsenal and don't worry about her Healer. That's why we have out Craymel Mages... to heal.

Meredy: Since Meredy is my healer, put her attack and offensive TP usage to 1, while her defensive value should be at 5. Deactivate all of her Artes, except for Heal and when you're able to summon Undine, do so to heal the complete party.

Keele: My offensive Craymel Mage, Keele must have the same values as Meredy, only that the offensive TP usage must be at 5 and the defensive should be at 1. Deactivate all of Keele's Artes except Air Thrust. Also, put Sharpness and Air Thrust in a shortcut and at the start of the battle, have Keele use Sharpness on both you and Farah, then focus on using Air Thrust.

|                                                          |                |
|----------------------------------------------------------|----------------|
| .-----                                                   | - Rewards:     |
| Keep pressing the shortcut button as the Arte is ending. | o Moon Crystal |
|                                                          | o Rune Bottle  |
|                                                          |                |

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~~~ BOSS: GUARDIAN ~~~~~

- Name: Guardian
- HP: 30,000
- XP: 3,000
- Gald: 210
- Elemental Info.:
 - Strong: Volt
 - Weak: Water, Fire, Ice

- Strategy: This enemy is fast. Fastest enemy so far. He has an attack that hit multiple times to all those in front of him, sorta like a machine gun. And each hit will do around 100+ dmg. per hit. His blade is mortal, so try to stay behind him at all time. Using weapons with Water, Fire and/or Ice attributes (no ice yet) will bring him down even quicker. He doesn't have that much defense, so you'll take great chunks of HP per combo.

Reid: Make sure to equip your Soul Eater. If you see that it's not hitting him enough, change out to either an Earth Blade (if you got one at Mine of Gnome) or your Demon Javelin or the Flamberge. Remember to have Reid attack him nonstop and use items if you have to. He's the item man in this battle.

Farah: Good old Farah must stick to the basics, help Reid hit Guardian and keeping him from targeting Meredy and/or Keele. Have her use Healer if you need to, otherwise, stick to attacking Guardian nonstop.

Meredy: Meredy should stick on using Spread and Heal throughout the battle. Use Heal only if you need to, but stick with Spread. Have her cast is over and over through the battle. Since Guardian is weak against Water, it'll take huge chunks of HP. If you have Undine, DO NOT hesitate in using her, since we'll be needing the HP restoration.

Keele: Same as Meredy. Have Keel use Sharpness on both you and Farah as the fight starts. Once done that, stick on using Eruption over and over and over. It's even better than Spread, trust me.

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| - Rewards:
|   o Rune Bottle
|   o Pine Gel
|
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~~~ BOSS: CELSIUS ~~~~~

- Name: Celsius
- HP: 33,333
- XP: 4,000
- Gald: 0
- Elemental Info.:
  - Strong: Ice
  - Weak: Fire

- Strategy: Celsius is one tough chick to crack. Her attacks are precise, quick and on top of that, deathly. Make sure you have stuff that prevents Freeze, because you'll get a lot of it. Having Accessories like Aqua Cape to drop the dmg. is recommended, but not necessarily. It's really hard to hit her, because she evades them with a lot of ease. Stay close to her at all times and attack nonstop. You can't let her even move, otherwise, you'll regret it.

If you keep dying (like I did my first time playing this game), use an All-Divide. It'll cut to half the dmg. she does, but so does the dmg. you do. It'll take more time, but it'll be easier.

Reid: Equipped with the Flamberge, use skills nonstop and don't give her an opening to attack. Along with Farah, make sure to keep her away from Keele and Meredy, since you'll be needing the healing Artes and the Fire Artes. Use items with Reid, because the main source of dmg. comes from Keele's Eruption.

Farah: Just like with Reid, have Farah attack with skills nonstop to maintain Celsius away from the Craymel Mages. If you need to, also use items with Farah, but don't use Healer unless it's really important. You can leave Meredy with the healing.

Meredy: Meredy will heal throughout the battle. Have her use Heal over and over and over even if you don't need it. In 3 seconds, Celsius can leave you on the edge of death, so you never know when you'll need the HP.

Keele: Main guy in this battle. Keele must use Eruption over and over. Keep a shortcut for his Eruption and keep pressing it as he ends his cast. If he dies, revive immediately.

|                                                |                |
|------------------------------------------------|----------------|
| -----                                          | -----          |
| use Eruption over and over. Keep a shortcut    | - Rewards:     |
| for his Eruption and keep pressing it as he    | o Resist Ring  |
| ends his cast. If he dies, revive immediately. | o Freeze Charm |
|                                                |                |
| =====                                          | =====          |
| -----                                          | -----          |

~~~ BOSS: HYADES ~~~~~

- Name: Hyades
- HP: 45,000
- XP: 4,000
- Gald: 30
- Elemental Info.:
 - Strong: Water, Wind, Fire, Earth, Ice, Lightning
 - Weak: Light
- Strategy: The good thing about this fight is that Hyades isn't hard at all, but he can get rather annoying. Lets go into the personal strategies.

Reid: As per usual, have Reid in the front row and take most of the dmg. Make sure that Hyades doesn't get anywhere near Keele and Meredy. Use your most powerful attacks and make sure you use short-ranged skills, because long-range will most likely miss.

Farah: She should team up with Reid and make sure Hyades doesn't get near your spellcasters. If needed, have her use Healer to heal either her or Reid. The one who needs it the most.

Meredy: Meredy's job here is to keep your HP at full. Since we now have Nurse, this becomes a whole lot easier.

Keele: Keele is the useless character here because Hyades is stong against all elements except Light and Dark, being weak against the former. Anyway, have him use his best skills against him and make sure he stays away from Hyades at all times.

| | |
|--|-------------------|
| ----- | ----- |
| against the former. Anyway, have him use his | - Rewards: |
| best skills against him and make sure he | o Mental Bracelet |
| stays away from Hyades at all times. | o Egg |
| | |
| ===== | ===== |
| ----- | ----- |

~~~ BOSS: VOLT ~~~~~

- Name: Volt
- HP: 54,321

- XP: 3,600
- Gald: 0
  - Elemental Info.:
    - Strong: Lightning
    - Weak: Water

- Strategy: Ok, Volt is the hardest of all the Craymels yet, and one of the reasons is because he's floating. Yes, floating. No combos in this fight, alright? As for attacks, these are rather annoying, as well as dangerous. His normal attack, which uses through the whole battle, is like a whip made out of electricity that attacks all the characters in front for around 200 dmg. Also, he shoots several thunderbolts that create somewhat like a wave that deals around 150 dmg. overall. Not to damaging, but he uses it several times in a row.

Also, the worse part is that you can't touch him. If you do, you'll be damaged. This is the first that a boss has something like this, IIRC. Spark Wave is another tough attack that deals around 600 dmg.

Reid: Reid should have equipped Trident, since Volt is weak against Water, a Celesti Cape and the Stun Charm. Have him use Demon Twist or Tempest Strike throughout the whole battle. Since you can't do combos, these are Reid's best aerial skills yet. Use Items with him if needed.

Farah: Farah, just like Reid, should have a Thunder Cape equipped, as well as a Stun Charm to protect against Volt. Have her use skills like Swallow Dance, Eagle Dive and Rising Dragon Strike.

Meredy: Meredy's job here is to use Nurse and nothing else. She may have Spread, but since Volt moves around so damn much, it's hard to hit it. If you can put Volt in a corner, THEN use Spread to deal around 2,000 dmg. If you can't get a clear hit, do NOT use Spread and stick to Nurse.

Max: Max is a no no. Seriously. His only skill, Burning Force, only travels near the ground, making it impossible to hurt Volt. So, whatever the case, do NOT bring Max into battle. If you choose to bring him, have him use items through the fight.

Chat: Well, between Chat and Max for this fight, Chat is the only one that can kinda help you here. Just have her attack over and over with skills or physical attacks and if needed, have her use Items.

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|- Rewards:
|   o Holy Symbol
|   o Rune Bottle
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~~~ BOSS: SPIRAL/ESCARGOT x4 ~~~~~

- Name: Spiral
- HP: 45,000
- XP: 1,000
- Gald: 3,000
 - Elemental Info.:
 - Strong: None
 - Weak: None

- Name: Escargot
- HP: 5,140
- XP: 153

- Gald: 643
- Elemental Info.:
 - Strong: Water, Earth
 - Weak: None

- Strategy: This boss is not hard at all. There are probably several enemies, but they go down in a blink of an eye, especially the Escargot. The only attack you should be worried about is Spiral's Vertical Spin, which can deal over 1,000 dmg. in one hit.

Reid: Having Reid use Megasonic Thrust is one of the best things you can have him do while the Escargot are around. With this skill, you'll be able to kill them all in a matter of second.

Farah: Have Farah second Reid and rack up some dmg. on Spiral. Have her use items as you see fitted.

Meredy: Meredy should focus on using Thunder Blade over and over. This deals a really nice amount of dmg. to all the enemies.

| | | |
|---|---------------------|--|
| Keele: Let Keel use whatever he wants, but
Freeze Lancer is one nice thing to use,
along with Flame Wall. |

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 - Rewards:
o Faerie Ring
o Orange Gel

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~~~ BOSS: SHADOW/EMPTY DOLL x2 ~~~~~

- Name: Shadow
- HP: 100,324
- XP: 32,768
- Gald: 0
- Elemental Info.:
  - Strong: Darkness
  - Weak: Light

- Name: Empty Doll
- HP: 60,000
- XP: 0
- Gald: 0
- Elemental Info.:
  - Strong: None
  - Weak: None

- Strategy: Nice, we finally meet Shadow... well, I mean, to fight him. Thankfully, he's not that tough. It MAY be kinda tough because of the Empty Dolls. Ignore them, since they can heal HP whenever they want. Shadow has Dash Counter, which activates whenever you're dashing towards him, and deals around 700 dmg. He also has a normal vertical slash that deals around 400 dmg. Not bad.

Reid: Equipped with Excalibur, Reid will be dealing over 1,000 dmg. per hit. Have him use Demon Twist and Spiral Attack over and over, without physical attacking much.

Farah: Farah is the item user in this fight. Have her distract the Empty Dolls so you can focus on Shadow.

Meredy: Healer of the battle. Nurse your way around the battle. Don't have her

use anything else besides that.

|                                          |               |
|------------------------------------------|---------------|
| Keele: Keele is the second badass of the | .-----        |
| fight. Have him stick to Absolute and    | - Rewards:    |
| Explosion, which are his best Artes yet. | o Force Ring  |
| Simple, huh?!                            | o Rune Bottle |
|                                          |               |

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                ~~~ ~~~ ~~~ 2.3] Eternia ~~~ ~~~ ~~~

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~~~ BOSS: HYADES ~~~~~

- Name: Hyades
- HP: 128,000
- XP: 30,000
- Gald: 0
- Elemental Info.:
  - Strong: None
  - Weak: None

- Strategy: Well, Hyades once again and this time, he's not strong against lightning. Either way, he's not strong at all, well, not in comparison to Maxwell. He has some of his past attacks plus Thunder Blade and some others. Ground Shaker is still doing 200+ dmg. per hit, which is basically nothing at this point.

Reid: Using skills like Demon Spiral Hammer will reduce his HP drastically so keep using it along with Demon Twist to deal some severe dmg. Since Hyades is slow and easily staggered, Reid should keep him busy.

Farah: Once again, the support character. You won't be getting damaged to often for Meredy to cast Nurse, so have Farah cast Healer on whoever needs it.

Meredy: For Meredy, have her use her strongest skills like Ground Dasher, Thunder Blade and Meteor Swarm. I don't recommend this last one because it uses a ton of TP and it's rather inaccurate.

Keele: Keele should focus on attacking, just like Meredy. Have him use Absolute and Explode over and over to deal massive dmg.

Max: The same as always. Actually, Max is good here because Hyades is an easy target. Bring him along if you so desire.

|                                               |            |
|-----------------------------------------------|------------|
| Chat: Another good party member. Have her use | .-----     |
| Eternal Hammer to deal some massive dmg. on   | - Rewards: |
| Hyades, since he's an easy target for her     | o None     |
| skill.                                        | o None     |
|                                               |            |

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~~~ BOSS: REM ~~~~~

- Name: Rem
- HP: 100,000
- XP: 40,960
- Gald: 0
- Elemental Info.:
  - Strong: Light
  - Weak: Shadow

- Strategy: Ok, Rem is pretty tough. I admit it. Make sure to equip some Shadow-based weapons and armor strong to light. Rem has some powerful attacks like Prism Sword and Shining Flare. Also, ignore the shinning orb that floats around her. It dmgs. you every time you touch it, and you can't kill it so stay away from it.

Reid: Make sure to equip Dragon Vein to deal maximum dmg. to Rem. Have Reid link Demon Twist and Demon Spiral Hammer together to deal a nice amount of dmg. Have Reid stick to Rem and make her target Reid and Farah instead of Keele and Meredy. Reid is the decoy here.

Farah: Equip Farah with the Omni Weapon. Don't use the Ghost Shell even if you still have it. This will decrease the dmg. done to her. You'll have to attack along with Reid to deal all the dmg. you can. If you need to heal, leave it to Meredy. If you need it that badly, use an item with Farah.

Meredy: Stick her to healing. If you can attack, do it with either Ground Dasher or Thunder Blade. Best skills she has so far. Make sure to use Nurse everytime it's needed.

Keele: Keele should stick strickly to use Dark Force over and over. Nothing else. If he runs out of TP, have Farah throw a Pine Gel at him.

Max: Not much to say. Not good in this fight .-----  
at all. Avoid using him. | - Rewards:

Chat: Another useless character.Don't use her. | o Reflect Ring  
| o Rune Bottle

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~~~ BOSS: ELEMENTLER/GRAVE KEEPER x3 ~~~~~

- Name: Elementer
- HP: 80,000
- XP: 23,456
- Gald: 12,345
- Elemental Info.:
  - Strong: Wind
  - Weak: None

- Name: Grave Keeper
- HP: 9,000
- XP: 410
- Gald: 1,299
- Elemental Info.:
  - Strong: Earth, Shadow
  - Weak: Water, Elemental

- Strategy: Other than hard, it's annoying. Why? Because the stupid Elementer will keep using Cyclone over and over and over. Yes, as soon as he casts one, he starts casting the next one. Also, the Grave Keepers don't make things

easier. They're weak against Water, so equip the newly aquired Mystic Sword to deal some massive dmg. on them and since they only have 9,000 HP, they'll go down rather fast.

Reid: Make sure Reid has the Mystic Sword equipped and have him deal with the Grave Keepers ASAP. That's the first thing you should worry about, the minions. Once they're down, keep on attacking the Elementler spamming your best skills.

Farah: Farah should help you destroy the Grave Keepers and when Elementler is alone, have her support the team with healing and items. She can easily be replaced.

Meredy: Have Meredy support with healing while the minions are alive, since all characters will need healing. Once the boss is alone, let the support to Farah and start spamming Ground Dasher, Meteor Swarm, Disortion and Indignation.

Keele: Just like always, spam your best spells: Explode, Absolute, Ray and Dark Force.

Max: You can change Max with Farah if you like. He's strong and the enemy is easy to hit with him. Spam Burning Force and Aqua Spiral throughout the battle.

Chat: Just like always, Chat is like the most .-----  
useless character in the game in my opinion. |- Rewards:  
Spam Eternal Hammer if you're to use her. Use | o Pine Gel  
Pine Gels to keep her TP up. | o Elixir  
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~~~ BOSS: ELEMENTLER/GRAVE KEEPER x3 ~~~~~

- Name: Elementer
- HP: 80,000
- XP: 23,456
- Gald: 12,345
- Elemental Info.:
  - Strong: Fire
  - Weak: None

- Name: Grave Keeper
- HP: 9,000
- XP: 410
- Gald: 1,299
- Elemental Info.:
  - Strong: Earth, Shadow
  - Weak: Water, Elemental

- Strategy: Pretty much the same fight, only that it's Fire oriented this time. Other than hard, it's annoying. Why? Because the stupid Elementer will keep using Explode over and over and over. Yes, as soon as he casts one, he starts casting the next one. Also, the Grave Keepers don't make things easier. They're weak against Water, so equip the newly aquired Mystic Sword to deal some massive dmg. on them and since they only have 9,000 HP, they'll go down rather fast.

Reid: Make sure Reid has the Mystic Sword equipped and have him deal with the Grave Keepers ASAP. That's the first thing you should worry about, the minions. Once they're down, keep on attacking the Elementler spamming your best skills.



Farah: Farah should help you destroy the Grave Keepers and when Elementler is alone, have her support the team with healing and items. She can easily be replaced.

Meredy: Have Meredy support with healing while the minions are alive, since all characters will need healing. Once the boss is alone, let the support to Farah and start spamming Ground Dasher, Meteor Swarm, Disortion and Indignation.

Keele: Just like always, spam your best spells: Absolute, Ray and Dark Force.

Max: You can change Max with Farah if you like. He's strong and the enemy is easy to hit with him. Spam Air Blade and Aqua Spiral throughout the battle.

Chat: Just like always, Chat is like the most .-----  
useless character in the game in my opinion. |- Rewards:  
Spam Eternal Hammer if you're to use her. Use | o Pine Gel  
Pine Gels to keep her TP up. | o Elixir  
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~~~ BOSS: ELEMENTLER/GRAVE KEEPER x3 ~~~~~

- Name: Elementer
- HP: 80,000
- XP: 23,456
- Gald: 12,345
- Elemental Info.:
  - Strong: Water
  - Weak: None

- Name: Grave Keeper
- HP: 9,000
- XP: 410
- Gald: 1,299
- Elemental Info.:
  - Strong: Earth, Shadow
  - Weak: Water, Elemental

- Strategy: Pretty much the same fight as the others, only that it's Water oriented this time. Other than hard, it's annoying. Why? Because the stupid Elementer will keep using Spread over and over and over. Yes, as soon as he casts one, he starts casting the next one. Also, the Grave Keepers don't make things easier. They're weak against Water, so equip the Mystic Sword to deal some massive dmg. on them and since they only have 9,000 HP, they'll go down rather fast.

Reid: Make sure Reid has the Mystic Sword equipped and have him deal with the Grave Keepers ASAP. That's the first thing you should worry about, the minions. Once they're down, keep on attacking the Elementler spamming your best skills. Once you've killed the minions, make sure to remove the Mystic Sword and equip your Ninja Sword.

Farah: Farah should help you destroy the Grave Keepers and when Elementler is alone, have her support the team with healing and items. She can easily be replaced.

Meredy: Have Meredy support with healing while the minions are alive, since all characters will need healing. Once the boss is alone, let the support to Farah and start spamming Ground Dasher, Meteor Swarm, Disortion and Indignation.

Keele: Just like always, spam your best spells: Explode, Absolute, Ray and Dark Force.

Max: You can change Max with Farah if you like. He's strong and the enemy is easy to hit with him. Spam Air Blade and Burning Force throughout the battle.

Chat: Just like always, Chat is like the most .-----  
useless character in the game in my opinion. |- Rewards:  
Spam Eternal Hammer if you're to use her. Use | o Pine Gel  
Pine Gels to keep her TP up. | o Elixir  
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~~~ BOSS: ELEMENTLER/GRAVE KEEPER x3 ~~~~~

- Name: Elementer
- HP: 80,000
- XP: 23,456
- Gald: 12,345
- Elemental Info.:
  - Strong: Earth
  - Weak: None

- Name: Grave Keeper
- HP: 9,000
- XP: 410
- Gald: 1,299
- Elemental Info.:
  - Strong: Earth, Shadow
  - Weak: Water, Elemental

- Strategy: Pretty much the same fight as the others, only that it's Earth oriented this time. Other than hard, it's annoying. Why? Because the stupid Elementer will keep using Ground Dasher and Dark Force over and over and over. Yes, as soon as he casts one, he starts casting the next one. Also, the Grave Keepers don't make things easier. They're weak against Water, so equip the Mystic Sword to deal some massive dmg. on them and since they only have 9,000 HP, they'll go down rather fast.

Reid: Make sure Reid has the Mystic Sword equipped and have him deal with the Grave Keepers ASAP. That's the first thing you should worry about, the minions. Once they're down, keep on attacking the Elementler spamming your best skills.

Farah: Farah should help you destroy the Grave Keepers and when Elementler is alone, have her support the team with healing and items. She can easily be replaced.

Meredy: Have Meredy support with healing while the minions are alive, since all characters will need healing. Once the boss is alone, let the support to Farah and start spamming Meteor Swarm, Disortion and Indignation.

Keele: Just like always, spam your best spells: Explode, Absolute, Ray and Dark Force.

Max: You can change Max with Farah if you like. He's strong and the enemy is easy to hit with him. Spam Air Blade and Burning Force throughout the battle.

Chat: Just like always, Chat is like the most .-----

useless character in the game in my opinion. |- Rewards:  
Spam Eternal Hammer if you're to use her. Use | o Pine Gel  
Pine Gels to keep her TP up. | o Elixir

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~~~ BOSS: ELEMENTLER/GRAVE KEEPER x3 ~~~~~

- Name: Elementer
- HP: 80,000
- XP: 23,456
- Gald: 12,345
- Elemental Info.:
  - Strong: Ice
  - Weak: None

- Name: Grave Keeper
- HP: 9,000
- XP: 410
- Gald: 1,299
- Elemental Info.:
  - Strong: Earth, Shadow
  - Weak: Water, Elemental

- Strategy: Pretty much the same fight as the others, only that it's Ice oriented this time. Other than hard, it's annoying. Why? Because the stupid Elementer will keep using Absolute over and over and over. Yes, as soon as he casts one, he starts casting the next one. Also, the Grave Keepers don't make things easier. They're weak against Water, so equip the Mystic Sword to deal some massive dmg. on them and since they only have 9,000 HP, they'll go down rather fast.

Reid: Make sure Reid has the Mystic Sword equipped and have him deal with the Grave Keepers ASAP. That's the first thing you should worry about, the minions. Once they're down, keep on attacking the Elementler spamming your best skills.

Farah: Farah should help you destroy the Grave Keepers and when Elementler is alone, have her support the team with healing and items. She can easily be replaced.

Meredy: Have Meredy support with healing while the minions are alive, since all characters will need healing. Once the boss is alone, let the support to Farah and start spamming Ground Dasher, Meteor Swarm, Disortion and Indignation.

Keele: Just like always, spam your best spells: Explode, Ray and Dark Force.

Max: You can change Max with Farah if you like. He's strong and the enemy is easy to hit with him. Spam Air Blade and Aqua Spiral throughout the battle.

Chat: Just like always, Chat is like the most .-----|-----  
useless character in the game in my opinion. |- Rewards:  
Spam Eternal Hammer if you're to use her. Use | o Pine Gel  
Pine Gels to keep her TP up. | o Elixir

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~~~ BOSS: ELEMENTLER/GRAVE KEEPER x3 ~~~~~

- Name: Elementer
- HP: 80,000
- XP: 23,456
- Gald: 12,345
  - Elemental Info.:
    - Strong: Lightning
    - Weak: None

- Name: Grave Keeper
- HP: 9,000
- XP: 410
- Gald: 1,299
  - Elemental Info.:
    - Strong: Earth, Shadow
    - Weak: Water, Elemental

- Strategy: Pretty much the same fight as the others, only that it's Lightning oriented this time. Other than hard, it's annoying. Why? Because the stupid Elementer will keep using Dark Force and Shining Flare over and over and over. Yes, as soon as he casts one, he starts casting the next one. Also, the Grave Keepers don't make things easier. They're weak against Water, so equip the Mystic Sword to deal some massive dmg. on them and since they only have 9,000 HP, they'll go down rather fast.

Reid: Make sure Reid has the Mystic Sword equipped and have him deal with the Grave Keepers ASAP. That's the first thing you should worry about, the minions. Once they're down, keep on attacking the Elementler spamming your best skills.

Farah: Farah should help you destroy the Grave Keepers and when Elementler is alone, have her support the team with healing and items. She can easily be replaced.

Meredy: Have Meredy support with healing while the minions are alive, since all characters will need healing. Once the boss is alone, let the support to Farah and start spamming Ground Dasher, Meteor Swarm and Disortion.

Keele: Just like always, spam your best spells: Explode, Absolute, Ray and Dark Force.

Max: You can change Max with Farah if you like. He's strong and the enemy is easy to hit with him. Spam Air Blade and Aqua Spiral throughout the battle.

Chat: Just like always, Chat is like the most useless character in the game in my opinion. |-----  
 Spam Eternal Hammer if you're to use her. Use | - Rewards:  
 Pine Gels to keep her TP up. | o Pine Gel  
 | o Elixir  
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~~~ BOSS: SHIZEL ~~~~~

- Name: Shizel
- HP: 120,000
- XP: 50,000
- Gald: 0
  - Elemental Info.:
    - Strong: None
    - Weak: None

- Strategy: Ok, the second to last boss. Shizel is really strong and I recommend you take extreme precaution. She has an attack in which she creates an orb in front of her and stays there for like 2-3 seconds. In this time, if you're trapped in it, you'll be receiving dmg. She then shoots it away, damaging all those in front of her.

When she's casting Eternal Finality, a pillar of light surrounds her, making it impossible to dmg. her. Once it appears, hold down X+O+[] to counterattack it with Aurora Wall. Make sure you have at least 50 TP before doing so. Summon Demon is also another nasty attack which can kill all the characters it touches. These are probably her worse attacks. She has more, but these are the worse.

Put on the shortcut buttons Meredy's Nurse and Keele's Ray. Once Eternal Finality is over, quickly make Meredy heal and you start using items after using Aurora Wall.

Reid: Have Reid stick to her at all times. Make Reid the decoy and let him take all the dmg. Use your best skills and try linking them if possible.

Farah: Farah should back you up in attacking, but most importantly, healing you. Reid need to be at full health almost at all times, since he'll be receiving most dmg.

Meredy: Have Meredy heal with Nurse. Deactivate all of her spells except for Nurse. Leave the attacking to Reid and Keele.

Keele: Use your strongest spells available. .-----  
Ray, Absolute, Explode and Dark Force. Keep |- Rewards:  
spamming them and try to have Keele as far | o Elixir  
from Shizel as possible. | o All-Divide  
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~~~ BOSS: NEREID ~~~~~

- Name: Nereid
- HP: 300,000
- XP: 0
- Gald: 0
- Elemental Info.:
  - Strong: None
  - Weak: None

- Strategy: Well, Nereid is fast and furious. She has a lot of attacks and a lot of magic. This fight is pretty similar to Shizel, only that faster and Nereid kinda moves like Celsius... yeah, remember how annoying she was? Her worse attack is probably Summon Pluto which can deal a huge 3,000 dmg. to all characters.

The first half of the fight is not bad and probably is easier than Shizel. Once Nereid's HP drops down 150,000, she becomes a bitch and starts attacking nonstop while it's nearly impossible to stagger her. Attack with everything you got and use an All-Divide if you need to. Also use all the items you have, counting the Elixirs, Miracle Gels and whatnot.

When she does Darkness of the Outer Limits, quickly press and keep pressed X + O + []. Doing so will end the battle... finally! =D

Reid: Have Reid stick to her at all times. Make Reid the decoy and let him take all the dmg. Use your best skills and try linking them if possible.

Farah: Farah should back you up in attacking, but most importantly, healing you. Reid need to be at full health almost at all times, since he'll be receiving most dmg.

Meredy: Have Meredy heal with Nurse. Deactivate all of her spells except for Nurse. Leave the attacking to Reid and Keele.

Keele: Use your strongest spells available. .-----  
Ray, Absolute, Explode and Dark Force. Keep |- Rewards:  
spamming them and try to have Keele as far | o None  
from Shizel as possible. | o None  
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~ ~ ~ 2.4] Optional Bosses ~ ~ ~ ~ ~  
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~ ~ ~ BOSS: SIREN/SPIRIT x5 ~ ~ ~ ~ ~

- Name: Siren
- HP: 52,000
- XP: 8,998
- Gald: 3,000
- Elemental Info.:
  - Strong: Water
  - Weak: Fire, Lightning

- Name: Spirit
- HP: 7,200
- XP: 220
- Gald: 865
- Elemental Info.:
  - Strong: Shadow
  - Weak: Light

- Strategy: The annoying part of this fight are the Spirits. There are 5 of them, so try taking them out ASAP. Focus on them first then on Siren. Siren has attacks like Spread, which you should be pretty familiar with. She also has some close range attacks, so guard as often as you can to minimize the dmg. taken.

Holiday Symphony puts your characters to sleep, whoever touches the musical notes, so try staying behind Siren at all times. Eating deals around 1,000 dmg. to the character closest to her. Deep Phantom is a water based attack that deals around 600 dmg. to all the characters close and in front of her.

Reid: Reid should be equipped with Excalibur at the start of the battle. With it on, you should be dealing with 1,000+ dmg. per hit to the Spirits. This will make them go down rather fast, so attack precisely and hard. Once the Spirits are no more, remove your Excalibur and equip your Flame Sword. If you don't have it, use the Voltic Sword. Using attacks like Demon Spiral Hammer is one of the best things you can do. It does a lot of hits, and a lot of dmg.

Farah: Farah is your support character this time. Have her use constantly Detoxify whenever a character has the Weak status ailment. Have her use items and whatnot. Let her attack too with her Flare Arms equipped.

Meredy: Meredy should stick with Thunder Blade. A nice spell that does a ton of dmg. Use Volt whenever you can to deal over 5,000 dmg.

Keele: Just like with Meredy, have Keele use Explode over and over and over and use Efreet whenever possible.

Max: Max can do ok in this fight. His Burning Force can actually prove usefulness in the fight as it deals a nice amount of dmg. But I'd rather stick with Farah, Meredy and Keele over Max.

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Chat: Useless in my opinion. Chat doesn't have any useful skills yet, so better let the fight to the pros, don'tcha think?
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|- Rewards:
| o Trident
| o Sephira
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~~~ BOSS: MAXWELL ~~~~~

- Name: Maxwell
- HP: 34,000
- XP: 34,002
- Gald: 0
- Elemental Info.:
  - Strong: None
  - Weak: None

- Strategy: Ok, another Greater Craymel. This one is hard... really hard. You can barely do any dmg. to him with physical attacks, so you'll have to stick with elemental attacks. The toughest part of this fight is the lack of dmg. you do to him. You'll be doing 1 dmg. per hit, that's lame. You'll have to rely on Keele and Meredy to do their job.

Another annoying and hard part of this fight is his powerful spells like Indignation, which is the first time you've seen it and Meteor Swarm. These can kill the entire party in the blink of an eye. Also, watch out for the Tractor Beam, which shoots whenever the white circle on the ground turns red. This one deals around 850 dmg. to anyone on it.

Reid: Reid's sole duty is one and it's the same as with Farah. Keep Maxwell and the Tractor Beam busy. Yes, while Meredy and Keele are preparing spells, make sure you keep the Tractor beam shooting on the other side of the field so that when it passes under the mages, it does nothing. Whenever you see Maxwell preparing a spell, quickly attack him with whatever you have. I recommend using Omega Tempest Strike so you can approach him faster. That's his duty.

Farah: Pretty much the same as with Reid, only that since you can't control what Farah does, make sure to heal with her. When you see Keele and/or Meredy with 1,000 HP, quickly pop a Lemon Gel at any one. This way, they can withstand an attack while you wait for Meredy's Nurse.

Meredy: Meredy's main job here is to heal. Have her use Nurse every now and then and when not using it, disable all her spells except for Nurse (duh!) and Thunder Blade. This spell can easily rip off 1,200+ dmg. from Maxwell, which is pretty nice.

Keele: Almost like with Meredy, have Keele attacking only. Have him use Explosion over and over and over. Deactivate all of his spells except for this one.

Max: You can exchange Farah with Max if you like, but I don't recommend because Max is weak against magic and is slow as hell.

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Chat: Pretty much like Max, you can change .-----
Farah with Chat and use her Eternal Hammer, |- Rewards:
but it's useless as well. Better stick with | o Faerie Ring
Farah! | o Omni Weapon
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~~~ BOSS: VALKYRIE ~~~~~

- Name: Valkyrie
- HP: 32,000
- XP: 32,768
- Gald: 0
  - Elemental Info.:
    - Strong: None
    - Weak: None

- Strategy: Ok, this chick can be hard. The good thing is that she isn't that strong, but she has her Guard Impact that will activate each time you attack her with the sword and will counterattack you. Annoying, I know. Her Valkyria Strike deals 100 dmg. per hit and hits for like 8-9 times.

Valkyria Protector is an upgraded version of Valkyria Strike, but hits more times and deals less dmg. She also has some basic spells like Fireball and Wind Blade, although not powerful, they are rather annoying.

Reid: The only skill that's best for you to use is Sonic Chaos. Use it from afar over and over and over. Never stop using it. If she corners you, use jump and use Tempest Strike to get away from her and keep on using Sonic Chaos.

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- = Version Meredy (January 12th, 2011)
- Finished the FAQ.

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~ ~ ~ 4.1] Credits ~ ~ ~ ~ ~  
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## 1. People

- Gbness, Mighty Oracle, Super Slash, PeTeRL90, Truly Dexterous, warfreak, IceQueenZer0, BSulpher, Da Hui, DBM11085, Snow Dragon: All those who I consider online friends. These guys are really cool and I always have a blast talking to them on AIM, MSN and the FCBS. They all inspire me in writing more and more FAQ's. Note that all these fellows are FAQ writers as myself, so I thank them too for supporting me in my FAQing.

- Raul and Eduardo: Just for being my best friends and always being there for me, in the good and bad moments.

- You: For having the patience of reading through the whole guide.

## 2. Internet sites

- [www.gamefaqs.com](http://www.gamefaqs.com): For hosting my guide.
- [www.supercheats.com](http://www.supercheats.com): For hosting my guide.
- [www.neoseeker.com](http://www.neoseeker.com): For hosting my guide.

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~ ~ ~ 4.2] Final Words ~ ~ ~ ~ ~  
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A little list of my FAQ's, so make sure to check them out whenever you are stuck with any of the following games. The DS Games are delayed because I broke my DS. Oops, that was my fault.

1. Tales of Symphonia (GCN) DONE
2. Jericho (360) DONE
3. Tales of Legendia (PS2) [In progress]
4. Tales of the Abyss (PS2) DONE
5. Devil May Cry (PS2) DONE
6. Tales of the Abyss Enemy Database (PS2) DONE
7. Jericho Monster List (360) DONE
8. Jericho Achievements (360) DONE
9. Castlevania: Portrait of Ruin (DS) [In progress]
10. Metal Gear Solid 3: Snake Eater (PS2) DONE
11. Lloyd Irving Character FAQ (GCN) [In progress]
12. Devil May Cry 3: Dante's Awakening (PS2) DONE
13. Devil May Cry 3: Dante's Awakening Special Edition (PS2) DONE
14. Pokemon Platinum (DS) [In progress]
15. Soma Bringer (DS) [In progress]
16. Dragon Quest VIII (PS2)
17. Shin Megami Tensei: Devil Survivor (DS) DONE
18. Kingdom Hearts 358/2 Days (DS) [In progress]
19. Tales of Eternia (PSP)
20. Sands of Destruction (DS) DONE
21. Yu-Gi-Oh! 5D's Tag Force 4 (PSP) DONE
22. Dante's Inferno (PSP) DONE
23. Dante's Inferno Judas Coins Locations (PSP) DONE
24. Dante's Inferno Boss FAQ (PSP) DONE

