

# The Granstream Saga FAQ/Walkthrough

by Wong Chung Bang

Updated to v1.6 on May 15, 2002

WCB'S

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| G R A N S T R E A M |
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FAQ

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-- Version 1.6 - 15/05/02 ==

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Introduction

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'The Granstream Saga' isn't exactly the best RPG in the world, so why do I like it? To be honest, it's because it's so Japanese. If someone tried to make a parody of a Japanese RPG, then all the elements in Granstream would be in it: the doomed homeland, the purple and blue hair for the female characters, the elements Earth, Air, Fire and Water, the Japanese text on the title screen, and so on.

Another thing is the fighting system - no other RPG has such an involving way of fighting against enemies. True, the combat isn't exactly up to the standard of the Namco fighting games or anything, but it's still better than selecting commands from a menu.

The walkthrough is split up into sections. Each section deals with a specific location in the game. Every time you change location, a new section is started. Exceptions are when you have to pass through a location but not do anything there - for example after the Wise Men's Cemetery, where you are transported back to Cliff Labyrinth for only a moment before being taken to the Kilia Shrine.

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Version Changes

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Any information contributed by others has their name marked beside it. Thanks to all of them.

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Version 1.6

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Card of the Water God added (shoeofdeath)

Toman side quest completed (shoeofdeath)

Note about when you can complete side quests and Ruins corrected

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Version 1.5

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Just a minor, update, this(!)

Heading improved a bit.

Completely re-organised enemies list, grouping enemies into different types and adding the number of lives each one has. And that took ages. Transcribed FMV sequences rather than just mentioned them.

Corrected Wise Men's Cemetery mistake.

Added new secret weapon "Onimaru" and how to get it.

Added new enemies 'Slerg' and 'Fugi', which I missed last time.

Various refinements to the walkthrough, making things clearer.

Removed mention that Ocarina Book affects the ending. It seemed likely, but it doesn't.

Likewise the Magic Fishing Rod.

Reformatted the Sceptre Force table and added more forces and items.

Added 'Dirk' weapon (QuadrAlien).

Corrected bizarre mistake in Pikshim that read "Arcia will give you an ==~{[\_Amulet". I think the cat sat on my keyboard.

Added "Side Quests" section, with "The Cards of Gods", "The Merchant", "Looking for Toman" and "Back in Arona" sub-sections. "Looking for Toman" is still incomplete.

Added list of contributors.

Removed mention of items/gems gained from fighting Mimics - it's random.

Found the point of the Fake Treasure!

Added new shield "Moebius Shield".

Added new armor "Moebius Armor".

Added new weapon "Avenger".

Added new weapon "Omega Mace".

The gravestones in the Public Cemetery are random. Removed directions for them.

It's a "Drifer" - NOT a "Drier"!

Added a few bits and pieces to the enemy descriptions.

Added location of "Granstream" spell. Can't believe I missed it.

Added Transcription Notes.

A few more oddities were added.

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Version 1.0 - First version

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Included Walkthrough, Enemies, Sceptre Force, Battle Items and Oddities.

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Transcription Notes

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The FMV sequences and voice samples in the game have been transcribed in this FAQ. They appear as part of the walkthrough. The following symbols have been used:

[ ] - "Stage directions". Show what's happening on-screen.

( ) - My comments. Additional comments not in the FMV sequence.

{ } - Words or phrases that are unclear or that I couldn't hear.

< > - Words thought rather than spoken, but still audible (with echo).

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Walkthrough

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1. Pre-Introduction

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In that world, between beginning and end  
Lies established happenings laid out  
Chapter to chapter in the book of  
The almighty being.

And each and every event  
Written there emanates  
From the will of the author.  
The pages that complete each chapter...  
We call time.

But who is to know when  
And if the story ends.

And that world was ending...  
As if a book  
Were finished being read...

But the evil  
That lived within the closing book  
Ripped the chapter asunder with gnashing  
Teeth - Leaving the multiplication to begin...

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2. Introduction

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(FMV Sequence - Introduction)

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[Eon and Valos are standing on the edge of a floating continent. Valos holds up a magic stone, and it begins to glow. He then throws it to the ground. A huge crack in the ground splits the continent in two. Eon notices he is on the wrong side of the split and jumps to the other side. He then sees a bird's nest on the other side of the split.]

Eon: The chicks are going to die!

[He runs over to the collapsing side and finds the nest.]

Eon: Gotcha!

[Running back with the nest as Valos watches him, he only just makes it in time to leap over to the safe side and watches with Valos as the fragment of the continent sink into the sea.]

Narrator: One hundred years ago in the Granstream Nebula a great war devastated the land. After years of skirmishes, two opposing forces

clashed in a final confrontation. One faction was led by the Imperial Wizardry, the other by the Allied Spirit Army. As the battle raged on, the Imperial Wizardry activated a dangerous weapon both sides had agreed to ban. The weapon was fired into the core of the planet to destroy enemy territory, but a miscalculation disturbed the planet's axis, melting ice caps and triggering tidal waves that would eventually cause complete submersion beneath the sea. Forseeing this tragedy, four Wise Men used the magical control tower called Airlim to keep four continents from sinking. Each Wise Man used a magic orb to power Airlim, but the orbs had to be re-energised at regular intervals, so the Wise Men left a magic orb on each continent with their descendants, the new Wise Men, to carry on their work. Now the inhabitants of the Floating Continents are intent on building a new world, but suddenly all of the new Wise Men are starting to disappear, and there have been rumours of Imperial Wizardry Warship sightings. Without the new Wise Men, the lands of Shilf, Aquas, Volcos and Zephere are beginning to slowly sink into the sea. Once again an entire civilisation is threatened with extinction.

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You will be shown the Continent 'Shilf'. Each continent is based on a Creation Element (Air, Water, Fire and Earth). Shilf is the Air Continent.

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### 3. Valos' House

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After you talk to Valos, Eon and Valos will both go into Valos' house. Your first objective, believe it or not, is to make a cup of tea. To do this, go to the chest in the bottom right corner and open it. There will be a tea set inside. Use the tea set on the kettle on the stove. Eon will start a fire automatically.

You'll talk to Valos again. After the conversation, a youth will come in and tell you that the tavern owner's son has disappeared. Valos will have to go down to the basement to use his locating magic - he says you should wait, but follow him down anyway. In the basement, step on to the hexagram to be transported.

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### 4. Wise Men's Cemetery

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You'll meet Valos. He'll show you the remains of something in the corner. Examine them twice, and you'll trigger another cut scene involving the Sceptre. Valos will tell you to wait, so follow him again and talk to him. He'll mention a green crystal to the West, so go there to find a Save Point.

In 'The Granstream Saga', save points are green crystals, and escape points are red crystals. Save points restore all your health and also allow you to save your progress (of course). Escape points will return you to the entrance of the dungeon you're currently in.

If you want to save, do so. You can't do anything with the glowing pillars yet, so go back to the main room and take the passage North. Examine the suit of armor here, and it will come to life. This is your first fight, against a Guardian.

After the fight, keep going North and you'll enter the B2 level. Go West

here to find a glowing green stone. Touch it and you'll find you can't pick it up. There will be another cut-scene, and your skills will be 'tested' by another pathetic Guardian.

The scene will continue after the fight. You'll be told that you need to find Arcia. Eon will take the Orb of the Wind.

\*Level up!\*

Valos will enter with Roddy (the lost child), and you'll talk to him again. He'll reveal some of the properties of the Sceptre to you. After this, you'll be teleported back to the town by Valos.

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5. Town of Arona  
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Roddy will run off at the start of this section. Follow him to the tavern (it's slightly Northeast of your starting location.) You'll see a metal chest, but you can't open it yet. There will be a conversation with Dougal, the owner of the tavern. He'll ask you to come in and eat. You'll find out a bit about the Desbat Pirates, then Eon will say he's going to stay at the Church. Go there now - it's at the North side of the town.

By the way, at any time when you're in Arona you can restore your health at the fountain at the East side.

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6. Church Chapel  
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Talk to the old woman. Nothing will happen here yet, so go out again.

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7. Town of Arona  
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Go down the stairs to the South and talk to the drunk man. He'll say something about the Priest behaving strangely. Go back into the Church.

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8. Church Chapel  
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Go North, and you'll see the Priest has now arrived. Talk to him. He'll mention Arcia and disappear through the wall for some reason. Examine the Altar to open a secret passage. Take it down to the Church Basement.

This next part is NOT necessary. If you do this, the rest of the game becomes obscenely easy. Go slightly South of where you start in the Basement (a couple of taps of the Down button), and turn so you are facing the West wall. Use the Panther Eye to find a sharp piece of metal, which restores to form the Onimaru - the best sword in the game. It does almost twice as much damage as the 'best' weapon you would get by playing the game normally.

So, get the Onimaru (or not), then go down the stairs and look at the comb on the table.

(FMV sequence - Image of Arcia)

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[An image of Arcia appears. Eon tries to touch her face, but the image shimmers and fades.]

Eon: Arcia...?  
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The Priest will now arrive. He'll say he wants to talk to you, and give you a new objective: rescue Arcia from the Vangel.

Talk to the Priest again if you want to save. Leave the Church.

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9. Town of Arona  
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Go back to the Tavern to find Dougal. Follow him inside and you'll talk with him about how to get aboard the Vangel. Hide in the metal chest you couldn't open earlier, and you'll be taken aboard the Gude airship.

(FMV sequence - The Gude Airship)

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[View of the Gude as it speeds towards the Vangel.]

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10. Gude Airship  
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Slayzer and Gandor will make their first appearances, then you'll see Jeel and Lang taking the chest you're hiding in into Laramee's room.

(FMV sequence - Laramee Appears)

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[Eon opens the chest to find himself in Laramee's room.]

Eon: Where am I?

[Laramee is standing naked in the shower. She turns her head at the sound of Eon's voice.]

Laramee: Huh?

Eon: Er...

Korky (who has a hideous high-pitched American accent): WHO ARE YOU, AND WHAT ARE YOU DOING IN LARAMEE'S ROOM?!

Eon: Uh, what kind of bird are you?

Korky: I'm not a bird, I'm Korky the Spirit Beast, and you'd better duck!

[Korky flies to one side. Eon ducks as an axe thrown by Laramee embeds itself in the wall behind him.]

Laramee [now wrapped in a towel]: Nice move, but I hope you realise I

had some soap in my eyes. Now, you've got exactly one minute to explain who you are and what you're doing here!

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You'll meet Laramee and Korky, who has an incredibly annoying accent. Laramee will ask you to bring her the finest jewel on the ship in return for letting you stay. Korky will join you here.

When you're out in the corridor, just keep on the top level and go South. You can go into Gandor's room at the Southeast and get his dagger, but Korky will tell you to put it back. Strangely, the sceptre doesn't memorise it, so you can't use it. You'll reach a large room with a Save Point and a metal chest. Open this and try to take the jewel. Korky will ask you to hide at the top of the stairs. Go there and Korky will take the jewel to sound the alarm. Try and take the jewel again, and the sceptre will memorise it.

You can find fake treasure in the chest on the higher level opposite the Save Crystal (it's needed much later on). Go back to Laramee's room. After showing her the jewel, Laramee will let you stay. Hide in the shower, and examine the towel to end this section.

(FMV Sequence - The Vangel)

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[View of the huge Vangel battleship.]

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11. Vangel Battleship

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You'll see a cut-scene with soldiers talking about Laramee and the Orbs. After this you can control Eon again.

Take the East door out of the room you start in and open the chest in the corridor to get 80 gems. Go North and take the lift up. Go slightly North to the crossroads, then you can go either West or East to fight a Fugi and Slerg. Keep going North until you come to a locked door. Examine the lift on the left, and choose 'Go to the second level'. Walk out of the lift and a soldier will emerge from the other lift. You have to fight him.

Go through the open door to the North, then East. Go through the upper door and you'll be in a room with a lot of crates and a Save Crystal. Save if you want, then walk up the chair to the North to get on to the crates. Work your way round the room in this way, and eventually you'll come to a chest which has a Piece of Metal inside - this restores to the Dirk.

Go back out of the room then through the closed door to the West. Go through the door opposite you to fight another soldier. He will have a key which you can use on the door South of the door you came in.

(FMV Sequence - Rescuing Arcia)

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[Eon unlocks the cell door. Arcia is startled by the sudden light.]

Arcia: Who are you?

Eon: My name is Eon. You're Arcia?

Arcia: Why, yes, but do I know you?

Eon: No, but I'm a friend. [Holds out the orb] I bring this gift from your father. He said it was of great importance.

Arcia: Oh, from my father?

[When he hands the orb to Arcia, it glows violently.]  
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Zora will appear and explain the purpose of the Orbs. You'll see a cut-scene involving someone stealing the Orbs from the hangar. When asked to go and look, go to the West side of the hangar and look through the second door to the South.

(FMV sequence - Slayzer Destroys the Orbs)  
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[The pirates are in the hangar, surrounded by soldiers.]

Eon: Oh no! They've all been captured! Now we'll never get out of here!

Arcia: Over there, someone's coming!

[Slayzer walks down the corridor towards them]

Eon: ...Who are you?

Slayzer: [Very sarcastically] Oh, what a pretty picture. The brave young warrior and the beautiful damsel in distress. So how did you two find the other three orbs, I'm curious...?

Eon: ...Who said we found them?

Slayzer: I've been informed of every move you've made. [He holds up the Orbs between his fingers.] And now it's time for me to make mine - I've got them all.

Arcia: Oh no!

[Slayzer throws the Orbs to the floor and crushes them with his foot. Eon lunges for the remains of the Orbs.]

Eon: What have you done?!

[Slayzer draws his sword to prevent Eon coming any closer.]

Slayzer: Now the Orbs have been destroyed, you nor anyone else can perpetuate the selfish destruction of Nature's gifts for their own greedy purposes. [Arcia crouches beside Eon.] You wanted the Orbs so you could use their magical powers to rule the four Continents.

Arcia: You must believe me... that wasn't our intent!

Slayzer: You're just like the rest. You swear you won't be corrupt, but you will be. Leave now, you're free to go. [He slices the door in two with his sword.] Go ahead, no one will stop you. One's destiny cannot be manipulated.



[Arcia and Eon get up from the floor.]

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Examine the remains of the Orbs and the Sceptre will memorise them.

\*Level up!\*

Look through the door to your right, and Korky will appear again. You'll escape with Korky.

(FMV sequence - Arrival at Airlim)

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[Eon, Laramee and Arcia are flying on Korky.]

Eon [Looking behind him]: I sure hope no one saw me take the broken pieces of the Orbs.

Laramee: If they did they'd be right behind us. <I hope my brother's all right.> Huh?

[There is a huge floating tower ahead of them.]

Arcia: Oh! What's that?

Laramee: Maybe it's an abandoned Imperial Wizardry fortress.

Airlim (Metallic voice, a bit like the Master Control Program from Tron): Welcome. You who possess the four Magic Orbs hold the key to Airlim.

Eon: Airlim...?

[There is a burst of light and the three of them are swept off Korky and towards Airlim.]

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You will be given power over Airlim, and also the magic of Airlim Return.

(FMV sequence - Flying Airlim to Shilf)

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[Weird teleport animation. Airlim arrives at Shilf.]

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Select Arona as your destination.

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12. Town of Arona

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Laramee will run off, and Arcia will go to the Church. Korky will join you, so go to the tavern. Talk to Roddy if you want, then enter the tavern. Your health will be restored. Go to the Elderly Man's House (it's in the Northeast corner of the town).

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13. Elderly Man's House

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Take the Ocarina book from the sideboard, then read it by using it. Note the layout of the holes:

O C O O  
C C C O

(C = Closed, O = Open)

Talk to the granddaughter and return the book if you want. Talk to the man next to the window and examine the jar on the East side of the house to get a couple of strange dialogues. Leave the house.

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14. Town of Arona  
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Talk to the woman to the North to get some combat advice, then go back to the Church to meet Arcia.

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15. Church Chapel  
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Talk to the Priest to learn more about the Orbs, the Lifting Verses and the Wise Men. Talk to Arcia and she'll say she wants to be left alone. Remember you can save here if you want. Leave the Church.

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16. Town of Arona  
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Go to the Southeast corner and talk to Phyrea about the Ocarina. Listen to her playing it, then try to leave the town. Eon will say he has to visit the Elder, so go back to the Elderly Man's House.

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17. Elderly Man's House  
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Talk to the Elder, and he'll tell Eon about his past. He'll also tell you to go back to Valos' house, so head there now.

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18. Town of Arona  
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Try to leave, and Arcia will turn up. When she asks if she can join you, select 'Take her' (this, like most other choices in the game, is really a 'forced' choice - if you select the other option you'll get another bit of conversation and you'll be asked again).

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19. Valos' House  
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Examine the South barrel on the East side of the house (you know what I mean) to get a Source of Power (this gives you another LP). Go into the house, and examine Valos' letter. If you need more information on the

Sceptre, some research notes are in the bookcase. The notes also explain the Sceptre Force. Leave the house and go to the Kilia Shrine (it's on the mountain in the middle of the continent).

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20. Kilia Shrine  
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Walk towards the entrance, and Arcia will arrive. When you try going up the stairs, you'll find a magic barrier is blocking your way. The only other way in is through the door at the base of the Shrine.

At the start, there's a Save Crystal and an Escape Crystal. Go East to find a Slasher, then go North up the stairs.

Follow the corridor around and fight the Guardian. Further on you'll find another Slasher. Take the stairs to the North down, and fight a new enemy: the High Guardian.

Go South and touch the blue stone in the wall. The Sceptre will memorise it. Open the chest to get an Ancient Mystery Stone, which has the Flamethrower Magic. If you go to the West side of this platform you will fight a Slasher which drops down from the ceiling.

Return to where you fought the second Slasher and go South. Down the stairs, you'll enter a new section where you'll find another Guardian. Go North, up the stairs to the East and through the corridor, then go up the next set of stairs to the West.

There's another Guardian here. After you've fought it, go to the South to fight another one. There is a chest in this room containing 120 gems. If you go East, a Slasher will jump down from the roof. Further on you'll find a High Guardian. Ignore the stairs for now. Go North and fight the Guardian, and open the chest to get a Fresh Herb. Go West and another Slasher will jump down from the roof (you could have done all this in reverse order, as this floor is a circle).

Go down the stairs you saw earlier, and keep following them down. Fight the High Guardian to the North. Go up the stairs to the West.

Follow the corridor and go past the junction down the stairs to the South, then up to the East. Fight the High Guardian. The chest contains a bronze piece. Go back to the junction and go Northwest. Fight the Guardian on the way. Keep following the corridor back to the first floor.

There is a Slasher here. Go East and fight the High Guardian. Go up the stairs to get to a room with a pit in the centre. Go down the West corridor (a Slasher will appear) and follow the walkway West to get to a chest with a Source of Power. Going East also reveals a Slasher, and later on a chest with 100 gems. If you go South you reach a platform just above the entrance of the shrine, but there's no point in going this way. Jump down the pit.

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21. Cliff Labyrinth  
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You'll start near a Save Crystal, an Escape Crystal and two chests. The right chest contains 150 gems, the left one has a Gold Piece. Go South

to find another High Guardian. Take the stairs to the East (yes, another High Guardian). Open the North chest to find a Silver Piece. The South chest has a Fruit of Venatawa. Go through the corridor to the East.

Another High Guardian is waiting for you. A chest to the North has a Piece of Metal, which the Sceptre restores to Plate Mail. Go down the stairs (a Slasher appears here if you walk close to the West wall) to fight another High Guardian, then go North. Touch the Moonstone. When prompted to pick it up, select 'No', then select 'Yes' to memorise it with the Sceptre. Go in to the room to the West.

Examine the altar here to place a copy of the Moonstone on it, then go out the door to the West. Ignore the Starstone on the altar for now. Go South and another Slasher will appear. The chest to the West is a Mimic.

Go up the stairs and slightly North to reveal a Slasher, then South to fight a High Guardian. You can go through the door to the East now and fight the last enemy on this floor - a High Guardian. The North chest is empty and the South chest contains 150 gems. Return to the Starstone and repeat the same process as for the Moonstone. Place the replica on the Altar with the replica of the Moonstone.

\*Level up!\*

Go down the staircase to get to floor B2, then out the East door. There are two High Guardians here, along with a chest containing 80 gems and a chest containing an Angel Feather.

Go down the wide staircase and press the button in the floor to stop the moving platforms so that they line up with each other. Further South you'll find a Sorcerer.

Go through the West door. This is the Ocarina Room. You can either stay here and solve the puzzle to leave, or continue and find more treasures. For the second option, continue through the West door. The West side of Cliff Labyrinth is exactly the same as the East side, but one chest is empty and the other has a gold piece.

When you're back in the Ocarina Room, examine the gears at the North side. Examine them again to fix it (easy game, this.) Now go to each corner of the room and arrange the stone blocks so that they correspond with the pattern given in the Ocarina book (you can even do this without ever looking at the book - a wind sound plays when you get each part right).

When you have aligned all four holes, the hexagram in the middle of the room will glow. Step on to it to be teleported to the next section.

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22. Wise Men's Cemetery  
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You'll hear a message from Zora. Go West and save. The glowing pillars have been removed now, so continue West to find a Ripper, then go South. You have to fight a Sorcerer before you open the next two chests, which contain a broken sword (which restores to the Bastard Sword) and 100 gems.

By picking up the broken sword, you'll also get the Triple Cut ability. Fights get a lot easier now as you can attack three times in succession

by pressing Attack, rather than only twice as before. There's a Ripper to test your new skill on to the South.

Go back to where you started and take the East path. There's another Ripper. Go North. As before, you'll have to fight before you get the chests, but this time it's a Death Guardian. The chests have a Fresh Herb and 100 gems. There's another Ripper to the North.

Again, go back to where you started, then go North. You'll get to the second floor basement, where you found the Orb. Go to where you got the Orb and examine it, then go to the East end of the room and through the corridor to the South.

You'll find a Death Guardian here. Once you've defeated it the pillar to the East will move, giving you access to two more chests. The South chest has an Ancient Mystery Stone with the Guard Plus spell, the North chest is a Mimic. This should be quite an easy fight in the cramped area.

Go to where the Death Guardian was and go South. Follow the corridor around, passing the sealed pillar, to fight another Death Guardian. The pillars will rise as before. Go West to find two more chests. The North chest has a Decayed Crest (which is restored to the Wind Crest, which you can use to open passageways by moving the glowing pillars), and the South chest contains 280 gems. Go back to the sealed pillar to the South and open it.

Further South, open one of the pillars (it doesn't matter which one) and follow the corridor. Fight the Death Guardian then keep going South and around. Open another pillar and fight the Sorcerer, then go down the stairs to the North.

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23. Wise Men's Ordeal  
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This is an unusual part of the game. You are asked three questions in this section. Each can be answered by going through one of the passages (left, middle or right).

Question 1  
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How does a man achieve true success?

- L. By achieving wealth
- M. By overcoming hardships
- R. By achieving both

The left passage takes you to a room with four chests in it. Every one of them is empty. You will then be told that one must endure hardships to achieve true success, and you will be asked the question again.

The middle passage does the same thing as the right passage (see below).

The right passage will take you to a small room with a button on the East wall. Pressing this button opens a trapdoor, taking you to a long corridor with a chest at the North end. This chest has a Source of Power in it. When you've got this, follow the narrow corridor South and up the stairs. The next two buttons will do the same thing - each time, you'll

have to walk back and climb the stairs again. When you reach the end, you'll be told that one has to endure hardships to achieve true success. You'll be taken to the second question.

#### Question 2

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What is most important in life?

- L. Love
- M. Money
- R. Both

The left passage transports you to a completely blank room. Wander around for a while and you'll be told that acts of kindness may involve sacrifice (this is a clue as to what happens at the end of the game, I think). You'll be taken to Question 3.

The middle passage takes you to a long corridor. You will be asked if money is so important, and told to continue. The lights will pulse on and off during this section. When you finally find the chest, it will contain one gem, but it is an illusion. You'll be asked to choose again.

The right passage does the same as the middle passage, but you'll be told that greed cannot be a quality of success.

#### Question 3

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Which quality should you cherish most in a child?

- L. Health
- M. Honesty
- R. Good looks

The left passage takes you to a room with a child who is practising to be a runner. You have to wait while he runs three laps of the room, and he's very slow. If you talk to him or get in his way, you'll be asked the third question again. If you let him complete three laps you will be taken to the Chamber of the Wind Spirit.

If you choose the middle passage you'll find yourself in a room with a small child, who will ask you if you believe she is 100 years old. If you answer 'yes', you'll be told that if you don't value honesty neither will the child. You will be taken back to the third question. If you answer 'No', you'll be told that a child learns honesty from those around him. You will then be taken to the Chamber of the Wind Spirit.

The right passage takes you to a room with a good-looking child in it. You'll be told to value more than good looks, and will be asked again.

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#### 24. Chamber of the Wind Spirit

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Go North and touch the glowing object on the altar. Zora will talk to you again, and you will be taught the lifting verse. Eon will ask how to get to the Altar, and you will momentarily be teleported back to Cliff Labyrinth, where you'll be standing on the hexagram again. After a nauseating animation you will find yourself in the Kilia Shrine.

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25. Kilia Shrine  
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Valos will talk to you, and tell you about Bordlang, the guardian beast of the Wind Altar. You will also be told how to defeat him - 'strike when his hands are away from his body and try to destroy the hands first'.

You will then be in a small room, with a Save Crystal and Escape Crystal on each side. Save then climb the stairs.

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26. Boss 1: Bordlang  
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This is the only part of the game where you have to fight more than one enemy at a time. Follow the advice given to you by Valos. Try and keep away from him, and when his hands get near you hit them. If you get near his head he'll blow you away, but this doesn't hurt you. When the ceiling tiles start falling down, shield yourself and you won't be hurt.

Once you've destroyed his hands, you can start hurting him. His headbutt attack does a lot of damage and throws you across the room. Keep shielding yourself, and wait for him to attack before counter-attacking. When the ceiling tiles fall, wait for the first one to nearly hit you then run up to Bordlang. He's at his most vulnerable while he's concentrating.

\*Level up!\*

A ray of sunlight will shine through a hole in the ceiling. You'll find yourself outside.

-----  
27. Top of Kilia Shrine  
-----

Arcia and Laramee will be waiting for you. Arcia will recite the lifting verse. (I've decided to include these because some of them are so awful - almost reminiscent of William McGonagall's attempts at poetry.)

-----  
28. Shilf Lifting Verse  
-----

When invisible wings  
Soar high in the sky,  
Expanding over oceans,  
And blessing the Earth

In far away lands,  
with harvest and grace  
Human hearts thrive  
And all living things grow.

There rises a new wind  
That blows high in the sky.  
And great heavenly spirits

Are brought back to life.

(FMV sequence - Lifting of Shilf)

-----  
[Arcia finishes reciting the Lifting Verse and raises her hand skywards.  
Flashes of lightning erupt from Airlim and the continent is lifted.]  
-----

After the lifting verse, you'll go back to the Elder's house.

-----  
29. Elderly Man's House  
-----

You'll learn that Valos has died, but the continent has been lifted. The Elder will ask you to go home.

-----  
30. Town of Arona  
-----

The barrel to the North of the pawn shop contains a Dried Herb if you haven't got it already. If you go into the Curio Shop you can get a battle axe. Go to the Church if you want to save, then leave the town. There will be another conversation with Arcia and Laramee, and you'll automatically go back to Valos' house.

-----  
31. Valos' House  
-----

Go into the house and examine the stove. There will be a flashback sequence with Valos and Eon. Once that's finished, leave by going over the bridge North.

-----  
32. Airlim  
-----

You will be told how to navigate between the different continents. Press Cancel (default Circle) to select continents. If you press Cancel again, you can get help from Airlim or alternatively save your game. Select Aquas.

(FMV sequence - Flying Airlim to Aquas)

-----  
[Weird teleport animation. Airlim arrives at Aquas.]  
-----

Go to Pikshim. (NOTE: Pikshim is called 'Pixim' in some versions of the game, due to some translation problem. I am using the European version.)

-----  
33. Entrance to Pikshim  
-----

While at the entrance to Pikshim, Laramee will tell you about the history of Aquas. A boy will arrive (his name is Afto), and talk to you.



Once the conversation is over, talk to him again and he'll offer you his place for the night. Select 'Yes' to accept his offer, and there will be another cut-scene.

-----  
34. Consulate  
-----

After the sequence where you see the characters' thoughts, you'll wake up here. Afto will talk to you, and Laramee will run off. Again.

You can explore the Consulate now if you want. Going through the West door and examining one of the paintings reveals that it is called the 'Lona Misa', and a painting in the East room is painted by 'Gan Vogh'... The North door leads to a balcony, which is useless just now. Go outside via the South door.

-----  
35. Town of Pikshim  
-----

Try examining the bonfire in the North of the town for a laugh. If you go up the Watch Tower, you can find a Magic Fishing Rod in one of the barrels on the top floor. This is not an essential item, but it comes in handy when you get down from the tower...

If you want, you can use the fishing rod while facing North into the lake. You'll catch a goldfish, which you throw back. There's no point in using the rod in this way, but by talking to the youth to the East of the tower you can exchange the magic fishing rod for 1000 gems - it's well worth doing this. Go slightly South up the stairs and talk to the youth standing here - he'll mention Selela, the Kels and Levante.

Further South, there's a woman who asks you if your name is Eon. Say yes, then yes again to her next question and she will ask you to try and find Toman. There's a barrel slightly West of her with a piece of metal, which is restored to the Cross Mail.

Go into the Church to the East. The priest will explain more about the cult in the town. You can save here if you want.

There's a dried herb in a barrel to the North of the apothecary. Go to the West side of the town to find Arcia talking to a youth. Talk to this youth and tell him you are worried about your fate. You will then be invited to attend the meeting with Selela.

-----  
36. Kelsan Cave Entrance  
-----

After a conversation at the entrance, follow Arcia into the cave. There are two dried herbs in the crates just beyond the entrance. Go deeper into the cave to get to the Colony.

-----  
37. Religious Colony  
-----

You are free to look around here. Tell Arcia you will accompany her, then find the save crystal. A couple of crates have an incredible (wait

for it) three gems in them, but they're not that important. Go back to where you started and tell the man you are finished with your visit. You will be taken to the meeting hall.

During the sermon, Arcia will speak out against the Kels. You and her will be kept prisoner as unbelievers.

-----  
38. Retribution Stratum  
-----

You'll wake up in your cell. Get up and have a look around (say 'No' a few times before getting up and Korky will try to resurrect you...) Examine the bars twice to talk to Arcia. After the conversation, just wait around and a guard will come and get you for work. When he asks you to stand by the door, talk to him through the bars. Strangely, you can now go into the northeast cell and get a Piece of Metal from a chest, which restores to the Neptune, a new shield. Go North out of the cell area.

-----  
39. Earth Stratum  
-----

Talk to the man standing in the centre, and you'll be told what to do - collect ten pieces of obsidian. This is a clever part of the game, as it is as tedious as actually doing the real thing.

There is a power source in the wall just to the East of the entrance. The easiest way to pass this section is just to repeatedly search one area of wall for obsidian (stand still and press X), then move on once you've found a piece.

\*Level up!\*

When you have all ten pieces, talk to the guard. You can now return to your cell.

Strangely, if you tell the guard you have ten pieces of Obsidian before you really do, he'll ask 'Are you trying to cheat?', rather than 'don't lie' or anything.

-----  
40. Retribution Stratum  
-----

Eon will follow the guard back to the cell. You'll fall asleep, and wake up the next morning. Go back to work in Earth Stratum.

-----  
41. Earth Stratum  
-----

Just repeat what you did before, and go back down again. Yawn.

-----  
42. Retribution Stratum  
-----

When you've walked back to your cell, Afto will arrive, and Eon will

wonder how he got in, and what connection he has to Selela. After waking up, the guards will take Arcia. A guard will arrive and let you out of your cell. Go back up to Earth Stratum.

-----  
43. Earth Stratum  
-----

There is a sleeping guard on the West side. When you are prompted to pick up the keys from his hip, say 'No', then copy the keys using the sceptre. The guard to the North is also asleep, so you can get past him.

-----  
44. Heaven Stratum  
-----

Go North and you'll hear talking on the other side of the huge gate. Open it using the key to get to the Magical Labyrinth.

-----  
45. Magical Labyrinth  
-----

Go East from the start and fight the soldier. Follow the corridor North, and go down the first set of stairs to the West. You'll emerge at a junction. Go slightly further West and down the stairs to the North. You'll be on the second floor basement. At the crossroads, go West then South to find a save crystal.

There's a Legar and a Command Golem in each room to the East and West. Fight them if you want, then return to the crossroads and go North. Fight the High Soldier. Go East and head down the stairs (you can sneak past the Command Golem if you don't want to fight it).

Now you're in the third floor basement. Head West and fight the High Soldier. Keep going along the corridor and take the corridor South at the junction. At the crossroads, keep going South (there are command golems to the West and East) and up the stairs.

You're back on the second floor basement. Fight the High Soldier. There's a Legar to the West, so go past the Command Golem to the east and down the stairs.

Back on the third floor basement, fight the High Soldier and follow the corridor down the stairs. Fight the next High Soldier and continue.

On the fourth floor basement, continue along the corridor and fight the Soldier. Open the cells as you come to them. The Southern cell is a Mimic, the Northern cell has a Special Herb.

Fight the High Soldier outside Arcia's cell. You'll find you can't open the door. Head back to the stairs, and you'll find Afto. He has the key. After freeing Arcia, the party will return to Pikshim.

-----  
46. Town of Pikshim  
-----

Afto will run off to talk with his mother. Laramee will arrive and tell you something terrible has happened. The town youths have taken a

hostage, who happens to be Afto. Go to the church and save before continuing. Go to the watch tower and go inside. Talk to Arcia.

(FMV sequence - The Blade's Language)  
-----

Laramee [Takes her dagger from its holster]: There can be no mercy for barbarians who take children as hostages.

Arcia: NO! [She runs over to the door and blocks Laramee from getting in.]

Laramee: Arcia, get out of my way.

Arcia [Not moving]: There has to be a non-violent solution to all of this.

Laramee: Don't be so naive. This blade will do the talking for me.

[Arcia grabs the end of the dagger and the blood from her hands drips to the floor.]

Eon: Arcia!

Arcia: [Shakes her head] Blood is the blade's language.  
-----

Follow Arcia in to the tower. Just keep climbing the stairs and watching the cut-scenes. When you reach the top floor, climb the ladder. Afto will be thrown off the tower, and the youth will turn into a Legar. You don't have to fight it, though.

-----  
47. Consulate  
-----

After blaming Arcia for causing Afto to be thrown from the top of the tower, Laramee will ask you to check on her. Go to the balcony through the North door.

(FMV sequence - On the Balcony)  
-----

[Arcia is standing on the balcony, facing the tower and the lake.]

Arcia: All of this trouble is my fault...

Eon: That's not true.

Arcia: Huh? [She turns to face him] Eon!

Eon: Arcia, you can't blame yourself for all that's happened.

Arcia: It is my fault. I didn't know what to do. I couldn't even help one child, let alone save the world.

[Eon clasps her hands in his.]

Arcia: Oh...

Eon: You did what you could. Don't torture yourself over things that cannot be controlled.

Arcia: Thank you... [She brings Eon's hands to her face] Your hands... their warmth feels so good.

-----  
Arcia will give you an Amulet. You'll be asked by Gizela to get some rest, and while you're resting you'll be shown a cut-scene involving Selela and the Kels. Another cut-scene will show you what's controlling Selela.

\*Level up!\*

Go through to the main room and talk to Gizela twice, then go outside.

-----  
48. Town of Pikshim  
-----

A youth will come and see you, and say they are going to find Selela. Follow him out of the town, and when in Airlim select 'The Kel's Secret Cavern' on the map. Very subtle.

-----  
49. Heresy Cave  
-----

The Kelsan Cave entrance has mysteriously changed its name. Just go North to the Religious Colony.

-----  
50. Religious Colony  
-----

Go North and talk to the Troop Leader lying against the crate. He'll give you a Troop Emblem. You will be asked if you want to listen to him. If you say No, he'll die. If you say Yes, he'll try and say something, THEN die. Use the save crystal here.

You can now optionally go through the passage on the Northwest part of the Colony to get to the Kelsan's Assembly Hall. Examining the left fire here will give you the Iron Shield, and you also find an old man here. This is explained in more detail in the section 'The Cards of Gods'. You can return here at any point in the game. Return to the Religious Colony, then go East and through the corridor to the North.

-----  
51. Cavern  
-----

Go West from the start. Take the North path when the path splits and fight the Jargo. Follow the path around to the West, then North. Go East at the next junction, and fight the Zillo. Open the chest the Zillo was guarding to get a High Potion.

Go back to the junction you passed and go North. There's a Jargo in the next room, and again in the room after that. Don't go down the stairs to the North yet. Instead, take the South passage and fight the Zillo, then open the chest. You'll find a Fresh Herb. Return to the stairs.

On the second floor basement, you'll find another new enemy - the Slarg. Fight it, then go South. Fight the next Slarg. Go West and you'll reach a save crystal. There's a Balage to the South.

Go to the Northwest corner of this area, and you'll find an Imperial Army Sorcerer (actually a Legar). You'll talk with it, then you'll have to fight it. He'll drop a piece of crystal, which restores to the Tear-Shaped Crystal. He also guards a piece of metal in a chest - this restores to the Flare Sabre.

Now go all the way back to the entrance to the Cavern and go East. Fight the Jargo then the Zillo, then go down the stairs. Talk to the man propped up against the wall and he'll tell you to examine the rocks. Look at the rock on the South side of this part of the cave, and say 'Yes' to touch the rock. It will move away, revealing stairs down.

You're now on the third floor basement. Go South and look at the skull in the rock - this increases your LP for some reason. Go to the Northeast corner of the floor and examine the skull. Say 'Yes' to touch it, and the tear-shaped crystal will be restored. This opens a cave to the North, leading down to the fourth floor basement.

Go South along the corridor. Examine the huge door (the Gate of Trials). Say Yes to enter it.

-----  
52. Beyond the Gate of Trials  
-----

Examine the first stone skull. If you say you are not ready to be tested you will be transported back to the Gate of Trials. Say 'Yes' to be asked a series of questions. You must answer 'Yes' to every question, or you'll be sent back to the Gate of Trials again (note that making a sacrifice is mentioned again...)

When you've passed the test, you'll awaken in a small room. Examine the North wall. Arcia and Laramee are on the other side. There will be a cut-scene, and Gandor will burst through the wall.

So the Imperial Army was behind the cult, as if you hadn't guessed. Follow Gandor out of the caverns.

-----  
53. Labyrinth of Punishment  
-----

After the cut-scene on the fourth floor basement, you'll find yourself on the second floor basement. Use the save crystal, then fight the Legar. Using the Flame Sabre kills it in one hit per life. Go down the stairs to the West and stand on the hexagram while it is yellow to be transported.

From here, fight the Ice Golem and go down the stairs to the third floor basement. Stepping on the hexagram here while it is blue or red transports you to an area where you can fight two Legars (the areas are connected). Step on the hexagram while it is yellow. Go across the bridge and fight the Ice Golem, then go down the corridor to the South.

Follow the corridor around (don't go out on to the walkway), and open

the chest. It is a Mimic, but after you fight it you'll find a sacred stone. This gives you the Strong Healing spell.

Go back to the walkway and step on the green hexagram. There is a chest here with a piece of metal. This restores to the Tyrano Fang. You will now learn the special move 'Rolling Cut', which can only be used with an axe.

Walk back to the room where you fought the Ice Golem, and go down the stairs to the North. On the fourth floor basement, you'll find a save crystal, an escape crystal, and Selela.

When she speaks to you, say you believe her (it's another forced choice). Wait in the room she tells you to go to. It's a trap - surprise, surprise. You have to fight the Ice Golem, then you're let out. Follow Selela and fight the Stone Statues.

Keep following Selela, and you'll see another cut-scene. Selela will come to her senses when she is enclosed in a crystal by Levante. You have to decide whether to give her the amulet or not - if you try to give it to her, she will refuse to take it as you need it to defeat Levante. Selela and the crystal will disappear. Touch the Altar and select 'Yes' to fight Levante.

-----  
54. Boss 2: Levante  
-----

Levante is a fairly easy boss, but he can take a while to defeat. If he is standing on any of the four hexagrams on the floor, he can use magic - just shield yourself until he stops casting magic at you, then try and hurt him as much as you can before he reaches the next hexagram. Trapping him in a corner is the best way to do this. Remember to shield after you attack as he can still attack using the four crystals floating around him.

After the fight, Selela will be freed, and will return to the town with you.

-----  
55. Consulate  
-----

Here, Selela will return to Afto and give you the Lifting Verse for this continent.

-----  
56. Altar of Water  
-----

You'll teach Arcia the lifting verse for Aquas, and she will recite it.

-----  
57. Aquas Lifting Verse  
-----

Clear water streams,  
Trickling with laughter.  
Like innocent dreams  
Of now and ever after.

Deep water ocean,  
Forever you dance.  
A continuous motion,  
Grants one more chance.

We need the help of  
The water spirit's power.

(FMV sequence - Lifting of Aquas)  
-----

[Arcia finishes reciting the Lifting Verse and raises her hand skywards.  
Flashes of lightning erupt from Airlim and the continent is lifted.]  
-----

Now you'll be back in Airlim. Go to Pikshim.

-----  
58. Town of Pikshim  
-----

Head to the Consulate to visit Afto. All the shops are now closed.

-----  
59. Consulate  
-----

After the cut-scene, you'll be free to walk around the Consulate.

\*Level up!\*

There's nothing to do here, so just leave.

-----  
60. Town of Pikshim  
-----

A youth will come up and speak to you. You will be invited to the  
leader's funeral at the Church, so go there now.

-----  
61. In the Church  
-----

This location doesn't have a name. Talk to both youths to get a dried  
herb, and then talk to the priest. Go out of the church.

-----  
62. Town of Pikshim  
-----

The church bell will be ringing. Leave the town and go back to Airlim.

-----  
63. Airlim  
-----

Select Volcos as your destination.



(FMV sequence - Flying Airlim to Volcos)

-----  
[Weird teleport animation. Airlim arrives at Volcos.]  
-----

Go to Geintz's Barrier.

-----  
64. Geintz's Barrier  
-----

After the long cut-scene, pick up five rocks and step back on to the scale. You will go to Tulku, while Arcia and Laramee go to Orkul.

There will be another three cut-scenes - one in Orkul, one on the Vangel and the other aboard the Gude.

-----  
65. Town of Tulku  
-----

You can save at the Inn. Talk to everyone in the town, then go to the Meeting Hall. It's the building with the orange roof on the South side. There's another lengthy cut-scene sequence here, starting with Arcia and Laramee in Orkul.

(FMV sequence - The Vangel Arrives)  
-----

[View of inside Gude cockpit]

Gandor: <Hmm... I must be imagining it, but I thought I saw that cloud move like some kind of a ship!>

Jeel: Gandor!

Gandor: [Turns to Jeel] Huh?

Jeel: It's the Vangel, closing at three o'clock!

Gandor: The Vangel?!

[View of the Vangel]

Gunner [Voiceover] (This is indistinct): Enemy approaching. All weapons {hot} and at the ready. I've got them in my sights ready to {fire} them up at your command, sir.

Slayzer [Now wearing a gold mask over his eyes]: Maintain speed. Activate disrupter torpedoes.

Gandor: [Growls] What's he doing out here?

Slayzer: FIRE!

[There is a huge blast of white light from the Vangel.]  
-----

The next scene is aboard the Gude. The volcano is beginning to erupt.

Another scene on the Vangel follows this one.

-----  
66. Tulku Meeting Place  
-----

You'll meet Sensei here. When the volcano erupts, go outside. There's yet another cut-scene in Orkul.

(FMV sequence - The Gude at Volcos)  
-----

[View of the Gude as it prepares to land on Volcos.]

[View of Tulku. The ground is tilting.]

Eon: Argh! What happened? The continent's tilting!

Oriental-looking man: Did you hear about it? A giant ship just landed here!

Eon: Huh?

Korky: We'd better go check it out.

Eon: Yeah!

[Eon runs down the road with Korky flying behind him (the anime Tulku looks nothing like the in-game Tulku.) He leaves his bag behind.]

[Lang (or is it Jeel?) has found Laramee in the Mayor's House in Orkul.]

Laramee: What's going on here?

Lang/Jeel: Gandor asked me to check on you.

Laramee: ...Agh!

[She runs towards the door.]

Lang/Jeel: Be careful!

Arcia: Laramee!

Laramee: [Stops] Don't worry, I'll be all right. [Turns] Don't you let Arcia out of your sight.

[Korky and Eon find the Gude.]

Korky: Gandor!

Eon: What are you doing on Volcos?

Gandor [Walking down the walkway from the Gude]: Eon... Slayzer has fired a disruptor torpedo into the volcano from the Vangel... huh?  
[Looks up at the volcano] This eruption will flood both towns below with molten lava. We've got to try to save at least one of them.

[View of the crater of the volcano.]

-----  
67. Town of Tulku  
-----

You have to talk to as many people as possible and get them to the meeting hall - you can only take one at a time. There is no way to persuade the owner of the Apothecary to leave. Irena is in the northeast corner. You have just enough time to get five or six people in before the screen fades out and you see another cut-scene.

After the cut-scene, you'll be back in Tulku. Examine the burning crate where the Apothecary was, and you'll find an iron link, which restores to the Plate Armor. You get a different dialogue depending on whether or not you visited the Apothecary earlier, but you get the armor all the same.

You can't save at the Inn any more. The balance doesn't matter now, so go to Geintz's Barrier.

-----  
68. Geintz's Barrier  
-----

There's a sacred stone in a jar in the Northeast corner of the room. This gives you the 'Evil Stop' spell. Continue East to Orkul.

-----  
69. Town of Orkul  
-----

Five hundred gems are hidden inside a barrel in the Southeast of this town - you have to face diagonally to get it. Talk to everyone in the town, and buy a bottle of Sulphuric Acid from the Apothecary - this is what you need the 500 gems for. After you've talked to everyone, go into the Mayor's House.

-----  
70. Houses of Orkul  
-----

Talk to Jeel. If you talk to Arcia you'll get the Holy Knife and the special move 'Screw Cut', which only works for daggers. The mayor is totally useless. There are 100 gems hidden in a book on the South wall, and 30 gems in two jars in the East room. Go to Geintz's Barrier.

-----  
71. Geintz's Barrier  
-----

Talk to Geintz to learn about the Lava Caves. Once you've talked to him a Lava Cave is marked on your map (it's at the top of the volcano). Return to Airlim and go to the Lava Cave.

-----  
72. Lava Cave  
-----

There is a cut-scene showing Slayzer and two soldiers entering the cave. Go in and you'll be in the West section of the cave. Fight the Bazam and go North. Fight the next Bazam, and the next one at the junction. Go

East and through the door to get to the North section.

Go South at the junction to get back to the West section. Fight the Venom and keep going West. There is a chest with an Ancient Mystery Stone - this gives you the 'Silence' spell. Go back to the junction you passed earlier in the North section, and go East.

Fight two Bazams, then go East up a set of stairs and over another path. Fight the Venom here, then continue along the path you went over earlier. There is another Venom at the junction. Go East into the East section.

Fight the Grates, then continue to the East. Go South up the stairs, then West. Open the chest to find a piece of metal that restores to form the Mercury. Head East and South up another set of stairs. Fight the Rampage, then go West to find a chest, which has a broken sword which restores to the Valhalla. You also get the 'Wind Buster' special move when you get the Valhalla. Ziruas is here, so talk to him and you'll get the Neutralising Solution.

Head all the way back to the junction in the North section of the caves (just beyond paths that cross over and under each other), then go South from it. You'll find a save crystal and an escape crystal in the South section.

Go West and fight the Rampage, then South to fight the Grates. Fight another Rampage, then you'll be at the place you saw Slayzer earlier. Examine the soldier.

\*Level up!\*

This is a good place to try getting items with the Sceptre Force, as you can kill most enemies with a single hit per life. Remember not to use the Save Point, as it resets your Sceptre Force. When you've finished here, use the neutralising solution and go into the cave where the dead soldier is.

-----  
73. Magma Island  
-----

You start in the A section. Go down the stairs and fight the Bazam. Head up the stairs to the West, then down to the North. Fight the Venom. Go East, then take the stairs up East and keep going until you reach Section D - you'll fight a Grates and a Rampage on the way.

Here, you'll fight a Grates. Keep going down the corridor. At the junction, go East and fight the Bazam, then head East and South until you get to the chest. You'll find a Gold Piece. Go all the way back to the A section and take the stairs to the North.

You'll be in the B section. Fight the Bazam to the North, then go down the stairs East. Fight the Grates, then go up the stairs to the South. Fight the Rampage and go South to be in Section A again - there's a chest here with a High Potion. Go back to the junction, go up the stairs North and down to the West. Fight the Venom. Go up the stairs North and into the C section.

Stay on the top level (keep heading North) until you see a chest down the stairs to the East. It's a mimic, which you can fight if you want.

Go back to the stairs you found earlier and take them down. You'll find Laramee here. After a cut-scene you'll be back in Orkul.

-----  
74. Houses of Orkul  
-----

You have to talk to the mayor before you leave. When you talk to him he'll take a gold piece from you. However, if you found the fake treasure when you were on the Gude, he'll take that instead. Go back to Geintz's Barrier.

-----  
75. Geintz's Barrier  
-----

Examine the bookcase to the North and it will open if you select 'Yes' to investigate.

-----  
76. Secret Basement  
-----

Go down the stairs and you'll be in Ziruas' Lab. Pick up the research notes from the table and read all the sections. Korky will then take you to Stalagmite Castle.

-----  
77. Stalagmite Castle  
-----

This is one of the more unusual sections (seeing as the castle is tilted on its side). Try and get used to finding routes by using the wall, the stone panel at the bottom of the wall and the pillars. Make your way East past the door to the save crystal (don't jump down yet).

If you go down the corridor between the save crystal and the escape crystal, you'll be in a bizarre biological passage - you don't have to do anything here yet. Go back to the door you passed earlier, and select 'Yes' to jump down.

-----  
78. Swirling Room  
-----

Go North along the pillar to get to the arches. There's a chest at the bottom of a pillar to the East. It has an Ancient Mystery Stone which contains the 'Lightning' spell. Go back West and go through the passage to the North.

-----  
79. Throne Chamber Passage 1  
-----

Get up on to the pillars, and keep going East until you reach a pillar with a valve handle at the end. Say 'yes' to turn it, and the sceptre will memorise it. Now go two pillars East and examine the hole where there should be another valve handle - you will restore it and then turn it. Keep going East, then get down from the pillars and go through the passage.

-----  
80. Swirling Room  
-----

There is now an air current upwards. Go South to get to it, and you'll be blown upwards into another Throne Chamber Passage.

-----  
81. Throne Chamber Passages 2-4  
-----

You'll be forced to fight the Marauder. Once it's dead you'll find a note mentioning an Ultimate Life Being. Remember that Irena is in Tulku.

\*Level up!\*

Go West and fight the next two Marauders (they drop down from the ceiling, or in this case the opposite wall). Go up to the pillars at the end and go through the North passage to get to Passage Three.

Here, you'll have to go down to the lower level (the wall) and fight your way past the Head Hunter which jumps down. Go to the door and jump down again.

In Passage Four, just go East and up to the pillars, then make your way along the arches and go North into the Throne Chamber.

-----  
82. Throne Chamber  
-----

Go West and you'll find Evil Ziruas. Eon thinks he is the real Ziruas, though. He will leave and you'll find the Dissolvent. After he's left, head West and through the door to the South.

-----  
83. Stalagmite Castle  
-----

You'll emerge opposite the passage you saw earlier. Korky will talk to you about tracks in the ground, but you can't see them. Jump down to the wall and save, then go back through Geintz's Barrier to Tulku.

-----  
84. Town of Tulku  
-----

Examining a barrel to the West of the meeting hall gives you 350 gems, the barrel behind the Inn has a dried herb, and the barrel all the way to the West on the lower level has Venatawa fruit in it. After you've found them all, go into the meeting hall.

-----  
85. Tulku Meeting Place  
-----

If you rescued Irena earlier you can give her the note you found in Stalagmite Castle. Talk to Sensei in the Northwest corner. He will give you a Sacred Stone, which gives you the 'Heat Storm' spell. The barrels

to the West contain drinking water, which restores your health. There is Venatawa fruit in the crate in the Southwest corner. Go into the room to the East.

All the barrels here have drinking water in them. Talk to the man in white on the South side and he'll talk about the descendant of the Wise Men. You can get three dried herbs from the crate East of him. Now leave the Meeting Hall, go out of the town and to the lab behind Geintz's Barrier.

-----  
86. Ziruas' Basement  
-----

Here, you'll find Arcia, Laramee and Ziruas. He will explain to Eon that he was not at Stalagmite Castle, and instead that it was his evil half. When he asks for the vial, give it to him. After explaining about the Ultimate Life Form, he'll then ask for sulphur. Give this to him as well (go to Orkul and buy it from the apothecary if you don't have it already), and then he'll ask you to go into town for a while while he prepares the solution. Make your way to Orkul.

-----  
87. Town of Orkul  
-----

Go to the church and save if you want to. Buy the Ancient Mystery Stone from the apothecary to get the 'Power Plus' spell. Go into the Mayor's House.

-----  
88. Houses of Orkul  
-----

Talk to Arcia and Laramee here (don't bother with the mayor), then Korky will tell you to go back to the lab. Do so.

-----  
89. Ziruas' Basement  
-----

Talk to Ziruas to get the Acid Solution, then go back to Airlim and select Stalagmite Castle as your next destination.

-----  
90. Stalagmite Castle  
-----

Make sure you save, then go down through the hole in the wall (actually the floor) to get to the biological passageway.

-----  
91. Muscle Layer  
-----

This is in fact inside the Ultimate Life Form. You can't see enemies approaching here as they pop up from the ground. Either edge forwards very carefully or just charge and fight them when you have to.

Go West from the start and fight the Roper. There's a Slag (yes, quite)

to the South. Examine the wall to the East and you'll find the cells are damaged (it's not obvious where you have to examine the wall, but a good way to describe it is directly East of where the Slag appears). Use the acid solution to dissolve the cells. Walk into the tunnel you have created.

-----  
92. Respiratory Layer  
-----

Go North and follow the wall around. You'll arrive at a wall of mucous. It looks like you have to turn back, but if you kill all three Slags that appear then examine the wall again you can get through. Go along the corridor, kill the last Slag and go down the hole to the next layer.

-----  
93. Internal Organ Layer  
-----

Go West along the passage. There's a Slag here. Turn North and you'll eventually come to a large room (if you can call it a room). Take the North exit from this room and go down the hole to get down to the Digestive Organ Layer.

-----  
94. Boss 3: Hergezod, the Ultimate Life Form  
-----

After the cut-scene, you'll face a strange creature in what I assume is the heart of the Ultimate Life Form. Things are very difficult for you here, because you can't hurt it yet. Shield yourself and try and attack the magic barrier.

Eventually, the screen will fade out and there will be a long cut-scene. Ziruas will kill his evil half, but will destroy himself as well.

You'll still be fighting the Ultimate Life Form, but you can hurt it now. This is a very hard battle compared to the other bosses you've faced before, mostly because of the pulsing area and the way the creature moves about, not to mention the slightly dodgy frame rate.

If a blue or pink cell comes towards you, shield yourself. The cells will slow you down. The best way that I've found to defeat it is to back away from it so it stops using the 'row of spikes' attack (it will take its tentacles out of the ground), then run at it when there are no cells on the screen, break its defence and then repeatedly shield and attack.

The battle takes a long time, but eventually you'll kill it. After the fight, you'll find yourself in Stalagmite Castle.

-----  
95. Stalagmite Castle  
-----

There is a note from Ziruas on the ground in front of you. Eon will read through it.

\*Level up!\*

Use the save crystal, then go out of the castle and back through



Geintz's Barrier to the lab.

-----  
96. Ziruas' Basement  
-----

You'll meet Arcia and Laramee. All the characters will spend the night in Ziruas' basement. There is a long wait here (about 20 seconds) with a blank screen - I thought the game had crashed at this point, but just wait for a while.

In the morning, Gandor will arrive. Go up to Geintz's Barrier.

-----  
97. Geintz's Barrier  
-----

Talk to Geintz. He seems to know more than he tells you. Go to Orkul.

-----  
98. Town of Orkul  
-----

Talk to one of the men staring down into the crack in the land, and he'll tell you that Geintz knows a lot about Wise Men. Go back to Geintz's Barrier.

-----  
99. Geintz's Barrier  
-----

Talk to Geintz again, and you can ask him about Ziruas or the Wise Men. He's still reluctant to help you with either, so go back to Orkul.

-----  
100. Town of Orkul  
-----

Go to the mayor's house, but don't go inside. Instead, talk to the mayor's son (dressed in blue, just West of the mayor's house). Go to Geintz's Barrier again.

-----  
101. Geintz's Barrier  
-----

Geintz will still deny all knowledge of magic skills or the Wise Men. Go back to Orkul again, and go to the Mayor's House.

-----  
102. Town of Orkul  
-----

For the first time, the Mayor is actually helpful. Talk to him and you'll find that Geintz is a descendant of the Wise Men. Go back to Geintz's Barrier.

-----  
103. Geintz's Barrier  
-----

Talk to Geintz, and ask him about the Wise Men's descendant, and then about Ziruas. He'll finally admit that he is the descendant. He'll tell you that the altar is in Stalagmite Castle, so go there now.

-----  
104. Stalagmite Castle  
-----

As soon as you enter the castle, Wise Man Gault will talk to you and tell you to come to the Altar. Go all the way East (the door you couldn't open before has been removed). Touch the altar on the other side and Gault will appear. You will get the Volcos Lifting Verse. Go all the way back to Ziruas' basement.

-----  
105. Ziruas' Basement  
-----

Arcia is here, so talk to her. You will teach her the Lifting Verse, and she will go and conduct the Lifting Ceremony at the Altar alone.

-----  
106. Volcos Lifting Verse  
-----

Crackling embers red with heat,  
Help me with this awesome feat.  
To raise this land up to the sky,  
So the people shall not die.

Breath of fire hot with rage,  
Don't let it be the final page.  
Blow this earth away from water,  
So you may keep finding fodder.

Fire Spirit, I call to you  
To help us make this world anew.  
Dancing flames and burning coals,  
Save this land and all its souls.

(FMV sequence - Lifting of Volcos)  
-----

[Arcia finishes reciting the Lifting Verse and raises her hand skywards.  
Flashes of lightning erupt from Airlim and the continent is lifted.]  
-----

-----  
107. Ziruas' Basement  
-----

Gandor will arrive and tell you the continent has been saved. You can't take Airlim to Zephre because of the barrier surrounding the continent, so Gandor will take you there using the Gude. Go out of the lab, through Geintz's Barrier and to Airlim.

-----  
108. Airlim  
-----

You will arrange will Airlim for him to follow behind the Gude as it flies to Zephre.

-----  
109. Gude Airship  
-----

After a cut-scene you'll be in Gandor's room with Arcia. The chest to the North is empty. If you went in here earlier and found the dagger Eon will comment on it not being there. Go out of the room and to the cockpit (it's on the lower floor on the North side of the ship). Talk to Jeel and Lang, touch the wheel if you want, then leave.

There will be a cut-scene showing Gandor talking to Laramee. After this, go up to Laramee's room (remember?) Talk to her, then go to the room on the top floor to the North. After being hit by the chair, talk to Gandor then go back to Gandor's room.

You still can't rest, so wander around the ship for a while (you can also go into two of the rooms on the sides of the corridor on the lower floor). The fake treasure in the crate opposite the save crystal in the storeroom on the South side is still there if you didn't pick it up near the start of the game, but you no longer have any use for it. Keep trying going back to Gandor's room until Arcia says 'We will be arriving in Zephre fairly soon...'. You'll get another cut-scene, and all the characters will go to the cockpit. Follow them.

(FMV sequence - The Vangel Returns)  
-----

[There is a huge waterspout in the sea in front of the Gude.]

Eon: It's huge!

Laramee: That waterspout came out of nowhere...

Lang [Reading screen in front of him]: Ach!

[All turn to look as the screen. A laser beam rocks the ship to one side. All scream.]

Eon: It's the Vangel, from behind the waterspout!

[The Vangel fires more lasers at them.]

Gandor [peering over the wheel]: With the Vangel's firepower, we're a sitting duck. I've gotta find some way for us to disappear. [Shouts over his shoulder] Gimme maximum thrust from all engines on the double! We're going invisible!

[View of the Vangel]

Gunner [Voiceover]: They're taking evasive manoeuvres behind the thundercloud, sir!

Slayzer: Let them hide. Their feeble attempts to thwart me are useless.  
-----

The party will think up a plan and go to Airlim. Another cut-scene

follows, this time aboard the Vangel. After this, the Gude will dock with the Vangel.

-----  
110. The Vangel  
-----

You start in the cell block where you originally found Arcia. If you've played the demo version of The Granstream Saga you'll be at home here. Go out the East door to the Second Bridge.

Fight the Herferg to the East. Go North from here and up the stairs. There will be a cut-scene. Afterwards, go down the stairs on the other side and fight the High Swordsman to get the Level 2 ID card.

Go back into the previous room, and fight the Herferg again if you have to. Go South and fight the swordsman, then go into the lift on the left side. Eon will automatically go to the main passageway and watch the Desbat Pirates, then he will go down to the third level.

After the cut-scene, fight the Swordsman then go North to the Herferg. Go East, then North and talk to the High Soldier waiting at the bridge. You have to fight him to get the Level 1 ID card. Open the chest at the West side of the room to get a Fresh Herb, then go South from the chest and open the chest here to find 350 gems. Go East to where you fought the Herferg, then South and into the left lift. Go up to the main passageway.

At the main passageway, go North, then East at the crossroads. You'll find a dried herb in the chest at the end of the corridor. Go back to the crossroads and go North then West at the crossroads slightly further on. The left chest here is a Mimic, and the East chest has 240 gems. Now make your way South. When you reach the cargo lift, go West and then South to reach the Power Engine Room.

Fight the Swordsman at the start. Go down the ramp to the console and use the Level 2 ID card. Go up the ramp and around the engine to the South side of the room. Fight the High Swordsman, then go up the stairs to the South and open the chest to get a High Potion. Talk to both engineers - the one nearest the South will tell you about the emergency panel on the torpedo. Get to the console on the East side and use the Level 1 ID card. Go through the passage that opens.

You're now in the Inspection Aisle. Go along the passage and fight the Blob at the junction. Go South, then East to get a Source of Power from the chest. A Blob will attack you as you leave the room. Go North, past the crossroads, then turn Northeast. Go East to get a White Crystal from a chest, then go North. Turn East at the end of the corridor, then go South and up the ladder.

Open the chest here - it's a Mimic, but you need to get it out of the way. Search the crate behind it to find the Wisdom Cloak. Go back down the ladder and up the corridor to the North.

You will now be in the Cannon Control Room. Go North and up the ladder. Fight the Swordsman. Follow the walkway around the torpedo and fight the other Swordsman, then go down the ladder on this side and directly South to fight a High Swordsman. Go East and fight the last High Swordsman.

For some reason, the second time I played through the game there were no

soldiers in the Cannon Control Room. I don't know why this is.

Now the room is clear, look at the emergency control panel (it's on the top walkway in the middle of the room). You'll see a cut-scene on the second bridge. An evacuation will start.

You still have to escape. Go down the ladder on either side, then go South and up to the central door on the South. Keep going South until you get to the lifts, then go to the second floor.

Go North then West. Go into the room you left Arcia in (the South one). Arcia will have disappeared. There will be an announcement saying the first level is unlocked. Go back to the lifts, but this time use the lift on the right to get to the first level.

From the lifts, just go North on to the First Bridge. Slayzer will be here with two swordsmen, who are attacking him. You have to fight one of the swordsmen, but Slayzer and the other swordsman will run off while you're fighting. Open the chest on the East side to get a Life Element - very handy - and go out the door South.

You can go West and East to get chests - the West chest is a Mimic, but the East chest has a Gold Piece. Get back to the lifts and use the right lift to get to the second floor then the left lift to get to the main passageway.

Go South now to find one of the Desbats. He is dead. Keep going South to hear Slayzer and Laramee talking. Talk to Laramee when you get in to the room to escape the Vangel.

-----  
111. Airlim  
-----

The characters will now go outside Airlim to look out...

(FMV sequence - The Continent Zephere)  
-----

[The Vangel sinks towards the sea along with the Gude. Gandor sits punching the ground.]

Arcia: {?}

Gandor: Damn it... all! I'm... the one... to blame... for all this!

Laramee: You're wrong.

[There is an explosion.]

All: Huh?

Arcia: The waterspout... it's disappearing!

Eon: [Points] Behind the clouds, look! [Zephere looms into view] It's the continent Zephere!  
-----

After a conversation, Airlim will land on Zephere.

(FMV sequence - Flying Airlim to Zephere)

-----  
[Weird teleport animation. Airlim arrives at Zephere.]  
-----

Select Geltania as your destination.

-----  
112. Geltania  
-----

When you enter the town, all the characters apart from Eon and Korky will go into some sort of trance. Geltania has twelve buildings, arranged at twelve compass points: NW, NNW, NNE, NE, ENE, ESE, SE, SSE, SSW, SW, WSW, WNW. The compass points will be used in future to describe the buildings.

The ENE building is a 'church'. If you talk to the man in the North section he will give you the options of restoring your health or saving. There is an Apothecary in the WSW building. Go all the way to the North of the town and go down the stairs there to enter the Spirit Shrine.

-----  
113. Spirit Shrine  
-----

Go north past the pedestal to meet Karok (who looks like a giant penguin). You'll now learn that to break the barrier, you have to find Layzel, the Wise Man for this continent. To do this, you have to go to all four Ruins. Go back and touch the pedestal to get the Stone Tablet.

Go to the Northwest corner of the room and touch the impression of the axe there. You'll get the Gaia Edge and the Cyclone Chop move. Go around to the opposite side and touch the impression of the shield to get the Justection.

Now leave the town and go to Airlim. Choose 'Ruins of the Earth Spirits' as your destination.

-----  
114. Ruins of the Earth Spirits (Towers)  
-----

Go North and the ruins will rise from the ground. You start in the Father Tower. Go North to the Mother Tower and open the chest to get an Ancient Mystery Stone, which holds the Translating spell. You need this to read hieroglyphics.

Now go back to the Father Tower and down the stairs to basement four. Use the Translating spell when you're standing in front of the altar, then read it. The towers will rearrange themselves. Save here using the save point on the South side.

Now go up to the second floor basement and South. In the Mother Tower here, there is a chest with a Piece of Metal. This restores to form the Arc Blazer, which also gives you the Spinning Blow move. Now go back to the main part of the second floor then East to enter the Ruins.

-----

#### 115. Ruins of the Earth Spirits (Ruins)

-----  
Go down the stairs from the start. Keep going down the stairs until you meet the Spirit King Servant. Say you are prepared to fight the Earth Dragon.

When you're in the chamber, go South and go on to the platform. It will move to the centre of the room. Walk North to fight the dragon. It's not really a boss, so it's covered in the Enemies section.

You'll find a Source of Power after fighting the Dragon. Go North and use the platform to get across, then follow the passage around and talk to the servant again.

After the cut-scene, use the tablet when you're standing in front of the Altar. You'll get a strange message about the Mah Oh. This becomes clearer later on.

Talk to the servant, then make your way past the chamber where you fought the dragon. The next room has changed to 'Chamber of Birth'. Examine the three pillars in the order N, SW, SE. The sceptre will capture the power of the spirits. Go out of the room to the East and then back to Airlim. You can now complete the remaining Ruins sections in any order - I have chosen the order Volcos, Aquas, Shilf (reverse order from before). You can also complete the optional events described in the Side Quests section.

(FMV sequence - Flying Airlim to Volcos)  
-----

[Shown before]  
-----

The Ruins of the Fire Spirits are on the bottom of the continent.  
-----

#### 116. Ruins of the Fire Spirits

-----  
Go into the room to the North (note the colour flash when you enter the room is yellow). Examine the altar and fight the Braze that appears. Now go back to the main room and stand on the yellow hexagram. Examine the Altar. Fight the Braze that appears, then stand on the hexagram to be transported back. The yellow hexagram will now be greyed out.

Repeat this process for all four rooms around the main room (go in, note colour of flash, examine altar and fight enemy, go into main room and stand on corresponding hexagram, examine altar, fight enemy, stand on hexagram). You never get any Sceptre Force for enemies you fight here.

When you've done this for all four hexagrams, a white teleporter will appear in the middle of the main room. Walk into it to be transported to the Chamber of the Fire Dragon.

Fight the Dragon and then continue. Talk to the servant and use the tablet on the altar. You'll get more history, and also the Aero Barrier.

Return to Airlim (use the Escape Crystal to get out). Travel to Aquas.

(FMV sequence - Flying Airlim to Aquas)

-----  
[Shown before]  
-----

Again, the Ruins are on the bottom of the continent.

-----  
117. Ruins of the Water Spirits  
-----

Go East from the start. In the next room, go North over the moving platforms and use the translating magic on the pedestal. Touch the pedestal. The screen will tint blue. Now go clockwise around the room and touch the pedestal again. You will be teleported to a reversed version of the room you started in.

Go out West, then North and around to the pedestal. Translate it and touch it. You have to go around this room anti-clockwise and touch the pedestal again. You will be teleported back to the room you came from. Go North from here into the Chamber of the Water Dragon, and fight the Dragon. Talk to the Servant, then use the tablet on the Altar. After more history, get the Aero Guard from the servant, then leave using the Escape Crystal. This is a good time to complete side quests B and C if you haven't already. Go to Shilf.

(FMV sequence - Flying Airlim to Shilf)

-----  
[Shown before]  
-----

Go to the Ruins of the Wind Spirits (it's on the bottom of the continent).

-----  
118. Ruins of the Wind Spirits  
-----

Go North and down the stairs, then examine the pedestal on the North. Strangely, this puzzle is like the plates puzzle from Silent Hill - interpret the clues to colours in a certain order. The clues are:

Grassy pastures  
Tranquil seas  
Cloudless skies  
Dancing flames  
The shining sun

This order translates to green, blue, cyan, red, and yellow. Explore around a bit and you'll find six coloured hexagrams. Step on them in the correct order (the purple one is a decoy) and fight the monster on the other side.

When you've done that, you'll hear the sound of the pedestal moving. Save then go down the stairs that were blocked off before, and fight the Wind Dragon in its Chamber. Use the stone tablet on the pedestal and listen to the last 'history lesson', then talk to the servant to get the Aeroforce.



Go back to the hexagram room, save then escape. Go back to Airlim. This is a good time to complete Side Quest D, but there's no reward for it and therefore no real point. Do what you want and return to Zephere.

(FMV sequence - Flying Airlim to Zephere)

-----

[Shown before]

-----

Go back to the Spirit Shrine in Geltania.

-----

119. Spirit Shrine

-----

Use the stone tablet on the pedestal. Korky will have to sacrifice himself to Karok.

(FMV Sequence - Korky's Sacrifice)

-----

Korky: Uh-oh. Goodbye for now. The great spirits caaaaalllllll...

[Korky becomes white and is absorbed into Karok.]

Eon: Korky... no...

Karok [Spreading his wings]: Korky is safe. He has joined me to become Korak. We must warn you creatures of the {?} four worlds: powerful spirit forces are in alignment. You must leave this land.

-----

The barrier will now be released. Go and talk to everyone.

-----

120. Town of Geltania

-----

Laramee will be waiting outside. Arcia is in the ENE building, but doesn't remember anything. Leave the building and Gandor will arrive. He will have to leave you. Follow Laramee back into the building and talk to her, then leave and head back towards the Spirit Shrine, where you'll find her again. Go back into the Spirit Shrine.

(FMV sequence - Laramee at the Spirit Shrine)

-----

Laramee: Don't come.

Eon: Laramee...

Laramee: Everyone's gone, and now Arcia is in serious danger. [She brings her hands up to cover her face] How could this happen?

[Eon puts his hands on her shoulders, and she flings herself at his chest (how melodramatic).]

Laramee: Oh, Eon! I'm so confused. You must go to her, you must save

Arcia!

Eon: Laramee, I'm going to stay right here and make sure that you're safe. And then...

Laramee: [Interrupting him and looking him in the eye] And then, when your job's done, you'll be able to rush over to Arcia's side where you wish you were right now! Oh... [She turns away from him.] I'm sorry, Eon. I'm just under such stress.

-----  
121. Spirit Shrine  
-----

Talk to Laramee, then leave and go back to Arcia.

-----  
122. Town of Geltania  
-----

Arcia is still in the ENE building. Talk to her again, and an Imperial Soldier will arrive...

\*Level up!\*

You will now learn 'Genocide', a powerful spell. Arcia doesn't want to talk to you, so go back to the Spirit Shrine.

-----  
123. Spirit Shrine  
-----

Talk to Karok (Korak?) and he'll explain the Imperial Army's involvement. You'll be told to go to the Tower of Requiem. Go back to the town.

-----  
124. Town of Geltania  
-----

Go to the spire in the middle of the town and examine it from the South side. This opens a passage to the Underground Cemetery.

-----  
125. Underground Cemetery  
-----

There is a barrier blocking your entrance to the North door. Walk towards the girl and she'll move. Try again and she'll move again. Head to the Southwest and you'll see her on a hexagram. Talk to her to be transported to the cemetery.

-----  
126. Public Cemetery  
-----

Examine any grave. You'll get a message telling you which gravestones to worship at (the graves are random, so I can't tell you what they are here). The graves are arranged as follows:

```

    X X    X X
    X X    X X
X X          X X
X X          X X
X X          X X

X X          X X
X X          X X
X X          X X
    X X    X X
    X X    X X

```

You will hear a ghostly voice every time you worship at a correct grave. If in doubt, just look at all of the graves. Once you have found all six in the correct order, the screen will darken. Go to the East side and talk to the old woman now standing there.

She will ask you if you want some gems - if you answer 'Yes' she will turn into a Wizard which you have to fight. If you answer 'No' you don't have to fight. Either way, the set of stairs on the West will flip round to reveal a passage going down. Take it.

You now have the final verse, but you still need three. Open the chest on the South side of the room to get a Source of Power, then go back up and stand on the hexagram.

-----  
127. Underground Cemetery  
-----

Go to the hexagram on the East side, and the girl will appear again. You will now be teleported to the Soldier Cemetery.

-----  
128. Soldier Cemetery  
-----

Examine all the four central tombstones in an anti-clockwise order starting from the North side. The stairs behind you will flip round and you can go down further to get the second verse. Open the chest on the West side of this room to get a Life Stone, then go all the way back up.

-----  
129. Underground Cemetery  
-----

You'll meet the girl again when you go to the North hexagram. You will now be teleported to the Royal Family Cemetery.

-----  
130. Royal Family Cemetery  
-----

Examine all the coffins - nothing will appear to happen, but when you touch the eighth one the South stairs will flip round. Take this passage down and you will get the third verse. There is a chest on the East side of this room, which contains a Special Herb. Go back to the Underground Cemetery.

-----

131. Underground Cemetery

-----  
Go South and you'll meet the girl again. She asks you to find her mother. Go back to the Public Cemetery.

-----  
132. Public Cemetery

-----  
The old woman is now back where you found her originally. Talk to her then go back to the Underground Cemetery.

-----  
133. Underground Cemetery

-----  
Go to the North hexagram (the Royal Family Cemetery).

-----  
134. Royal Family Cemetery

-----  
Find the woman looking for her daughter here. Talk to her then return to the Underground Cemetery.

-----  
135. Underground Cemetery

-----  
Go to the East hexagram, which leads to the Soldier Cemetery.

-----  
136. Soldier Cemetery

-----  
There is a man here looking for his daughter. Talk to him then go back to the Underground Cemetery.

-----  
137. Underground Cemetery

-----  
The girl will be here. Answer 'Yes' to the questions 'Can you find her?' and 'Are you sure you can find her?', then lead her to the woman in the Public Cemetery. After a cut-scene you will find yourself in front of the door that was sealed earlier.

\*Level up!\*

Walk through the door and go North to meet Layzel. He will give you the final verse to complete the Lifting Verse, and a hole in the ground will open. You can't go down yet as you have to go and see Arcia, so go back up to the town.

-----  
138. Town of Geltania

-----  
Go and see Arcia and Laramee in the ENE building. You will get the Coral

Necklace from Laramee, and you will teach Arcia the lifting verse. Then go back to the Underground Cemetery.

-----  
139. Underground Cemetery  
-----

Go back to the hole you couldn't go down earlier, and jump down to the Imperial Fortress.

-----  
140. Imperial Fortress  
-----

Go south to the A Block. There is a Blade enemy here. Go Southeast from this room to find Jeel. He'll tell you about Gudelzepher, the leader of the Imperial Wizardry, then die. Keep going Southeast and you'll find another Blade. Go Southwest now, and through the room with the gears to find an Assault Golem. It is holding a security card, so you must fight it.

Use the card on the console in this room. It is damaged, so the sceptre will restore it. Try using it again and it will work. Go out the North door to the B Block.

You can save here. Go East then on to the lift platform. Defeat the Drifer to get an extra LP and to raise the platform to the Northwest. Walk over it and go South from the circular room.

-----  
141. Spirit Geltania  
-----

This is an 'illusion' of Geltania. Talk to Wise Man Layzel to the West of the Tower of Requiem. Say you understand him and you will get a "Flare Sphere" spell.

-----  
142. Imperial Fortress  
-----

Go back down on the lift you originally came up. Fight your way North past the Blade and Kijil, then go up the next lift. Fight the Buster Golem to get a Life Stone, then go into the circular room and exit East.

-----  
143. Spirit Tulku  
-----

This version of the town is what Tulku was like before the volcano erupted. Talk to the Wise Man Gault on the North side of the town. You will get the Zeran Barrier.

-----  
144. Imperial Fortress  
-----

You should know what to do by now. Go back down using the lift, then fight your way West. There's a chest on the way with a Source of Power. Go up the next lift, fight the Royal Guard, then go to the North room

from the circular room.

-----  
145. Spirit Arona  
-----

Wise Man Zora is waiting near a windmill at the West side of the town.  
You get the Zeran Sabre from him.

-----  
146. Imperial Fortress  
-----

Go back down the lift, South, up the lift, fight the Assault Golem, then  
go West from the circular room. Happy?

-----  
147. Spirit Pikshim  
-----

Go North to find Wise Man Wonoa outside the Consulate. You get the Zeran  
Guard from him.

-----  
148. Imperial Fortress  
-----

Now that all four Wise Men are free, you'll emerge somewhere completely  
different. Go Northwest to Zone X and save. Open the chest to the East  
and get the Ancient Mystery Stone to learn the Granstream spell. Go down  
the stairs, fight the Royal Guard and touch the console. Now go back to  
where you started and go Northeast to Zone Y.

There's a High Swordsman down the stairs. Defeat it then talk to the  
Magic Engineer. He gives you the passcode 'TTXO' (where T is a  
triangle). Touch the console to get a key card. If you go back to where  
you started you'll find the rest of the party waiting... but how did  
they get in?

To open the door to the North, go to it then look at one of the walls to  
the side. The slot is here (it took me ages to find). Use the keycard on  
it, then key in the passcode you were given earlier when there is no  
text window on the screen. The door will open.

After the cut-scene, talk to Laramee to get her back to the elevator.  
Gandor will now sacrifice himself to get Eon across to the Power Core.

Gandor: Eon... Follow your destiny.

\*Level up!\*

-----  
149. Core of Fortress  
-----

Save here, then just go North to fight Gudalzepher. There are enemies to  
the West and East, but the only point of fighting them is if you're low  
on health and magic restoration items.

-----

150. Boss 4: Gudelzepher

-----  
This boss has one big disadvantage, and that's that he is immobile. Unfortunately, he has a huge amount of lives, a lot of health and nearly all his attacks are unblockable. His weak point is the blue orb in his centre. Run up to it to break his defence, then attack it, then jump back twice to avoid his arms. When the orb starts to glow, shield yourself. Using Granstream on him will take off one of his lives.

Gudelzepher is a very hard boss, but not impossible if you have enough items to heal yourself with (you can't use Venatawa Fruit now that Korky is not with you). Just repeat the above tactic until he dies. I once defeated him using no curative or magic restoring items with only one life taken off, but admittedly I was using Onimaru.

Eon is now trapped in the collapsing fortress. Back at the Spirit Shrine, Arcia will recite the Lifting Verse.

-----  
151. Zephere Lifting Verse

-----  
Mother Earth with all your power,  
Help us in this final hour.  
To lift this land high in the sky,  
So the people shall not die.

Flowers, grasses, birds and trees  
Listen to our urgent pleas.  
So when the morrow comes at last  
Many more shall come to pass.

Mountains, valleys, lakes and streams  
Places found in childhood dreams.  
Give these people one more chance  
To better human circumstance.

(FMV sequence - Lifting of Zephere)

-----  
[Arcia finishes reciting the Lifting Verse. She pauses for a moment before raising her hand. The continent is lifted by Airlim as the Fortress drops to the sea below.]

-----  
152. Spirit Shrine

-----  
The Four Wise Men will talk to you, and you will be transported back to the Spirit Shrine. Eon will be given another chance to die (!) by sinking Airlim into the North Pole. Go back to the town.

-----  
153. Town of Geltania

-----  
Go into the ENE building and talk to Arcia. Remember you can restore health and save here. Now go to the NW building and talk to Laramee, then leave the town and say 'Yes' to carry out the final mission. Arcia

and Laramee will follow you on Karok (who is now actually Korky).

(FMV sequence - Flying Airlim to the North Pole)

-----  
[Weird teleport animation.]

-----  
Airlim's soul will return - restored by the Sceptre. Eon can now leave Airlim.

(FMV sequence - Sinking of Airlim...)

-----  
[Airlim slowly sinks towards the sea. As it touches the surface, ripples spread out from it. The sea and sky darken.]

Eon: What's happening - look at the sky! It's gone dark!

(This line is second only to James Bond's "It's metal.")

Arcia: Look at that light up there!

[There is a red light in the sky.]

Eon: What is it?

Laramee: We're being sucked into it!

[All scream as they are sucked towards the light.]

-----  
154. Hades Corridor

-----  
Take a few steps forward and Valos will talk to you (notice that Eon now has a mark on his face). More characters from earlier will talk to you as you proceed down the corridor - Selela, Ziruas and Gandor. Keep going North through the door. You'll meet Arcia and Laramee, and continue North.

(FMV sequence - The Last Demon)

-----  
[They are in a huge cathedral-like room.]

Eon: Where are we?

Laramee: I don't know, but I don't like the looks of it.

[Arcia whimpers.]

Laramee: Arcia, what's wrong?

Arcia: I've seen this place before... [she clasps at her head] Oh, my head!

[Arcia collapses to the ground, and Laramee crouches beside her.]

Eon [Turning to her]: Arcia, what happened?



Laramee: Arcia!

[A bright light shines on them and Demaar descends from the ceiling.]

Eon: Who are you?!

Demaar: My name is Demaar. The only surviving ruler of the {Nethersphere}.

Eon: Then you're the last demon!

-----  
155. Hades  
-----

After Demaar talks to you and tells you that Eon is in fact the Mah Oh, Slayzer will appear.

(FMV sequence - Slayzer's Return)  
-----

[Slayzer is thrown to the ground after attacking Demaar. He has a green aura around him.]

Eon: Slayzer!

Slayzer: [Groans] Demaar... [His mask falls from his face as he begins to get up] Is that the best you've got? Argh...

[Demaar is holding a glowing orb.]

Slayzer [his face is now cut]: Come on, try again. I want you to succeed - when I die my spirit will enter the Sceptre forever.

Demaar: If your puny spirit tries to enter the Sceptre I will destroy it.

Slayzer [getting to his feet]: All right then, let's see if you can!

Demaar: What?!

Slayzer [Still facing Demaar]: Eon! Use your strongest magic on me so that my spirit can enter the Sceptre and save us all!

Eon: Slayzer, no, I could never do that!

Laramee: Brother!

Slayzer: Eon. You are the only one with the magic to stop the cycle. If you don't, evil will triumph forever and we are lost! EON! [Turns to face Eon and holds his hand out] KILL HIM NOW WHILE YOU CAN!  
-----

You have to use Genocide on Slayzer. If you say 'No', you will just be asked again.

\*Level up!\*

After another cut-scene, you will wake up at the Gates of Hades.

-----  
156. Gates of Hades  
-----

Save then go North. This is like a Boss section.

-----  
157. Boss 5: Path to Hades  
-----

You have to fight a series of hard monsters, including two Dragons. The first is a Sentinel, which is a Guardian type monster. It's difficult to knock its shield away, but it can be done. Once you've done that, it becomes a lot easier to kill. Just watch out for its fast Unblockable.

Each time you defeat a monster here, you get more dialogue from Demaar, Arcia and Laramee. Keep going North after every monster.

Demaar: I am winning. The evil is growing, taking control of him. He is losing his humanity. Soon he will be like the Ancient Ones.

Laramee [Uncertainly]: That's a lie... Eon is not evil. He won't give in to your magic... he won't...

Demaar: [Laughs] Yes, he will. He has been chosen. He is the One. Evil souls from all the worlds awaken when ghastly deeds are repeatedly committed. Eon is the reincarnation of Mah Oh, the wizard of Evil. He perpetuates the corruption and draws these souls to me. It is through him that I am able to lure them into my domain and rule them as I wish.

Laramee: No... no...

Demaar: You, your brother, and all the other survivors of the lands are merely pawns, manipulated by my hand to collect the souls of the evil dead. I have always been in control of your fate! [Laughs]

The second enemy, the Spligun, is a Guardian type as well. Again, it hangs on to its shield for a while, but once the shield is knocked away it gets easier.

Demaar: Yes. All the people you know who have perished in your pathetic wars have died in the name of the great Mah Oh Zeruge!

Arcia: No, stop! Stop, please! I've heard enough!

Demaar: No! You must hear it all! You must remember it all! The fear in your voice tells me that you are starting to remember. In your previous life, you were killed by Mah Oh Zeruge!

Arcia: No! It's not true! It's not true! [Sobs]

Demaar: You were an innocent princess in the ancient kingdom, who was killed by Zeruge so that you could serve him! [Laughs]

The last two enemies are a White Dragon and a Black Dragon. Fight them in the same way as you fought all the other dragons in the game. They both have a LOT of health (even the Onimaru needs four hits to take a life off).

Demaar: Hatred is the fuel that powers evil. When Prince Zeruge was defeated he was treated with such cruelty that his hatred festered and grew to such an extreme that he unknowingly summoned the spirit of Mah Oh to become one with him. Once the spirit of Mah Oh is welcomed he rules!

Laramee: No. No... it can't be!

Demaar: When Prince Zeruge was taken over by the spirit of Mah Oh he became ruthless. He cut through the land like a scythe, crushing his enemies. He conquered all the worlds but one. That world was ruled by Princess Ellemera, who suffered the same hardships as Zeruge. Arcia was Princess Ellemera in a previous life.

Arcia: [Sobs]

Laramee: Princess Ellemera... I've read about her in Mah Oh mythology.

Demaar: Zeruge finally defeated Princess Ellemera's forces, but when he saw her, memories of their past life flashed before him. Despite this, he eventually gave the order for the Princess's execution.

Arcia: Please stop... stop it!

Demaar: Zeruge was a weak human, not worthy of Mah Oh. At the last minute he ordered his men to free the Princess. He sacrificed himself for her, and when he died he entered my world thinking he could challenge my powers! I've kept your world in an endless cycle of war because of Zeruge! You are helpless, locked into a never-ending repetition of your past! Only I hold the key to ending the evil, and as long as it continues I keep gaining power in my domain! You are such weak creatures. All the wars you've fought - you've fought before. All the people you've killed were the reincarnation of your old retainers. I have merely invited you to be violent and evil, and you have never disappointed me. You've gone to war without remorse for its victims. You've killed of your own free will. You are all as evil as Zeruge himself, and as long as you are evil you shall always be under my control! [Laughs]

After the Black Dragon, walk North and select 'Challenge Demaar'. Otherwise you'll have to fight the enemies again.

-----  
158. The Decision  
-----

You have to sacrifice either Arcia or Laramee to face Demaar. Talk to them both, then decide which one you want to sacrifice and talk to either Arcia or Laramee again. This decides which ending you get after defeating Demaar - the one you get if you choose to sacrifice Laramee seems to be the 'real' ending, but if you choose Arcia you don't exactly get a 'bad' ending... Make your choice now.

The soul you chose will be sealed in your sceptre. You now have to fight Demaar.

-----  
159. Boss 6: Demaar  
-----

Demaar isn't exactly hard, but the fight is confusing because of the weird camera angle and the fact that the arena is limitless. It also takes ages, firstly because of Demaar's huge number of lives, and also because he's hard to get close enough to hit. Avoid the red crystal that Demaar drops (keep double-tapping away from it), as otherwise you'll be trapped and Demaar will drain your life. You can only hurt Demaar when he is at 'ground' level (the camera will return to normal). Try and use physical attacks rather than magic on him, as he is good at blocking magic like Flare Sphere.

Like Gudalzepher, this fight will take ages because of Demaar's ridiculous number of lives, but persevere and use healing items and you'll be able to defeat him easily.

-----  
160. The End  
-----

When Demaar finally dies, Eon will say farewell to the soul you sacrificed, and meet with the other soul. As said before, the ending depends on which soul you sacrificed.

If you sacrificed Laramee...

Arcia and Eon will travel around the four continents remembering what happened before the world disappears.

(FMV Sequence - Arcia Ending)  
-----

[The light in the sky expands again, and Eon's face is seen. He is running through a forest. He falls, and the clanking of armor is heard behind him. He gets up again and continues running as a group of knights arrive.]

Knight (Slight Bond villain accent): The prince is the only survivor! Let's move out and find him! This way!

[Eon stops to rest. He sees a bird flying above him. It is Korky.]

Eon: K... Wait!

[He runs after the bird, but slides down the edge of a cliff. He collapses at the bottom. Some time later, Arcia arrives.]

Arcia: Oh... [She holds a cloth to Eon's head to revive him] There, does that feel better?

Eon: Yes... thanks, but why help me? I'm your enemy.

Arcia: But... you were hurt, I couldn't just let you lie there in pain because our people are at war.

Eon: But don't you know you're supposed to fear and hate the enemy?

Arcia: I don't believe in hating anyone. And besides, for some strange reason I know I can trust you. Why?

[Korky lands on a rock beside them.]

Both: ...Korky!

Arcia: Huh?

Eon: Am I right? Is that his name?

Arcia: Yes, it is, but... how did you know?

Eon: ...I don't know. But he's so familiar to me, he's like an old friend.

[There is a pause.]

Arcia: From the moment I saw you I felt I'd known you for a very long time.

Eon: And I feel the same way about you. I wish I could stay here longer and talk to you. [He gets up and helps Arcia to her feet.]

[There are shouts in the distance of "Princess, where are you?", and "Princess, come back!"]

Eon: Uh-oh. It looks like you've been found. I'd better get going before I am too.

Arcia: Will I see you again?

Eon: Hmm. Count on it. Nothing will keep me away.

[They both laugh.]

Eon: 'Bye!

Arcia: Well, goodbye... for now.

[Korky lands on her shoulder.]

-----

Or, if you sacrificed Arcia...

(FMV sequence - Laramee Ending Part 1)

-----

[Arcia walks towards a golden throne in a huge chamber.]

Arcia: I have completed my journey and finished the last chapters of my chronicle.

Deep Voice (possibly Zeus): You've done well in studying these people, Arcia. I had considered them too evil to be worthy of more of my time and attention.

Arcia: There's so much to learn about these fascinating people - sometimes they're immature and primitive, but for the most part they're very intelligent and compassionate.

Deep Voice: It is obvious that more work must be done. I want you to continue working on your chronicles.

Arcia: Yes. As you wish.

-----  
There are views of the four towns that the party visited earlier on in the game. Laramee is waiting at the Spirit Shrine for Eon. She is thinking of her past...

Slayzer: Laramee. Today you have become a Desbat Pirate. You are now a warrior and will conduct yourself as one. Do not call me 'brother'. I am now your Commander.

Laramee: ...Aye, aye, sir.

[There is a pause.]

Laramee: How dare you walk into a lady's bedroom without knocking?!

Eon: Huh? Um... I... I'm sorry, but I didn't know where I was!

(FMV Sequence - Laramee Ending Part 2)  
-----

[Laramee runs out of the shrine to meet Eon, but turns away from him. He fastens the Coral Necklace around her neck. Her eyes well and she turns to him. A bird (Karak?) is seen flying into the sunset. Arcia closes her book of chronicles.]

Congratulations - you've completed the game! You'll now get some FMV clips from various parts of the game - it depends on which ending you got. After the credits and a remixed version of the title music, it's the end.

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Side Quests  
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\*\*\*\*\*  
  
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A. The Cards of Gods  
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There is an old man in the Kelsan's Assembly Hall (which can be got in to via the Religious Colony) who asks you for Cards of Gods that you have found. You can obtain these cards by opening the right Sceptre Forces (see the table later on).

You have to collect all six Cards of the Gods and give them to him.

-----  
B. The Merchant  
-----

The Merchant can be found in the southwest corner of the Religious Colony (opposite the entrance to the Assembly Hall) on Aquas after you leave Aquas for the first time. He has various items for sale, but you don't pay him in the normal way. Instead, he wants precious metals (gold, silver and bronze pieces).

Each time you talk to him he'll show you an item, ask if you want to hold it then ask if you want to pay him for it. If you don't get the

item from him he'll keep asking you about that item until you pay him. There is a table below that shows what items you can get from him and how much it costs you.

You can get metal pieces by opening the right Sceptre Forces, or finding them in chests. However, the best way to get them is to buy them from Apothecaries. In Arona you can buy bronze pieces that cost 50 gems, Tulku sells silver pieces for 100 gems before the volcano eruption and the man in Geltania sells gold pieces for 200 gems each.

The item descriptions for the metal pieces indicate that a silver piece is worth as much as two bronze pieces, and a gold piece is worth as much as four bronze pieces. The 'cost' shown in the table is the amount of bronze pieces the trader wants for the item.

```
-----  
|No.| Name           | Cost | Description           |  
-----  
| 1 | Red Stone       | 4    | Gives 'Scanning' spell |  
| 2 | Blue Stone      | 8    | Gives 'Defencer' spell |  
| 3 | Yellow Stone    | 12   | Gives 'Thunder Blast' spell |  
| 4 | Thick Metal Piece | 16   | Gives Moebius Shield   |  
| 5 | Hard Metal Piece | 20   | Gives Moebius Armor    |  
| 6 | Sharp Metal Piece | 24   | Gives 'Avenger' dagger |  
| 7 | Lump of Rust    | 28   | Gives 'Omega Mace' weapon |  
| 8 | The Secret      | 40   | Gives list of secrets  |  
-----
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When you get the Avenger you also learn the Quad Thrust, which can only be used with daggers. The Omega Mace gives the 'Cross Cut' ability.

Selecting 'The Secret' gives a few hints about the game...

1. The Giant Card can double the number of gems which you collect.
2. The Dragon Card can reduce the number of MPs used by half.
3. The Giant Card is available when you have attained "green" sceptre status.
4. The Dragon Card is only available when you have attained "rainbow" status.
5. To increase your battle status, defeat more difficult enemies quickly and use special attacks.
6. Lastly, the most powerful weapon is the Onimaru. It is buried on holy ground, but only a special eye can see it.

He'll ask if you want to hear it again. If you select "No" you'll have to pay him before you can get the hints again.

The total cost of all the items from the Merchant is 7,600 gems (152 bronze pieces).

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C. Looking for Toman  
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If you go back to Pikshim while going through the Ruins, you can talk to the woman who originally asked you to look for Toman. She'll tell you that he was working hard for Levante. There is now a dried herb in the barrel North of the apothecary. If you go into the Apothecary after this then the man will ask you who stole his herbs. Buy the Ancient Mystery Stone here to get the spell 'Frost Arrow'.

Now go to the Consulate and Afto will greet you. You will be led into the next room to talk to Selela. There follows a bizarre dialogue that I can't make sense of. After the sequence, go to the West room and talk to Afto to get the magic spell 'Blizzard'. If you talk to him again he'll mention Toman.

Go to the Icy Corridor on the continent map. Go North into Heaven Stratum, then walk around and take the door South into Earth Stratum. Talk to the man here, and he will say that Toman was imprisoned but he has not been seen for a while. Talk to him again and he'll tell you to look in the northwest corner.

If you now do as he says and look in the northwest corner, you will be able to find Toman's wedding ring. You have to stand in the exact location to find it - go to the back of the alcove (West end) in the Northwest corner, then search the North end of the North-to-East diagonal wall. When you find it, talk to the man again.

Finally, go back to Pikshim and talk to Toman's wife again. She will take the ring and give you a bar of gold for your trouble - it is shown as a Gold Piece in your inventory, which can be used to trade with the Merchant (see Side Quest B).

Incidentally, you can still collect Obsidian from the walls in Earth Stratum. They appear as 'Magic Rock' in your inventory, which trade for one gem at the pawn shop (so it's best not to bother).

-----  
D. Back in Arona  
-----

Go back to Arona on Shilf and go to the tavern. Look at the barrel with mushrooms in it for a strange cut-scene, then talk to Roddy. Go to the church and talk to Ray and Phyrea to find out that they are getting married the next day, then talk to the Priest. Leave the church and talk to Roddy again. Say you can stay the night.

In the morning, follow Roddy to the Church. Ray will not have arrived, so go to the Kilia Shrine to find him. He's at the entrance.

You'll now be taken back to Arona, and you'll get a cut-scene. That's all there is to this part of the game - and the reward fits the quest. Nothing.

\*\*\*\*\*  
-----  
Enemies  
-----  
\*\*\*\*\*

You will find the enemies wandering around in the dungeons - if you



don't want to fight them, you can just run away most of the time. You don't gain experience from fights, but on occasion you can find items or Sceptre Forces (details are given in the next section).

There are only a few types of enemies. The enemies in this list are grouped into their types - enemies of one type have similar features. Each enemy is given a star rating to show how powerful it is compared with the first enemy of that type you are likely to meet. The first enemy will be marked BASIC next to the star rating, and will usually (but not always) have a rating of one star.

Each enemy has a set number of lives (LP) - all enemies have at least two. This is shown under the 'Lives' heading for enemies.

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Blob Type  
-----

Blob  
----

Locations: Vangel

Appearance: Bizarre grey creature that looks like it's been knitted

Level: \*\*

Lives: 4

The Blob is the same as the Roper and Slag, but with more lives and health. It's also a bit faster.

Roper  
-----

Locations: Muscle Layer, Internal Organ Layer

Appearance: Bizarre pink creature that looks like it's knitted

Level: \*

Lives: 3

This is an annoying enemy rather than a real threat because you can't see it coming, and it floats around a lot. While it's floating you can't hit it and you can't break its defence. Shield yourself and wait for it to attack. As soon as it hits, hit back and you should take a life off.

Slag  
----

Locations: Muscle Layer, Respiratory Layer, Internal Organ Layer

Appearance: Bizarre brown creature that looks like it's knitted, with unfortunate name

Level: \*

Lives: 3

The Slag is supposedly more powerful than the Roper, but I can't find a difference. Follow the same advice.

-----  
Dragon Type  
-----

Locations: Ruins

Appearance: Dragon (colour varies)

Lives: Varies (from 4)

You fight all the Dragons in the game in the same way. Dragons have breath attacks which push you away from them as well as damage you, and also have very powerful claw attacks. Their big weakness is that they can only turn their head a certain distance, so try and get close to it, wait until it starts a breath attack, then strafe around it quickly and hit it in the back while it's still trying to attack you. Annoyingly, they can also heal themselves.

-----  
Golem Type  
-----

Assault Golem  
-----

Locations: Imperial Fortress

Appearance: Huge gold-metallic humanoid

Level: \*\*\*\*\*

Lives: 4

As if the Command Golem isn't powerful enough, the Assault Golem is a more powerful version. As before, don't use the three hit combo because it can keep attacking while you're hitting it.

Buster Golem  
-----

Locations: Imperial Fortress

Appearance: Huge metallic red and gold humanoid

Level: \*\*\*\*

Lives: 4

Buster Golems are just about the same as Assault Golems. Use the same tactics.

Command Golem  
-----

Locations: Magical Labyrinth

Appearance: Huge metallic humanoid

Level: \*\* BASIC

Lives: 3

The Command Golem is a very slow enemy, and it can't block. But it makes up for this by having a lot of health and being very powerful. Don't ever use the three hit combo on it because you won't have time to block an attack after it. When it lifts the hatch on its front, it's about to fire a projectile. It also has a difficult-to-avoid unblockable attack - try jumping to the side rather than back to avoid it. You never know, it might help. Try and get around behind it and then attack.

Fugi

----

Locations: Vangel

Appearance: Huge metallic humanoid, gold colour

Level: \*

Lives: 3

This enemy seems to be exactly the same as the Slerg.

Ice Golem

-----

Locations: Labyrinth of Punishment

Appearance: Huge metallic humanoid, blue colour

Level: \*\*

Lives: 4

The Ice Golem and the Command Golem are very similar, but the Ice Golem is not as powerful and is weak against fire, as its name suggests.

Slerg

-----

Locations: Vangel

Appearance: Huge metallic humanoid, gold colour

Level: \*

Lives: 3

The Slerg is the easiest type of Golem, but it's easy to miss as you can only find it when on the Vangel for the first time. See the Command Golem tactics.

Stone Statue

-----

Locations: Labyrinth of Punishment

Appearance: Green stone statue

Level: \*\*

Lives: 4

The Stone Statue is much the same as the Command Golem. Just follow the same tactics.

-----  
Guardian Type  
-----

Braze  
-----

Locations: Ruins of the Earth Spirits, Ruins of the Fire Spirits

Appearance: Metallic deep blue with sword and large shield

Level: \*\*\*\*

Lives: 4

The Braze looks like the Fortu, and is almost the same enemy. The Braze is faster and more powerful, though it doesn't have as many lives. Try knocking its shield away then trapping it in a corner and hitting it with the three hit combo. It is weak against Lightning.

Death Guardian  
-----

Locations: Wise Men's Cemetery

Appearance: Metallic green with sword and large shield

Level: \*\*

Lives: 3

The Death Guardian seems to be exactly the same as the High Guardian, but with more health. Just use the same tactics as for defeating the High Guardian.

Fortu  
-----

Locations: Ruins of the Earth Spirits, Ruins of the Fire Spirits

Appearance: Metallic deep purple with sword and shield

Level: \*\*\*

Lives: 5

This upgraded High Guardian can use its laser in more ways: a spinning attack and a three-directional attack. Use your shield to block the laser, then try and get up close to it to attack. It has a weakness against Lightning.

## Guardian

-----

Locations: Wise Men's Graveyard, Kilia Shrine

Appearance: Metallic blue, sometimes only one arm

Level: 0 (Not even worth one \*) BASIC

Lives: 2

The Guardian is a very basic enemy - it cannot defend itself, and when you meet it in the Wise Men's Graveyard it only has one arm. Its only threatening attack is its laser, but it takes a while to charge up so you should see it coming. It has a sword as well, but don't worry about it. Just hack away at it, strafing to avoid the laser if you have to.

## High Guardian

-----

Locations: Kilia Shrine, Cliff Labyrinth

Appearance: Metallic green with sword and shield

Level: \*

Lives: 3

This enemy has a shield which it can use to block your attacks. However, continued battering will make it drop its shield. The best way to defeat it is to hit its shield until it is dropped, then stand on the shield so that the High Guardian can't pick it up again. You can also try staying away from it and tempt it into using its laser, then strafing, running up to it and hitting it before retreating again.

## Shadow

-----

Locations: Ruins of the Earth Spirits

Appearance: Metallic grey and black with sword and large shield

Level: \*\*\*\*\*

Lives: 4

The Shadow is another Guardian version, similar to the Stormer. It has a weakness to Lightning.

## Stormer

-----

Locations: Ruins of Earth Spirits

Appearance: Metallic grey with sword and shield

Level: \*\*\*\*\*

Lives: 3

The Stormer is another version of the Guardian. It has a very fast unblockable attack that's almost impossible to see coming, and also has a three-directional laser attack. Try to keep strafing around it and hitting it in the back.

-----  
Insect Type  
-----

Balage  
-----

Locations: Cavern

Appearance: Black insect creature with four 'arms', two 'legs' and horn on face

Level: \*\*\*

Lives: 5

The Balage looks almost exactly like the Slarg, and fights in the same way too. It has a lot of health and lives and blocks even more than the Slarg, so fights against these creatures can take a while. Be patient, and counter-attack when attacked. When it headbutts you away, you're still close enough to hit it. If it uses its fast unblockable attack, jump backwards and hit it as it comes down.

Bazam  
-----

Locations: Lava Cave

Appearance: Red insect creature with four 'arms' and two 'legs'

Level: \*

Lives: 3

I can't find any difference between the Bazam and the Slarg, apart from the fact that this creature is weak against Ice. Just use the same tactic.

Slarg  
-----

Locations: Cavern

Appearance: Black insect creature with four 'arms' and two 'legs'

Level: \* BASIC

Lives: 3

The Slarg is fairly easy, but it tends to block a lot, slowing the fight down. To defeat it quickly, run into it to break its defence, then use your three hit combo.

Venom  
-----

Location: Lava Cave

Appearance: Red insect creature with four 'arms', two 'legs' and horn on face

Level: \*\*\*

Lives: 5

As far as I can tell, the Venom is the same as the Balage. Use the same tactics. It has a weakness to Ice.

-----  
Lizard Type  
-----

Grates  
-----

Locations: Lava Cave

Appearance: Red lizard creature

Level: \*\*\*

Lives: 3

These enemies are the same as the Jargo, but with more health. The same tactic works. It is weak against Ice attacks.

Jargo  
-----

Locations: Cavern

Appearance: Blue lizard creature

Level: \* BASIC

Lives: 3

One of the best tactics for defeating Jargo is to back away from it and then run up to it, breaking its defence. You can then use the three hit combo on it. If it uses its rolling attack, shield it then use the three hit combo as it recovers. The only things to watch out for are its fast unblockable attack, and the fact that it can attack with its tail if you try to get behind it.

Rampage  
-----

Locations: Lava Cave

Appearance: Black lizard creature

Level: \*\*\*

Lives: 4

The Rampage is like the Zillo, but with more health. Use the same tactics to defeat it. It has a weakness to Ice.

Zillo

-----

Locations: Cavern

Appearance: Green lizard creature

Level: \*\*

Lives: 4

The Zillo is to the Jargo what the High Soldier is to the Soldier. It's the same as the Jargo, but uses its unblockable attack more often and has more health. Just run right up to it and shield yourself. When it attacks, defend yourself then hit it with the three hit combo. If it starts its unblockable attack, you have enough time to hit it before it hits you.

-----

Mimic Type

-----

Locations: Inside chests

Appearance: Varies (same as a chest)

Lives: Varies, but usually 3 to 5

The Mimic is a fake chest that attacks you when you try to open it. It is a very annoying enemy to fight, mostly because it has so much HP. Block the items it spits at you, and try and get round to the side of it to attack. If you get close, it will try and 'headbutt' you. It sometimes spits three items out at different angles, so always be ready with your shield. When the chest is closed you can't hurt it. The best way to fight it is to wait until it closes, then tempt it to headbutt you. Once it has attacked you can counter-attack when it is not defending. Mimics usually have a large number of gems or useful items inside them, so they're worth fighting.

-----

Shell Type

-----

Head Hunter

-----

Locations: Stalagmite Castle

Appearance: Red shell with blades on arms

Level: \*\*\*\*

Lives: 4

The Head Hunter is another version of the Slasher, Ripper and Marauder. The differences are that it's faster, has more health and has a very fast unblockable attack. To avoid this, strafe around it, but be quick.



Marauder

-----

Locations: Stalagmite Castle

Appearance: Grey shell with blades on arms

Level: \*\*\*

Lives: 3

The Marauder is like the Slasher and Ripper, but even more powerful. It has a slight weakness to Fire.

Ripper

-----

Locations: Wise Men's Cemetery

Appearance: Purple shell with blades on arms

Level: \*\*

Lives: 3

The Ripper is an 'upgraded' Slasher. In addition to all the Slasher's attacks, it has a very fast unblockable spinning jump attack which you should strafe to avoid. It also seems to jump further than the Slasher.

Slasher

-----

Locations: Kilia Shrine, Cliff Labyrinth

Appearance: Green shell with blades on arms

Level: \* BASIC

Lives: 3

The Slasher uses a variety of cutting attacks, but it doesn't seem to defend much unless it's cornered. Instead, it strafes to avoid your attacks - use the Horizontal Slash to counter this. One way to defeat it is to keep away from it until it charges at you with its arms whirling, then strafe away and stab it in the back. If you corner it, it can jump over you to escape. While it's jumping, sidestep in either direction and then hit Attack when it lands.

-----

Soldier Type

-----

Blade

-----

Locations: Imperial Fortress

Appearance: Soldier in red suit with broad sword

Level: \*\*\*\*

Lives: 4

The Blade can use its sword for projectile attacks as well as hitting you with it, so try and get up close. Its close-range attacks are quite slow, but it blocks a lot. It has a reasonably fast unblockable attack which you should quickly jump back to avoid, and it can charge up its sword to make it more powerful.

High Soldier

-----

Locations: Magical Labyrinth, Vangel

Appearance: Soldier in blue suit

Level: \*\*

Lives: 3

The High Soldier is like the Soldier, but uses his unblockable attack more often. He also has more health.

High Swordsman

-----

Locations: Vangel

Appearance: Soldier in blue suit with two swords

Level: \*\*\*

Lives: 4

The first thing to mention is that the High Swordsman has a fast unblockable attack, but you can strafe to avoid it. Other than that this enemy is quite easy, provided you only counter-attack when attacked.

Royal Guard

-----

Locations: Imperial Fortress

Appearance: Soldier in black and white suit with broad sword

Level: \*\*\*\*\*

Lives: 5

Try and learn which of the Royal Guard's moves hit twice and which only hit once. It's then a matter of counter-attacking when attacked.

Soldier

-----

Locations: Vangel, Magical Labyrinth

Appearance: Soldier in yellow suit

Level: \* BASIC

Lives: 2

The soldier relies on his sword for both attacking and defending himself. Use your shield to block his attacks, and counter attack when he's just attacked. He has an unblockable attack, but it takes a while to charge up, giving you a lot of time to get out of the way. He's immobile for a while after using it, so take the chance to hit him in the back. Also, look out for his four combo that looks like it's going to be just three hits.

Swordsman

-----

Location: Vangel

Appearance: Soldier in green and blue suit, with two swords

Level: \*\*

Lives: 3

The Swordsman is a fast enemy, and also has a fast unblockable attack. Shield yourself from his attacks and only counter-attack when attacked. He doesn't have a lot of health.

-----

Sorcerer Type

-----

Drifer

-----

Locations: Imperial Fortress

Appearance: Purple and red cloak with conical head

Level: \*\*\*\*

Lives: 4

This monster is another step up from the Herferg. In addition to the Herferg's spells it has a large black 'aura' and a white explosion spell. Otherwise it's just about the same.

Herferg

-----

Locations: Vangel

Appearance: Red and purple cloak

Level: \*\*\*

Lives: 3

Herfergs are the same as Legars, but they can use a fire spell as well as all the Legar spells. They also have more health.

Kijil

-----

Locations: Imperial Fortress

Appearance: Purple and red cloak with broad pointy hat

Level: \*\*\*\*

Lives: 4

Fight the Kijil in the same way as you would a Drifer, as it appears to be the same monster.

Legar

-----

Locations: Magical Labyrinth, Cavern, Labyrinth of Punishment

Appearance: Red cloak

Level: \*\*

Lives: 3

Legars are a lot like Sorcerers, but they use more spells. In a way, this makes them easier, as not all the spells are as effective as the one the Sorcerer uses. Just keep on blocking, and work your way towards him. He's at his most vulnerable just after he's cast a spell.

Sorcerer

-----

Locations: Cliff Labyrinth

Appearance: Green cloak

Level: \* BASIC

Lives: 3

Sorcerers are very hard enemies during the early stages of the game, mostly because they only use projectile attacks. They also have the ability to shield themselves in a magic 'cage', and you can't break their defence. When you kill a Sorcerer, it reappears in a different place - mostly behind you - so be ready to block. There is no obvious tactic for killing Sorcerers, apart from blocking a lot and trying to hit it when it's just about to start a projectile attack.

Wizard

-----

Location: Ruins of the Earth Spirits

Appearance: Blue cloak

Level: \*\*\*

Lives: 3

The Wizard is another upgraded Sorcerer. He has two new attacks: a 'boomerang' spell and a slow-moving mine. Use the same tactics to defeat it.

```
*****  
-----  
Sceptre Force  
-----  
*****
```

Every time you win a fight without ever being hit (you are allowed to block attacks, but not actually have health taken off by them) you will get a Sceptre Force. You can either open it by selecting 'Yes', or memorise it by selecting 'No'. Every time you memorise a sceptre force, you have the chance of getting a higher level of force next time (but if you're hit you lose it). If you open a sceptre force, you'll get items. The value of the items corresponds to the level of force.

One way to think of this is like 'The Weakest Link' (well, if you must) - you can either 'bank' and save your items, or risk going to a higher level. If you are ever hurt during a fight you lose ALL your sceptre force and will have to start from Level 1 (Blue) again. When you decide to open a Sceptre Force, you get one of the following items:

```
-----  
| Level | Colour | Items when opened |  
-----  
| 1 | Blue | 10 gems |  
| | | 25 gems |  
| | | White Crystal |  
| | | Fruit of Venatawa |  
| 2 | Red | Bronze Piece |  
| | | Silver Piece |  
| | | Gold Piece |  
| | | 35 Gems |  
| | | Card of the Water God |  
| 3 | Yellow | Gold Piece |  
| | | Silver Piece |  
| | | Card of the Fire God |  
| | | Life Stone |  
| | | 50 gems |  
| | | 260 gems |  
| 4 | Green | 75 gems |  
| | | Card of the Giant God |  
| | | Card of the Earth God |  
| 5 | Purple | 100 gems |  
| | | Card of the Fire God |  
| 6 | Orange | Miracle Fruit |  
| | | 500 gems |  
| 7 | Rainbow | Life Element |  
| | | 750 gems |  
| | | Card of the Earth God |  
| 8 | Dark | Elixir |  
| | | 2500 gems |  
-----
```

You must open the Dark Sceptre Force when you reach it - the game does not give you a choice. Sometimes you will receive items dropped by enemies after a battle - in this case you won't gain Sceptre Force, but you don't lose it either.

You can ~~not~~ gain Sceptre Forces just by fighting the same enemies. You can fight the same type of enemy three times, then you have to defeat a different type of enemy to level up your Sceptre Force. Also, if you get any items from enemies (such as gems from Mimics) you won't ~~not~~ get Sceptre Force along with the items, however it is not reset back to Blue in this case.

\*\*\*\*\*

-----

Battle Items

-----

\*\*\*\*\*

-----

Weapons

-----

Dirk

-----

Description: Simple, lightweight dagger. Good for nimble attacks.

Attack: 12

Special: The Dirk is very fast compared to the Broadsword, but is just over half as powerful.

Found: Vangel

Avenger

-----

Description: Produced from a special metal. At times absorbs wizard's MP

Attack: 45

Special: This weapon can absorb MP from any enemy that uses spells.

Found: Merchant

Battle Axe

-----

Description: Slow, but increased attack power

Attack: 40

Special: None

Found: Curio Shop in Arona

Broadsword

-----

Description: Long blade sword. Quick with good attacking power

Attack: 20

Special: None

Found: Wise Men's Graveyard

Bastard Sword

-----

Description: Forged with wide blade. Long reach with high attack power.

Attack: 30

Special: None

Found: Wise Men's Cemetery

Flare Sabre

-----

Description: Increases damage to enemies that are weak against fire

Attack: 50

Special: As said in the decription, fire damage is increased.

Found: Cavern

Tyrano Fang

-----

Description: Gives a powerful hit with its sharp edge

Attack: 80

Special: None

Found: Labyrinth of Punishment

Holy Knife

-----

Description: Increases the probability of obtaining items

Attack: 30

Special: Because this weapon doesn't do a lot of damage it's better to use a more powerful weapon for most fights, then switch to the Holy Knife near the end to increase your chances of getting items.

Found: Houses of Orkul

Valhalla

-----

Description: Increases damage to enemies that are weak against ice

Attack: 50

Special: As said in the description, ice damage is increased.

Found: Lava Cave

Gaia Edge

-----

Description: Blade of Spirit King

Attack: 120

Special: Enormously powerful

Found: Spirit Shrine

Arc Blazer

-----

Description: Increases damage to enemies that are weak against Lightning

Attack: 50

Special: As said in the description, lightning damage is increased.

Found: Ruins of the Earth Spirits

Aero Force

-----

Description: Most balanced attack ability

Attack: 90

Special: Defence +20

Found: Ruins of the Wind Spirits

Zeran Sabre

-----

Description: Only effective against certain enemies

Attack: 100 (if all Zeran items are equipped, attack is 125)

Special: The Zeran Sabre can only damage some enemies, but it's very effective when it works.

Found: Spirit Arona

Onimaru

-----

Description: Famous phantom sword. The ultimate sword.

Attack: 250(!)

Special: The Onimaru is a secret weapon, and is found in the Church Basement in Arona (see the walkthrough). It sometimes causes instant death to enemies if it hits while an enemy is performing a long attack (for example the Death Guardian's slow sword stab). This even works on bosses.

Found: Church Basement (Secret)



Omega Mace

-----

Description: Mace with sacred powers. Increased damage.

Attack: 180

Special: This is the most powerful weapon apart from the Onimaru.

Found: Merchant

-----

Armor

-----

Battle Suit

-----

Description: Simple armor providing weak protection

Defence: 20

Special: None

Found: Wise Men's Graveyard

Plate Mail

-----

Description: Many layers, strong protection

Defence: 30

Special: None

Found: Kilia Shrine

Cross Mail

-----

Description: Unique magic features, but weaker protection

Defence: 28

Special: Unique magic features (I can't work out what)

Found: Town of Pikshim

Plate Armor

-----

Description: Thick, but lightweight

Defence: 66

Special: None

Found: Town of Tulku

Wisdom Cloak

-----  
Description: Magical armor with sacred powers. Good for avoiding enemy attacks.

Defence: 54

Special: When wearing this armor you can't be hit in the sides while stafing.

Found: Vangel

Moebius Armor

-----  
Description: Strongest protection against magic attacks

Defence: 50

Special: Reduces damage from magic attacks.

Found: Merchant

Aero Guard

-----  
Description: Best defensive features overall

Defence: 77 (If all Aero items are equipped, Attack is 90 and defence is 100.)

Special: None

Found: Ruins of the Water Spirits

Zeran Guard

-----  
Description: Best defensive armor for direct attacks

Defence: 87

Special: None

Found: Spirit Pikshim

-----  
Shields

-----  
Steel Shield

-----  
Description: A small lightweight shield. No special effects.

Special: None

Found: Wise Men's Graveyard

Neptune

-----  
Description: Shield with special magic. Resists Ice attacks

Special: Attack +1, Defence -1. Ice magic is weakened.

Found: Retribution Stratum

Iron Shield  
-----

Description: Large alloy shield

Special: Defence +4

Found: Kelsan's Assembly Hall

Mercury  
-----

Description: Shield with special magic. Resists Fire attacks.

Special: Attack +1, Defence -1. Fire magic is weakened.

Found: Lava Cave

Justection  
-----

Description: Displays special powers when used with sacred armor

Special: Attack +2, Defence +1.

Found: Spirit Shrine

Moebius Shield  
-----

Description: Decreases damage from magical attacks

Special: Magic damage is decreased (the only shield to not modify attack or defence)

Found: Merchant

Aero Barrier  
-----

Description: Increases defence power

Special: Defence +3. If all Aero items are equipped, Attack is 90 and defence is 100.

Found: Ruins of the Fire Spirits

Zeran Barrier  
-----

Description: Increases attack power

Special: Defence -2, Attack +5

Found: Spirit Tulku

\*\*\*\*\*  
-----  
Oddities  
-----  
\*\*\*\*\*

(These are bugs, strange occurrences and quotes from the game.)

At the start of the demo version, there is the message 'This version not subject to exchange'.

The first objective in the game is 'make a cup of tea'. That's strange enough. Of course, 'save world' comes next.

When you try to use an item, the game responds with the message '(Item name) Use one'.

And if you discard an item, the confirmation menu says '(Item name) Has been thrown away'.

Near the start of the game, Valos uses the Pidgin English 'Allight' when he means 'All right'. After this, the game reverts to the more traditional misspelling 'Alright'.

'Those fried herbs were really delicious! Hey! My health is restored!'  
- Eon

Trying to open the chest near the tavern in Arona gives the message 'You need permission to open this chest'.

The windmills in Arona spin at different speeds and in different directions.

After the Priest in Arona has talked to you for the first time, he walks through a wall.

Just about every scene with Jeel and Lang in it counts as an oddity. Best quote: 'Agreed! Heave-ho!'

'Now I can restore Eon's health too! Amazing...'  
- Korky

The drunk man in Arona can still 'feel the land sinking into the sea' even after you've recited the Lifting Verse.

The paintings in the Consulate are by 'Gan Vogh' and of the 'Lona Misa'.

Examining a bonfire in Pikshim gives the message 'You suspect there is something inside the bonfire'...

Examining another bonfire gives the message 'Ouch! Fires are not for walking into, nimrod!'

The guard in Earth Stratum asks 'Are you trying to cheat?' when you try to get past him without ten pieces of Obsidian.

Why doesn't Eon escape from the Kels by using the Sceptre to restore his weaponry?

If Arcia is going to be sacrificed to Levante, why does the guard say 'you will be punished if you are late'?

Korky says 'Phew, we did it!' BEFORE you copy the keys from the guard's hip in Earth Stratum. When you examine the guard after copying the keys, the message 'The guard continues to sleep while the key is replicated!' is given. The messages appear to be the wrong way round.

The Watch Tower in Pikshim is a LOT bigger on the inside than it is on the outside.

'What's going on? There must be some sort of intervening magic here!'  
- Youth/Legar at top of watch tower

The 'Kelsan Cave Entrance' becomes the 'Heresy Cave' when you visit it for the second time, and if you go to the entrance from the religious colony rather than the continent map it's called 'Religious Colony'.

'The Kel's Secret Cavern' is marked on your map. None too secret.

If you refuse to enter the Gate of Trials, it will say 'You will be left to die as you probably deserve to'.

When Gandor rescues Eon from the cavern, he asks 'What are you guys doing in here? Having a tea party?!'

The sound made when text is appearing is different when you talk to the man at the Apothecary in Orkul, and when the guard in Earth Stratum speaks to Eon.

The location name for the mayor's house in Orkul is 'Houses of Orkul' rather than 'Mayor's House'.

If a text window is open when the screen fades out during the rescue sequence in Tulku, the next window 'pastes' its text on top of that text.

Old Man: "What? Barbara is coming to town?"  
Eon: "No! LAVA is coming DOWN!"

Old Man: "What? The bull's nose is corrupting?"  
Eon: "No! The VOLCANO is ERUPTING!"

There is a man hammering on the stained glass window on the church in Orkul to 'fix' it.

On the map of Volcos, 'Stalagmite Castle' is called 'Stalagamite Castle'.

When in the Vangel Passageway, watch the Desbat Pirate's running animation.

One of the locations on the Vangel is called 'Inspection Isle' (surely 'Inspection Aisle'?)

The Wisdom Cloak is originally called the Wisdom Cloth when you pick it up.

When using a lift in the Vangel, you can select the option 'Press your own buttons' instead of choosing a floor. This gives you the message 'You press the buttons on your clothes. This is not accomplishing anything.'

The town on Zephere is called Geltania. Be careful how you say that.

The Aero Force is spelled with no space (Aeroforce) when you originally receive it.

'It's so dark in here... please turn on the light!'

- Ghost in Public Cemetery

'I haven't had anything to eat for a very, very long time!'

- Ghost in Public Cemetery

'Greed leads to sin. Would you like some gems?'

- Old woman in Public Cemetery

'When they tell you to look both ways before crossing the road, you should listen.'

- Ghost in Soldier Cemetery

'I knew I shouldn't have eaten my mother-in-law's salisbury steak!'

- Ghost in Soldier Cemetery

The soldier in Geltania is still wandering around after he's supposedly been destroyed by the rest of the Imperial Army.

The 'Sentinel' enemy near the end of the game is spelt 'Sentinal'.

"Eon and his friends seemed to like fish."

- Afto

"I'm looking forward to serving many kinds of pies and other varieties of desserts!"

- Geintz

All the instruments in the music credits are in a strange abbreviated form, for example 'Cl', 'Fl', 'Cond'.

\*\*\*\*\*  
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Contributors  
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\*\*\*\*\*

This is a list of all the people who gave me additional information, locations of items and so on. Thanks to all of them.

-----  
Anonymous  
-----

Location of Iron Shield (Apologies - I can't remember your name...)

-----  
QuadrAlien  
-----

Quick way past the Earth Strata part of the game  
Location of 'Dirk' weapon

-----  
RStone  
-----

Help with Sceptre Forces (top three levels and why I missed them the first time)

-----  
Shadow Reaver  
-----

Location of Omega Mace and help with the Merchant.

-----  
shoeofdeath  
-----

How to get the Card of the Water God.  
Notified me of the "Pikshim Problem" <7-)  
Completed the Toman side quest.

\*\*\*\*\*  
-----  
Conclusion  
-----  
\*\*\*\*\*

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-----  
Want to contribute?  
-----

If you find something I've missed, got wrong, or you want to clarify something in the FAQ, please e-mail me at wongchungbang@hotmail.com and I'll add you to the list of contributors if you give any useful information. Answers to the questions in 'For next update:' are greatly appreciated. Any questions, comments and other suggestions are also welcome.

-----  
For next update:  
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Is it possible to actually find Toman?  
How do you collect the remaining Cards of Gods?

What about the 'missing' words from the FMV?  
Are there any more enemies or weapons?

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