

The Granstream Saga FAQ/Walkthrough

by Michael81688

Updated to v1.1 on Jul 29, 2004

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THE GRANSTREAM SAGA
FAQ/WALKTHROUGH
By: Vimminent
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Version 1.1 (August 23, 2003) - 77.1 KB

-Sections V-XIV completed! Phew, that was a bit more difficult than I thought it would be. Listing stuff is a bit of a pain in the neck, but ah well; it's all there. All I need to do now is finish the walkthrough part of the FAQ. I might have it done within two weeks, but school is starting up, so... Can't be sure. I'm a freshman this year, and it's probably gonna be a bit bumpy for a little while. I'll try to finish the guide within said time - the Sunday after next is when this FAQ/Walkthrough should be done. Oh, and I know the format changes slightly to accomodate specific regions of a level 'bout a 1/4 through the guide. I didn't mean for that to happen and I really can't go back to fix it. I'm sorry - a rookie mistake. Forgive me?

Version 1.0 (August 23, 2003) - ??? KB

-Sections I-III completed. The others should be finished within the month... You know, I originally started this project way back on January 11, but the first memory card chose in my PlayStation decided to malfunction. This wouldn't have been much of a problem if not for the fact that The Granstream Saga only loads files from memory card slot numero uno. -_-... I'm sorry for the delay - believe me, I want to finish this guide and finally set this game aside, as it's been worming through the back of my mind since the beginning of 2003.

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I. BASICS ||
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The Granstream Saga is a unique game, but RPG's usually (a 70.4%
kind of -usually-) just don't differ within their basic format.
So, most of what you see in any ol' RPG is what you'll be seeing
in TGS.

Ia. TOWNS |

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--Vimminent's "Rules of The RPG Town"--

So what do you do in the towns of an RPG? I'm willing to bet that you already know what to do. But for the sake of this guide, I'm going to tell you anyway.

Talk to everyone. And in some cases, more than once! Yea, it's a bit of a hassle at times, but I got three words for you - Deal With It. Gathering as much information as possible is key to fulfilling the thirst to conquer your hopefully-not-wasted dollar in any Role Playing Game. It's a rule, though in some places, you are just going to break it with a crazed look in your eyes which says "These people are fools! Fools I say!" just like any other human being.

When you are buying something, don't go overdoing it. You never know when you are going to find something better in the next dungeon or town, hidden or otherwise. So don't go underestimating the value of a dollar, for it may be needed to get something important, other than your weapons and regular items...

Explore. Go on, open that door. Locked? Is there a message saying something to the effect of "Insert -Key- Here?" Yes? Then as soon as you find that -Key-, come back and unlock that freakin' door, even if the only thing in there is an old lady talking about clip-on gauntlets. You'll feel better about yourself, or, at least, you'll have actually got closer to not just rushing through the game, not doing any of those side-quests which could've rewarded you with the best weapon available, or that mini-game that was well-worth the trouble 'cause winning gives you an amulet that doubles your strength... See? Explore. But remember, in some cases, curiosity really does kill the cat.

Ib. COMBAT |

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It will be hard to fall asleep while fighting in The Granstream Saga. The reason for this is simple: It's in really-real-time, giving you a decently-sized environment to kick around an enemy in, not to mention that with this addition, a sense of action over adventure is injected into the atmosphere.

Speaking of enemies, some have a pattern, and some do not. Some are dumb, some are smart. Some are large, some are teeny - one may fight with supernatural forces, while the other fights like Bruce Lee. Sorry, but I like rhyming. Yea, the previous rhyme was a bit out of syllable, but whatever. Anywhat, you must battle, and not simply brawl. For if you just keep swinging that weapon around, not only will they counter you, the enemy will kill you. Sure, those wild-man tactics may work on some opponents, but surely not on all.

Guarding is NOT overrated in The Granstream Saga. Neither is dodging. Master these two abilities before you get too overconfident and die quickly at the hands of an unknown enemy.

Conserve your MP, as one should always do... unless, of course, you're quite stocked in MP-restoring items, or are planning to get

yourself to a place where Magic Points can be put back in the tank quickly. Know when and when not to cast certain spells - test them out before using them when you haven't a clue as what it's gonna do.

Take advantage of every opportunity... well, every one that is not a trap that'll get you killed.

As you would in real life, fight to win... unless told otherwise. Or you could go on a hunch, but for some of you, I wouldn't recommend that. --.

Ic. DUNGEONS |

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As in a town, you should explore. You never know what you may find...

Don't go wandering into territory that you feel you can't quite handle, especially if it is your second time around, if you know what I mean. Patience - don't get frustrated if something does not work.

If you wish to avoid a fight, then do your best. I'd recommend this fearlessness-not tactic to those who are about to die and have nothing to heal themselves with. But let us hope that it does not come to that.

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II. CONTROLS ||

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--WHEN YOU'RE WANDERING AROUND--

-Triangle-: Opens up the command menu.

-Square-: Once you press this, the magic spell you have selected will be used.

-X-: Examine something; talk to someone; and keep a conversation going.

-O-: Cancel a menu command; and advance the text.

-R1-: Rotates the camera 90 degrees in a counter-clockwise direction.

-R2-: Same as O.

-L1-: Rotate the camera 90 degrees in a clockwise direction.

-L2-: Same as X.

-D-Pad-: What do you think? I say you move around, but maybe I'm wrong.

--WHEN YOU'RE BEING VIOLENT--

-Triangle-: Opens up the command menu.

-Square-: Once you press this, the magic spell you have selected will be used.

-X-: Attack - press repeatedly for... er... repeated attack.

-O-: Block (Guard), (hold it to keep your shield up). You can't move while blocking, mind. O also cancels menu commands.

-R1-: Hold and press a direction on the D-Pad to dodge wherever commanded. (You can also dodge by tapping in the same direction twice).

-R2-: Same as O.

-L1-: Not used.

-L2-: Same as X.

-D-Pad-: You... uh... move. Yea.

--COMMAND MENU--

-Triangle-: Access said thing with said button.

-X-: Select an item.

-O-: Cancels a command.

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III. STORY ||

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A century ago on the planet of Granstream, war was at hand. The bad-guys, otherwise known as the Imperial Wizardry, were fighting the good-guys, otherwise known as the Allied Spirit Army. Neither of the forces could gain the upper hand on one another, so the Imperial Wizardry fired an unnamed weapon, banned due to its overall destructive power and unpredictability.

Meaning to take out a large portion of the A.S.A.'s forces, the weapon was fired right in to the core of the planet. However, someone upstairs made a fatal mistake, allowing a deadly chain of events to occur.

The damage was so bad, Granstream shifted on its axis, causing the polar ice caps to melt, and practically covering the entire planet's surface to flood.

But above the battle, four Wise Men had already foreseen this disaster. Thus, they used their magical fortress known as Airlim, powered by four elemental Orbs, to levitate the four continents of Granstream above their doom. Those who were on the land, lived. Those who were not, didn't.

Wind, Water, Fire, and Earth Orbs were needed to recharge Airlim, in order to keep the continents from sinking into the sea. Four Wise Men, four Orbs. Of course, security was an issue, thus to prevent any of the Orbs from falling into the hands of some evil-doer, a unique verse had to be recited by either of the Wise Men.

As the Wise Men weakened due to natural circumstances, each chose a descendant to carry on the task of keeping the continents in the air. And so it has been.

Until now.

As the people struggle to regain what was lost, rumors begin to spread, such as the Wise Men disappearing, and of Imperial Wizardry airships in the skies once more. With the Wise Men unable to recite their verses, to activate the Orbs, the continents are sinking slowly into the sea below.

But on the continent of Shilf, a young orphan by the name of Eon is being raised by an old, and somewhat mysterious, man known as Valos. He, Valos, has been using special stones to slice off sections of the continent to make it lighter - and as most firmly believe, to delay the inevitable.

Still, the Wise Men are needed, and are no where to be found.

Can anything save the floating continents of Granstream?

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IV. WALKTHROUGH ||

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I aim to please. O_o.

IVa. SOMEWHERE ON SHILF |

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After the informative introduction video (saving baby chickens - gotta admire Eon's humor... er... his spirit, I mean), Eon will be scolded, and then... now, wait just a dang minute! No faces? Bleh... After listening to Valos (try not to crack a joke when he says something like, "It's time we had a long talk..."), learning the names of the other continents (Aquas, Volcos, and Zephere), the old man will suddenly ask you to make some tea. A very dramatic change of subject if I do say so myself.

Grab the Tea Set in the chest on the right, then place it on the stove. FIRE! Ahem... Just as you're about to sit down for tea time, a man comes in, wanting to know if he can have some, too. Well, actually, the man lets you know that Roddy, the tavern owner's son, has disappeared. A neat event or two will then take place. Watch.

Follow Valos.

IVb. WISE MEN'S CEMETARY |

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Scolded... again. Listen to the sequence.

Once you gain control, examine the metal scraps that were just pointed out to you. Watch. Follow Valos, talk to him, and then follow him west. The green crystal is a Save spot. Whenever you see one, use it. The object also replenishes your health. Remember that. Go as far as you can north, and your first fight will begin.

Continuing north, through the passageway, head left, and examine the glowing green object. Watch the sequence that takes place, and fight off another enemy. Another sequence occurs, and Eon and Roddy are transported back to town, via Valos' magic.

IVc. ARONA |

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Bah! Insolent child, that Roddy. Once you gain control, go up and to the right a bit, and a scene between you and Dougal, Roddy's father, will take place. Pay attention to this one, mkay.

Head north, to the church, grabbing the dried herb that's in a barrel, by a house below the church. Yea. Well, once inside the church, talk to the old lady. Now, leave the church, and head south. Somewhere south, though not too far, there is a drunk man. Talk to him, and he'll give you a bit more of church-related information. Re-enter the church, and bear witness. Check the altar, and head into the church basement.

Examine the silver comb on the table. An important event then takes place, and here is where it should really hit you that this game has its roots in Japanese animation. Out of the FMV, another scene takes place. Talk to the Priest to save your game.

Go back to the tavern and talk to Dougal. Listen. Examine the silver chest outside the tavern to climb into it. Another sequence takes place.

IVd. GUDE AIRSHIP |

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A scene takes place once you are on the Gude. Hmm... bad lip sync, yes, but hey. I introduce you to the very shekshy... the very toooight... Laramee. Right-o. Another scene takes place, and when it is over, you are sent on your way to do something for Laramee. That something is getting the biggest gem that one can find on the ship and bringing it to her. Not a problem. Head south, leaving Laramee's room, then all the way south, into another room. There's a save spot in here. And there is also a silver chest, with the jewel that is needed within.

The lovable Korky to the rescue, here. Seeing so the chest is pressure-sensitive (stop laughing!), you must go up the northern flight of stairs to either side while Korky does a little somethin'-somethin'. Open up the treasure chest once again, and absorb a gem into the scepter.

Though you can go on the other side of the stairs (DO NOT, go down into the lower decks), you can obtain nothing. Gandor's room, however, has Gandor's Knife in it... which has to be put back because of a Korky issue. Anyway, backtrack to Laramee's room, and watch the sequence that takes place. Er... hide in Laramee's shower. Examine her towel. Be scolded. Progress in the game.

-----IV
e. VANGEL BATTLESHIP |

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The smell of unfriendliness is in the air. Indeed. Watch the sequence and whatnot, and once you gain control, enter the northern door. Hook around the eastern corner, and grab the chest containing 80 Gems. Now, go to the elevator and take a ride.

Go north, through the door. To the east is a Slerg, to the west a Fugi, and to the north two elevators and a door. I suppose it is fortunate that the only place you can go is get on the western elevator. Once you get off it, at the second level, you'll fight a Soldier. North from this fight scene, and to the east, and in the first door, is a save spot. The second door on the east side of the Second Bridge has a Dried Herb in a chest within. However, to progress, enter the first door on the western side to fight a Soldier. Once you win, you get the Prison Cell Key, which you have to use to unlock the second door below it.

Beyond that door is Arcia. An animated FMV takes place, and then a talking sequence. Watch. You will automatically be put on to the Deck with Arcia. As Eon, check the second door on the west. Watch.

After using the power of the scepter on the remains of the Orbs, mindfully scold Slayzer, comment on his coolness, and go through the door he -opened- for you. Well, you won't go through it, but Korky will come bursting in anywho. Watch. And behold the power of Korky!

A very, very interesting scene will occur, and an aforementioned magical fortress will come into play.

IVf. AIRLIM |

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I dunno about you, but I could feel some chills chucked up and down my spinal column when that thing popped out of the air and the voice said, "Welcome!"

Listen to what Airlim has to say. You'll learn the magic of Airlim Return, and then taken to Arona, on the continent of Shilf. Somehow...

IVg. ARONA (2) |

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A scene takes place. Watch. Laramee and Arcia split, leaving Korky to join you... who can fit into your pocket at will. Hrm... check out the Curio shop, which is really the Weapon/Armor shop... Though nothing is there you can buy, you can, however, allow the scepter to memorize the Curio shop owner's Battle Axe.

There's an Apothecary to the north (Item shop), a Pawn shop to the west of that... and after doing whatever, check out the tavern. When Korky eats a Venatawa fruit, it also replenishes Eon's health. Remember that. Anyway, head to the church.

Talk to the Priest. Watch. Use the Priest as a save spot again, and then leave the church. Directly east of the chapel is the Elderly Man's House. Talk to the Elderly Man to learn more about your and Valos' past. Get the Ocarina Book in this house, in the northeast section on a stand by a jar, then leave.

Check out the southeastern corner of Arona to meet Phyrea, a girl who plays the Ocarina. No reason, just do it. Now, leave the town. On your way out, Arcia comes and wants to come along. Take her, of course.

-Press right, select Valos' House, and voila.-

IVh. VALOS' HOUSE |

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Check the second barrel to the southeast to find a power source, which gives you another Life Point bar. Enter the house. After reading the letter, check out the bookshelf to learn more about your scepter. Then head back to Arcia, and talk to her.

-Press up and select the Kilia Shrine to go to it.-

IVi. KILIA SHRINE |

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After being rejected from the staircase you're automatically taken to, head west, then north, into the Shrine. Your first encounter with a red crystal is here. These bring you back to the entrance to whatever you are in, so remember that. Do your duty with the green crystal and then head east.

Once you take out the Slasher, head north to another part of the Shrine. Follow the path, taking out the Guardian and another Slasher. Take the little staircase, leading to a High Guardian by the Slasher. Go up a little staircase, killing another Slasher. Examine the blue gem in the wall, and the scepter will memorize it as the Spiritual Stone. Within the chest is an Ancient Mystery Stone, which gives you the Flame Thrower Magic, allowing you to use Flame Shot in battle.

From the chest, go north, then east, then south, then west, down the stairs that'll lead you to another part of the Kilia Shrine.

You'll be attacked by a Guardian, and once you kill it, you may get a White Crystal, that boosts your MP by 20. I'm not sure if White Crystals, or any Crystal, are random things, so I'm not going to guarantee anything, here. Anyway, head north, then up the stairs to the second floor.

And then to the third floor...

Kill the nearest Guardian, then follow the path to a chest with a Dried Herb in it. Kill the Guardian here. Backtrack to where you came in here, and head south. Kill the Guardian. The chest contains 120 Gems. Head east, and kill the Slasher. Continue and destroy the High Guardian. Continue on, and head down the stairs. Follow the path, killing the High Guardian, and go up the stairs. You should be on the second floor, by the way.

Head south, and then east, up the stairs to a High Guardian. After ending its life, grab the chest containing a Bronze Piece. Go back down the little staircase, up a little one, and head west, following the path (killing the Guardian) down the stairs to the first floor.

Destroy the Slasher, and head east to the High Guardian. After defeating that, head up the stairs. To the east is a Slasher and a chest with 100 Gems in it. To the west is a Slasher and a Source of Power, which ups your LP level by one. And then jump into the hole.

IVj. CLIFF |

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Save. The wooden chest by the green crystal has 150 Gems in it, while the one by the red crystal has a Gold Piece within. Take out the High Guardian to the south, then head east. Open the southern chest for a Fruit of Venatawa. The chest at the opposite side has a Silver Piece in it. The western side has a southern chest containing 150 Gems, and an empty northern chest. On this side, enter the door. A High Guardian, a Slasher, another Slasher, an evil chest (Mimics), a Star Stone, and a doorway await you. Leave the Star Stone as is, for now, and enter the doorway. Enter another one. Leave the Moon Stone as is, kill the two High Guardians, and get the chest containing a Piece of Metal which turns out to be Plate Mail. Equip it.

Go through the nearby doorway to the west. And we've made a circle... erm. Well, it's gotta have something to do with those stones. Well, go back to the western side of the divided room here, and follow the path to the Star Stone. Examine it and choose NO. Memorize it, yes, there we go. In the next room, place the replica of the Star

Stone on the pedestal. Continue on. Memorize the Moon Stone the same way you did the Star Stone, and place it on the pedestal. You'll gain a Level. The stairs will move into place. Go down them.

The first chest on the western side of the stairs has a Gold Piece within. The other is empty. Kill the two High Guardians and then head down the stairs. The switch on the floor? Press it when the two moving platforms line up. Kill the Sorcerer on the other side, then go through the door. Move around to the broken gears on the northern side of this room. Memorize the pieces. Head east, through the doorway. Kill the Sorcerer here, cross, kill the two High Guardians, grab the upper chest containing an Angel Feather, a lower chest with 80 Gems inside, and then you should enter the next room, which should be the one with the staircase in it.

From here, backtrack to the room with the machinery in it. Examine the cogs again to restore the broken pieces. Move the pieces of the wall, on either of the four mini-staircase pedestal options, as follows: Top East (Both open), Top West (Left open, Right closed), Bottom East (Left closed, Right open), Bottom West (Both closed). The design in the middle of this room should start to glow. Go to it. You'll be transported to the Wise Men's Cemetery.

IVk. WISE MEN'S CEMETARY (2) |

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A scene takes place when you enter. Watch.

To the west is your save spot and a Ripper. Beyond, the eastern chest contains a Sorcerer that must be defeated for the 100 Gems within, and to the west, a chest with a Broken Sword, which turns out to be the Bastard Sword. Also, along with the Bastard Sword comes the memory of its previous owner, thus allowing you to use Triple Cut, which gives you the ability to strike three times consecutively. One more room here contains a Ripper. Backtrack to the save spot, use it, and then head east.

After the Ripper, there are two chests. The eastern one makes you fight a Death Guardian before gathering the contents of 180 Gems. The western chest has a Fresh Herb in it. There is a Ripper in the last screen here. Once done with it, go back to the save spot, use it, and head north.

Go into the next room. Go west, then south. Take out the Death Guardian to open up either sealed gate. Take the western route first, and grab the northern chest containing a Gem count of 280, and then nab the chest on the southern end, which has a Decayed Crest within, which turns out to be the Wind Crest. Now, go back to where the pedestal is, where you first got the Wind Orb a long bit ago, and head to the opposite end. Enter that path, killing the Death Guardian, and then grab the two chests in the western room that opens up after you win. The southern chest contains an Ancient Mystery Stone which turns out to be Guard Plus. The northern chest has a freakin' Mimic in it, so never mind that one.

At the top of these two paths lie a gateway which you can open now by examining it. Follow the path on the left (sorry, didn't get the direction. My bad) and you'll end up at some place called Wise Men's Ordeal.

A scene will take place. Watch. Go through the middle door, then examine the glowing thing. Get the northern chest for a Source of Power. Follow the path back around, go through the doorway, and examine another, similar stone relief. Repeat. Examine the gateway to go through it.

For the second question, go through the left door. Wait about 10-20 seconds; go on, lower your blood pressure and whatnot.

The third question remains. Go through the middle door, and then talk to the child at the north. Say NO.

Haha... got it all on the first try, I did!

Well, now go right on up the stairs and examine the revolving, glowing, yellow and green and blue-flashing... thing. The Lifting Verse of the Wind Spirit. With only the idea of releasing the barrier, and a warning of a fierce battle and good luck from the Wise Man Zora, you are sent on your way.

A scene takes place when you arrive. Watch...

IVl. KILIA SHRINE (2) |

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Hm... that didn't seem to be a healthy message from Valos, now did it? Well, head east, and save your game. Or west. Dun matter. Just go up the stairs after. And thus the fight with Bordlang begins.

Boldrang

-LP: 4.

--Well, you heard Valos. Gotta eliminate the hands first, and when they are away from the body. Be sure that you are equipped with the Plate Mail and Bastard Sword. Keep Flame Shot ready but don't be scared to switch to Guard Plus if you feel necessary. Defeating this beast is easy - dodge around, letting Boldrang's hands come after you. Immediately guard to line up and block the attack, then Triple Cut its extended hand till it turns green, which means it is dead. Guard when rocks start falling from the sky, or simply dodge them, and whatever you do, don't stand still when its head flashes between the eyes. It'll capture you in some kind of force field, then bash you away, taking out an entire Life Point Bar. When the hands are gone from Boldrang, keep at distance, and fire Flame Shot's. When it gets close, Triple Cut it, dodge away, and repeat.--

---Level gain.

A scene takes place after you beat Boldrang. Watch. You'll be at the Top of the Kilia Shrine automatically, and somehow Laramee and Arcia are already there. Watch, as Arcia recites the Lifting Verse of the Wind Spirit.

IVm. ARONA (3) |

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A scene will take place at the Elderly Man's House. Watch. Leave the house. Leave Arona; you'll automatically go to Valos' House.

IVn. VALOS' HOUSE (2) |

-----/

One last stop home. Kinda sad, really. Enter the house. Examine the stove, where the kettle is, and a scene will take place. Watch. Leave the house, and go to Airlim.

-A scene occurs. Watch. Well, press O to minimize the menu, and select Aquas from the list. Voila-

IVo. PIXIM |

-----/

A scene takes place. Watch. Talk to the Afto kid who just introduced himself, and stay at his place for the night. Watch as another scene takes place. When you gain control, head east, and gaze upon the painting on the northern wall... the Lona Misa! Go back to the main room, and head south to leave the building. There is a Dried Herb in a barrel nearby, to the southeast a little, little bit. A Piece of Metal, which turns out to be Cross Mail, is in a barrel on the other side of the Apothecary. The Curio shop still has zilch for content. There's a Pawn shop nearby, too...

And about that church. Laramee is inside. Note the strange religion that is mentioned, "Kel." Hm... Well, save your game, then go to the Apothecary and buy the Ancient Mystery Stone containing Frost Arrow for 1000 Gems. Go down the stairs to the north, and enter the Watch Tower.

Check the barrel in the northeast corner for some fish. Enter the northern door. Follow the path. Eventually, you'll come to two doors. Search either of the barrels within the first door for Fishing Equipment. Go back to the town part of Pixim. Talk to the blue/purple-haired-ish person by the Consulate, slightly east. Listen to him. There's another one, north of him and down the stairs, by the Watch Tower, that looks the same, that'll buy that fishing rod for 1000 Gems. Don't do it. Talk to a woman by the church. Listen to her, too.

Go to the southwest corner of the town. Arcia is talking to some young guy. Talk to her. Talk to him. Attend the meeting. Check the western crates on their inner sideto get a Dried Herb. Enter.

IVp. RELIGIOUS COLONY |

-----/

Go with Arcia. Neat fire effect to the east. o.O. There's a crate with three gems by a tent up the next little staircase. There is a save spot to the left of that. A man is guarding a restricted area which is just foaming an aura of "Break. In. Here." Hm... Three more gems in a crate around a corner, to the southwest. Now, go back to where you first started looking around and talk to that guy. Tell him YES. You'll then go to the Meeting Hall. Watch.

Well, I don't speak freaky-deaky Kel, so yah. Yah. Yah! Yah. Yah... I don't like these people very much. Anyway, search the bars twice. Watch. Then wait. Some guy will come, talking about work-time. He opens the gate. Push open the gate next to Arcia's, and get the Piece of Metal in the chest which turns out to be the Neptune shield.

Equip immediately. Go east, and follow to the Earth Stratum.

IVq. EARTH STRATUM |

-----/

Hm... well, search to the right an inch or two of where that guy is searching. There's a piece there. The rest of the pieces (you should have just gained a level) are easy to find. Just go around, hanging on the wall, examining the whole thing. You'll find 10 Obsidian pieces in no time. Note that there is also a Power Source lying about, not very far along the wall, if you went along going to the left. As soon as you get all ten Obsidian pieces, find the guard standing by an entryway and tell him you've found the 10 pieces of Obsidian.

IVr. RELIGIOUS COLONY (2) |

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Back again... and to sleep. Midnight rolls around and... Watch...

IVs. EARTH STRATUM (2) |

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Find 10 more pieces of Obsidian. Once done, talk to the guard.

IVt. RETRIBUTION STRATUM |

-----/

Head down towards your cell. Afto will come waltzing in - Watch... Wow; that was different... Hm. Watch. Go back to the stupid Earth Stratum (I'm REALLY getting sick of this).

IVu. EARTH STRATUM (3) |

-----/

There's a sleeping guard somewhere around here with keys on him. Choose NO when asked to steal the keys, and the scepter will memorize the Labyrinth Key. Another guard has fallen asleep in the northern part of this place. Walk right by him.

IVv. HEAVEN STRATUM |

-----/

Go up to the door. Listen. Walk east, then all the way south. Head west a little and through the southern door.

--ICE CORRIDOR ENTRANCE- To go to Airlim, walk on to the ice, and keep going. But don't do that. Backtrack to that big gate. Unlock it. Continue.

IVw. MAGICAL LABYRINTH |

-----/

Walk around the outskirts, killing all the Soldiers. Enter the first eastern path. Go to the middle, and head past the stairs leading down. On the eastern side, above those stairs, are stairs leading down, facing east. Go down them. Once under the stone-walkway part, head as far south as you can. Then do the same for west, north, west, and north again. You should come out east of a big silver enemy. Go west to fight the Command Golem. Grab

the red chest containing a Piece of Metal, which is actually the Executor. You also learn the Z Triple Cut (Left, Down, Left + X). Equip the Executor, and use the Z Triple Cut at close range in order for it to work. Go south from here to a High Solider. Kill it off and head east. Kill the Command Golem. Get the chest containing 30 Gems. Go north, kill the High Solider, then head west, and back down into the tunnels. Backtrack all the way, and head down the middle stairs, into the second basement floor of the Magical Labyrinth.

There is a save point to the southwest. From that, head west, and take out the Command Golem and Legar. Do the same in the eastern room. Then progress north. Kill the High Soldier, then destroy the Command Golem in the western room. Head east and kill another Command Golem, then go downstairs to the third basement level.

Kill the two High Soliders wandering around, then progress to the south. Head west and destroy the Command Golem. Do the same thing in the eastern room before going on up the southern staircase.

Kill the nearby High Solider, the Legar in the western room, and the Command Golem in the eastern room. Go down the stairs, after.

Take out the High Soldier. Go down the stairs, which act as a tunnel. At the second manhole, head north. Kill the Legar and the Command Golem when you come out of the tunnel and up the stairs, then grab the red chest containing a Life Stone. Backtrack to the tunnel leading west from east, and continue on. Kill the High Solider and continue. Go down the stairs to the fourth basement level.

Waltz around and kill the Soldier. DO NOT use the Prison Cell Key you just obtained on the Mimic awaiting beyond the first gate. Use it on the next gate, which holds a red chest containing a Special Herb. One more step beyond, and a High Soldier awaits... with Arcia behind the gate he is guarding. Kill the enemy. And you need a key to get in, it seems. Well, I'm not sure, because I used my first key on that Mimic back there. Maybe you can just go on and use it. I dunno. But if not... Eon suggests going back to town, to get Afto to help. A flash of blue light and a slight explosion is heard. Backtrack, and you'll find Afto. Watch.

Next thing you know, you're in Pixim.

IVx. PIXIM (2) |

-----/

Watch. First things first, heal and save at the church. Then go to the Watch Tower.

--WATCH TOWER- Talk to Arcia once in the Watch Tower. An FMV takes place that makes you wanna kick Arcia in the face. Twice. Watch. Follow Arcia in. Watch. Continue upwards. Enter the first door on the top floor and then climb the ladder by Arcia. To the roof.

And holy hell... What the? Daaaah... Sequence. Watch. Follow Arcia. Watch. Sleep. Watch. Aah... control is finally gained! West, through the door you go, now. Er... mini-sequence. Watch. Go to Airlim, and select "The kel's Secret Cavern." Here we go... again. I think.

IVy. HERESY CAVE |

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Enter. Talk to the man on the left. He'll give you the Youth Troop Emblem. And then he passes away. Continue on down the path as before. Go right up the middle.

IVz. CAVERN |

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There is a Jargo to the east. Kill it. Maneuver west, going the long way around a couple beasts, and nab the chest containing a High Potion. Go back to the eastern route, head north, and go down the stairs. Talk to the man who is lying on the ground. Watch. Walk around southwards, examine the rock, and it'll move. Go down the revealed stairs.

Examine the stone face southeast of you to gain a Life Point bar. Backtrack to the first floor, and take the western route (at the entrance). Hook yourself around to the north/northeastern path, and go down the stairs... after a little bit of exploring... BEFORE going down those stairs, however, head south, and nab the Fresh Herb in the chest. From basement level 2, simply follow the path, sticking near the outer edge, until you reach the Imperial Sorcerer. Kill it. You'll -scepterize- a Translucent Crystal. Get the chest containing a Piece of Metal, which is really the... Flare Saber!? One of the three legendary swords that that man spoke of in Pixim! Interesting indeed...

There is a save spot on the other side of the wall where you killed the Legar. Use it. Backtrack all the way to the skull head with the missing crystal. Touch the stone face. A secret passageway then opens up behind you. Enter it.

Enter the Gate of Trials.

Examine the stone face. Watch. Say YES, as long as you are full on LP. Answer YES to all those questions. Then, when dropped into the room, walk around. And wait. And keep examining the lower wall, away from the Gate of Trials that will not open, and you will intercept some talking between Laramee and Arcia. Ehhh... Kabaam?! Yea... It's Gandor! Co-Captain of the Desbat Pirates, remember? Hmm... Go out Gandor's door. Watch.

IVa2. LABYRINTH OF PUNISHMENT |

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Watch. Save your game after killing the Legar (quite easily, with the Flare Saber)! Go down the stairs not by the save spot and red crystal. Teleport, and head north. Kill the Ice Golem and continue, and head down the stairs. Half-circle around to a flashing teleporter. When it hits yellow, jump on it. Go right, across the bridge, and kill the Ice Golem. Follow the southern path, and teleport. Head east a small ways to a red chest containing a Piece of Metal which is really a powerful Axe, the Tyrano Fang. You will also learn Rolling Cut (). Follow the path to where the Ice Golem was after re-teleporting. Go north still, and down the stairs.

Follow the path to a save spot, and a red crystal. And Selela. Talk to her. I said YES for the hell of things, and fought and killed her pesky little Ice Golem. Then I went after her. Follow her. Kill

the Stone Statue. Continue on down the path to Selela. Er... give the Amulet to Selela... Hm... Are you ready? Touch the statue.

Levante

LP: 6

The biggest battle thus far... and all you have to do is block when he is charging a spell, charge him and Triple Cut him with the Flame Saber immediately after he is finished. You can fire off some Flame Shots to make him falter a few times, or even land a Flame Shot or two. It's really just that simple.

And Levante's curse wears off. Ta-da! And back to town you go and are.

IVb2. PIXIM (3) |

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Afto has regained consciousness. And the Lifting Verse of the Water Spirit is taught to you by Selela.

--ALTER OF WATER- The lifting verse is passed on to Arcia, who then recites it.

--AIRLIM- Go back to Pixim.

Heal and save at the church. Then go to the Consulate, and you'll automatically visit Afto. Your level goes up as you leave. And when you leave the Consulate, some Youth comes out of no where and begs you to go to a funeral for their leader. I say that that's a good thing - so go to it. Watch. Talk to the Youth on the right for a Dried Herb. Leave.

--AIRLIM- Select Volcos from the list of continents, and go there.

IVc2. GEINTZ'S BARRIOR |

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Watch. Pick up five rocks, and get back on the scale. Watch some more. And then go through the non-occupied door, to the other side of Arcia and Laramee. They are going to Orkul, on the opposite end of the continent. And Eon obviously isn't. So, just watch.

--VANGEL BATTLESHIP- Watch the scene.

--GUDE AIRSHIP- Watch the scene.

--TOWN OF TULKU- Watch the scene.

IVd2. TULKU |

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Search around a bit - there is a Dried Herb somewhere in a barrel. Once you have found it, and maybe bought something at the Apothecary, enter the orange-roofed house and you'll check up on Arcia and Laramee. I say, that Mayor of Orkul is a bit fruity...

--GUDE AIRSHIP- Watch...

--VANGEL BATTLESHIP- Watch.

Back in Tulku, watch another scene. Leave the Meeting Hall, and you'll get a view of Arcia and Laramee. Watch the FMV. There are some people you need to get, wandering around, one at a time. Bring them to the Meeting Hall. No, wait a second... never mind. Automatically, Gandor says they've been boarded already, or at the Meeting Hall. Well, watch the scene that takes place. Tense moments, yea... Once you gain control, go down the stairs, and head as far northwest as you can. Examine the crate that is on fire to get an Iron Link, which is really the wonderful Plate Armor. Go to the Meeting Place, and talk to the Sensei. He'll give you the Sacred Stone, which is really the Heat Storm Spell. You shouldn't have to, but you can restore your health by examining the first barrel you come to on Sensei's western side. There is a Venatawa fruit in there, too. Enter the side room. There are three Dried Herbs in the southernmost crate, here. Leave the house, and then the town itself. Head straight, but talk to Geintz. Listen to what he says. Keep going in the direction you should be heading, examining a jar for a Sacred Stone containing Evil Stop. Head on through, and on to Orkul.

IVe2. ORKUL |

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There is a Dried Herb behind a blue-roofed house, as well as a Power Source, near the Yellow Man who is the Apothecary. After looking around, check out the corner barrel by the Mayor's House to get 500 Gems. Enter the Mayor's House. Talk to Arcia to get Laramee's knife, the Holy Knife, and the Screw Cut ability (Right, Down, Left) + Attack. Search the bookshelf by the valuable painting to get 100 Gems, and then get the 30 Gems inside the bookcase somewhere by the Mayor. Enter the side room. Search the nearby jar for 30 Gems, and the same for the one by the bed. Leave this house. Save at the church. Go back to Geintz and talk to him. Then go back to Orkul.

Go to the Apothecary and buy the Sulfuric Acid, and Ancient Mystery Stone which contains Power Plus. Now, go to Airlim, select Volcos, and press up. Enter the Lava Cave.

IVf2. LAVA CAVE |

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Watch. Enter the doorway to the north. Follow the path to the next doorway. Take the path to the right. Go through the door. Keep going until you reach a blue chest. Open it to get an Ancient Mystery Stone containing Silence. Backtrack, and go the opposite way. Follow the path, right on straight through a doorway to a green and red crystal. Save. Go right, and follow the path to a dead Imperial Soldier. You then gain a level. Continue on the path, as you cannot go through where the Imperial Solider lies due to poisonous gases. Looping back around to the save spot, exit the way you came in to this room. Turn east and cross the semi-bridge. Take out the Venom and continue on till you reach another room.

Go up the nearest set of stairs, and head west a bit to get a blue chest containing a Piece of Metal, which is really the Mercury, a shield that resists Fire attacks. Put it in, apparently, seeing so you're surrounded by FIRE. Head east a little bit and head up the stairs, killing off the Rampage enemy. Continue on to a blue chest with a Broken Sword in it, which turns out to be the Valhalla,

another of the ancient legendary swords. Equip it - you'll also learn the Wind Buster (Left, Down, Right + Attack). Talk to the man, there. He, is Ziruas. Listen. Once you get the Neutralizing Solution (2 of them), backtrack to the dead Imperial Soldier. Use the N.S. and enter.

--MAGMA ISLAND- Follow the path, past two red enemies, till you reach a split. Head north. Follow the path and take the northern path, once you reach the third split in this area. Head down the eastern path, as the other leads you to a Mimic. Laramee is lying against a rock. Watch the scene that takes place. Hm... Ziruas must have put up that magic barrier. Kudos to Zurias. OK...

-Ziruas' Lab is behind that bookshelf at Geintz's.-

You'll automatically be taken back to Orkul.

IVg2. ORKUL (2) |
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Watch the scene that takes place. Once in control, head out the house... Dumb old man... Go to the church and save and whatnot, then go to Geintz's weigh station. Search the middle bookcases there, and something will pop up. Alas! Ziruas' Lab.

--SECRETE BASEMENT- Follow the path. After picking up the five Black Potions that are lying in the jars in this room, check out the red book on the table. Once you are done reading all three sections (Ultimate Life Form?), a scene will take place. You'll be flying with Korky. Ah, personal, personal...

IVh2. STALAGAMITE CASTLE |
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Head left, into the castle. Keep going east. Go past the door, and get to the save point. Use it. There is a red crystal beside that, too. Either way, keep going.

--MUSCLE LAYER- What the hell? Reminds me of -Legend of Legaia- on the PlayStation... Hm. OK... nowhere to go in here. Come back later?

Examine the doors that you went by previously. Jump down to the next floor.

--SWIRLING ROOM- Head east a bit, then cross south to a chest with an Ancient Mystery Stone within, which is really the Lightning spell. Head west, and then north, into the Throne Chamber.

--THRONE CHAMBER- Go up the stairs, then east a little bit. Cross south, across a pillar, and turn the valve. The valve handle will also be memorized by the scepter. Head east a bit more, than cross another pillar. Examine the spot where the valve should be. The scepter will draw it up. Watch. Go back to the Swirling Room.

--SWIRLING ROOM- Be sure to use the eastern side of this room, and on a pillar, there is an air current or something that'll throw you up into another part of the Throne Chamber.

--THRONE CHAMBER PASSAGE 2- You'll be attacked by some monster once you get to this floor. Once you kill it, you'll find a note which

you should end up taking to some girl named Irena in Tulku. But not now. After you gain another level, continue west. Fight another one of those Marauders. Head up the western stairs, and enter passage three.

--THRONE CHAMBER PASSAGE 3- You can take the safe route - the stairs, to avoid fighting the three Head Hunters that you would fight going east to the doors where you jump down downstairs. Either way, jump down, once you reach the doors (that are already open, on the floor).

--THRONE CHAMBER PASSAGE 4- Go up the stairs, then head west, and head down the stairs that lead north.

--THRONE CHAMBER- Hm... Head west, and a scene will take place with some -Evil Ziruas-. (Korky seems not to notice that this new Ziruas character is NOT his normal color). Head west a bit more after obtaining Ziruas' Potion, and enter the pathway leading south.

--STALAGAMITE CASTLE FLOOR 1- Save and whatnot at the green crystal after the scene. Head west, leave to Airlim, and go to Ziruas' Lab.

IVi2. JILLUOUS' BASEMENT |

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Watch the scene that takes place. Give him the vial, and then give him the Sulfuric Acid that you bought at the Apothecary in Orkul. After that, leave, and go to Orkul.

IVj2. ORKUL (3) |

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Talk to Arcia and Laramee at the Mayor's House. Head back to the Lab and check on the Acid Solution.

IVk2. JILLUOUS' BASEMENT (2) |

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Get the Acid Solution from Ziruas, then leave, back to the Stalagamite Castle.

IVl2. STALAGAMITE CASTLE (2) |

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Enter the castle. Head east, past the wooden doors, and record your progress at the save point. Enter the wide, gaping hole in the wall.

--MUSCLE LAYER- Various Ropers and Slags will pop out of the floor at you and attack, but are easily defeated, so do not fret. So, where do you use the Acid Solution? Look around for a "flat" wall, which faces east. It's quick to get there by going west from the entrance to the Muscle Layer, and then simply hanging on to the southern wall until you see muscle contractions in the wall (the only place in the entire room where the wall moves). After using the Acid Solution, there, enter the doorway.

--RESPIRATORY LAYER- Hang on the northern side, following the path to the mucus membrane. A scene takes place where three monsters drop down to fight you. Kill them. Then re-examine the mucus membrane, and it'll peel away. Continue on. Follow the path, taking

out a few enemies, and you'll reach a hole. Slide down it.

--INTERNAL ORGAN LAYER- Follow the path, and when you reach a clearing, head north, down another hole.

--DIGESTIVE ORGAN LAYER- Mokay, then. Well, it's fight time.

Hergezod

-LP: 8

--Well then, allow yourself to lose one life bar, and then a scene will take place. Watch. Ehhh... Now that the magic barrier is gone, it is time to kill this "Ultimate" Life Form. Simply put, I believe that you may take a bit of a beating at first. But as soon as you figure this baby out, it's as easy as 1-2-3. 1, forget about guarding. 2, never mind those blue and red blobs. 3, stay close and pummel Hergezod with Triple Cut and Wind Buster. That's all there is to it. If you get knocked out of close-range, quickly dodge back in, break its defense, and start slashing away. Victory will soon be yours.--

Once you've beaten the Hergezod, you'll receive a letter. A scene will take place. Watch. You'll level up, and after you do, save your game. Leave, and head back to the Lab.

IVm2. JILLUOUS' BASEMENT (3) |

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A scene will take place, and then a sleeping thing occurs. When you wake, a scene with Gandor takes place. Leave, and talk to Geintz. Go to Orkul.

IVn2. ORKUL (4) |

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Talk to a man that says something about Geintz knowing a lot about Wise Men. Go question Geintz. Then head back and talk to the same guy in town. Now, talk to the boy in blue with maroon'ish hair, standing outside the Mayor's House. Listen. Go back to Geintz and talk to him. Now go and talk to the Mayor of Orkul. Listen. AHA! As I suspected all along... Geintz is a descendant of a Wise Man! UHN! Go talk to him. Listen. To the Castle, eh? So be it!

IVo2. STALAGAMITE CASTLE (3) |

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Upon entering, Wise Man Gault informs you that you are trusted with the fate of the continent(s), and presumably opens up a gate somewhere in the castle. Head east until you reach an altar (previously, you couldn't go this far east on this floor). Examine it and a scene will take place.

--Find Arcia. She is in the basement at Geintz's. Watch. And that makes 3 out of 4, baby! Whoo! Well, watch the rest of the scene. Go to Airlim, and watch the scene that takes place.

IVp2. GUDE AIRSHIP (2) |

Once you gain control, talk to Arcia, and then leave the room. Talk to Laramee in her room, too. There is a save spot in the southern upstairs room. On the opposite end, there is Gandor's command area, or so I make it out to be. Talk to him and leave the room. The northern downstairs room is the cockpit area. Once you leave that, a scene takes place in Gandor's Room, where Arcia is. Hm... The southern downstairs room and the southern upstairs room interconnect, so just go back to Gandor's Room. Talk to Arcia. Leave, walk around a bit more, talking to everyone again, then go back to Arcia. Talk to her. Watch. Go to the cockpit. Watch the short but kick-arse Full Motion Video. Watch another scene.

IVq2. VANGEL BATTLESHIP (2) |
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Watch... Ah, I love hand to hand combat...

--GUDE COCKPIT- Watch the scene.

--VANGEL PRISON- Watch the scene. Leave the room.

--SECOND BRIDGE- Enter the eastern door and kill the Herferg. Go north and take out the Swordsman on the left. Enter through the left or right door. Kill the High Swordsman for the Level 2 ID Card. Go back through the second bridge. Note that there is a save spot beyond the first door east of the Herferg, and below that door is nothing but a Mimic. Go south, and heck out the western elevator. Watch.

--FIRST BRIDGE- Watch the scene.

--THIRD BRIDGE- Take out the Swordsman. Head north, and west, to a chest with 350 Gems within. Kill the High Soldier in the eastern room, then head north to the bridge area. Destroy the High Swordsman here for the Level 1 ID Card. There is a chest with a Fresh Herb in it to the west in this room, too. Go back to the elevator and go to the main passageway

--VANGEL PASSAGEWAY- Go north, then east, around the corner to get a chest containing a Dried Herb. Head through the northern entryway, then west to a room with two chests. The one on the left contains a Mimic, and the one on the right has 240 Gems in it. Head through two southern doors (the northern one is inaccessible at the moment), then through a path and a door on the eastern side.

--POWER ENGINE ROOM- Kill the Swordsman, and then follow the path south (you can't kill the Engineer; you need it alive, mainly), until you reach a High Swordsman and some stairs. Kill the enemy, and get the High Potion in the chest up the stairs. Go north, and find a control panel, on the eastern side. Insert the Level 1 ID Card. Now, go to the opposite side of this room, kill the Swordsman, and put in the Level 2 ID Card. The gates beside you then open. Enter.

--INSPECTION ISLE- Follow the path. When you get to a fork, head all the way south and check the chest for a Power Source. Go back up north, head northeast, and briefly check the eastern path for a chest containing a White Crystal. Go back to the main path, head north, and take either of the upper paths.

--CANNON CONTROL ROOM- Head south. Kill the High Swordsman and go east, hooking around to the ladder. Climb it. Kill the Swordsman, follow the western path, kill another Swordsman, and climb down the ladder. Looks like we'll have to come back here later. So, for now, exit this room the way you came in. Go to the southeastern ladder, climb it, and search the middle crate for a Piece of Metal which is really Wisdom Cloth/Cloak. Now go back to the Power Engine Room and search for a man by the High Swordsman on the south. One of those outlets has a man in there. Talk to him. Go back to the Cannon Control Room and access the control panel which is on the upper level (use the ladder) and in the center. Examine the panel. Watch.

--SECOND BRIDGE- Watch.

--CANNON CONTROL ROOM- Watch. Go through the previously locked door.

--VANGEL PASSAGEWAY- Head south and in to the western elevator. Go to the second level.

--SECOND BRIDGE- Save your game, and then go get Arcia in the western second room. OK, so she ain't there. Now, go to the first level. Take the elevator to the east to go to the first level.

--FIRST BRIDGE- Never mind the western room - it's a Mimic. The chest on the east has a Gold Piece-chest. Go through the northern door when finished.

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V. WEAPONS ||

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| Va. AXES |
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NAME	AT	DESCRIPTION
Battle Axe	40	Slow, but increased attack power.
Tyrano Fang	80	Gives a powerful hit with its sharp edge.
Gaia Edge	120	Blade of Spirit King.
Omega Mace	180	Mace with sacred powers. Increased damage.

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| Vb. DAGGERS |
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NAME	AT	DESCRIPTION
Dirk	12	Simple, lightweight dagger. Good for nimble attacks.
Executor	20	
Holy Knife	30	Increases the chance of acquiring

* When equipped with Aero Force and Aero Barrier, DF will upgrade to 100.

** When equipped along with the Zeran Sword and Zeran Barrier, DF drops slightly to 85.

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VII. SHIELDS ||

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NAME	AT	DF	DESCRIPTION
Steel Shield			A small, lightweight shield.
Neptune	+1	-1	Resists ice attacks.
Iron Shield		+5	Large alloy shield.
Mercury	+1	-1	Resists fire attacks.
Justection	+2	+1	Displays special powers when used with sacred armor.
Moebius Shield			Decreases damage from magical attacks.
Aero Barrier		+3	Increases defense.
Zeran Barrier	+5	-2	Increases attack.

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VIII. SKILLS ||

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Skills are basically attacks done with weapons that inflict some extra damage. The only way to learn them is to obtain a weapon with the technique "inside" of it. However, once you learn it from that weapon, all the weapons in the same category will be able to use the skill. Nifty.

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| VIIIA. AXES |

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SKILL	WEAPON	COMMAND
Rotation Cut	Tyrano Fang	U-R-D-L-U + Attack
Cyclone Chop	Gaia Edge	L-D-R + Attack
Cross Cut	Omega Mace	R-D-L + Attack

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| VIIIB. DAGGERS |

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SKILL	WEAPON	COMMAND
Z Triple Cut	Executor	L-D-R + Attack
Screw Cut	Holy Knife	R-D-L + Attack
Quad Thrust	Avenger	Hold U + Attack x4

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| VIIIc. SWORDS |

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SKILL	WEAPON	COMMAND
Triple Cut	Bastard Sword	Attack-Attack-Attack
Wind Buster	Valhalla	L-D-R + Attack
Spinning Blow	Arc Blazer	R-D-L + Attack

IX. SPELLS ||

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There are two different categories of magic in The Granstream Saga - Travel and Battle. The former is the type of spell that you'd use when you're walking around in a dungeon or a town. The latter is self-explanatory - the kind of magic you'd use when you're locked in combat.

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| IXa. TRAVEL |

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NAME	MP	DESCRIPTION
Healing	40	Restores little LP.
Strong Heal	70	Restores some LP.
Max Heal	100	Restores maximum LP.
Airlim Return	90	Returns you to the start.
Evil Stop	120	Temporarily freezes all enemies
Scanner	15	Detects Mimics.
Translator	1	Deciphers ancient text.
Genocide	250	Kills all unarmored enemies.

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| IXb. BATTLE |

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NAME	MP	DESCRIPTION
Healing	40	Restores little LP.
Strong Heal	70	Restores some LP.
Max Heal	100	Restores maximum LP.
Power Plus	30	Increases attack for 20 seconds.
Guard Plus	30	Increases defense for 20 seconds.
Silence	80	Enemy magic sealed for 10 seconds.
Defenser	100	Disables enemy attack for 10 seconds.
Flame Shot	15	Fire ball attack.
Heat Storm	30	Fire wall attack.
Frost Arrow	15	Icicle attack.
Blizzard	60	Avalanche attack.
Lightning	40	Lightning attack.
Thunder Blast	80	Lightning storm attack.
Fire Sphere	100	Small explosion.
Flare Sphere	180	Huge explosion.
Granstream	300	Ultimate magic attack.

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X. SCEPTER ||

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Early in the game Eon acquires the Scepter, which allows him to mentally piece back together remnants of items (or the whole thing) and reproduce it at will. The following are the items that the Scepter memorizes throughout the course of the adventure.

NAME	DESCRIPTION
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Moon Stone	Found in Cliff Labyrinth.
Star Stone	Found in Cliff Labyrinth.
Poem of the Wind Spirits	Use to lift Continent of Shilf.
Poem of the Water Spirits	Use to lift Continent of Aquas.
Poem of the Fire Spirits	Use to lift Continent of Volcos.
Poem of the Earth Spirits	Use to lift Continent of Zephere.
Wind Orb	Orb from the Wise Man of Wind.
Water Orb	Orb from the Wise Man of Water.
Fire Orb	Orb from the Wise Man of Fire.
Earth Orb	Orb from the Wise Man of Earth.
Level 1 ID Card	Access inside the Vangel Airship.
Level 2 ID Card	Access inside the Vangel Airship.
System Card	Activates the elevator in the Imperial Fortress.
Cogwheel	Found in the basement of the Kilia Shrine.
Wind Crest	Opens passageways in the Wise Man's Cemetary.
Crystal Ore	Found in the Gude Airship.
Valve Handle	Found inside the Stalagamite Castle.
Spiritual Stone	Found in the Kilia Shrine.
Cell Key	Key for the underground cell.
Translucent Crystal	Possessed by the Imperial Wizardry.

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XI. ITEMS ||

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The following are the items in TGS that I bought most often, in no real particular order (healing items, MP-regeneration, so on and so forth).

NAME	PRICE	DESCRIPTION
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Dried Herb	60	Dried out medical herb. Restores little LP.
Fresh Herb	100	Fresh medical herb. Restores some LP.
Special Herb	150	Best medical herb. Completely restores LP.
Low Potion	100	A potion made by a magician.
High Potion	250	Refined magical potion. Increases MP by 180.
Rare Potion	500	Concentrated magical potion. Restores MP by 400.
Miracle Fruit	???	Fruit from the Tree of

		Earth. Maximizes MP.
Life Stone	700	Moderately increases LP/MP.
Life Element	1500	Greatly increases LP/MP.
Elixir	5000	Sealed with revival powers.
White Crystal	100	Contains the power of light. Restores LP randomly.
Black Crystal	150	Contains the power of darkness. Restores MP randomly.
Bronze Piece	50	Bartering item (4-1).
Silver Piece	100	Bartering item (2-1).
Gold Piece	200	Bartering item (1-1).
Fruit of Venatawa	70	Korky's favorite fruit. Restores health.
Panther Eye	50	Gem with mysterious powers that detects Mimics.
Angel Feather	100	Feather sealed with escape magic. Returns you to the start.
Ancient Mystery Stone	1000	Use to learn a magic spell.

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XII. CONCLUSION ||

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This wraps up my very first FAQ/Walkthrough! It's probably not the cream of the crop, but I hope that ya'll get what ya want out of my guide.

You can contact me by the following...

E-Mail: Vimminent@hotmail.com

AOL Instant Messenger: Vimminent

If you do choose to contact me, please, let me know what you think about my FAQ/Walkthrough. Au revoir!

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XIII. CREDITS ||

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--I hereby credit:

-Staind: For putting out their song "So Far Away," a song that has really lifted me up and gave me a new look at life.

-THQ: For dishing out this wonderful little RPG.

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XIV. LEGAL WHATNOT ||

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