

over 25 years and has mastered the way of the fist. He finds Dart in the hero competition in Lohan. It turns out that Haschel is on a quest for his missing granddaughter and would be more than happy to join Dart. Haschel granddaughter and Dart's mother have the same name, could there be a connection?

Meru

Although she is very annoying and gives lots of headaches, she could prove to be a useful companion. Exploring in Donau, the flower city, Dart and co. find her being harrassed by some bandits. Being charmed by Dart's looks, (I guess) she then suggests traveling with Dart and friends. Dart thinks it over and comes to the conclusion of taking her along.

Miranda

She is one of the sacred sisters of Mille Seseau. She keeps her pas hidden to everyone including Dart. She used to have a strong connection with her mother but over the years the gap between them grew

Kongol

Armed with a enormous axe, this Gigantos (kind of like a Hybrid of a giant and human) is a force not to be reckoned with. Kongol and his brother were saved by Emperor Doel at a young age and he swears his life to protect Doel. This could be a huge problem for Dart and co.!

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In the FMV: A mysterious army is trying to destroy a village! They are ripping apart the village looking for something, or someone. You will notice a woman on the ground and two soldiers , one handing a blue spherical object to the other one. They will then take the girl away into the darkness. You will then see a mysterious woman in black standing on a cliff looking at a forest. You then will meet a man in red armor, he is the hero of the game, Dart. He then sees soldiers riding on horse-like animals, he intercepts their path. They don't stay around to fight considering the ground is shaking. Next you will see a green, tusked dragon. Dart will run from the dragon, jumping over tree's and dodging rocks. Dart will then slip. The mysterious woman then helps Dart hide from the dragon. She then informs Dart that the town Seles is being attacked. Dart, shocked, runs to his burning hometown.

You now gain control of Dart for the first time. Walk south until you are blocked by the fence. Once you are standing close enough to the fence an exclamation mark will appear above Dart , press "x" to jump over the fence. You'll notice a white box, that is actually a treasure chest. Before you can open it you will be forced to walk forward to save a villager who is being picked on by two soldiers. Walk up to them and get ready for your first fight! Killing them will give you two healing potions. You will then talk to the injured villager. The villager tells you to rescue a woman named Shana. Before telling you where she is being held, he dies (sniff!). Grab the treasure chest (Burn Out) you saw previously, and save at the save point, because you are about confront your first boss!

Head to your left, and you will notice a man laying on the ground. Automatically, you will help him up and talk to him. This man is named Plos and he is the village's mayor. He also will mention about a woman named Shana. Then an Imperial commander and two soldiers will notice you. The commander will tell you that Shana is being held at Hellena Prison.

You will then talk to the mayor again. After you have gained control of Dart, go in the door right beside the wounded mayor. Two people will come out, Ishe and Lowe. They say that everyone is dead, but Dart explains that the mayor is still alive. The mayor tells Ishe and Lowe to look for some medical herbs. Talk to everyone here. Go to the graveyard at the top-left corner. In the third grave from the left, you will find an item called Stardust (these are important later on in the game). Talk to the man in shining armor. He is a instructor named Tasman. He will teach you how to use your sword properly. You will then have a match with him, but it won't count for anything, just practise. When he asks a question, choose (Yes Master, please). Now, just learn! Once you are finished with Tasman's lesson, go to the save point and save. Then head north, to exit the village.

Before you can control Dart again, you will see a sequence of some sort of prison. It is in fact Hellena prison, the place where Shana is being held! A Hellena warden will then tell Shana to behave in there. You will then see a fat, mean-looking warden. His name is commander Fruegel. Fruegel then asks a hooded man who the girl is. The hooded man responds by saying that the world's future rests on Shana. You then find out that the king of this region, is a man named Doel. The hooded man warns Fruegel not to hurt Shana. Fruegel, angry, kicking a soldier in his path, walks away.

Then you will finally gain control of Dart. Walk into the forest and go forward to talk to the man standing there. He is a merchant and will teach you how to use items in battle. Choose "Yes please" and you will enter a battle sequence. This is just a practise battle, so don't worry. After you have finished learning, choose "Buy Something" and by lots of recovery items (Healing Potions). After you finish stocking up on items, go right and you will see two paths. Go down the south path, to get a treasure chest (Healing Potion). Next, move to the north path. You will see a fallen trunk, walk on it to the ledge above, and get the treasure chest (Charm Potion) at the north. Then, enter the other area from the south.

Warning: you will encounter random monsters here. First of all, walk all the way to the right and enter. You will be on the path below, walk to the left and you will see two paths (Deja vu). Enter the lower left path and you can get a treasure chest (Burn Out). Walk to the left to exit, you will be back on the path below. Walk to the right and you will see two paths (again!), go through to the lower path and get the treasure chest (20g). Go back through the path in which you came in from. Now go to the left and go through the upper left path this time. You will end up at the exit.

In the next area, walk south and walk on the fallen trunk and one wild animal will appear. Then, you will see a flashback of Dart's past. After that's over, exit the area by heading south. Follow down the path, to exit that area. You will be back on the world map. Save, and then head into the Hellena Prison.

Follow the path into the blue colored structure. Dart will ask himself how could he sneak in? A cargo cart will pass you and you will then gain control. Run north to enter the next area. You will find out that the guard is about to inspect the cart. Once the exclamation mark appears, press "x" immediately and you'll be alright. The bridge will then lower and Dart will then jump

into the cart. After you gain control again, run left to save at the save point. You will notice a man at the bottom left. Walk towards him and he will see you. He will call a Hellena Warden to fight you. Keep talking to the merchant to force him to sell you something. Go to the top left path to get a treasure chest (Burn Out). Return to the previous section with the merchant. You might have seen many chests around, you cannot get all of them for now. You will not engage in any random battles, however if the wardens notice you, they will chase you to try to attack you. Proceed through the left path. You should notice a guard patrolling. If he sees you, he will call you a "bastard" and attack you. The path on the left has a 'horse-like' creature blocking the way, so proceed toward the right. Again, you will see a guard, once he sees you, he will attack you. Proceed on to the bridge and enter the next area. There will be another guard (Great!). This time the guard will only blow his whistle and run after you. Walk forward and an exclamation mark will appear, press "x" to climb up the ladder. Cross the bridge and save at the save point. Again, press "x" to climb down the ladder. The first guard will notice you and call you a "Bastard" before attacking you.

Go left and get the two treasures chests (Angel's Prayer) and (Leather Jacket) beside the bed. Below the second chest is a flight of stairs, walk down to the level below and get the treasure chest (50g). Another guard will appear. Kill him then head back to the previous area with the save point.

Back at the area, move to the triangular structure, right beside the hole and press "x" to go up. Enter the left entrance. Then you will hear some conversation. Hellena wardens are scolding the knights of Basil. They then mention about a monster that Fruegel is involved with. You will then notice a man in shining armor. His name is Sir Lavitz and he is head of the first knighthood of the kingdom of Basil. He then breaks out of jail and fight the warden. Then, he orders the two knights of Basil to go back to "Indels Castle" to tell the king. Before they can leave, they get knocked off the platform. Dart then dashes in to help Lavitz. More guards will arrive and you will be in a battle with Lavitz. After the battle, Lavitz will join you on your quest after some discussion. You will encounter two more wardens. Proceed to the next area. Notice this area is circular, head to the right until you reach the next area. There are many rooms here. Go into the first entrance you see. You will be inside a prison cell. There will be another person in there with you. Walk on the crates to get to the treasure chest (20g). Head back, and go into the cell on the right. Take the treasure chest (Spark Net) and exit the cell. Go to the right and exit the area. Keep going right pass the cells (unless you want to see skeletons!) to go even further.

Exit the north path (the one with light) and take the elevator up. Go left passing the bridge, there will be lots of wardens here. But they won't notice you (phew!). Go up the stairs and walk along the wooden bridge to get the key for the right prison tower. Return back to the previous area. Now, take the right entrance. Press "x" when the exclamation mark appears and Dart will use the key to open it. Now you will be in the prison tower. Proceed up into the next area. Go into the red door to another prison cell and get the 20g. Go up into the next area with three wardens which you cannot avoid. After the fight, you will hear Shana's voice. Finally! you will now meet the girl and you will have to escape with her. Out of the cell, you will have to fight three more wardens. You will then see a sequence with that damned Fruegel. The Hellena warden goes away. Shana will now join you, go to the cell on the right to get 20g and then go all the way back to the entrance.. Save at the save point, because you are about to face a boss. When you are ready, head towards the entrance to meet the boss!

The party will escape on horses and you will be back on the world map. You cannot pass through the forest, because the exit to home will be blocked, so take a new route to enter the Prairie. Your party will be running away, but Lavitz seems to be in trouble. Follow the path and Lavitz will get shot by an arrow, he claims it's only a scratch. The party will then hide behind a tree. Next the wardens think that they have found the party, but out runs a small creature that saves the day. Once you gain control, take the lower left path. The upper left path will lead you to a dead-end with a small river blocking your way. Keep walking on the lower left path until reach a hut. Walk south a little bit and a sequence will follow. You can encounter enemies here so be ready! Enter the hut, and a another flashback of Dart's past will commence. You find out that Neet is Dart's village which was assaulted by the "Black Monster" five years ago. Both of his parents died during the attack, but Dart survived by hiding. Once he returns to Neet, nothing is left, he only manages to find one of his father's belongings. Dart then asks Lavitz what's going on around here. Lavitz responds by saying that the Kingdom of Basil is at war with the Imperial Sandora!

You will gain control of Dart after a few more minutes of conversation. There is a place on the left that brings up a exclamation mark icon. Go out of the hut and go upper left to reach an almost fallen tree, but you can't do anything yet so return to the area with the hut. Head back to the hut and grab the axe. Take the upper left path again, but your attempt will fail. So head back and take the upper right path to reach the place where your party hid. Then take the upper left path, you will reach the area with the river flowing across. Step forward and your dreams will come true! the fallen trunk reaches across the river and is stuck in place. Cross over the trunk and enter the next area. You will see a chest here. Grab it (Angel's Prayer) and go left to find a family. Talk to them, you will find out that they escape from a town called Kazas. Once you get control of Dart again, head north from the family to exit this area and you'll be back on the world map in the north of the region Serdio.

Follow the route and enter the Limestone Cave. Inside, you'll see a chest (Detonate Rock) on the left. Take it and head south. Walk along the edge of the cliff. When you see an exclamation mark, press "x" to jump onto a rock, keep jumping on rocks to reach a treasure chest (Healing Potion). Next jump on the rocks back onto the cliff and enter the next area through the left path. In the next area, slide along the first stream of water you see to get to a treasure chest (20g). Go back up by walking left then up. Slide down the same stream again, but this push and hold right to jump on the right path, then hold down. You will reach a place with a treasure chest (Bastard Sword). Equip Dart's new weapon to enhance abilities. Take the left path from here to enter another area. There will be a group of rocks, jump across them to reach the treasure chest (Total Vanishing) on the right and the other chest (Body Purifier) on the left. Now continue across the south rock, Uh-oh Lavitz slipped off the rock! Don't worry Dart saves him. You will then automatically go into the next area. In the next area, take the upper path to get the 100g first. Ignore the rat-like creature and go back to the previous screen. You will see some yellowish specs, they are actually rock fireflies which can recover your lost HP. After that, head to the right to get a treasure box (Angel's Prayer). Next, go up to take the treasure (Burn Out). I suggest training hard in this area and heal at the rock fireflies. You should be at least level 6 by now. Proceed south and enter the lower left area into another area. Get the treasure (Charm Potion) from the chest on the left. Go north and enter the next area. In this area you'll see the rat-like creature again. This time you will have to capture it. This isn't as easy as it seems. You will have to chase him in a circle for a while, but you can catch him. After you catch it,

it will jump onto another platform, and once you get there, it will jump off into the water leaving a "Poison Guard" behind. Go back to previous area and walk down, then turn taking the right path. In the next area, follow the path that leads into the caves. Save at the save point. On the left side there is a treasure chest (Body Purifier) and there is also a chest (Bandana) on the right. Save at the save point and equip Dart with the poison guard. When you are ready, head along the path to meet the guardian of the Limestone cave. After the battle, your party will walk away victoriously (unless you lost). Shana will then get attacked by the snake, which is still alive! Shana will then give out a shining, bright light that finishes the snake for good. After some curious conversation, you will gain control of Dart again. Continue along the path until you reach the next area. take the treasure chest (Healing Potion) and keep walking down the path to find another treasure chest (50g). Once you have taken both treasures, head left to exit the cave and to be back on the world map.

Remember to save whenever you have the chance. Follow the route that leads into "Indels Castle" . I suggest training, to level up some of your additions. Enter the town and go into the first house on the left. You will see a woman who draws portraits, she wants to do drax Lavitz's potrait. After recieving the portrait Lavitz will tell the woman that he will treasure his portrait. Get the treasure chest (50g) that is in this room. There is nothing to do/find on the second floor of the house so just leave. If you try heading right from the house and into the next area, you will meet up with a drunk who is blocking your way. Well, nothing to do here so head back outside. The item shop of this town is near the top right hand corner, go shopping! After you are finished with your shopping, head to the left of the Item shop and in front of the fountain there is an Inn where you can rest for only 10g! Head left inside the Inn to enter the drinking corner. The "Master of the Bar" will offer to sell you a bottle for 100g. Buy it. Next, exit the Inn and go into the exit between the item shop and the Inn. But, before you head into the next area, make sure you have talked to everyone in the previous area. In the next area of the town, you will notice a well in the center. Examine it to receive a Stardust. The man in the left house will inform you about the Stardust. After learning, head for the house to the north, it is in fact Lavitz's house! You cannot go in yet, because he wants to report the problems to King Albert. The house to the right of Lavitz's house is a stable, there is nothing to do/find here. Head back to the area with the fountain. From the fountain area, head left to enter the next screen. If you go into the first house that you see on the left, you will notice a basement. Head down the basement and you will discover a secret entrance, you cannot go in yet (Ahh, too bad). Head out of the house and head north to get to the weapon shop. Buy the best equipmant that you can afford. Examine the spears at the bottom of the shop to find a Stardust. After grbbing it go back outside. Back outside , head right to exit the area. The first house on the right is a clinic, you can treat three types of abnormal status, they are: Poison, Fear and Dispirit. There is nothing to do inside the clinic, unless you want to talk to some patients. The house on the left is the Library. Inside you can read books to research on the "World" that you are in. After some more knowledge of the "world" go back outside and enter the area with the Weapon shop. Once there head north to the castle.

Go into the door at the bottom to find a treasure chest (Sparkle Arrow). To the north of this area is a fireplace. Examine it to obtain a Stardust. Take the stairs to reach the second floor. Climb down the ladder on your left from the area that you just came in. Then climb down another ladder to reach the basement. Right beside the ladder there is a wheel, Turn it, and you will climb back up to the second floor. Near the set of beds on the

left, is a treasure chest (50g). Then head up the flight of stairs to reach the third floor. Head to the top left to receive a Stardust. There is also a treasure chest (100g) to the right. Go to the bottom left and exit. You will be on a platform. Go north back into the castle and climb down the ladder to get a treasure chest (Active Ring). Climb back up the ladder to the third floor. Return back to the "Main" area of this floor. Once in the "Main" area, go up the stairs to meet king Albert. There is also a minister with him too. His name is Minister Noish. You will then find out that Lavitz and king Albert were friends since childhood. Lavitz will then report the problems to the king, and introduce Dart and Shana. Dart suggests that Shana would be better off if she stayed here. King Albert will not agree to Dart's demand. You will then find out that the enemy has obtained a dragon!. Dart will then ask Minister Noish if he knows anything about the "Black Monster" that destroyed the town Neet 18 years ago. There will be a sequence that follows Dart's question. Continue with some more conversation. After a while Shana will then walk away. Follow her!. Once you find her head back to the throne room. Go into the door at the top and continue walking until you reach king Albert's room. Hey! isn't that the hooded man from Hellena Prison? Climb down the ladder, and you will slide back on to the second floor. Head back to the area with the fountain. Go back down the stair near the fountain to find that drunk man again. Give him the bottle you bought for 100g. He will then let you pass. Climb up the stairs on the right and follow along the corridor until you reach the next area. You will see a treasure chest (20g) close to the top. Take the exit on the upper right to go back into town. Then take the upper left path to reach an area with a boat. Take the boat to take a tour of the town. After a while you will reach an area with a door you haven't seen before. Choose to get off the boat and then enter in the door. Examine the north wall to find a Stardust. Take the boat back to the harbour. Climb the ladder on the left to get a treasure chest (20g).

Head back to Lavitz's house. After some discussion, Lavitz's mother will head off to cook a meal, Shana will then offer to help. Go up the stairs and enter the first room you see. You will see a sequence. Left of Lavitz's room is his mother's room. The room to the south of his mother's room is a library. Lavitz will then take you to the roof of his house. Some conversation will follow. After the discussion you will have to head back downstairs and have a meal. Once the meal is finished, climb to the roof again and walk to the right to get an exclamation mark. Like always press the "x" button to confirm the action. You will walk on a long beam, then you must press "x" when the exclamation mark appears again. You will obtain a Healing Breeze if you successfully walk to the other side. Head back into the kitchen and get the treasure chest (20g) on the left. Go to the area where Lavitz's mother and Shana were cooking before. Search the area and you will find a Stardust. Talk to Lavitz's mother, and she will tell you to stay over-night. then head over to the inn and save. Then stock up on healing items if you are running low. When prepared head to the area with the fountain and exit the town. Before you can though a person named Martel will bump into you and blabber on about something. Ignore the loser and head on to the world map.

Travel to a town called Hoax, you will have to listen to some conversation. After the conversation, climb up the stairs and enter the house on the left. Enter the basement and examine the fireplace for a Stardust. Go back upstairs and enter the entrance beside the stairs, and you will arrive back at the main area. Beside the fortress is a path that leads to a house, follow it. Inside the house is 20g. Take the stairs down to meet a woman named Midwife Gilda. She will tell you about the relationship between king Albert and Emperor Doel. Then climb back up to exit the house. Walk left and enter the house on the

bottom. You will get a treasure chest (Healing Potion) on the right. Now head back to the center of the town. The house at the top of the highest level is the church. There is nothing to do/find in here, but there is people to talk to. Enter the entrance right below the stairs to head for the Inn. On the right there is a treasure chest (Angel's Prayer). If you are injured, you can stay at the Inn for 10g. Enter the house near the center (the one with the guard guarding it). The guard is in fact Kaiser, the head of the Eighth Knighthood. Kaiser is afraid of the dragon, so Dart and Lavitz will be on duty at night, and Shana will be preparing the meals for the knights. Lavitz and Kaiser will discuss battle strategies, so you will be forced to explore the rest of the town without Lavitz. At the main area, talk to people. When you are finished talking, head back to go meet Kaiser and Lavitz. Don't talk to them yet, because if you search the bottom left you will find a Stardust. Now talk to Kaiser and Lavitz, and choose the option (We are fine now) if you are ready to go. Listen to Kaiser and move to the city wall and dismiss the soldier. After that night time will fall. You will have to go and find Shana, so head down. Once you are half way the enemies will arrive! You will have to fight two Sandora Soldiers with only Dart and Lavitz. Once you defeat them, head up and stop the Sandora Elite. After you defeat the Sandora Elite, a huge man with an axe will come in the picture. You find out his name is Kongol. Ready for a boss fight? After the battle, Kongol will escape and Dart will collapse exhausted. Once you wake up, you will see the mysterious woman who helped you when you were running away from the dragon. She will inform you that your father's belonging that you found from Neet, has great powers (Didn't you see that coming?). There will be another attack from Sandora. The woman (her name is Rose) will tell you that there are humans who possess the ability to turn into dragoons. They have the ability to fight dragons. Listen to what Rose teaches you. Now that you know that Dart and Rose are dragoons, head on to the world map. Review: You should be at least level 9 and you should have 9 Stardusts.

You now can change party members. Enter the marshland once you are ready. You will come across two paths. One path will lead to the north and one will go off into the left. Take the path that leads to the north. Keep walking north until you reach a fortress. You will fight six battles to reach the stronghold. After the fights are over, head left to get the treasure chest (Sun Rhapsody). Go north into the fortress. You will discover that in the fortress, everyone has been killed. To the right of the entrance is a Treasure chest (Sun Rhapsody) and to the left there is another treasure chest (Healing Potion). Then examine the fire place beside the bed to receive a Stardust. Head down to listen to a discussion with a dying knight. He will give you a "Wargod's Amulet" before he passes away. Walk to the right, then head up to reach a treasure chest (Spirit Potion). Next head upper left to exit the area. You will notice a treasure chest (Lance). Go back into the fortress and return all the way to the very first area (the one with the two paths). This time follow the left path. Oh, be sure to equip Lavitz with his new weapon. Continue to follow the path. Once you reach the next screen, you will see a boat. Get on it. While riding, a choice will come up. Choose to "Get Off". Head north to get a treasure chest (Spirit Potion). Get back on the boat, and then choose "Move Down". Once the choice comes up again, choose "Get Off". Get the treasure chest (Burn Out). Get back on the boat, then select the second option and then the third. Get the treasure chest (Body Purifier) and get back on to the boat again (Geez!). This time choose "move to the left" to get to another screen. Get the treasure chest (Magic Signet Stone) on the right and the other treasure chest (Stun Guard). Head back to the previous screen and choose to "row" your boat up two times, then choose "move to the right" and then get off the boat. Go north and Shana will yell. She has sprained her ankle (Great! that's all we need!). Looks like Dart will

have to carry her on his back. Then a sequence begins. Once the sequence is finished, Head North of this area, and you'll arrive on the world map.

Follow the path that leads into the Volcano Villude. Stun Guard is a pretty good item to use here. Follow the path and you will automatically stop. A fire bird will discover you and your party will run away and end up in the volcano. Head right to get the treasure chest (Spear Frost). Keep walking down the path until you reach the next area. Once you arrive in the next area, continue along the path and when you see a ledge, jump over to get to the other side to obtain a treasure chest (Mind Purifier). Head north, and you will reach a fork in the road. Choose the right path the get a treasure chest(Panic Guard). Return to the previous area and take the left path. Once you enter the area, you should notice a purplish figure at the far end walking towards the right. Jump across to the left and save, because here comes another boss! If you are not confident, train here to gain some experience. Once you are prepared, leave through the exit located right beside the save point. In the next area, jump across the rocks and you will hear a discussion, before you can reach the other side. Shana will run off to the left. You will see a big stone statue in the next area. You will then discover that is called a virage and that it is in fact alive! Now get ready to fight! After the battle, you will automatically end up in the area with the rocks. Proceed to the right to reach the next screen. You then notice that someone is calling for help. It's the purplish figure you saw earlier. He will inform you that his name is Dabas and he comes from a town called Lohan. After all the discussion, go back to the save point and save (There is another boss fight coming up) then head back to where you met Dabas and turn right. In the next area there will be a pool of magma and the Fire Bird! After the fight continue to proceed along the path. There will be a treasure chest (50g) along the way. You will meet up with Dabas again. Considering he is a merchant, you should stock up on items. Once you are prepared, head north and you will arrive on the world map.

Take the path that will lead you inside "The Nest of the Dragon". Walk north to go into the next area. Once in the next area, walk to the right a little bit, and you will get a sequence. Rose discovers that the forest is contaminated by the Dragon's poison. Shana will then begin to feel dizzy. She will run off (Again!). Once you gain control, you will be in an area with three paths. Take the north path to find a plant blocking your way. Head back and exit through the lower right exit. Follow the path until you are prompt to press "x". Once you have jumped over, continue south to enter the next area. Go left to get a treasure chest (Chain Mail). Equip it to Dart, then go back to the area where you jumped. Jump over and go north and you will fall through , to the floor below. You will hear some conversation before you can control Dart again. After the conversation, check the pool of water to recover your lost HP. From there, head North and press "x" when it comes up. In the next area, follow along the path and press "x" again when it comes up. You will now reach a fork in the road. First, take the path leading to the left to get the treasure chest (Mind Purifier). Then return back to the fork and go along the south path. Ignore the first room, but remember where it is. Eventually you will be prompted to press "x". Head down and you will see a mushroom. stand near it and press "x" to cut it. Then take the treasure chest (Spirit Potion). Once you have taken it, continue along the path and kill the other mushroom. Killing the mushroom will kill some plants. Press "x" to reach another area. Grab the treasure chest (Body Purifier) in this area and return to the previous area. Now you head back to the room you ignored at first. Enter the room, and follow the path until you reach an area with a mushroom. Kill it, and enter through the exit close to the dead mushroom. Get the treasure chest (Bravery Amulet) in this area and return to the previous area. Go right to get back to area you ignored, and then take

the north path. You will see a save point in this area. Save because there is a boss fight coming up. You will meet a man named Greham. He will transform into a Dragoon! Together with the green Dragon, Feyrbrand, they will battle you! After the fight, Lavitz will gain the Jade Dragoon spirit. Shana will have some more problems. Equip the Platemail to Dart and the Chainmail to Lavitz. Climb up the structure from the boss room to reach the upper floor again. Then head north to return to the world map (Phew!).

Once back on the world map, head to the city Lohan. Immediately, you will be rushed to the hospital. The physician tells you that the only thing that can save Shana is the Dragoni plant. Once you have heard the bad news explore the town. The house on the opposite side of the hospital there is a treasure chest (200G). Head for the house to the bottom left. Climb up the ladder, and you will see a grey box. Press "x", and a secret opening will appear. Head down the ladder, and search the area near the green boy. You will eventually find a Stardust. Return back to town. head to the bottom left path. Head to the house on the right. You will meet a man named Dabas, after some discussion Dart will run out of the house. Whoa whoa! don't leave just yet! go back in. climb up all the ladders to reach a suit of armor, check it to find a Stardust. Head out of the house and cross over the bridge. Enter the room next to the red door. This is an item shop, stock up and then head out. Head to the room on top of this one. It is a weapon shop, so upgrade your weapons. head down the stairs next to the item shop. once you have walked down the stairs, a merchant will offer you a water bottle. He wants 10000000000g for them! (he's out of his mind!). bargain with him until he offers you it for free! once you have bought it you will move to the left. Move back to the right, and then once again. There is a treasure chest (100g) beside a cage. Search carefully around the cage and you will find a Stardust. Alright head to the entrance of the town, search the jar next to the blue guard. There is a Stardust there. That's it for this town, time to head out!

Head back to the nest of the dragon. continue along the path until you are prompted to press "x" After pressing "x" you will be back in the boss area. Proceed forward and there will be a pool of water. Collect some life water from it. head back to the boss area and climb up the vine. You will be in an area with a big hole. Search around the hole until you can press "x". Once you have jumped over, jump over again. Take the south path. There will be three paths, take the path leading to the big plant. Use the life water on the plant, it will then collapse and the path is now free to pass. You will then be back on the world map!

Enter Shirley's shrine and you will notice a treasure chest to the left (Nothing). Most of the treasure chests are empty, so don't be surprised when you don't get anything. Take the path the north to enter the next area. Once in the next area, Rose will inform everyone that their dragoon stones are resonating together. Rose thinks that there might be another dragoon inside here. You will then automatically move into the next area. Take the right path to find a recovery point. Go back and enter the top left path. proceed and you will see a wheel, turn it and a gate will open. Head back and take the north path. Climb up the stairs, there will be a panel where you have to enter a password. Enter the digits 3,5,2 and an exit will open. Head into the new area. In the new area you will see two statues. Try to climb up the stairs and you will slide down. Turn the silver statue to face the left and the golden statue to face the front. Try the stairs, they work now! You will then find a save point, save because you are about to face a boss. Proceed and you will meet Drake. he will then fight you to protect Shirley. After the fight, Shirley will come out, she doesn't have the Dragoni plant but she does have the White Dragoon Spirit (yahh!), but you will have to fight here to get it. After

the battle don't leave! head forward and grab the treasure chests (Healing Breeze), (demon Stiletto) and (140g). Now head back onto the world map!

Head back through the nest of the dragon and back to Lohan. Then, head back to the area where you found the Stardust beside the cage (to the right of the row of merchants). Head into the building to the north. Head right and talk to a woman named Ginger at the counter. You will be entered into a competition. Dart is the only one who is able to enter. Talk to the man in green in front of the door once you are ready, There are also a lot of mini-games in this place. Anyway your up next! After the five rounds you will automatically lose to Lloyd. After the disappointing loss, Lavitz will come in and tell you to go back to the entrance. Go back to the entrance and after some discussion Lavitz will give you and Shana, 3 tickets to go and have some fun. Go out and try some of the minigames. (refer to my minigames section to get descriptions/strategies on each of the minigames). Once you have had your fill of games, Talk to Lavitz and you and your party will leave. before you can exit the town though an injured soldier will come in and that the king Albert was captured during a surprise attack! Lavitz will start to go crazy but Haschel manages to calm him down by punching him. After everything has calmed down, head back to the world map.

When you head back to Hellena prison, you will see a sequence involving Fruegel and King Albert. After the sequence you can choose your party members. After you are done choosing, head forward and two guards will charge at you. Take the second door from the far left to meet your ol' buddy the merchant. Stock up and head into the furthest room on the left. Proceeding left, you will find an elevator. Take it up and get off when given the choice to. Climb up the ladder and enter through the hole. Continue to the left to find a treasure chest (Leather Armor). Go back down the ladder, and enter through the other hole. You will eventually and up in a room with four holes. Proceed through the right hole until you see a treasure chest (Felt Hat). Cross over the bridge and enter the next area. Cross over another bridge to get another chest (Therapy ring) {TIP: I wouldn't sell this ring if I were you it is extremely rare and useful}. Go back to the room with the four holes. Head into the first hole on the left. Take the elevator, and then enter the entrance beside the elevator. Taking the elevator will lead you to a treasure chest (Pandemonium). Return back to the four holes room. This time go into the second entrance to the left and take the elevator. Proceed right to find a treasure chest (Thunderbolt). take the ladder down to get another treasure chest (Silver embroidered vest). Then go down the other ladder leading down and take the elevator. Head upstairs into another area. head to the left to get a treasure chest (Healing Potion). Then head forward to the next screen. You will be in a room full of guards, you will then run automatically run into the trap and fall down! Once you have fallen, get the treasure chest (Sachet). Talk to all of your members except for Shana. Equip yourself properly (you will see why later) and then talk to Shana. Search the wall where the draft is coming from. You will engage in a boss battle!!! After you have beaten Jiango, an new exit will appear. Everyone will go through except for Shana and Haschel. Shana explains to Haschel her feelings toward Dart. Once you gain control of Dart again, proceed along the path and you will meet some more guards. Once you have killed them, get the treasure chest (Healing Potion) that's ahead of you. Head forward into the next area, there will be more guards that want to fight you, notice the lone guard running away. After the battle, follow that lone guard that ran away. There will be guards yet again in this area, so fight your way through as usual. Once you have headed into the next area, there will be a save point and the treasure

chests! (Spear), (Broad Sword) and (20g). After collecting the treasure, save because there is going to be a boss battle! In the next area, you will see a sequence with Fruegel and Albert again! after that is done, it's rumble time!! Once the fight is over, You will see the hooded man taking some sort of stone out of Albert. Being a king's guard, Lavitz right away transforms into a dragoon in mid air. ***SPOILER*** The hooded man will then take out a wicked sword and strike Lavitz, Dart rushes to Lavitz's side but it's no use. Lavitz will then die. The Jade dragoon spirit will then come to Albert. The dragoon spirit recognizes Albert as it's new master. You will probably notice that the hooded man looks a lot like Lloyd, the expert fighter you lost to in Lohan. You will then automatically travel back to Seles. ***END OF SPOILER***

Back in Seles, there will be a lot of conversation with King Albert. Rose explains to everyone that the sword that killed Lavitz is known as the dragon buster. A sword designed to slay dragons! after the explanation you will gain control of Dart. Talk to everyone to get more information. Albert then suggests heading to the Black Castle, to see who is behind all this. Albert will then join your party! After you have chosen your party members you will see a sequence with Lloyd at the Black Castle. After the sequence you will be back on the world map. Save and try out Albert if you want to.

head through the forest again until you reach the world map again. On the world map, head towards the Black Castle. Inside, enter the first room on the left. Search through the barrels to get a Stardust. Head back outside and enter the first room on the right. Talk to the receptionist to register as a mercenary. He will give you 100g for registering. Climb up the ladder and grab the treasure chest (Attack ball). Search the area next to it to find a Stardust. Return back to the main street. The second room to the left is an inn. Head to the second room on the right. Open the treasure chest (Twister Glaive). Head back to the main street. Head into the third room to the right. Walk to the counter and you will see an idiot who claims he killed the dragon. Some soldiers will then come in to arrest the liar. Talk to the man at the counter to buy some weapons. Then search the piece of a shield for a Stardust. Head back to the main street and head north. Keep heading north and enter the first room you see. Check the bookshelf to get a Stardust. Exit this room through the left path. Walk to the right and climb up the ladder. Search the barrels to the left of the entrance to find a Stardust. Cack the barrels near the stairs to find another Stardust. Head to right to find an item shop. Head out of this room and enter through the left door to find a boy. He will ask you a bunch of questions. For the first question, choose the third choice. For the second question, choose the third choice. For the third question, choose the second choice. He will then tell you that his name is Popo, and that he is a representative for the New Serdio Party. Their objective is to aid people who are being effected by the war. After the conversation, you will see a save point. Save, and then follow Popo. Popo will then ask you, if you are ready to head in the Black castle. Choose the option "Yeah, I'm ready" if you are ready. Climb up the first rope and then climb down the next rope. Climb down the next rope and then follow the path until you see a treasure chest (20g). Climb back up, and then climb down the rope at the end. Climb down the long rope and then go left and climb down the other rope. Walk right and climb up ladder after ladder to finally reach the Balck Castle!

Fight your way through the right until you see a treasure chest (Spark net). Head north to be at the Black Castle's entrance. Fight the two guards, and enter the north path. Once in the next area,

says that there are a lot of people named Claire in the country. After the conversation, head to the house to the bottom right and talk to all of the occupants. They will mention that there are bandits terrorizing the town. Go back to the main part of town. Head up the stairs to find a closed bar. Head in and go towards the north until you see some wine bottles, search them for a Stardust. Exit the bar and head to the house to the right of the bar to find an inn. Recover, then head back outside. Back outside, head to the right side and head up the stairs to the north of the bridge. Go up the stairs and head to roof to find a Stardust. Head to the house on the top-left. This is a weapon shop so upgrade your weapons. The building in the center is a church. Head to the north to arrive in the other part of town. Head to the house to the bottom-left. This is a jewelry shop. Buy some jewelry if you want and then check the big blue stone for a Stardust. Exit the shop and head north. A person will scream "Yeek" and you will meet the princess. After the dialogue, head to the house on the right to reach an item shop. Stock up and then search the small bottles on the ground to find a Stardust. Head back to the bar that was temporarily closed. You will discover that the bar has opened. Go into the bar and you will meet a barmaid named Kaffi. Talk to her and you will have a long conversation. Talk to her again and Dart will ask her if she knows any information on a man named Lloyd. She does not know anything but she mentions an astronomer that might know. Talk to her again and she will mention about the Black monster. After the long conversation it will be night time, so head to the room next door. Shana will ring the bell but there will be no answer! Shana will then yell out his name, the astronomer Fester will show up and invite you in. You will then get to see/hear a sequence about the Black monster. You will then have a ring and Fester will run off. You'll notice it's the other princess, Lisa, and that Fester is princess Lisa's governor. He will then suggest that you take a look through his telescope. Look through it and you will see a moon. Head to the first house on the left to meet the representative of the green project, Nello. Agree with him, and he will explain his plans. He will talk until morning. Proceed to the right and you will be back at the entrance. You will hear some conversation. Once the conversation has ended, head back to the bar. You will then meet a woman named Martel who is interested about Stardust. She will give you too very good items if you give her 25 stardusts. Do it to receive a Physical ring and an Amulet, these are good items don't sell them! After trading your Stardust, head back to the world map.

You should be at least level 16 before you enter the Barrens. Head into the Barrens and take the path to the upper left to get a treasure chest (Warrior dress). Then take the path to the upper right to reach the next area. Walk north and you will meet a group of Bandits. They will then battle you!!!! After the bad news that Dart lost his dragoon spirit to Mappi, take the path to the upper right and enter the first cave you see. Follow through it to get a treasure chest (Recovery ball). Continue to the north to get a treasure chest (50g). Take the path to the left and you will be back on the world map.

Enter the flower city, Donau once you are ready. You will see a group of bandits terrorizing a woman. Lloyd will then come out and frighten all the bandits away. After the sequence you will gain control of Dart. Search the well to the upper left for a Stardust. Enter the first house on the right to meet a woman named Kate. She will mention about her fiancée Lynn. She says that they were to have a wedding but Lynn went to pursue the bandits. Kate will then pass you a letter to bring to Lynn's father, the mayor of the town. Head to the house to the upper left to find an inn. Once you have finished your business, head to the right and go up the long stairway to the next area. You will probably notice that this is the area where the woman was being harassed by the bandits. Head to the right, and you will be in a

weapon shop. Stock up and head out. The house on the left is a clinic. head left into the next area. There is a bar to the left if you want more info on the dragon and the bandits. Go up the stairs, and you will see the mayor's house. Enter it and talk to the butler. After he reads the letter, he will bring you to see the mayor. The mayor will tell you info on the bandits. He mentions that they came from a place called the valley of corrupted gravity. Dart then offers to save Lynn and get rid of the bandits for good. Before leaving, Search the top left of his house to get a Stardust. Head out, and back down the stairs. About half-way through, You will hear a voice. You will then see a platinum haired girl with a group of bandits. She will identify herself as Meru, the best dancer in Donau (the population of Donau is what? 15!). She tells you, if you want to go to the valley of corrupted gravity, you need the king's permission. She will then join your group. Head back to the world map.

Head back through the Barrens, to Fletz. Back in Fletz, you will have a short conversation. Once you gain control of Dart head north towards the castle. After the incident with the guard, go talk to Nello to the bottom left. He will tell you to forget about going to the valley. Head to see Fester, his door will have a sign on it, saying he will be back in a while. Go to the item shop to find Fester looking at the telescope. He explains that he's busy. Walk out and talk to him again. He will invite you to his house. Considering he is princess Lisa's governor, he can help you out. You will then hear a bell and your party will follow him to the castle. Once in the castle head to the north. Follow Fester to the throne room. You will meet the King Zior. He will give you the permit to the valley of corrupted gravity. He will then invite you to stay the night. In the morning, head to the main part of the castle. Search the armor on the right to find a Stardust. Save, and try to leave the castle. A maid named Libria will come and invite you to meet princess Lisa. Lisa will tell about her sister princess Emille. You will hear that the moon dagger will be handed down to Emille on her 20th birthday which is coming up soon. You will then gain control of Dart. Talk to Libria, to have her escort you to the dining room. Once the dinner is finished, Libria will bring your party to the guest room. Everyone will eventually fall asleep. In the morning, head out of the room and take the right path below you to find a new area. In the next area enter the room with purple door. Once inside, search the altar for a Stardust. Head out of the castle, and go to the world map. Enter the Barrens again, then go to the second screen and take the path on the left to be on the world map again.

Head into the valley of corrupted gravity. Once in the valley, talk to the guard to have him open the gate. Head into the valley and you will get a sequence with Meru. Head north and jump on the stone that's floating. Jump across, to get the treasure chest (Speed Up). To the top left is a recovery point. Head to the right floating stone to reach the other treasure chest (Sachet). Proceed to the floating stone to the south, and this will lead you into the next area. Climb up the broken trunk, and take the small rock. Get off at the platform that is right in front of the entrance. Take another rock left, then the rock that leads you to the platform in front. Take another rock and get off at the second stop. Take the rock on the right to reach a treasure chest (Meteor fall). Proceed to the north to head into the next area. Take the one rock to the next platform. Take the rock to the left and get off at the first stop. then take the rock on the right to reach a treasure chest (Talisman). Head back to the previous screen and take the left stone. Get off when prompted to. then head left and press "x" when the exclamation mark appears. Dart will then be flipped upside down. Head right and press "x" when prompted to. You will descend down and you will be back to normal. Take the only rock to reach a treasure chest (Knight Helm). Head back to the previous screen, and step on the white spot to the right. press

"x" to reach another platform. Dart will be upside down again. Take the white spot to the right to reach another platform. Dart will be back to normal. Take the stone on the right to head into the next area. ONce in this area you will get a sequence with a Virage. After the sequence, take the floating rock up. There will be a save point. SAVE! because... i'll let you figure it out. After saving, take the floating rock to the right and you will meet the Virage. After you have beaten him, and after the sequence, talk to everyone to make them stand up. Proceed north to reach the world map!

Back on the world map, head to the home of Giganto. Proceed north and you will get shot at by arrows. Run, and none of them will hit you. Head left to get the treasure chest (Fake Knight Shield). Head left, to get to the next area. Once in the next area, hit the shiny object to the left to stop the arrows. Go to the bottom to get a treasure chest (20g). Take the entrance to the bottom right to get a treasure chest (Bandit's Ring). Return back to the area and head up the stairs to the north. In the next area, you will see a thief running. Continue north and arrows will fire at you again, run through them to avoid them. Head north, and they will close the gate. No place to go now? Well... run around until you meet some thieves. After the fight the gangster will tell Dart that he learned the fighting technique from his master Gehrich. Haschel will then run off to the gate and punch the gate. In the next area, head north and you will be stopped by some conversation. After the sequence, check beside the stairs for a treasure chest (Angel's Prayer). the yellow sparks on the right is a recovery point. Head up the stairs and save at the save point. Head through the door to the right and you will see Kongol. You will then see a sequence with Mappi and Gehrich. After the sequence you will get to choose your party memebers. You will then engage in a boss battle. After the battle a huge rock will fall down towards your party, just as it's about to hit, Kongol then rushes in and stops it. Kongol will then join your party. Then Gehrich will tell your party that the princess Emille at the castle is a fake. After the sequence, search the torch on the right to get a Stardust. Head down the stairs into the next area. In the next area, you will hear Lynn's voice. Albert will then open the cell and free Lynn. The next priority is to look for the Red dragoon spirit. Search the bottom right to see a shiny object. That is in fact the Red dragoon spirit. Once you have the dragoon spirit, head back upstairs and exit this area to be back on the world map.

As soon as you're back on the world map, head back to Lohan and buy the Gold Dragoon spirit from the merchant for 1000g. Next head back to the bar and give 30 stardusts to Martel to get a new item (Wargod's sash). Back in Fletz, your party will rush into the twin castles.

Head into the castle, head up the stairs that the big guard was guarding. Enter the room in the centre and there will be two treasure chests (Sun rhapsody) and (Moon Serenade). Head up the left stairs and you will be stopped by some bandits. Head through the path on the right to enter the next area. In the next area you will see some guards patrolling. Avoid the guards by walking when their backs are turned. Head to the right and enter the room with the altar. Head up the the stairs when the guard is facing left. There is a guard up here, wait until he is facing left. Head all the way up the stairs to meet princess Lisa. Dart will tell Lisa the truth about princess Emille. Lisa will then help your party find the real Emille. Head back to the save point, still avoiding the guards. Lisa will to talk to the guard, but will fail. Head to the left path into the next area. Avoid the guards and head into the next area. Continue up the stairs until you reach the top. Head inside the room and your party will have a conversation. After that, check the painting to get teleported to space. You will see Emille at the other side. Check the pink ball next to Albert to oopen a bridge. cross over the bridge and Albert and lisa will wake her up. Dart will explain everything to her.

Emille will then join you. Head back to the save point and save. Head to the throne room and you will see king Zior about to hand the moon dagger to the fake princess Emille. Dart and party will then rush in to stop this mistake, but the imposter will grab the moon dagger. She will then reveal herself. She is a wingly named Lenus and you'll have to fight her to get the moon dagger back. BEWARE: This is a pretty tough battle so I suggest that you use my boss strategy. After the fight, Lenus will then take off with the moon dagger. After the conversation, Lisa will mention a warship called the Queen Fury. You will have to find this "Queen Fury". For now, head back to the world map.

Head into the flower city, Donau. Head into the dock (head left, and then north). Go down the stairs and you will meet up with one of the Queen Fury's members. When you are ready, Talk to Kayla, the crew member, and choose the option "yes". You will then get a sequence with the "Queen Fury". You will notice that you will be controlling Shana. Head down the stairs next to save point. Search the box next to Kongol for a Stardust. Head back upstairs and enter the cabin area. Search the chest on the bottom right for a Stardust. Head out of this room and climb up stairs on the bottom right. Head up the another flight of stairs to reach the next area. Head into the next area to reach Dart. talk to Dart and you will finally get to control Dart. Shana will then run off. Dart will then mention that he wants to find out more about the Black monster, so heads to find Rose. Climb up the ladder and she will be there. Rose will say that she doesn't know anything. Now you will gain control of Rose, and you will have to find Haschel. Head to Haschel to see a sequence with him and his granddaughter. After the sequence you will gain control of Haschel. You will now have to find Kongol. Head back to the save point and head down the stairs. Kongol will be standing there talk to him to gain control him. Head north from the save point to enter the cabin, enter the first room you see. talk to Albert to control him. Next is Meru, talk to her to gain control her. She will want to go find Dart. Head back to the area where you found him the first time. Talk to him and you will gain control Dart (this is getting lame). Alright, now head to see Rose. You will then see a phantom ship. After the sequence the engine will be damaged and Haschel will inform you that Shana can't be found on the ship. You will then automatically be on the phantom ship.

Jump across to the Queen Fury to find a save point, an item and a weapon shop. Stock up and then head back to the area where you found Shana earlier. Head right to be in the captain's room. You will then get a sequence. After the sequence you will see some blue lights. Go pass them to reach the captain's cabin. But you will need a key to enter it so let's go back down the stairs. In the next area you will see the demon who attacked Shana. Follow him into the room, but he won't be there. Examine the treasure chest to make him pop out of it. You will then engage in battle with three skeletons. He will then run away. Head out of the room, and enter the room on the right. Examine the chest to make the demon hop out again. He will then send out 2 skeletons. You will then find out that the demon is called Magician Bogy. You will then engage in a battles with the magician Bogy. After the battle he will escape yet again. Head out of the room, and head right to find a treasure chest (50g). Go through the door into the next room. Open the treasure chest (20g) and check the treasure chest on the left to pop out the magician again. After the battle the captain's spirit will be saved. Examine the shiny object on the floor to make 4 ghosts appear. Each of them will give you one number. Write them down or whatever, just make sure you don't forget them. Head back to the save point and save. Next go back to the area where there was that chest with the combonation lock. Do you have those 4 numbers from the ghost, because you're gonig to need them. In order to open the chest, you will have to input three of the numbers from

the four numbers you have. Keep inputting random combinations from the numbers until the chest opens. Every time you get the items in the chest new items will appear until the sixth time. Each time you attempt to open the chest your chances of opening it decrease. Once you are finished fooling around here, head to the captain's cabin. You will notice a portrait of Mille Seseau's mother. The captain will then come out and inform you that the Black monster killed everyone. Get the two treasure chests (200g) and (100g) and get the shiny object on the ground. This is actually a key for the door mentioned earlier. Go back to the area where Shana was earlier. A couple of ghost knights will come out and try to attack Rose. They want to protect someone named princess Louvia. Finish with these guys and open the door to the left with your new key. Enter the room and get the treasure chest (Bravery Amulet). Exit to the left and you will see some more ghost knights and the Ghost commander. They are trying to protect princess Louvia from the black monster. Considering Rose is dressed in all black they think she is the black monster, therefore they attack you. After the battle the commander will disappear and a door will open. Enter the room and collect the treasure chest (Dancing Dagger). Check the baby bed and a ghost nanny will appear. After the discussion she will disappear and the ship will start shaking. Head out of the room and you will get a sequence. Everyone will make it back to the Queen Fury but Dart will slip. Rose will try to save him but they both fall into the sea.

You will get a sequence with Dart and Rose. Rose explains that she was in love with somebody that looked like kind of like Dart. You will then get a preview of the war 11,000 years ago. After the cinematic, Rose and Dart will fall asleep. The next morning a dog will find the two next to each other. A man will then come and he will bring Dart and Rose back to the village. During a conversation you will find out that the Queen Fury might be docking at a nearby town. After the conversation, take the boat. Go to the pier. Check the treasure chest (Healing potion) near the exit. Head to the bigger house of the two, to learn more about Pete. Head outside and climb up the ladder, then down another one. Search the cabinet for a Stardust. Get out of this village by heading right. Before you can exit however, Pete will stop you. He wants him and his mom to travel with you to Fueno. Head to the right to reach the world map.

Head into the Undersea cavern. In the cavern, Pete will stop and talk more about the sea dragon. Head forward to exit the caverns. Back on the world map head to the city Fueno.

Once inside Fueno, Pete will thank you and Rose will head off. There is a weapon and item shop here. Enter it and stock up. Enter the hospital on the right. Check the painting for a Stardust. To the left of the hospital is an inn. Search the barrels underneath the stairs for a Stardust. Go down the stairs to the right of the inn to head into the next area. In the next area you will see the Queen Fury docked. Enter the north doorway to meet Kayla. After the conversation, head forward and you will meet Meru. She will inform Dart that everyone is over at the inn. After Meru's trick you will meet Kongol, Haschel and Albert. They will inform Dart that Shana is upstairs. Head upstairs and head into the bottom room. Enter the room to see Shana cry over Dart. The screen will darken with Shana next to your side. You will then be with your party again. Head into the harbour area and talk to commodore Puler to find out more about Lenus. He will tell you that there is an island located in the San Christ islands. In order to get to that island, you

You will then see that it was actually a wingly who fired the fireball. Once you gain control Meru again walk north until you reach a teleporter. Take it to reach the bottom. Head into the next area to reach the wingly village. As soon as you enter the village two wingles will fly to Meru. After they have finished making her feel unwelcome, The village elder will come out. He will calm everyone down and tell you to leave. Just as you're leaving, Meru's mother will come out (Wait a minute Meru's mother is a Wingly? that must mean... Meru?). Meru's mother will be blocked by Meru's father. Head back to the entrance to meet Guaraha again. He explains to Meru that Earth is surging because the Divine dragon is coming back to life (This is getting more and more complicated). The only things that can stop it are the dragon Buster (Which Lloyd has) and the Dragon block staff (which is being guarded by a really tough son of a bitch). Meru will then leave. You will then get another FMV. This time it's about the Divine dragon. It seems that he is breaking his chains which kept him secure. You will then be switched back to your party. Head out of the town and you will meet up with Rose and two of the sacred sisters, Wink and Luanna. You will then be at the inn having a conversation with the sacred sisters. The ground will then start to shake and you will get yet another FMV. The Divine dragon has completely broken free of the chains!!!! He then starts destroying a town. After the FMV Meru will meet back up with you. The sacred sisters tell you to see the Queen Theresa. Head into the castle and head north. Head into the room to the left to get a treasure chest (Holy Ankh). Then head back outside and proceed north. You will meet Queen Theresa. Rose then tells the queen that they need the dragon block staff. Meru will then tell everyone that the staff is in the Wingly village. After the conversation you will head out of the throne room. Your party will then see that Shana is missing. Head inside the throne room and head into the room on the right. You will find that Shana is feeling sick again (is she ever feeling 100 %?). The white silver dragoon spirit will then leave her body and float over to Miranda. Shana will then faint and Miranda will inherit the spirit. Miranda will then take Shana's place on your journey. Head back to the world map.

On the world map, head back to the Evergreen forest. Head to the screen where you first meet Teo and take the path at the bottom right. Head along the path to reach the world map again. Head into Dart's hometown Neet. Search the lamp near the entrance for a Stardust. Then head back to the screen where you first met Teo and take the path to the north into the next area. You will get a sequence. Meru will tell everyone that she is indeed a wingly. Keep heading forward until you reach the wingly forest. Once inside some winglys will throw some fireballs at you. Once they stop, head into town. The first winglys you meet warn you of the Bardel Brothers. Talk to the wingly next to the save point to have him fly you to the top. Enter the house and you will see a bunch of winglys. To the far end of the room is Meru's mom and dad. They will leave Dart responsible for Meru. Take the teleporter to the upper right to reach a weapon and item shop. Take the teleporter to the upper right to reach Guaraha's house. Search the upper right corner of his room to find a Stardust. Head back to the shop and take the teleporter to the upper right. You will see a closed door. Meru will open the door and inside will be the guardian god of the winglys an archangel. Head back to Meru's parents and take the teleporter to the lower right. Search the pillar near the doorway to the north to find a Stardust. Take the teleporter to the north to find the Bardel brothers. The reason why the Bardel brothers hate humans is because their younger sister was killed by a human. They will then attack you with fireballs but will fail due to Dart's dragoon magic. After the sequence, talk to the wingly near the recovery point to have him fly you up to the top. Proceed into the room to meet Ancestor Blanco. He will show you the way to the dragon block staff. Talk to

Blano again and choose the option "yes we are" to enter the Forbidden City.

Once you have reached the Forbidden city you will have a short conversation. After the conversation, head north to reach the next area. You will be at a fork in the road. Take the path leading down to get a treasure chest a treasure chest (Mind purifier). Continue along the path into the next area. Take the teleporter to the left. Then take the other teleporter and enter the building. Take the teleporter to the top left to reach a platform. Then take the next elevator to reach a treasure chest (Dancer's shoes). Return back to the first platform head through the doorway to the bottom right to reach the next area. Take the teleporter and head left until another teleporter. Take that teleporter to be on the platform above. Enter through the doorway into the next area. Take the teleporter to reach the platform below. Then another teleporter. Then another teleporter to finally reach the higher platform. Enter through the doorway. Head north and you will be stopped by a sequence. After the sequence, Head down the ramp and exit through the doorway to the north. Head into the teleporter. Then head into the teleporter to the right to reach the top. Then take the last teleporter to reach another area. This area will have a save point and a recovery point. Save and recover then take the path to the north. In this room you will see six statues. Number them 1 to 6 from left to right. Then examine them in this order: 6,1,3,4,5,2. An elevator will lower down. Hop on the elevator to the next area. In the next area. Walk to the to ledge and take the teleporter. Head north and you will be stopped by a conversation, The conversation will be followed up by a boss battle. After the battle head back to the area with the save point and the recovery point and take the teleporter to the right. Enter the doorway to reach the next area. You will notice some red devices and some spinning things. Stepping and pressing "x" on the red devices, turns them blue. Once you have turned all of the red devices blue, the sealed door will open. Enter it and you will be on the top. Take the first moving platform and get off at the ledge at the highest point. Get the treasure chest (Power Up) and return back to the entrance. Take the first moving platform again but this time get off on the ledge that is above the entrance. You will then step on another moving platform. Once off, walk to the right and take another moving platform. Then take the moving platform right beside you. Then take another moving platform at the edge of this ledge and press "x" to jump onto the next moving platform. Then press "x" once again to get the treasure chest (Mind Crush). Stay a bit longer on the moving platform and you will drop down. From down below head right and take the moving platform to reach a teleporter. Head onto the teleporter to reach the next area. Head along the path and take the teleporter. You will notice a staff in the ceiling approach it and you will have a conversation and an extremely tough boss battle!! After you have beat this bastard (Happy, you should damn well be) you will get the dragon block staff. Take the teleporter to the right to go back to the beginning. Head south to exit this area. Head south again to the edge of the ledge and press "x". Then head south yet again. Once in the next area follow along the path and the ground will begin to shake. The Divine Dragon passes over you and it looks like it's heading towards Deningrad!! This is bad news! Everyone will run off. Head back to the wingly forest, hurry! there isn't much time! Back at the wingly village, the Ancestor Blano will offer to teleport you back to Deningrad. He doesn't have enough power though. Luckily, Meru's parents and Guaraha will offer to help. Now were off to Deningrad!

You will get to see one of my favorite FMV's. I won't spoil it for you, just watch. After the FMV your party will arrive in Deningrad, Miranda will head off to see queen Theresa. Once you gain control of Dart, Head into the weapon and item shop. Check the cloths for not one, but two Stardusts. Head to the inn and go up to the second floor. Search the steering wheel next to the treatment spot for a Stardust. Now head into the castle. Dart will come in asking the safety of Shana. Head up stairs into the next area. Walk along the north path

to meet Wink. Wink informs Dart that Shana is alive and with the queen Theresa. Search the blocked area to Shana's room to find a Stardust. Head north and you will see a strange light. You will then get a sequence of the castle. After the sequence Shana will be resting at the inn. Once you gain control of Dart, Head back to see the queen. Search the blocked entrance next to Miranda to find a Stardust. Now head back through the Evergreen Forest. Once in the forest, Head north into the next area. In the next area talk to the guard to allow you to pass. Take the treasure chest (Mind Purifier) then head left to reach the world map.

On the world map head into the mountain of Mortal dragon. Head north and proceed along the path into the next area and the treasure chest (Attack Ball). In the next area take the path to the right to reach a treasure chest (Mind Purifier). Then head back and take the north path. Head into the left cave and proceed along the path to get a treasure chest (Giganto Armor). Head back and take the cave to the top to get a treasure chest (Healing Breeze). Then head back and take the north path. Keep walking along the path. In the next area take the treasure chest (Dragon Helm). Then continue along the path. You will then get a sequence. After the sequence head into the next area. Take the treasure chest (Total Vanishing). Save at the save point then continue north. In the next area grab the treasure chest (Body Purifier) then walk a few steps then press "x" to get a hidden treasure chest (Speed Down). Then head north into the next area. You will then get to see an FMV, but what's even better, is after the FMV you will have to fight the Divine Dragon. After the battle head back to the area with a lot of caves. Lloyd will be here and fire a fireball at Dart and Rose. They will then fall down. After they wake up you will get a sequence of Neet 18 years ago. After the sequence, Meru will fly down and get Dart and Rose. Everyone then will think that queen Theresa is in danger. Now get out of this mountain and head back to the world map.

Enter the Evergreen forest and you will get a sequence. After the sequence, head out of the forest to Deningrad. Just as you exit the forest, a commander will inform you that the queen Theresa has been abducted. You will then arrive on the world map. Enter Deningrad. Martel will be in this town. Give her your Stardusts to get the Rainbow earring, an accessory that blocks you from status abnormalities. Now head into the castle and head into the throne room. You will get a sequence with the Sacred sisters. You will then get a sequence before the queen's abduction. Miranda will inform everyone that the moon mirror is in Flanel tower inside the Kashua Glacier. So head back to the world map.

Head into Kashua glacier and you will get a sequence. After the sequence take the treasure chest (Thunderbolt). Now would be a real good time to equip Dart with the Heat Blade. Head left and follow the path until you reach a fork. Take the path to the upper right to get a treasure chest (Heat Blade). Then head back and take the path on the left. Proceed along the path and you will reach a fork. Head up to get a treasure chest (Meteor Fall). Continue left and head bottom left to get a treasure chest (Heavy Mace). Now head back one screen and head through the left exit. Next head through the center exit. There will be two merchants who sell you weapons and items. Head right to get the treasure chest (Gushing Magma). Head into the next area. Slide down the ice pillars to reach the platform. Slide down the first pillar. Then slide down the pillar to the left. You will then be in front of a treasure chest (Dancing Ray). Head back up and this time go down the pillar to the right. Climb up that pillar to reach a platform. Then climb up again. Then head down the two pillars to reach a platform with another two pillars. Head down the pillar to the right and grab the treasure chest (Phoenix Plume). Then head back and take the pillar to the left. Save at the save

point and proceed right. You will then hear some screaming. Ignore it and keep heading right. In the next area grab the treasure chest (Fatal Blizzard) and head up the ramp until you meet the boss. After defeating him, get the treasure chest (Black Rain) and enter the new area through the top right path. Head along the path and you will get a sequence. After the sequence, head along the path and head left a little at the exit to get a treasure chest (Rave Twister). Then head into the next area. Proceed along the path and you will engage in a boss battle. After the battle get the treasure chest then exit through the path. In the next area get the treasure chest (Spirit Ring) near the entrance. Head forward and you will notice that there will be two teleporters here. Take the teleporter to the left. You will then be in an area with some platforms. Take the middle teleporter to get to another platform. Now take the teleporter to the right. Grab the treasure chest (Mage Ring) and take the teleporter to the left. Then take the teleporter to the bottom left to reach another area. Then take the teleporter to the north. Once in the next area you will get a sequence. After the sequence save at the save point and head north to through the teleporter. After the battle, your party will leave, leaving Dart alone with Lloyd. After the sequence, head back to the latest save point (Just before you fight Lloyd). Take the teleporter to the right and you will arrive in the Magician Faust chamber. Take a few steps forward and you will be greeted by the magician Faust. Get the treasure chest (Therapy Ring). WHATEVER YOU DO DON'T TOUCH HIM!!!!!!! You will get into a battle that is impossible to win right now. Just leave! Head all the way back to the Kashua glacier's entrance and exit onto the world map.

Enter the Snowfield and head left to get a treasure chest (Burn Out). Then head left and you will be stopped by a sequence. You will find out more about with Diaz three years ago. Head left into the next area. Slide down from the left of the sign. While sliding down you will be prompted to press "x" four times. Press "x" the first, third and fourth time. You will then be blocked by a treasure chest (Magic Shield). Go back up and this time slide down from the right side of the sign. You will be prompted again to press "x". Press it the second and fourth time. You will then be blocked by another treasure chest (Dancer's ring). Go to the bottom of the cliff and you will get a sequence. You will check the glowing object. Rose will mention about a city called Zenebatos. The door to the north is a side-quest (Check my side-quest section for info). Don't go here yet, come back when you are about half-way done disc 4. Anyway, head back up and get the treasure chest (Burning Wave). Proceed forward for another chest (Gushing Magma). Then head for the top of the cliff and take the path to the top left to exit onto the world map.

Head into the city Vellweb. After the discussion, head along the path to reach the next area. Keep proceeding along the path and up the stairs. Head left and enter the cave. Take the treasure chest (Attack Ball) then head back up and go to the left. In the next, walk left and you will get a sequence. After the sequence, Head into the pethto the bottom right. You will meet a pair of traveling merchants. One sells you weapons, the other items. Stock up and head back to the prevoius screen and proceed through the left path. Walk left a little and you will see Shirley. She will ask you to free the souls of the dragoons from the dragon campaign. The path to the north leads to a side-quest. Head into the left path. Keep heading along the path into the next area. You will then reach a staircase. Head down the stairs and you will see four doorways. Head into the second doorway and grab the treasure chest (Rose's Hairband). THEN head back and head into the fourth doorway and grab that treasure chest (Spirit potion). Head into the third doorway once you have colected the treasure chests. Head left and you will be stopped by a sequence. Dart will give Diaz the moon objects. Lloyd will then try to attack Diaz but will fail. There will then be a FMV Diaz will reveal himself and you will see that he is *****SPOILER***** Rose's lover and Dart's

father Zieg ***END OF SPOILER*** Zieg will then inform you everything.
(I will let the game explain it to you, it's pretty long so listen up).
After the long explanation you will have to save, and put in Disc four!!!

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=====DISC=4=====

You will start off Disk 4 in a desert called the Death Frontier. You will then have a conversation. (Note: There are no random battles in this area). There is a save point at the bottom left. Then head into the cave underneath the save point. (Considering this is a big maze I will make this brief). Head south, west, south, south and east to get a treasure chest (Healing Breeze). Fall down to get another treasure chest (Moon Serenade). Now head back to the beginning. Now go south, west, south, south, east, south, west to get a treasure chest (Healing Fog). Next fall down the sand hole to the north. Check the treasure chest (Healing Rain) then head back to the beginning. This time head south, east, south, south and south. Fall down the sand hole next to the recovery point. Once you fall down you will get a sequence. Save, and head east, north, east, south and south to get a treasure chest (Gladius). Fall down the sand hole to the left to get another treasure chest (Recovery Ball). Next, head back to the area with the recovery point. Head north, west, north and north to get a treasure chest (Power down). Fall down the sand hole to the right to get a treasure chest (Sun rhapsody). Now head back to the area with the recovery point. Now, head north, east, north, west, north and north again to reach a save and a recovery point. Head west, north, north, east, east to get a treasure chest (Healing potion). Next fall down the sand hole to the south to get another treasure chest (Bandit's Shoes). Now you can head to the world map.

Head into the town Ulara and you will get a sequence. For some reason Ulara won't be there. Then Rose will take off a part of her equipment and the city will then appear. After you control Dart, head to the bottom right and get the treasure chest (Sun rhapsody). Then take the green teleporter. You will then be greeted by the guard of the teleport. Once you gain control of Dart again head into the next area by exiting by the top right. Take the path to the left, and you will get a sequence with flowers. Now head the ramp to the left of the save point and search the flowers for a Stardust. Take the teleporter to the left and you will arrive in a item/weapon shop. Stock up and search the vase to the right to get a Stardust. Then take the teleporter back to the two paths and the teleporter. Back there, take the path to the right into the next area. You will then be stopped by a sequence. Go up the stairs and search the dark flower to the right of the four red flowers for a Stardust. Take the path to the top left into the next area. Take the teleporter and you will have a sequence with Charle Frahma. Choose all the choices to learn more information on the moon that never sets. After asking about all the options, take the teleporter to the north to reach the second floor. Get the treasure chest (Moon Serenade) to the left. Then head right and you will get a sequence between Dart and Rose. After the sequence, You will now have to find everyone. I will list their locations. Miranda and Haschel in the bar. Albert and Kongol are at the item/weapon shop. Meru is at the screen to the south of the bar. After you have gathered all of your party members will go to Charle's house to spend the house. In the morning, you will get to select your party members. Head back to the entrance and after the conversation you will be teleported back to the world map.

Head into the home of Giganto. Inside Kongol will push a rock and a new path will open. Your party will then have a conversation about winglies. Now it is time to head out of this place, and back onto the world map. Now you must head back to Fletz. So head back through the valley of corrupted gravity and back through the Barrens. Back in Fletz, head into the castle. After talking to him you will then have to see Comodore Puler. Head through the right doorway beside the stairs to find Kayla and Puler. Talk to Kayla and tell him that you are ready to sail. After you have docked, enter the village of Rouge. Once you arrive on Rouge you will have a conversation with the mayor of Rouge. After the conversation, climb up the ladder that you first see. head north and you will see two people. Talk to them to find out that they are actually item and weapon merchants. After stocking up climb up the ladder to upstairs. Head through the exit to the bottom right to get a treasure chest (Wargod's Calling). Then head back to the save point and climb down the ladder to the right. Then climb down the other ladder and walk south to reach the next area. You will then see a treasure chest (Satori Vest). Climb up the ladder to get it. Then head back to the area with the save point. Head north to see Martel and her ill daughter. Forget about her just now and head into the north area. In the next area get the treasure chest (100g) and search the jar to the bottom right for the last Stardust (YES!!!! finally, no more going out of your way for stadusts). Now go back to the Martel and her ill daughter. She will give you a vanishing stone (this stone is the stone needed to use against the magician Faust). Now go back to the center of the village and talk to the mayor. After your nice talk with the mayor, and head back to the bottom level. Head to the south into the next area. Take the path to the left and climb up the ladder. Your party will then notice the stick in the sea. Rose will then tell you about the Magical city Aglis. After you have chosen all the choices to hear information about. You will then automatically exit this area. Now head back to the dock. You will then get a sequence with some winglies. Next the City will rise out of the sea. Now head back to the small boat to go to the outside of the village. You will then get three choices. Choose the third option to go to the Magical city Aglis.

Head into the Magical city Aglis and you will have a conversation. After the conversation go forward to the door and open it. There will then be another conversation and the ground will shake. After the conversation take the teleporter to the next platform. Then take the other teleporter to reach the next area. Step a few steps and you will meet small creatures named Ruff. After the conversation with Ruff follow him into the next area. Make note of this area. Take the first teleporter to reach a treasure chest (Burn Out). Take the teleporter to reach another treasure chest (Gushing Magma). Take the teleporter near the exit. Then take the teleporter on that platform. Then take that teleporter onto the next platform. Then take that platform to reach two treasure chest (Magical Hat) and (Moon Serenade). Thean head back to the previous area and exit through the path. In the next area take the first teleporter. Then take that teleporter to reach a platform with a doorway. Enter the doorway to see a larger version of Ruff. Talk to him. After you have finished talking to him, get the treasure chest to the left (Angel's Prayer). Exit this area through the upper right exit. Take the first teleporter onto the lower platform. Take the teleporter to the north to reach a treasure chest (Sun Rhapsody). Return to the previous platform and take the teleporter to the left. Then take the next teleporter to reach another creature. It's name is Spino and he wants to bring you to a person named Savan. After the conversation, enter the next area. in the next area you will notice another creature running around the cylinder in the middle. Talk to it to find out that it's name is Decal. Exit through this area to reach the next area. Take the first teleporter to arrive on a platform with

a treasure chest (Healing Fog). Then take the south teleporter to a platform. Then take another teleporter and then head out of the area. Take the first teleporter to reach the next platform. Take the teleporter to the south. Then take the teleporter from there to reach the next platform. Exit this area to get back to the previous area. Then take the teleporter to reach a platform with a treasure chest (Healing Rain). Return back to the five teleporters platform. Then take the teleporter to the left. Then exit this area. In this area you finally meet Savan. After the conversation talk to him again and you will meet another creature named Lulu. He will then open a path. This is a test place to prove that you have the courage it takes. You will have to test everyone in your party. You will have to talk to Savan to start each test. (I will list the character's name and the appropriate answer. Kongol: Take doel's sword. Miranda: For the world and I cannot die now. Albert: I cannot do that. Meru: I still cannot die. Haschel: I couldn't stop her. Rose: Just watch! Dart: I will Save Shana no matter what. You will then ace the test. Save at the save point and head left to reach the next area. Keep taking the teleporters until you reach the next area. You will then meet Savan again. He will then give you the Psychedelic bomb X. Head south into the next area and take the first teleporter you see. Get the treasure chest (200g). Take the teleporter to reach the treasure chest (Healing Breeze). Take the teleporter to the south and you will end up at the next platform. Exit through the right to reach the next area. You will then see a save point, SAVE because you know... Head north into the next area. You will then have a sequence. After the sequence you will fight an incredibly hard boss. After the fight, Savan will teleport you outside. Save at the save point and exit this area through the left. Now head back to the room where I told you to take note on. You will then get a sequence. Head left and you will get a sequence. After the sequence, take the teleporter. Then take that teleporter to reach the Law city, Zenebatos.

Upon arrival to Zenebatos, A robot guard will fly down and will tell your party to leave Zenebatos. Then a sting ray will come and bring your party back to the world map. Just return back to the Law city and use the teleporter near the entrance to get to the second floor. Examine the blue stone and another robot guard will come out and tell the wingly code 730. Head right into the next area. There will be a save point and a robot. Talk to the robot and he will tell you the areas that you are allowed to enter and the ones that are off limits. When given the options on where to go, choose the second option, the law factory. One robot will tell you the code 339, so that humans are able to buy weapons and items. Now head to the Legislation center. Once there, head right into the next area. There will be a bunch of guards patrolling the area. You will have to avoid them into the next area. But instead try to get caught by the guards to be thrown into jail. he mentions the code 659 when it throws into jail. You will then have a conversation. You will then notice that Kongol is not in here with you. Kongol is too heavy for the guards to carry. Kongol will then break open a path for your escape. Head out of jail and grab the treasure chest (Flash Hall) to the bottom right. Then get the treasure chest (200g) to the upper left. After collecting the treasure chest head back to the Legislation center. Now you will have to try to avoid te robots. Take the first teleporter to reach the lower platform. Now enter through the doorway. Head into the teleporter to reach the next platform. Take the left treasure chest (Frozen jet) then enter the doorway. Take the teleporter and get the treasure chest (Burning Wave). Take the teleporter to reach the next platform. You will see a robot, avoid it and then take the teleporter. In this new area, you will see a lot of robots. Stand behind the blue line and once it is your turn walk to the center. Press "x" and you will be given an option, choose the second choice and then the choose the first choice. This will enable you to change existing laws. Here is a list of laws that you can change: 703-

allows humans to access the Signet Sphere. 666-stops raandom battles in Zenebatos, 659-allows you to move around without being thrown in jail, 640-allows you to make laws without the need to line up, 339-allows you to buy items/weapons at shops in Zenebatos. Once you input a code, you will get the Law production license. You will then have to take it to the Law factory. Inside the Law factory, you will have to avoid being seen by the robots. Take the first teleporter to reach a treasure chest (Specrat flash). Take the next teleporter to the platform below. Go through the doorway to take the next teleporter. Then take the teleporter to get to a doorway. Go through the doorway and get the treasure chest (Night Raid) to the left. Then take the teleporter to reach the lower platform. Go through the doorways. To the left is a treasure chest (Rainbow dress). After taking it take the next teleporter to reach the next area. There will be some more robots in this area.

Talk to the robot to the left to submit the Law production license. Now you will have to go to the law launcher. Inside the law launcher, you will have to avoid the robots. Take the first teleporter to get to the lower platform. To the right is a treasure chest (Down Burst). Enter the doorway to the right of the chest. Then take the teleporter to reach the higher platform. Enter the doorway to the right to get a treasure chest (Spirit Cloak). Take the teleporter to the left to reach the platform on the bottom. Head to the right to grab the treasure chest (Gravity Grabber). Then take the next teleporter into the next area. In the next area take the flying disc to submit the law launching license. Do this over and over again to change each of the laws. After you are finished legalizing the laws you want (you must have the law 703 legalized), head back to the area where Coolon is waiting. Then take the teleporter to the upper floor. Talk to the robot that is on top of the blue stone. You will then have a sequence. After the sequence, talk to that robot again and you will be able to choose your destination. Choose to head to the great court. Upon arrival your party will be arrested for a crime. You will notice a save point, Save and then head into the next area. You will then have a conversation. After the conversation, A robot named Nnomos and three executioners will charge at you, you will then engage into a boss battle. After the battle Nomos will disappear. Head north into the next area and you will find out that Zieg has already destroyed the Signet Sphere. Head out of the great court and talk to the robot beside Coolon. He will tell you that the law 410 is disconnected. Change the law and then talk to the robot once again. You will then be able to teleport to Mayfil. Head into the room below the blue stone to teleport to the Death city Mayfil.

Once you are in Mayfil, you will see Zieg heading off to destroy the last of the Signet spheres. Head out of the room and you will get a conversation. After the conversation, take the teleporter to arrive on a ledge. Enter through the doorway into the next area. In the next area, you will find the soul of the green tusked dragon, Feyrbrand. After the conversation, talk to the dragon to get into a boss battle (This is optional, so you don't have to do). After the fight, the soul of Feyrbrand will be saved. Enter the doorway into the next area. Take the first teleporter to reach the platform to the center. take the path to the north to get a treasure chest (Poison Guard). Head left and there will be another path that leads you to another treasure chest (Stun Guard). Now head back to where you got the Poison Guard and head to the right reveal another hidden path. Take the teleporter to reach the next screen. Then walk to the south to reveal a path that leads you to treasure chest (Panic Guard). Walk to the right and you will find another treasure chest (Protector). Now go back to the platform in the previous screen and take the right teleporter to reach the ledge below.

Enter the doorway to find the Blue-Sea dragon soul, Regole. (again this battle is optional) After freeing Regole's soul enter the doorway to reach the teleporter. Take the first teleporter and head north to reveal a hidden path. Then head left to reveal another path. Follow along the path to reach the next platform. Head to the left to reveal another hidden path. Then take the treasure chest (Active ring). Now head back to the center platform in the previous area. Enter the doorway to reach the soul of the divine dragon. After the battle open the treasure chest (Destone Amulet). Take the first teleporter to reach a platform with a save point. Save, and then head through the hidden path. Enter the doorway to reach the next area. Head left to reach a treasure chest (Bravery Amulet). Now head back to the area with the grid. you will see many pulses coming up from below. They will strike the grid with white and red colors. Those boxes that become white when striked, are fake tiles. You will fall down if you step on one and end up in the area with the treasure chest that contained the Bravery Amulet. The tiles which are red are the ones that aren't fake. Walk onto the red tiles until you reach an area with a recovery point and a treasure chest (Magic Ego Ball). Head out of the room and you will come back to the grid through a upper right doorway. Continue along the red tiles to enter another room. Head out of this room through the left exit to be back on the grid. Now get to the other side using the red tiles and there will be a teleporter. Take the teleporter to reach an area with a save point. You will then meet lavitz!!! He will tell you to stay away from him and will take the teleporter. Save, and then open the treasure chest (Healing Rain). Take the teleporter that Lavitz took. You will then meet Lavitz and Rose will mention that Lavitz has a thing on his back. You will then get into a battle. Once you have done enough damage to that thing, lavitz will collapse and a demon will come out of his body. He is in fact a demon named Zackwell and you have bothered him. After the fight you should notice a beam of light. Climb up the beam to reach the next area. Take the treasure chest (Spectral flash) and head through the doorway. In the next area you will see the last Signet sphere. Just as you step forward, Zieg will appear and why do you think he would show up. Dart will then transform into a dragoon and try to attack Zieg, but will fail. After he has destroyed the sphere, the ground will begin to shake. Head to the left and Coolon will fly down and help you out. You will then get to see a cool FMV. After the FMV, Coolon will land, with your party safe. He is seriously injured and dieing very quickly. Eventually he will die off. You r party will then decide to go to the moon!

Enter the next area and examine the shiny object to the left to get a pheonix plume. After taking it, head to the north and there will be another shiny object. Examine it to get a conversation with Rose. After the conversation, head north to reach the next area. Head left and you will then see another shiny object. Examine it and Rose will tell you that the object is actually a kind of fruit. After the conversation, head left into the next area. Follow the path to reach a hole in a trunk. Take it and everyone will be blown by a huge force. The vibration that Kongol made disturbed a caterpillar. Examine the shiny object by the tree trunk to get a Silver dragon's armor. The pool to the right is a recovery point, use it and then follow the path into the next area. In the next area, you will find another shiny object. This is just another fruit. Head into the next area to get to a save point. Save, then head left into the next area. Head along the path and you will meet the caterpillar. Considering you have disturbed its sleep, you will have to fight. After the path, continue along the path to reach the next area. You will then have a conversation. After the conversation head into the moon when you are ready. Continue along the path into the next area. In the next area take a few steps and you will get a sequence. After the sequence and conversation you will

notice that you will end up in a forest. Get the treasure chest (Frozen jet) to the right. Head to upper right path to reach the next area. The next area will look like a grassland. Move along the path to reach the next area. In the next area, head right and you will have a sequence. Once Miranda examines the rose on the ground, she will get into a fight. After the fight, you will have to choose your party. Choose whoever you want. head south to exit this area. Head south again to get a treasure chest (Down Burst). Continue along the path to reach the next area. Head left to reach the next area. Upon arriving at the new area, you will have a conversation. After the conversation, head to the upper left to reach an Inn and a save point. To the left is a hospital. Head below to reach an item shop. Stock up and head to the bottom right. Albert will notice a very rich man named Dran who left Bale 20 years ago. To the top right is a weapon shop. Stock up and follow the girl into the mirror. Head into the house to the bottom left to reach a treasure chest (200g). Head through the bottom right to reach the next area. Get the treasure chest (Spectral flash) and follow the path until you reach a fork in the road. Take the path to the lower right to get to the next area. Proceed along the path and you will be stopped by a sequence. After the sequence, Haschel will follow the girl into the black hole. You will then get a conversation followed up by a fight. After the fight, your party will automatically head out of the room. Continue along the path to reach the next area. keep continuing along the path to reach a treasure chest (flash Hall). Take it and then head back to the Inn. The guard that was guarding the south is no longer there, so enter through the south. You will see two guards guarding a castle. Head left into the next area. Head left along the path to reach the next area. Take the top left path to reach the next area. Head to the north and you will see Rose's dragon flying around. Rose will then tell everyone to run and Everyone will be split up except for Dart and Rose. You will then get a sequence with some Gigantos. After the sequence, head up the stairs into the next area. Kongol will then head off by himself. You will then meet Indora, Kongol's brother. You will then have to fight him. After the fight and the sequence, head down the stairs into the next area. Flip the switch on the left to open a gate. Head into the room that was blocked off by the gate to get a treasure chest (Golden Dragon's Armor). Then head back upstairs and then back a screen. Head to the pond at the left and press "x" to arrive at the next area. Then head back to the Inn and Albert will suggest that they wait for Dart and Rose to return. You will now be switched back to Dart and Rose. Head along the path to get a sequence. After the sequence, continue along the path into the next area. Continue north and you will reach a fork in the road. Grab the treasure chest (Night Raid) and proceed north into the next area. Continue north and you will reach another fork. Head to the path to the right to get the treasure chest (Burning Wave) you saw earlier. After taking it, head back to the fork and head into the north to reach the next area. Take a few steps and you will get a sequence. After the sequence, a battle will commence. After the fight has ended, head back to the previous screen and take the stairs to the right. Take the bottom doorway to reach an Inn. Once you have arrived at the Inn you will have a conversation with the rest of your party. After the conversation, save, and then head to the castle guards. Talk to them and they will allow your party to enter. Albert will then go into the throne room by himself. He will meet Doel there and they will have a one-on-one battle. After the fight, Doel will disappear. Head out of the castle and head back to the Inn. Save and then head left from town. Continue along the path and then take the upper left path into the next area. Continue along the path to reach the next area. Continue north to reach a fork. Take the path to the right and you will arrive in front of a palace. Meru will then be teleported inside the palace. She will then meet the Archangel. After you know it, The Archangel will fight you. Head into the light beam to reach the next area. Proceed along the path

2nd Virage Body: 800 HP

After you take out the arm, go for the body. Note: you have no time to spare considering it will regenerate, so do every thing fast. You must always keep a steady attack routine, guard isn't a good command for this battle, instead use recovery items or have Shana cure you. Once you take out the body, make for the head.

2nd Virage Head: 1500 HP

You have no time to waste, hit it with every thing you got. This part of the Virage's body has the most HP, therefore it will take the longest time. Chances are he will regenerate a body part soon enough, once he does just repeat the process of taking out the arm first then body. Once you get to just the lone head for a second time hit him with all your strongest additions he will have only a portion of his life left, since you took some out last time. Hopefully, for your sake, he doesn't regenerate again, but if he does repeat the process again.

3rd Virage Arm: 5000 HP

THIS IS THE HARDEST BATTLE IN HISTORY. NOT!!! All you have to do is "Guard" for ten rounds, because after ten rounds he perishes. Pretty hard, eh? Unless you're unfamiliar to sarcasm, I was joking.

3rd Virage Body: 10 000 HP

Refer to strategy for 3rd Virage Arm

3rd Virage Head: 10 000 HP

Same strategy as 3rd Virage Arm

Archangel: 3200 HP

Meru's turn. If you haven't touched Meru all game, this is going to be tough, but if you used her throughout the game, its nothing to worry about. Archangel's magic defence is good, so you want to stick with additions. A gigantos ring , or anything that can boost power up can be useful in this battle. Archangel preforms some decent magic attacks that can injure Meru pretty badly. Eventually she will use an ultimate attack that reduces Meru's HP to one. After some healing and some additions, Meru will admit she likes humans and the battle will then end.

Atlow: 250 HP

This guy is easy, but annoying. He's annoying because he is quick. He has an attack of taking aim on one of your joints, don't worry it doesn't do that much damage. But after 5 rounds he will unleash his finisher attack. Considering this guy has low defence, he can be easy to kill in five rounds. If you are running low on HP, heal immediately because he attacks fast. Well, next battle痴 up

Belzac: 16 000 HP

I suggest using Dart, Albert and Kongol (equipped with the Golden Dragon armor). Have Dart and Albert turn into dragoons. Use Dart's Final Burst to take off about 1200, use Albert's Gaspless to do around 2000 HP that is if you are a high level. Have Kongol use his toughest

addition, and have him use recovery items, when needed. After four or five rounds this guy should fall.

Caterpillar: 5500 HP

Easy, boy this is a easy battle, don't bother turning into Dragoons, Just hit this guy with strong additions. He doesn't use any magical attacks and his physical attack is nothing to worry about, a couple rounds is all this guy takes.

Claire: 2500 HP

Haschel now has to battle. She is possessed by a wargod. She has the same stats as Haschel so it's about even. The only threat is that she preforms a move that brings you down to one HP, when that happens cure. You might think that you can't hit her but keep trying. When she is low on HP, She will ask you a question, answer "Mind's Eye Awaken" and you have won.

Seles Commander: 20 HP

Come on! do I really have to explain a strategy to defeat this loser! Well okay attack him trying out your addition. Considering this is your first boss battle, the makers didn't make this battle to hard.

Marshland Commander: 2500 HP

First kill of the two soldiers. Use Dart and Lavitz's additions while Shana uses recovery items whenever necessary. Keep repeating the technique in which Dart and Lavitz attack while Shana cures them and you can't lose!

Damia: 9500 HP

Have Dart use the special right away. Final Bursts will do massive damage against Damia. keep using Final Bursts until you change back into a human. Then finish her off with some strong additions.

Danton: 220 HP

Well, this guy is harder than Gorgaga and Serfius, he has higher defence and offense. Use your strong additions until he guards with his arms. DO NOT attack him, or else he will counterattack, instead take the time to "Guard" Wait for him to put down his arms then go in for the attack, he has a habit of guarding so take that time to "Guard" yourself, or you can use attack items. Warning: he has an all-out attack that leaves Dart's health to 1. Heal immediately. After some time it's on to round #4.

Dark Doel: 1500 HP

Once you get rid of his swords he uses pathetic thunder magic. Use some Blossom storms to take care of this guy. If Albert is hurt, heal him and then continue with the Blossom storms.

Death Rose: 3000 HP

Nothing to worry about, even if you haven't used Miranda before, this will be a breeze. Keep attacking it until it shows Miranda's mother's face, it well then close, keep attacking it then eventually there will be an option, choose "I forgive you" and it will be defeated

Divine Dragon: 5000 HP

Once his Ball and cannon are taken out he does this pathetic arm swing that does minor damage, so basically if you eliminated the Ball, and Cannon you have eliminated most of the threat. Use your additions, and just shave life off him.

Doel: 650 HP

Just hit this guy with strong additions. Whenever you can afford to spare some time, use some spirit potions to get ready for your Dragoon Special (When all three of your characters turn into Dragoons). DO NOT use the special on him yet, because the battle the battle of a lifetime is coming up.

Dragoon Doel: 1500 HP

One of the hardest battles in the game! This guy is incredibly tough and it may take a few tries to beat him, but if you stick to this strategy it will save you some frustration and time. This guy is tough so listen up. Once Doel turns into a Dragoon, use your Dragoon Special right away. Hit him as many times as you can before turning back into a human. Eventually he will put up a shield when that happens use the "Guard" command to halve damage and recieve some HP the trickiest part of this battle is when he uses his special magic that does astounding damage to all of your players, when this happens chances are (unless you use the "Guard" command beforehand) that some of your characters may die. If you have some spare spirit potions don't hesitate to use them, a Dragoon Special is very effective in this battle. It is very unlikely that you are going to beat this guy the first time, heck when I first played it took me three times. Alot of LoD players say that this is the hardest battle in the game, so don't get frustrated. I wish you the best of luck!

Feyrbrand Dragon Spirit: 8000 HP

Watch out, he's harder than last time but since you've grown so many more levels than the first encounter. You don't even need to turn into a Dragoon, but still, if you're not careful he might surprise you. So just to be safe use your last additions, also some levelling up your additions isn't a bad idea either.

Regole Dragon Spirit: 12 000 HP

Remember this pushover you could defeat with some Final Bursts? well not this time It seems he has improved his magic defence, HP and Speed. You need Albert in this battle for the sake of his Blossom Strom. You also need Dart's Dragoon Magic to take care of this bugger.

Divine Dragon Spirit: 16 000 HP

Uh-oh it's the DIVINE DRAGON! and he's back, bigger and badder than ever! You need a Dragoon Special here for sure. You can't get rid of the Ball and Cannon this time. If you have some power down/ups that would also help you a lot, If you don't have those items it's going to be a little harder. Have Albert and Kongol in your party. Albert can do Blossom storm, while Dart uses his best magic and while Kongol does his Dragoon additions. Don't be shocked if you only have one character left

Drake the Bandit: 1150 HP

This fight is fairly easy if you bought some "Legend Casque" or "Phantom Shield", if not well, then it's a different story. This boss can deal some good damage on you by throwing some darts at your party. Later in the battle, he will throw three bombs at you (Bursting Balls). Lavitz's "Gust of Wind Danse" addition works well in this battle. Rose's "Astral Drain" works pretty well also.

Fire Bird: 600 HP

Use "Spear Frost" to rule this guy over. If you have lots of "Frost Spear" it will be smooth sailing from here on in, if not, listen up. This guy has roughly 625 HP and if you have one "Spear Frost" that can do around 100 damage. Have every party member attack. When you are low on HP don't use recovery items "Guard" instead. Don't worry before you now it, it will be over.

Feyrbrand: 450 HP

Kill this big-boy first, the reason being is because he uses a lot of status-change moves. It's a good idea to carry some extra mind, and body purifiers for this battle. Use strong additions to keep this a one-sided battle, and heal the status abnormalities whenever your party gets affected. Once you kill the Dragon it's on to Greham

Fruegel: 90 HP

After you have taken care of both of the Wardens, go for Fruegel! Once you have hurt him enough he will call more wardens who will probably do some magic damage to your party. The key to winning this battle is to stay alive. Watch Shana! sometimes when she is running low on health "Guard" may not cut it.

Fruegel: 1000 HP

After you have killed Guftas and Rodriguez, it's time to go for Fruegel. Fruegel throws rocks at you causing serious damage. Considering Fruegel's physical attacks are strong, you probably are going to make a habit of guarding. If you have Lavitz in your party, his "Gust of Wind Danse" can take care of Fruegel faster. As I said before, Frugel has strong physical attacks, so it would be a good idea if you turned into dragoons for better defence. After you defeat Fruegel, it will be Lavitz, rather than Dart, displaying the finishing move.

Gehrich: 1700 HP

This battle's a tough one because Mappy uses his cheap "Instant Death" magic so your first priority is to take him out. Transform into a Dragoon with who ever you choose but if you have Shana in your party I would turn her into a Dragoon for the sake of her magic, also her Dragoon bow isn't half-bad either. Once you get rid of Mappy, take out Gehrich by using Haschel in his Dragoon form and have Shana cure him. If you didn't choose Shana, use Rose's "Astral Drain" or have Meru use light-based items if you have any to spare. The whole challenge of the battle ends when you take out Mappy.

Ghost Commander: 1300 HP

This is a fairly easy battle if Dart is a level 5 dragoon. If he is level 5 use "Final Burst" twice to get the Commander down.

Ghost Knight: 300 HP

Once Dart has used his "Final Burst" twice to get rid of the Commander, use your other party members to use additions or even Dragoon magic to take care of the minor Ghost knights

Gorgaga: 200 HP

First off, this guy will cheat by poisoning you. If you are lucky you won't get poisoned, but if you happen to, quickly use a "Body Purifier". This guy isn't hard at all, Use some strong additions and this guy will run away crying.

Grand Jewel: 4600 HP

Oh my god, this guy is extremely tough, everyone who I know who has played LoD hates this thing so damn much. You can't turn into a Dragoon because he blocks Dragons and Dragoons The strategy for this guy is to train beforehand and master your best addition. the three characters to use for this battle are Dart (obviously) Albert and Kongol. The reason being that they are the ones with the highest HP if you used them at all. Use strong additions and cure all the time I don't blame you if it takes you a couple of tries to beat him. The LoD players I know, it took them at least three times If he uses his damn All-elemental attack everything is over unless you saw it coming for some reason or other and guarded against. Good Luck! you are going to need it!

Greham: 350 HP

This guy will always attack Lavitz, so keep a routine of healing Lavitz regularly. If you have Rose in your party, her "Astral Drain" is pretty effective. He has a habit of using wind magic, so be careful! Ya, so have Dart and Rose (or Lavitz) attack, and have Shana heal Lavitz, if you have her in your party.

Imago: 12 000 HP

Finally the evolved form, should you worry now? Nah. Use Haschel, Dart and Miranda for this battle have Miranda turn into a Dragoon, in case one of your party members fall. Imago likes to use Dispirited and Decourage. If Dart has the Therapy ring this will go smoother. The reason you want to use Haschel is because you want to hit her quick and hard. She has high HP so just hang in there.

Indora: 3000 HP

Kongol's up! Kongol must fight his brother. If you have had Kongol in your party for a majority in the game this won't be a problem. Use Kongol's additions and this guy won't be a problem. When Kongol gets low on HP, heal then keep using additions. This guy could be tough, depending on whether you had Kongol in your party or not.

Jiango: 1200 HP

This battle is pretty tough. I suggest having Rose in your party because her "Astral Drain" is very effective. This guy is slow, so hit him hard and fast. He has a move in which he jumps a few times and rocks fall out of the sky, this will cause decent damage to everyone in your party. This boss has high HP, so I suggest turning into Dragoons, because this battle

will take a while. Since this guy is of an earth element, Lavitz is a good idea in this battle. Jiango can and will cause confusion, so keep a couple of "Mind Purifier" handy. About half way through the match use a satchet on him. Hit him hard with additions. Right before he is about to wake up, turn your party into dragoons for more defense and attack power. This guy is pretty tough so try hard!

Kanzas: 12 000 HP

Start the battle by Using the Dragoon Special. Your party should be Dart, Albert and Haschel (with the Violet Dragon armor). Once you fire off the Special, have Dart use the usual Final Burst. Have Kongol use his Dragoon additions, and have Albert use blossom storm. This guy is especially good against Kongol, so have some protection for Kongol. This battle shouldn't be that hard it just takes some time.

Kamuy: 3500 HP

Are you scared? Well, you should be; this ain't no puppy. This guy's Magic defence is high so no Dragoon magic this time. Stick with using Additions and curing regularly. This could be a long fight but hang in there and don't forget to use the "Guard" command.

Kongol: 305 HP

So, it's your first time fighting Kongol, don't get excited, get scared! this guy isn't a push-over. He uses a lot of powerful attacks. Use Dart and Lavitz's strongest Additions while Shana uses recovery items. Whenever the guys get hit have Shana cure them. Just hang in there it won't go on forever!

Kongol: 1025 HP

Don't sit back and relax, because Kongol's back and he doesn't want to play games anymore. This time he faster, stronger and he also puts up a nasty little barrier to keep away magic attacks. The key to winning this fight is to have a lot of wind-based attack items, and Albert's "Gust of Wind Dance" addition can make things alot easier. Survive by protecting Albert while he attacks. You can't afford to lose him at a time like this.

Kubila: 3200 HP

The tall one on the left. Get rid of him first because he has a nasty habit of summoning those damn creatures from another dimension. He also casts Instant Death from time to time. Once you get rid of him move to Vector.

Last Kraken: 10 000 HP

This guy's nothing to worry about but he ain't no push over. Transform into the Dragoon Special have Dart use his Final Burst and have Albert and Kongol use their dragoon additions, but if you are using Miranda have her heal and have Haschel and Rose use their magic. Considering this guy's element is water Dart is good against him, so protect Dart.

Lavitz痴 Spirit: 5500 HP

First of all you need some mind purifiers and some accessories to prevent confusion. Don't turn into Dragoons instead choose talk to Lavitz. When he exposes his back use some additions on him but when he turns around just "Guard". Repeat the Process until Zackwell shows himself.

Lenus: 3400 HP

Another hard battle ? oh yeah. If you chose to fight with Kongol, and you didn't train. this is going to be a long ride. If you got Kongol's dragoon stone, this battle will go alot smoother. This Wingly is fast! and when she hits, she hits hard. I suggest use a party with a good defence , high HP and good power, a good combination is Dart, Kongol and Albert (or Haschel). Hit her with strong additions, since Kongol is a newbie he will have his first addition it's powerful, but there is only two hits. Guard whenever you have a third of your maximum HP, then once she attacks you hit her with a "Gust of Wind Danse" or Crush danse. If Kongol just isn't working for you, restart, and use Haschel. The key to winning this battle is to hit her hard with some good additions, "Red Eye Dragon" also works well against her. Meru also works well in this battle because she can withstand Lenus attacks , so if your not happy with Kongol she is always an option.

Lenus: 3000 HP

Ready for a rematch? Lenus is back in Dragoon form oh she also has a Dragon on her side. Scared? don't be. Lenus may be a dragoon but it didn't enhance her spells, it actually diminished them. If Dart is a level 5 dragoon that makes every thing a lot easier. Two final bursts will take out the Weak Sea Dragon. To take out Lenus use some fire-based items with the other party members, and use Dart's Dragoon magic. Albert's "Gust of Wind Danse" Works well also.

Light Sword: 1000 HP

The light sword of "Dark Doel", get rid of this sword first. Use some "Gust of Wind Danse" additions to take it out

Lloyd: ??? HP

There is no strategy to beating this guy. The makers of LoD made him impossible for a reason. So no matter how many times you try you can't win so just face the fact of losing.

Lloyd: 6500 HP

You finally got a chance to duke it out with Lloyd. You know he's going to be hard so I don't have to tell you. DON'T turn into a Dragoon or else his Dragon buster will really bust you up causing instant death. He has an incredibly high evasive rate of about 40%. I got a trick that will cut his difficulty in half. First of all equip Dart with a talisman (he must have a talisman equipped for this to work) Transform Dart into a dragoon, Lloyd will attack him with the Dragon Buster but since Dart has the talisman equipped, Instant death will be prevented. So while Lloyd is attacking Dart your other party members (I suggest Albert and Kongol) can attack him or get cured. So basically you are using Dart as a decoy while the others attack. Even with this strategy he will give you a tough time.

Magician Faust: 27 000 HP

This guy is unbelievably hard! He has 27000 HP and he uses some very strong magic attacks. If you have a Legend Casque That will increase your odds of winning. You need to use people with high magic defence, so, Rose is good in this battle because she has good magic defence, and Meru has very good magic defence. Use your best, strongest additions, but don't use any magic, because this guy is the master of magic. Cure regularly, even if he hits you once, there is a pretty good chance that he will kill you next round. As I said before, a legend Casque would help a lot in this battle, if you have two (I

doubt it though) that would be great. If you choose to use the special, stick to using your dragoon additions. This guy gives you 10 000 gold and 20 000 experience, so it's a good idea to try this guy out.

Mappy: 600 HP

This battle is an easy one. Fight this battle as you would fight a normal enemy battle, but don't slack off too much. There are bandits which accompany Mappy, it really doesn't matter who you attack first, but I suggest getting rid of those annoying little bandits.

Melbu Frahma: 42 000 HP

For some reason I beat this boss the first time I fought it. Anyway, this is the final fight and this is the longest battle in any RPG i've played! You must be at least level 45 or above, Dart must have his final addition (Blazing Dynamo) you must have a lot of recovery items. For this battle, use the characters you used throughout the game. Your in for a very long ride. Now I will list the forms of Melbu Frahma and how to beat them. 1st form: Don't use the Dragoon Special, save it for later, instead turn Dart into a Dragoon and have him use Dragon Cannon on him, it will shave off about 3000 HP. Melbu enjoys blocking your attacks, so use a combination of guarding and using additions. Eventually the background will change, which indicates a generation change 2nd form: Alright was that tough? don't relax just yet, it just gets harder from here on in. It's second form is roughly the same but, instead Melbu uses a beam of light that can reduce your HP to half if you are using someone like Meru. He also has another annoying attack, he sucks in a character for a couple of rounds, then spits him out later, causing serious damage to your character. have one of your party members turn into a Dragoon, as long as it's not Dart, save Dart's Dragoon for the next Generation. This Generation goes by faster than the previous one. 3rd form: The easiest form of them all. He now summons two creatures that cause some good damage. Get rid of them with some strong additions. Turn Dart into a Dragoon and have him use his cannon. Keep using strong additions and recovery items when you need to and it will be over before you know it. 4th form: Going from the easiest to the hardest. Now you should panic if you weren't already. He is tough, He is physically strong, has good defence and has powerful attacks. Two words DRAGOON SPECIAL! This would be a perfect time to use it. His attacks are possessing a character, when he does this you can not attack him, he can summon two creatures which can instantly kill you, He can make a picture of one of your characters and then cuts it in half, causing massive damage to weak characters and he has taken a page from the Dragoon Block Staff, he reduces your Dragoon power and defence by half. Boy! Hang in there and hopefully you have some Angel Prayers. Note: I was level 50 when I beat this boss and he was pretty easy for me, so if you are having trouble, I say level up!!

Michael: ??? HP

"Guard". That's right "Guard". Guard until Rose exchanges some phrases. You can't do any damage to it and you can't turn into a Dragoon either. Wait until Rose mentions something about a "blind spot". An option will then appear choose to learn about the blind spot. Rose then explains that he will eventually expose his core. That's when you attack it. It shouldn't take more than two or three rounds.

Michael (Core): 1500 HP

Once he exposes his core, attack with Dart using his strong additions. Like I said in the "Michael" strategy it shouldn't take more than two or

three rounds.

Polter Armor: 3800 HP

This is where you get Dart's final weapon so I suggest doing this battle even though it's optional. Take care of the armor to stop the strong magic attacks. Use your strong additions and before you now it the armor will fall.

Polter Helm: 2400 HP

Now you have gotten rid of the Armor and sword. Use your special now , even though you can get through this battle without it. Hit the helm with some Dragoon additions and Magic. This should go by fast considering it has the least amount of HP out of the three.

Polter Sword: 2800 HP

Once you have gotten rid of the Polter armor, it's now time for the sword. The sword likes to use death attacks he has a thousand less HP than the Armor but once he dies he Instantly kills one of your characters, so get ready to use a Angel's Prayer as soon as the Sword dies. After the sword dies it's on to the helm.

Pupa: 2500 HP

You don't even need a strategy for this guy, literally, he is just a creature to practise additions on, it doesn't even attack! Pound on it for a while, then it will transform again.

Regole: 3200 HP

Lenus' dragon. This battle isn't easy! The Dragon has very strong magic attacks, so you'll want it dead as soon as possible. Transform Dart into a dragoon and use his strongest magic. "Guard" and use recovery items on Dart only after he has transformed back into a human, his Dragoon form can take a beating. Fire-based attack items are also very good in this battle. Have everyone use them, unless their actual attack does more than the item (I doubt it though). If you have those items, this battle will be a lot easier.

Sandora Elite: 260 HP

If you have any light-based attack items, now would be a time to use them, because this guy is of a Dark element. Hit him with strong additions and always remember to "Guard" when low on HP. When this guy has about half of his max HP he will split up into three. It is your job to find out which one is the real elite. From this part on he will keep dividing himself, so just keep trying to choose the right.

Sandora Elite: 500 HP

This is just a beefed-up version of the Sandora Elite with 260 HP. Basically if you have any light-based attack items, this battle is as good as won. Use Lavitz's and Dart's strongest additions to take the Sandora Elite early.

Serfius: 200 HP

There's nothing to worry about in this battle, it's rather easy. Just stick to using some strong additions. Once you reduce his HP to half, he

will then power-up and the damage he takes will be halved. No worries, keep using strong additions. Then finally he will admit that you are too powerful for him.

Selebus: 3000 HP

The annoying executioner who keeps healing the other two, but once you have taken care of Vector and Kubila she poses no threat. She has very high Magic defence so use some strong additions ("Gust of Wind Danse" lol).

Shirley: ??? HP

You will have to answer the questions she asks successfully to progress through this battle. Question 1: To protect those we love. Question 2: To pursue the black monster. Question 3: Of course get revenge. Question 4: Shana. Question 5: That's not like you. Question 6: Shana needs me! Question 7: No matter what, I will go. Question 8 Mother. Question 9: I've never thought about it. Answer all of the questions correctly, and you will be victorious.

Super Virage Arm: 3000 HP

Go for the Head.

Super Virage Body: 15 000 HP

Go for the Head.

Super Virage Head: 10 000 HP

The Super Virage, is he super hard? no, what a joke. Have Dart use the Dragoon Special and go full fledge towards the head. Use the Dragon summons they work pretty good here. The super virage's only good attack is a laser beam, but if you're a Dragoon it doesn't cause that much damage. Once you kill the head it will explode and damage your party members but if you are a Dragoon you have nothing to worry about. You can kill it if you go straight for the body but it takes longer that way and this way is easier.

Syuveil: 10 000 HP

I suggest being in the mid forties to make this battle easier. This guy has the same attacks as Albert, including his, uh, DRAGON! Equip the Jade dragon armor so that Syuevil won't cause any damage to Albert. Have Dart use his Blazing Dynamo and have Albert heal with lots of recovery items. If you are using Kongol he can do great damage with his dragoon magic, but it's a double-edged sword meaning Gaspless or the Jade Dragon can do astounding damage to Kongol But If you have Albert using those recovery items on Kongol, the battle will go easier.

Urobolus: 270 HP

The attack items "Burn-out" and "Spark Net" are useful here. Well, you can either go all-out on this snake or you can let the people without "Poison Guard" Guard, and the people with the "Poison Guard" go for some strong additions. After you hurt him enough he will hide his body behind a rock and then only Shana can attack with her arrows, but you can always use "Burn-Out" and "Spark Net" to shave some HP off. He will then come out again in time. Then just attack him remembering to cure regularly.

Vector: 4000 HP

The executioner in the middle. Because he is weak to magic have one of your characters cast Dragoon magic on him. Beware! he can turn into a Giant, when Selebus kisses him (how romantic) when he does turn big I suggest using Final Burst on him. tell him to kiss that!!

Volcano Ball: 50 HP

The ball belonging to Fire Bird. Attack him with two strong additions, and that will be "all she wrote".

Windigo: 10 000 HP

One word. Dart! Dart is the key to this battle, this guy is terribly weak against to fire, so final burst shave's around 1800 HP of this loser. If you have the Heat blade it makes this battle go even faster. Whatever you do don't lose Dart as he is very valuable in this battle, in fact use your other party members to heal him regularly. This battle isn't that hard as long as you have a healthy Dart.

Zackwell: 8000 HP

This guy won't let Lavitz rest peacefully, so lets waste him. Preform the Dragoon Special and use whatever you want, yep, that's right, I'll let you choose, but make him die a horrible death, for Lavitz. If you are really stuck and don't know what to use I suggest Albert Blossom Storm and have Kongol use his Dragoon additions, Dart, well, have Dart use his Dragoon additions also.

Zieg Feld: 12 000 HP

Boy, this guy is fast, and this is a pretty hard battle because Dart has lost his Dragoon Spirit. Transform your other party members into Dragons, but don't use spells because he is immune to all spells (because he is non-elemental) instead use your dragoon additions. He doesn't have that much HP so this battle shouldn't take very long.

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Dragoon Level-Up

User	Level	Spirit Points
For all characters	1	100
For all characters	2	1200
For all characters	3	6000
For all characters	4	12000
For all characters	5	20000

Dragoon Spells

Red-Eye dragon

User	Spell Name	Effect
Dart	Flameshot Fire	strength 50% single enemy
Dart	Explosion Fire	strength 25% all enemies
Dart	Final Burst Fire	strength 75% single enemy
Dart	Red-Eyed Dragon Fire	strength 175% all enemies

Divine Dragon

User	Spell Name	Effect
Dart	Divine Dragon Ball Non-elemental	strength 50% all enemies
Dart	Divine Dragon Cannon Non-elemental	strength 100% single enemy

White Silver Dragon

User	Spell Name	Effect
Shana/Miranda	Moon Light Ally	single 100% revive & recover
Shana/Miranda	Star Children Light	strength 25% all enemies
Shana/Miranda	Gates of Heaven Allies	all 100% recover
Shana/Miranda	White Silver Dragon Light	strength 100% all enemies & HP

Jade Dragon

User	Spell Name	Effect
Lavitz/Albert	Wing Blaster Wind	strength 25% all enemies
Lavitz/Albert	Blossom Storm/Rose Storm	Damage resist 50% during 3 turns
Lavitz/Albert	Gasplless Wind	strength 100% single
Lavitz/Albert	Jade Dragon Wind	strength 75% all enemies

Dark Dragon

User	Spell Name	Effect
Rose	Astral Drain	Dark strength 25% single enemy & HP
Rose	Death Dimension	Dark strength 25% & casts fear on all enemies
Rose	Demon's Gate	Lethal attack for all enemies
Rose	Dark Dragon	Dark strength 100% single enemy

Violet Dragon

User	Spell Name	Effect
Haschel	Atomic Mind	Thunder strength 50% single enemy
Haschel	Thunder Kid	Thunder strength 65% single enemy
Haschel	Thunder God	Thunder strength 75% single enemy
Haschel	Violet Dragon	Thunder strength 100% single enemy

Blue Sea Dragon

User	Spell Name	Effect
Meru	Freezing Ring	Water strength 50% single enemy
Meru	Rainbow Breath	HP recover & cure for all allies

Meru	Diamond Dust	Water strength 50% all enemies
Meru Blue	Sea Dragon	Water strength 100% single enemy

Golden Dragon

User	Spell Name	Effect
Kongol	Grand Stream	Earth strength 25% all enemies
Kongol	Meteor Strike	Earth strength 50% all enemies
Kongol	Golden Dragon	Earth strength 75% all enemies

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=====FINAL=WORDS=====

I hope this FAQ was of some use to you, this FAQ is now finished and will not be updated again. If you can't find what you're looking for in my FAQ the other FAQs on this game will surely help you out. If you have anything to say about this FAQ or any questions you can mail the to the following address: lsguides@gmail.com
Thanks for looking at my FAQ. See ya.

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