

# Thousand Arms Spoiler-Free Walkthrough

by neoXsaga

Updated to v1.4 on Aug 8, 2011

neoXsaga's Project 01.0

```
##
#####
#####
##  ##  #  #  #####  #  #  #####  #  ##  #  #####
##  ###  ###  #  ###  ###  ###  ##  ##  ###  #####  ###  ##  ###
##  ##  ##  ###  ###  ##  ##  ##  ##  #  #####  #####  ##  ##  ##
##  #####  ##  ##  ##  ##  #####  ##  ##  ##  ##  ##  ##
##  #  ##  ##  ###  ##  ##  ##  ##  #####  ##  #####  ##  ##
##  ##  ##  ###  #  ##  ##  ##  ##  ##  ##  ##  ##  ##  ##
####  ####  ####  #####  #####  ###  ###  #####  #####  #####  #  #####
#
###  #####  #  #  #####
#####  #####  ###  ##  #####  ##  ##  #####
#####  #####  ##  ##  #####  #  ##  ##  #  #####
###  ###  #####  ##  #####  ##  #####
###  ###  ##  ##  ##  ##  ##  ##  ###
#####  ##  ##  ##  ##  ##  ##  ##
#####  #####  #####  #  ##  #####
##  ###
##  #####
#  ##
#
```

Title	Thousand Arms	
Genre	RPG + SLG + Visual Novel	
ESRB Rating	Teen	
Developer	Red Company	
Publisher	Atlus Inc.	
Released	JP: December 17, 1998	
	NA: September 30, 1999	
Type	Spoiler-Free Walkthrough	
Date Begin	October 14th, 2008	
Date Finish	March 14th, 2009	
Latest Update	August 8th, 2011	
Current Size	443 KB (453,779 bytes)	
Version	1.4	
Author	neoXsaga	
E-mail	neoxsaga@gmail.com	

Attention: The way to pronounce my (user)name is neo-X-saga. Not neox-saga. TQ.

Ctrl + F is your friend.

---

o>---	< Introductions and Other Related Stuff >	-----	< 0int >	----	< o
o>---	< Prologue >	-----	< 0pro >	----	< o
o>---	< Town of Boyzby >	-----	< 1bzb >	----	< o
o>---	< Battle System >	-----	< 0bts >	----	< o
o>---	< Overworld: Tradguld >	-----	< 1trg >	----	< o
o>---	< Ruins of the Spirits >	-----	< 1ros >	----	< o
o>---	< Forging the Weapons >	-----	< 0ftw >	----	< o
o>---	< How to Win the Girls' Hearts >	-----	< 0hwg >	----	< o
o>---	< Fort Teve >	-----	< 2ftv >	----	< o

o>---< Valley of the Mist >-----< 3vom >---<o
o>---< Cave of Lucent >-----< 4col >---<o
o>---< Port of Hatoba >-----< 4htb >---<o
o>---< Fortress of Langoud >-----< 5lgd >---<o
o>---< Volcanic Island >-----< 6vol >---<o
o>---< Fortress of Langoud >-----< 6lgd >---<o
o>---< Weino Point >-----< 7wno >---<o
o>---< MountHand >-----< 7mth >---<o
o>---< Juke Point >-----< 7jkg >---<o
o>---< Town of Kant >-----< 7knt >---<o
o>---< Town of Boyzby >-----< 7bzb >---<o
o>---< Overworld: Jayarl >-----< 7ojy >---<o
o>---< All Points >-----< 7pts >---<o
o>---< MountHand Factory >-----< 7mfc >---<o
o>---< Sinaga Point >-----< 8sgp >---<o
o>---< Tokio Point >-----< 8tkp >---<o
o>---< Wano: Rikyu >-----< 8wrk >---<o
o>---< Wano: Back-side Hill >-----< 8bsh >---<o
o>---< Cloud Manta >-----< 8cmt >---<o
o>---< Floating City: Sharan >-----< 9shr >---<o
o>---< Sharan: Lavantis' Mansion >-----< 9lmn >---<o
o>---< Lavantis' Mansion: Sewer >-----< 9lsw >---<o
o>---< MountHand >-----< 9mth >---<o
o>---< Weapons that Get Stronger with Time >-----< 0vtw >---<o
o>---< Rockbit Mine >-----< 9rbm >---<o
o>---< Fortress of Langoud >-----< Algd >---<o
o>---< Overworld: Holah >-----< Aovh >---<o
o>---< Town of Burutto >-----< Atbr >---<o
o>---< Wood of the Spirit: South >-----< Awss >---<o
o>---< Town of Zozotto >-----< Azzt >---<o
o>---< Honey's Mansion >-----< Ahmn >---<o
o>---< Wood of the Spirit: North >-----< Awsn >---<o
o>---< Ancient Library of Myscatonia >-----< Bmys >---<o
o>---< Death Crimson >-----< Bdtc >---<o
o>---< Dianova >-----< Cdia >---<o
o>---< Star Plateau >-----< Cspl >---<o
o>---< Moon of the Darkness >-----< Dmtd >---<o
o>---< Shops Where You Can Buy Items and Stuff >-----< 0shp >---<o
o>---< Skills You Can Learn From Girls >-----< 0sk1 >---<o
o>---< Skills You Used to Defeat the Enemies >-----< 0sk2 >---<o
o>---< Weapons Used to Whack the Enemies >-----< 0wpn >---<o
o>---< What the Girls Say to You if They Like You >-----< 0grt >---<o
o>---< Things the Girls in Thousand Arms Love and Hate >-----< 0gft >---<o
o>---< List of Songs/Music from Thousand Arms OST >-----< 0ost >---<o
o>---< Some Differences Between Japanese and US Versions >-----< 0dif >---<o
o>---< Version History >-----< 0vhs >---<o
o>---< Credits >-----< 0crd >---<o
o>---< neoXsaga's Projects >-----< 0nxp >---<o
o>---< Disclaimer and Other Related Stuff >-----< 0dcm >---<o

---

To jump between chapters, CTRL + F and [ ++ ]. Try it. Without the brackets.

o>---< Introductions and Other Related Stuff >-----< 0int >---<o
--

---

First of all, let me offer my appreciation to you guys who decided to take a look at my humble guide.

Then, I'd like to point out that this guide is the second "incarnation" of the original one that "died" couple of months ago due to my PC get raped by viruses thus deleted EVERY-FREAKING-THING in a blink of eyes. Note to self: DON'T save

important files in Drive C. Put them in Drive D, CD/DVD-ROMs, Data Travelers or at least Diskettes instead. \*cries at the corner\*

The truth is, this is not my first guide. It's the third. The first two also suffered the same fate as it: Rogue Galaxy and Grandia. Both of them already complete with approx 700 KB and 900 KB, respectively. The rest of the "dead" guides are:

- a) Dragon Quest VII Walkthrough - 95%
- b) Persona 3 FES Game Script - 75%
- c) Persona 3 FES Social Links Scripts - 85%
- d) Suikoden III Script - 35%
- e) Shadow Hearts Covenant Walkthrough - 40%
- f) Ar tonelico I Cosmosphere Script - 90%

I planned to submit four walkthroughs altogether to GameFAQs after DQ VII has complete. Which schedule less than a week. But... Okay. I'll shut up now. You don't want to read such depressing things from me, wouldn't you?

The true reason for me to made this guide is because Thousand Arms is one of the best RPG I've ever play -- despite its cliché story and plots. Yep, because of the GIRLS!!! Also, I've seen only three guides in GameFAQs for it, after a decade of its released. For God's sake. So I decided to make one for it, too.

This guide is a hybrid between US version and JP version. But of course you'll see more of the former here. I just tossed in some differences and interesting stuff from JP version that, well, different from the US version.

My guides are always spoiler-free. So you can play the game without knowing what will happen as I always shut up about it. I won't tell you:

"Okay, now move ahead and watch a scene. And other scenes, And more scenes. For the loves of God there are more SCENES!!! When you gain control, continue until you find a chest, grab the content and proceed."

Instead, I will point you to point A to B while completely ignoring the scenes between them. Like this:

"Okay, now move ahead and continue until you find a chest. Grab the content and proceed."

See the difference between the two? With this format, you'll never guess when the scenes will kick in.

It's been my trademark like my other guides that I use a lot of fancy names for the unnamed skills. You can expect to find lots of them here. Sometimes the names sound serious but most of the times they sound silly.

Like its original counterpart, this guide also features lots of silly jokes and sarcasms among other things.

Apart from telling you what to do: battle strategies and stuff, I also point you to talk to certain NPCs for fun. Sure it's a "core" in every RPG that you need to talk to the NPCs, but I just want to share some interesting NPCs quotes in case you missed or don't bother to speak to them.

In the beginning of each dungeon, I will list the enemies you'll face on that particular dungeons. Along with their attacks, strategies on how to beat them and their locations. If the same enemies appear in another dungeon(s), I will still add them, but without the comments.

After enemy list, there'll be their formations. The first part is the number of individual type of enemies. For example:

Enemy A x 1  
Enemy B x 2  
Enemy C x 3

The second part is the mix between enemy A and B and C. If you see enemies in the brackets, that means there are two enemies of the same kind and one random enemy.

Enemy A + Enemy B + Enemy C  
(Enemy A x 2) + Enemy B

I make maps for every dungeon in the game and some for the towns. The maps will show you most of the areas, treasure chests, save points, etc. Map of the towns have hotel, workshop, shops, dating spots, taverns, and number of the houses available for you to barge in.

Before I forget, in this guide I make a lot of trivia about the differences between the US voices and Japanese voices. As you might know, of course there are HUGE differences between those two, I just want to point something that might interest you. Sorry for my nitpicking about the voice actor/ess. For me, other than story itself, the voices also play a massive role for me to like certain games.

Random Fun(?) Fact: Final Fantasy X is not the first FF with voice actor. Nope. The first one is Final Fantasy VI. Remember Kefka's laugh and the opera scene? Yeah, I know it's completely nonsensical to put it here. But I'm not planning to make FFVI guide even though I love the game, so nyah.

There's more! Squaresoft claimed that FFX is the first game to let every team member fight alongside the active party. The truth is they stole the idea from Capcom's Breath of fire IV! Stupid idiot Squaresoft, not Square Enix.

Okay. That's enough for the introductions and useless stuff. On with the game.

---

o>---< Prologue >-----< Opro >---<o

---

Before we actually begin, let me tell you some of Meis' character traits. He is arguably the only male protagonist in the RPG with EXTREMELY EXTREME obsession with girls. Seriously. You will understand what I mean when you reach certain point later in the game. That's his negative side. But on the bright side, he's a trustworthy ally that will do anything to protect his comrades -- your typical RPG heroes' traits that never get rusty. Gag.

Meis is the one of the best fighter in the game with high his HP, EP, Offense, Defense, powerful and wide selections of Special Attacks. ALL of his Specials hit ALL enemies for ALL-OUT severe damage! If you're a beginner, you will see him on the battle screen most of the time. Some veterans also prefer him as the leader, but not me. I have other awesome characters in mind.

Head to the second floor via the left stairs. Once you get there, check the mirror inside the first room to obtain some Elemental Spirits. I will call these as [ES] from now on. The amounts of ES are always random. But will increase as the game progresses. At this point you'll very likely to find them less than 30 points. Exit this room and head north pass the double door. Examine the swords on display here to gain ES. There's a diary on top of the desk at the right side.



++ Meis, formerly of the royal family. ++

---

o>---< Town of Boyzby >-----< lbzb >---<o

---

You'll hear a piercing shriek. What do you think?

- A. Must be a pretty girl! - ... +
- B. Oh, man! I have to help her! + ... -

What did you see?

- A. 4 thugs against a girl!? - ... +
- B. Alright, a perfect opportunity to show off! + ... -

What do you want to do?

- A. You're asking for it! - ...+
- B. (This girl must be impressed! Way to go, Meis!) + ... -

Ditto.

- A. Who is this guy anyway? - Negative -
- B. I'd better make a good impression. + Positive +

Below is a trick question. By trick I mean that the answer that looks positive actually resulted in more insulting response.

- A. I can do whatever I want with it! + Positive +
- B. I didn't mean to treat it poorly. - Negative -

Patience is virtue... Or something.

- A. You're getting on my nerves! - Negative -
- B. You can fix it? That's great! + Positive +

After boatload of expositions Meis finally can moves his butt out of the room. If you go down and return, you'll notice that Meis' room has some anime posters in it. When did Meis put them on? Anyway, put his hand in the toilet bowl of all places to get ES. Silent Hill 2 reference!

You need to place Meis in various areas around the toilet bowl to fish the ES out. Sometimes you can get in single try, other might take some tries. But it still there.

Go downstairs. Examine the plant to the left of the stairs to get some ES. The door at the upper left leads to the workshop. But there's nothing you can do there at this time. Talk to Sodina at the left side of the floor and exit.

After a few steps, a bunch of girls -- three exactly -- will show up. As well as Sodina...

- A. I wanted to shop around first. + Positive +
- B. ... Man, she's gorgeous... - Negative -

If you chose B, Sodina will get piss off at Meis and go back inside her house. Did she get jealous? So soon? Since she is the game's Mary Sue, her reaction is natural. Maybe I should rename her as Suedina, but the game won't allow that. Seconds later, an Instruction Guy appears and tells Meis about something we



By the way, you can save at the hotel here like most RPGs out there. And of course you can rest as well but that's out of the question for now since Meis looks pretty healthy anyway. Even though he just get mobbed by four thugs earlier.

Across from the hotel is a Supply Shop -- a fancy name for item shop.

---

Boyzby Supply Shop	
Potion .....	10 GG
Antidote .....	8 GG
Antidote EX .....	32 GG
Elixir .....	50 GG
Hi Antidote .....	40 GG

---

Get five Potions. Clear up your remaining cash for now. You'll get more later.

Enter house [3]. Check the hidden area next to the bedroom/kitchen to find some ES. If you don't quite understand, here's a crappy ASCII arts for it.

```
+++++++
+ |_____|+
+  _  X  _+  Examine [X]
+ |_| | || |+
+   |__|_ |+
+       +
+++  +++
```

Exit and proceed to the north. The first building you see is a Gifts Shop. It sells items for you to give to the girl you date. For you first timer, I will explain about it more thoroughly when the time came. Just wait for it now.

---

Boyzby Gifts Shop	
Pink Ribbon .....	230 GG
Fancy Ribbon .....	250 GG
Small Comb .....	120 GG
Handkerchief .....	90 GG

---

Oddly, there's no ES in house [5], the ES must be avoiding this house for some reason. So just ignore it and head to house [4] instead. Inside you'll find ES if you examine the sink. Head to the nearby tavern at the north side. Examine the left barrel at the right side of the tavern and you'll get some ES. If you talk to the soldier here, he'll tell you that the food in this tavern tastes like crap. I bet he likes them. There's absolutely nothing at the northern part of the town. Go there if you wish. If not just head straight to the exit at the east side of the town.

Talk to the boy with cap here and you'll find the 2nd FWB. The old man at the south side of this area says something funny. But since it's pretty normal for senile people, he's not the FWB. Exit the town.

---

o>---< Battle System >-----< Obts >---<o

---

First and foremost, Thousand Arms is probably one of few RPGs with no tutorial for battle at all. Well, the Instruction Guy did provide us with some basic explanations. The rest is up to the players themselves to discover the battle system. Fortunately, it's not the brain buster type.

As I promised, here are the explanations about battle system in Thousand Arms.

An EXTREMELY LONG one for that. Basically, only one character does all the physical assaults on the enemy. This character is called the frontline, and will be shorten as FL since I'll be using this term a lot. I will sometime refer the FL as "she" because it wastes of spaces to type "s/he" or "him/her" all the time. It also because I use Sodina as FL more than Meis, so you get the idea. FL also can casts attack Spells and Special Attack that the backups can't.

After the command has been entered, a Timer Bar will start to count down from right to left. When the bar gets empty, an X icon will appear and you need to press X to execute the command. Press X on your controller, not on your TV. You're welcome. The backups also can enter their command, but you need to press circle for them instead of X.

You also can cancel any command that you entered. Simply by pressing square for FL and triangle for backups.

Whenever you see descriptions with "all-out", that means the attacks hit all target. This apply for Special Attacks, Spells, and status ailments.

For example:

- A. [All-out] severe non-elemental attack
- B. [All-out] heavy water elemental Spell
- C. Inflicts [all-out] Poison

The levels of damage:

- A. Severe: 71% - 100% of max HP
- B. Heavy: 51% - 70% of max HP
- C. Moderate: 21% - 50% of max HP
- D. Weak: 0 - 20% of max HP

The actions that the FL can take:

#### A. Attack

Attack is the normal physical attack, like it says on the tin. Amount of damage dealt determined by weapon and accessory. But the damage doesn't always deal fixed amount. For example, you beat enemy A with 500 HP damage, next time you meet the same enemy a couple of seconds later, the attack caused less than 300 HP damage even without it defends to reduces the damage. What the heck?

Attack has chance to turns into Critical which doubles the damage given. And a Multi-attack which I call -- wait for it -- neoXslash!

neoXslash hits the enemy FL multiple times for great damage. Once the FL has executed it, next slash(es) will count as one hit. Certain characters slash the enemy twice like Meis and Sodina. While some of them slash the enemy about four times.

For example, you see this character slashes the enemy four times normally, and next time you see she slashes the enemy twenty times. That means she executed five-hit neoXslash. Get it? The maximum amount of neoXslash is unknown.

Each additional hit will increase the damage by random amounts of 10% to 50%. You can view both Critical and Multi-attack rates in the status menu for each character.

Final note about attack is that each attack has 25% to cause Stun on the enemy.

Stun will return FL's Timer Bar -- either yours or enemy's -- to its initial state.

#### B. Spell

Spell is there to be cast. And they sure help a lot. Offensive, defensive, and healing Spells are always there to help you through the game. Spells can be learned by dating with the girls in the game. Like normal attack, Spells also didn't deal fixed damage.

#### C. Special

Special is the party member's Special Attacks. Or killer moves. This includes Meis' Summons and another skill that will remain anonymous until later. Special Attacks deal boatload of damage on the enemies' side that will make the game easier if you gain access to lots of them. So that's why the characters only have about one to three specials in their disposal. But this will increase up to five or more as the levels increase.

#### D. Defend

Defend is absolute no matter in what situations. More of this will be discussed below.

#### E. Use Item

Items need to be used, that's why you bought them in the first place, right? You can use healing, Offensive, and Defensive items.

#### F. Change Character

You can Change Character if you feel that your FL sucks tons of ass and need to be tossed inside a garbage can. CC will used up the turn and the newly changed character is vulnerable against the enemies' next actions. However, taking some damage is probably better than having to sit through boring FL. Take note that the original FL will no longer available for remainder of battle if you kicked her out. Think carefully before using this command.

#### G. Retreat

You need to Retreat if you only have one character standing and the other two have bit the dusts. This will prevent game over although sometime, or MOST of the time the game will prevent you from retreating even from normal battles. Sometimes I wonder why the hell they even bothered to put the Retreat option. Stupid game designers.

Do I need to tell you about retreating and boss fights? You can guess that by yourself because those two usually can't be in the same room. Well, except for Chrono Cross, the only game in the world that let you run from boss fights. As far as I know.

Now for the battle flow itself. Let say you put Meis as the FL, and set Sodina and another character as backups, when the battle begins only Meis can attack the enemies, while Sodina and the other partner can do one of the following actions:

#### A. Taunting the enemy.

Taunting the enemy's team will reduces their dignity to the point of committing suicide. Although they won't kill themselves, this action is great to reduces

one of enemy FL's Offense, Defense, Speed, and Agility by 25%. And HP or EP by random points. Only occurs if you selected Stand By. This action is Auto.

#### B. Cheering the FL.

Cheering the FL will increase any one of Offense, Defense, Speed, Agility, and Critical by 25%. Also restores some HP or EP of the FL by certain points. This one also Auto. At first I want to list the party members' Cheer and Taunt abilities, but then I realized it will spoil the game for you. So I just put them whenever there's a new member join the party. For now I only list those abilities for Meis and Sodina.

Meis +- Cheer: Increases FL's Critical rate by 25%

+ - Taunt: Decreases enemy FL's Agility by 25%

Sodina +- Cheer: Restores 5% of FL's max HP

+ - Taunt: Decreases enemy FL's Offense by 25%

Only occurs if you selected Stand By. This action is Auto as well.

#### C. Using items on FL.

Using healing items to restore the FL's HP, EP and status ailments. This action is extremely helpful because the FL won't lose turn by curing herself while she can attack the enemies. They can also use Defensive items to increase FL's Defense by throwing some special books on her.

#### D. Casting Spells on FL.

Casting Spell is same deal with using items. Except that it uses EP instead of inventory. The good thing about Spells is that you can apply other defensive Spells to increase other stats other than Defense. That's three "others" for you.

#### E. Casting Spells on enemies.

Casting Spell on the enemy is another story. As you can cripple them with stat-lowering Spells and status Spells to turn even the strongest enemies into helpless wimps.

#### F. Using items on enemies.

This one's awesome! To me anyway. Using offensive items on the enemies will greatly help your FL as well as quickening the battle. It almost likes a cheat. Albeit the legal one. Let the backup with high Elemental Power uses Offensive items like Fire/Wind/Light/Geo Bottle and watch the enemies get burned/blown/exorcised/crushed while their backups do nothing but twiddling their thumbs. AWESOME! On side note, this one and the other three above this are Manual.

Auto means the AIs will do the job so their actions are unpredictable. Manual is when you enter the command for the backups to do what you want them to do.

The most basic way of the battle is to attack the enemy physically. But after some characters have learned the offensive Spells, it's better to use them to hasten the fight. And the advance ways are...

A. Command the FL to attack, in her next turn, commands her to Defend. After the enemy launch its attack, the FL will receive less damage. Press square to cancel Defend and continue to attack it again. However, this way is not recommended for enemies that a lot faster than the FL.

- B. Command one of the backup to cast/use restorative Spell/item on the FL whenever she needs it. i.e. Make the backup prepare with Heal or something but don't press O when his turn comes up. Instead, wait until the FL really need to be healed to cast/use the Spell/item.
- C. The backups can cast the Defensive Spells to increase the FL's or their own stats. Stat-lowering Spells and status Spells are very useful to cripple the enemies.
- D. Attack enemies with the offensive items. Yes, I know the last two are the same with above's lists. Leave me alone.

There's no actual elemental weakness for the enemies, but you can guess which element is their weakness by looking at their appearances. For example, if you encounter the Undead enemies, what kind of elemental do you think they weak against? Yes. Light elemental and healing Spells. But don't use healing items on them or you will heal them instead. Here's a quick list of the enemy types and their possible weakness(es).

- A. Undead                -- Light, healing Spells
- B. Plant                -- Fire
- C. Beast                -- Fire, Earth
- D. Airborne             -- Wind
- E. Volcano Dweller    -- Water
- F. Machine             -- Water, Earth, Acid
- G. Desert Dweller     -- Water
- H. Elemental           -- Varies
- I. Humanoid            -- N/A

On enemies' side. They will use:

#### A. Attack

Attack is... you know. The enemies also have chance to land the Critical blow and neoXslash. But you rarely see the latter.

#### B. Spell

Spell is, well... Like the characters' Spells that they learned through dates as well as weapons forging. I bet that the enemies also have to date with their opposite sex to gain access to Spells. Yeah, no doubt.

#### C. Special

Special Attack is considered the enemies exclusive. Similar to FL's. However, unlike the FL's, the enemies have no limit to access them. So they can use it infinitely.

#### D. ???

Next... ???. This command is range from normal attack, Special Attacks, Spells, cheers, taunts, steal, defend, item, retreat, etc. Meaning the game hides the enemies' commands so we have to think for ourselves about the enemies' next actions. Why? Because the game designers hate us.

#### E. Standby

Standby is more like turn wasting. They'll do nothing but this suppose to be a good thing. Especially in later part of the game when their backups begin to lay some cheating with their Spells casting. When that time you'll be hoping that they going to choose to Standby rather than interfering, which of course is annoying. Interesting. Uh, this entire paragraph rhymes.

Final note. All characters in the party gains EXP regardless if they're in the active party or not. But the inactive members only get half of the active members. So if you want the team to be balance in strength you has to rotate them in and out after each level up. If not just let them rot.

One more, I promise! After leveled up, all characters will gain random stats boost. If you feel unsatisfied with the amount of HP/EP that the characters got after they leveled up, hit Start-Select-Quit and reload the last save and try to get the HP/EP that you like. Keep in mind that they will get the lost HP/EP in the next (or later) levels. So I don't recommend you to redo the level as it just waste of time.

Trivia: You can't hit soft reset in Japanese version.

Next...

---

o>---< Status Ailments >-----< Osts >---<o

---

Now for the status ailments that appear in Thousand Arms:

#### A. Confused

Confused FL can do nothing except keep attacking the enemy until it cured with either Antidote EX or Cure All. This status should be translated as Berserk because FL only attacks the enemy and not the other party members.

#### B. Controlled

Enemy who's managed to gain control of the FL can make them Standby or use Spells like Heal or Defensive Spells on its side. Your FL also can cast this spell via Any Might, Magical, and Cast Anything. But you can't control the enemy. Remedy it with Cure All.

#### C. Incapacitated

Similar to KO or Death, the victim gets removed from battle until revived with Revive/Revive EX (item), or Revive/Revive + (Spell).

#### D. Omega Seal

This status seals all party member with Stop status for three turns. It cannot be cured (because no one can move) or avoided. Each party member must have lots of HP to endure this status and consecutive attacks that follow after they get sealed.

#### E. Paralysis

Victim affected with Paralysis cannot act for two or three turns until cured with either Hi Antidote, Cure + or Cure All.

#### F. Pinch

Commonly known as Critical state or Near Death. But widely known as Pinch in Japanese. It's when your character(s) crouch(es) down because their HP is very low to the point of changing font color from white to red. Just heal them with healing items or Spells.

#### G. Poison

A MUST have status in every RPG. Poison drains 5% of current HP in every two turns. Making it somehow weaker than other RPGs' Poison. It also lingers after battle. Cure it with either Antidote, Hi Antidote, Cure, Cure + or Cure All.

#### H. Silence

Victim turns mute for three turns and unable to chant Spell until get cured with Antidote EX or Cure All.

#### I. Sleep

Victim fell asleep for three turns. Unlike most RPGs, sleep cannot be cured with physical attacks, but Antidote or Cure All will remove it.

#### J. Stop

Victim who gets infected with Stop suffered Paralysis and Poison (literally) effects like unable to move and HP drained. But unlike Poison, Stop drains 5% of current HP each turn. Recover it with Cure All.

#### K. Stun

Only occurs on FL. The Timer Bar gets knocked to initial state after receiving hit from physical attack.

#### L. Void

Victim gets removed completely from battle and can't be used until the battle ended. This effect is caused by getting "stolen" by the thieves or you use the Change Character command.

---

o>---< Overworld: Tradguld >-----< 1trg >---<o

---

I hope that you get enough info from that text behemoth of tutorials. Move on with the story. Now that Meis is on the overworld, press triangle to bring out the map. Run to the northeast until you spot a bridge. Cross it and run all the way to the west end. Head north and you should find a cave. That's your destination. The list of enemies on the overworld will be in the next section.

On side note, if you head east before you cross the bridge, you'll eventually reach Kant. You know, Meis hometown. You can grab some ES there but I won't cover it for now. Just wait -- about ten hours or so -- and I will cover it.

Trivia: Did you notice that sometimes you have to move Meis to different angles for him to enter the towns/dungeons? You don't have to do that in the Japanese version. Just move him straight to the destination and in he goes without any difficulties. I guess that because of few bugs in the US version.

---

o>---< Ruins of the Spirits >-----< 1ros >---<o

---

Name	HP	XP	GG	MP	Dropped Item
Blade Rose	028	015	009	006	Potion
Choro Spear	022	003	009	003	Antidote
Damashi	???	???	???	???	N/A
Katana Ghost	025	009	003	006	Potion
Knife Thug	018	005	007	004	Potion
Scimitar Crab	050	020	008	009	Potion

## Enemy's Formation:

Blade Rose x 1  
Choro Spear x 2  
Katana Ghost x 1  
Katana Ghost x 3  
Knife Thug x 1  
Knife Thug x 3 (overworld only)

Blade Rose + Knife Thug  
Katana Ghost + Choro Spear  
Katana Ghost + Knife Thug  
(Choro Spear x 2) + Katana Ghost  
(Choro Spear x 2) + Knife Thug  
(Katana Ghost x 2) + Knife Thug

The right one is the enemy's FL.

Blade Rose's normal attack has Drain effect which, of course, drains HP. The effect will only kick in if the Rose received damage, otherwise it drains 0 HP every time. But does leave some minor damage on Meis. If he is strong enough, he should kill it in one hit, preventing the Rose from draining his HP.

Choro Spear is a spear wielder. Just like its name. Don't let it increases its strength with Smoke Stash -- labeled as ??? in command window. Its Special Attack is Multi-Thrusts, you should know how the animation of this attack is. It thrusts Meis with its spear a couple of times for weak damage. Dispatch off Choro quickly.

Damashi is a Japanese word derives from "Damashiuchi". Which means "surprised attack, sneak attack and foul play". This description fits perfectly as it always appear when you less expects it to be. "Foul Play" perhaps the best words for its favorite Special Attack, which induces Sleep along with cute giggling. Gotta love that. If it laughs at you, that means the Sleep effects hit itself. But if it returns to its positions while covering its face, then the FL is the one who fell asleep. Antidote will dispel it.

Damashi has lots of HP since they always a couple of level ahead of your team's average level. The good thing about Damashi is that it usually gives a lot of EXP, GG and MP than usual enemies. That's it, if you can kill it before it fled. Wait a sec, it's an undead. You should "re-kill" it instead of killing. My bad. Healing Spells can damage it, but not much.

Damashi has 33% chance to Retreat in the first turn like most special enemies in RPGs. But usually fail. Another 33% is using Foul Play, on the FL or on itself. If it the latter, then you'll have 100% chance to "re-kill" it. The remaining percentage is the normal attack: by licking on FL's face. Gross.

You'll face a boring opponent: Katana Ghost. With only Attack at your disposal, this enemy sometimes will drag you to an obnoxiously long battle with their high Evasion. Its Special Attack: Quadra Slash, is a bit stronger than its attack, as you can guess. Another Special: Twisted Slash, is no different than the other. Two hits will put them six feet under. Just hope that you won't face three of them in a single battle. BORING is the keyword. Not that I exaggerate, but you get the point.

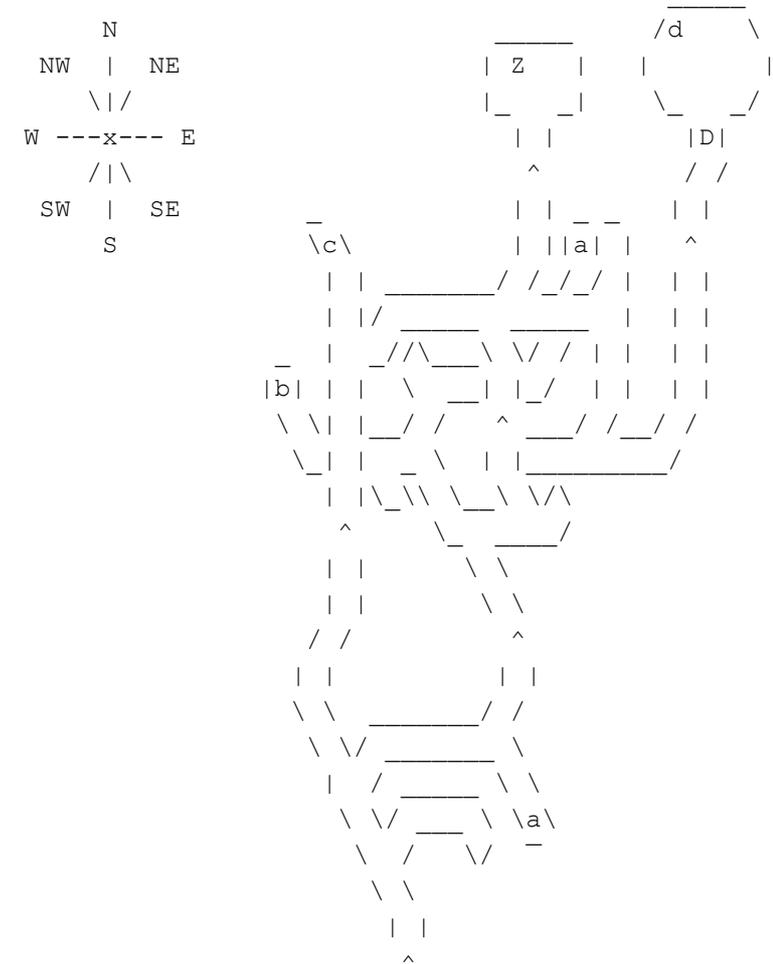
Knife Thug is nothing. His actions are Attack and High. The latter which he licks his daggers like some kind of big shot to raise his strength. Easy enough to kill.

Scimitar Crab will be discussed at the end of this section.

Fun Fact: Notice that all the enemies here -- sans the Damashi -- have names based on their weapons? How original.

o>---< Ruins of the Spirits >-----<o

Potion .....	<a>	Antidote .....	<b>
Fire Bottle .....	<c>	Mineral .....	<d>



o>---< Ruins of the Spirits >-----<o

Fun Fact: The original map has multiple pages for each part of the screen. In this version, I remove the pages and made this confusing map instead. I hope that you can find it's useful.

Head north, ignoring the first fork you see, and turn right at the second one. Grab two Potions at the lower side of the third fork. Head north into another area.

Run all the way to the west to get an Antidote. Backtrack a to the second fork and head north to find a Potion in the next screen. Return to the fork where you first arrived in this area and head north at the east fork, go up the ladder.

If you're badly injured, go straight to the north and talk to the guy there for some quick rest. If you talk to him and rest again, he'll become the 3rd FWB. Return to the previous area, all the way to the northwest is a chest containing a Fire Bottle. An attack item that deals fire elemental damage. But the type of attack will differ with the user's Magic stats. Run to the east end-south-east

and proceed to the north.

After some walking, you'll be interrupted by a skull-like creature. This thing is the Save Damashi. Save and examine the blue-colored mineral for a fight.

Trivia: The Japanese version for Damashi speaks normally. Hiragana, katakana and kanji don't randomly MiXeD together.

The Scimitar Crab is slightly stronger than normal enemies. But doesn't have enough points to be considered as a boss. Its Mega Bubbles are weak, nothing to be cared about. Two or three slashes should be enough to kill it. Or, if you like, throw the Fire Bottle to cook the Crab up. You receive a Mineral after that.

The game automatically teleports Meis out of the ruins. Thanks. For once. Exit and return to Boyzby. You should notice that Meis' Sword turns into lightsaber when you run into battle. Cool. This is the only part in the game where his weapon looks like this. Better stare at it with all your might before it lasts.

---

o>---< Town of Boyzby >-----<o

---

Nothing new information from the NPCs, so just head straight to Sodina's House. Or Jyabil's Workshop. Or Headquarters. Whichever you prefer. Me? I prefer HQ. Approach the workshop inside the HQ.

Trivia: Japanese version shows the ages of the girls/women in this scene. From left to right: 15, 8, 34, 22, and 4 years old. The first one is Sodina's. Even though the game didn't show hers, I list it anyway since she's there.

- A. I can improve my skills as a Spirit Blacksmith! + Positive +
- B. I get to meet so many girls! - Negative + Slap -

The posters disappear after Meis wakes up! If you go down and return, all the posters will be there again. Wha? Make your way to the workshop or try to exit.

- A. Who does he think he is!? + ... -
- B. Ooh, he's being harsh!  
I must tolerate it, for my goal... - ... +

```

_____ - - - _____ - - - _____ - - - _____ - - - _____
|_ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|_| |_| |_| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
                                     _____ - - - _____
| chapter || | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
_____ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

```

++ Love in Tradguld? Meis in training. ++

---

o>---< Town of Boyzby >-----<o

---

You can find Sodina at the backyard. Exit the HQ. And run all the way to the northern part of the town. Strike a conversation with a girl there. She's the one with nerdy glasses if you somehow missed her sprite.

Girl: Yes? Can Nelsha help you?

- A. Hi! Would you like to have lunch with me?

B. No, I'm sorry to bother you.

Nelsha: Nelsha travel around the world studying fashion design.

A. That's why you've got good taste. + Positive +

B. Then why don't you wear something cuter than that? - Negative -

Nelsha: Do you know what it takes to raise elemental power?

A. Huh? ... I don't know. + Positive +

B. It's... that, right? - Negative -

Nelsha: So you better be nice to them!

A. Of course! + Positive +

B. Don't tell me what to do. - Negative -

Trivia: In Japanese version, Nelsha's talks extremely sloooooooow that the words inside her script window also follow her slowness. Almost all of her sentences ended with lots of tildes (~).

Nelsha's US voice actress tried her best to follow up with the real Nelsha but that seems too hard for her. But her voice's still fine so no complain here.

Return to the HQ and enter the workshop again. And we will have our first mini game now. Just read Jyabil's explanation about it and agree to begin.

Phase 1: One move with one action

Phase 2: Two moves with one action

Phase 3: Three moves with one action

Phase 4: Two moves with two actions. Controller disappears.

Phase 5: Three moves with two actions. Controller disappears.

You are allowed to make one or two mistakes and still gain 50 MP as your prize.

A. I can understand the Spirit's feelings too! + Positive +

B. Out of harmony? Let's see... - Negative + Slap -

Sodina will join Meis' entourage, but as an NPC.

Remember the only house in town that has no ES in it? For easier navigation, open your map and look at the rightmost house with yellow icon. Find it? That's your destination.

Talk to the lady there to begin the next mini game. Read Sodina's explanations carefully.

Phase 1: Slash.

Phase 2: Do nothing.

Phase 3: Slash.

Phase 4: Wait and slash. The knife will gain speed.

Phase 5: Do nothing.

Phase 6: Slash.

Phase 7: Do nothing.

Phase 8: Wait and slash.

You obtain another 50 MP for your effort. Like before, a mistake or two are allowed. Return to the HQ, again. Next quest, go to the house to the right of the hotel in the map with yellow icon. Talk to the lady there.

- A. I, ah, um... I just came to deliver the pot. + Positive +  
B. What!?! Do you mean... - Negative + Slap -

Regardless of your answer, enter the house for an extra event. HQ is your next destination.

- A. What? the Dark Acolytes? + ... -  
B. They won't stand in my way! - ... +

Sodina joins Meis' entourage as a party member from this point on. Now that she is officially a playable character, let me "dive" into her characteristic. As you can see, Sodina's trait is called "tsundere" or female protagonist with tendency to beat the crap out of/acting harsh toward the male protagonist. You already saw she slapped Meis a few times. You can add more collection of slaps on his face by choosing the options with "slap" whenever they appear.

Sodina, as a fighter, is one of the best in the game. I used her as FL nearly 80% of the time. She has high EP, Elemental Power, Speed, and Multi-Attack rate. Moderate Offense and Defense. One of her major weakness is she is one of the two character that obtained their final Special Attacks very late in the game. However, most of her Special Attacks hit extremely hard as they depend on her Offense and Elemental Power. Which she really expert of in the latter.

Unfortunately, she lacks what most fighters need -- she has few Special Attacks to use for. And by few I mean, other characters can use one of their Specials up to seven times, but she only can use them less than five. But in my opinion that makes up for the strength of her Specials that beats everyone in the game in terms of raw power. Okay, I like her as my frontline so I praise her a lot. Leave me alone.

Her Cheer is useless, restoring 5% of HP is too low even when the FL's HP reach 5,000. Her Taunt is only useful until you get another character later that can both increase and decrease Offense.

---

o>---< Forging the Weapons >-----< 0ftw >---<o

---

About forge:

- A. Select the girl you want to forge the weapon with. You only have Sodina at this point.  
B. Select character's weapon you want to forge.  
C. The window at the bottom will show list of Spells or Special Attacks if the girl has any of them available to be learned.  
D. More MP required to learn Skills.  
E. Less MP required if the girls in a good mood like full heart.  
F. Intimacy Level (IL) will let characters learn new Skills.  
G. Attributes will determined the weapons'...attributes.  
H. There's no non-elemental weapon in this game unless they are...
- a. Special weapon  
b. Vintage Weapons

The first weapon forging teaches Meis and Sodina the Heal Spell. Sodina also learned her first Special Attack: Dancing Knives. Additional Skills you can learn from her are Heal +, Barrier and various elemental Spells; mainly Light.

Head upstairs to Sodina's room and examine her drawer to obtain Diary. Sodina pops out from Meis' body (it as dirty as it sounds) and want him to promise not to tell a soul about her diary. This action will raise Sodina's IL by one. Go forge the weapons again to learn Wind and Barrier Spells. Then get some rest

at the hotel to fill Sodina's Special Attack.

Note that Sodina will wake Meis up in the morning. If you quit the game and reload, she will say something to encourage you. This also happen whenever you meet other girls in the future. As the one with highest IL will wake you up no matter where you are. Let's say you prefer Girl A over Sodina and you want her to wakes you up. But both of them are at Level 10, the highest IL. Have another date with Girl A and succeed in it. And she will always wake you up and encouraging you as long as you didn't bother to raise other girl's level over her. Interesting. On side note, Sodina's "Good morning" is one of the worst in the game. I don't know if I can wake up with that awkward greeting. \*shudder\*

---

o>---< How to Win the Girls' Hearts >-----< Ohwg >---<o

---

Now you can have a date or two with Sodina. Go to the town's entrance and examine the Golden Scarecrow/Goddess Statue (both abbreviated as [GS]. How convenient!), select Sodina and choose date. We'll talk about other options later. Check the map for dating's locations. Or just look down.

- a. Airship Square. Sodina's favorite spot.
- b. Roberre Tavern.
- c. Amigo Tavern.

Dating in Thousand Arms used first-person view, similar to the conversation in various Visual Novel games, where you interact with the girls and try to win their hearts, attentions and stuff. This game is for Everyone, so there's no ecchi scene at all, only slight innuendos that mean no harm.

The girl of your chosen will ask you some questions with two options each for you to choose. Some answers that you pick will lead to another question of that topic. Others are just random pick between hundreds of questions.

Some of the conversations are easy enough to figure out the answer. While some required a little thinking. And some more of them are neutral conversations that have no effect no matter which answer you chose. The rarest of all is the conversations that lead to "Date Over" (similar to game over) which end the date prematurely. How to recognized this type of conversation is when you get question with ridiculous options like:

Girl: Close your eyes for a moment.

- A. OK. Hehehe...
- B. Nah, I can't do that.

Or...

Girl: What do you think of me?

- A. I dunno... Let's just have some fun!
- B. I need to think about it.

And the most powerful one...

Girl: I want to stay with you forever.

- A. We can't! The game is not rated for that!
- B. Sure. Leave everything to me. Hehehe.

Any answer will resulted in weird noise in the background and the girl makes face at you like sulking, glaring, etc. Usually these kind of conversations

will lead to another weird question that surely leads you to Date Over which the girl tells you that she's going home. You hurt the poor girl's feelings, of course she wants to leave you. Its effect? You have 50% chance to get increase or decrease in IL. Yeah, weird. I know.

Finally, you'll either be rewarded with a kiss or she will ask you if you have any question for her -- if you date her at her favorite spot for the latter and succeed (for both). You can only choose one question each time, so you need to do more dates to see them all. These questions is all about the girl that you date. You will learn more about her backgrounds, favorites, personalities, what she thinks of you, et cetera.

Not all date that end with kiss or questions will result in increasing a level. Some are just filler so you have to do more dates to level up. The chance for level up increases if you don't make any mistake in your date. Or you see a lot of the girl's "blushing" expression with chimes (or whatever you call them) follow up.

There are two kinds of chimes:

- A. Light chimes. This indicates slight increase in IL EXP to level up.
- B. Loud chimes. This indicates a lot of increase in IL EXP to level up.  
Usually followed after the girl blushing.

Each IL have set amounts of EXP to raise a level. I can't say for sure that I know how many they take to level up. But it safe to say that they're no more that twenty correct answers for the conversations. Light chimes increase two EXP and loud chimes possibly increase about five EXP. Later in the game you'll meet a girl that will ask a lot of questions to you without date, and after you get her, her IL will increased by one automatically. I guess all of her questions toward you also get counted as EXP.

You can't learn any Skills if:

- A. Meis' Charisma is below the IL. For example, you've increased Sodina's IL to 3, and Meis' Charisma is 2, meaning you can't learn her level 3 Spells. Go outside and gain more level with battle and return to forge once Meis has leveled enough. His Charisma will increase by 1 in every 5 levels. At level 10, his Charisma will be at 3. Level 15/Charisma 4 and so on.
- B. This should be obvious, you can't learn anything without MP.
- C. More obvious. You can't learn anything if the girls are not around.

If you want to date with Sodina now, make sure that her IL will not increase more than 3.

The other two options that appear when you examine the Goddess Statue are:

- A. Present
- B. Mini Game

Present is the quickest way to gain IL. Although you have to spend money to get them. But come on, what's wrong with spending some money for the girl you love? Anyway, some of the item for present can be found in dungeons. If you want to give the girl some presents, what you have to do is to:

- A. Select the girl and Present after that. You cannot cancel after you selected this option.
- B. Select the present you want to give her.
- C. The present that you choose must be the one that you think most compatible with the girl. i.e. If you look at Sodina, what do you think that she likes?

You see her wearing ribbons, a bell and a pair of earrings. Try give those items to her and watch her reactions.

- D. The items that you gave don't always increase IL, much like date and mini game themselves. But the girls have 100% chance to gain level if they give you their sweet, sweeeet kiss. <3

Mini game is another quick way to gain IL. Albeit a little bit boring if you don't like them. Every girl has her own exclusive mini games that the other don't have. i.e. Sodina's mini game called Cooking Attack and it's similar to Jyabil's Forge Training. You have to press certain button combinations after Sodina performed her actions. Try to play it as the graphic is cute. I bet the game will be more fun if all the sprites look like that.

You have chance to lower the girls' IL if you:

- A. Have a date with them. But answer all of their questions negatively.
- B. Fail in their mini games.
- C. Give presents that they don't like.

Why do you want to lower their IL?

- A. To learn the Skills for other characters that you get later.
- B. You want other girl to wakes you up.
- C. You feel bored of listening to the same girl for hours.
- D. You're meanie!

However, lowering IL is far more difficult than increasing it. Because:

- A. It takes more than two or three tries to fail in dates and mini games AND lowering the level.
- B. Sometimes you accidentally increasing it instead of lowering it.
- C. The girls refuse to hate you.
- D. You love the particular girl(s) so much that you feel bad to make her sad.  
I know that some of you're this kind of people. And you know who you are.

---

o>---< Overworld: Tradguld >-----<o

---

Moving on with the story. Or not. The north area from the west bridge has the same enemies as the Ruins. While the southern part of it has stronger enemies. At the east of Boyzby -- near the misty looking place -- have some new enemies, with magic Spells and powerful Special Attack. As well as good items drop. And normal enemies near Fort Teve (pronounced as Tay-vay) to the west.

I recommend you to put Sodina as FL now. Her attack is inferior to Meis. But Meis will cheer her from time to time to increase her Critical rate by 25%. One awesome thing about Sodina is that she has ridiculously high rate to execute neoXslash. Great FL to have for the rest of the game.

Name	H P	X P	G G	M P	Dropped Item
Dawn Thief	<W>   030	010	018	007	Hi Potion
Freelance Knight	<E>   050	015	009	008	Potion
Gear Hawk	<S>   075	026	010	012	Wind Bottle
Hammer Gearman	<E>   035	016	009	007	Hi Elixir
Knife Master	<S>   050	018	010	005	Potion
Mandara	<E>   045	013	010	005	Elixir
Scimitar Crab	<W>   050	020	008	009	Potion

<N>, <E>, <W>, and <S> are north, east, west and south respectively. There's no <N> for now, but I included it anyway.

Enemies' Formations:

Dawn Thief x 1  
Dawn Thief x 2  
Freelance Knight x 1  
Gear Hawk x 1  
Hammmmer Gearman x 1  
Hammmmer Gearman x 3 (Fort Teve only)  
Knife Master x 1  
Knife Master x 2  
Knife Master x 3  
Mandara x 2  
Scimitar Crab x 1

Freelance Knight + Hammmmer Gearman  
Mandara + Freelance Knight + Hammmmer Gearman  
(Mandara x 2) + Freelance Knight  
(Mandara x 2) + Hammmmer Gearman

Dawn Thieves are annoying, along with the dumb music. They should be rename as "Damn Thief". If you see their next action is "???", then be prepare for the worst. They will steal an item from you and you will never get them back. Even if you kill them before they retreat. Sometimes they miss, but most of the time they succeed. It's no big deal if they stole your Potion or Antidote, but what if they grab your presents for the girls, your accessories or your rare healing items? Seriously, whoever programmed this loser should get kicked in the groin.

Gear Hawk is quite fast, especially its Sonic Dive has short charging time. Spells are useless against them.

Knife Master is similar to Knife Thug. Same Special Attack and same crap.

Freelance Knight has a powerful Special Attack called Head Splitter. It can deals up to 25 HP damage. Making it the most powerful attack at this point. If you want to be safe, cast Barrier to absorb some of the damage. Or just Defend as usual. They also love to Retreat for some reason. Perhaps because they are "freelances".

You'll meet Hammmmer Gearman at Fort Teve later. No, it's not a typo. They do have "mmm" in hammer. Check it yourself. They use magic Special Attack: Spark Blast that looks rather spectacular but with craptacular damage. The different thing is that it hits backup member as well.

Mandara is a spell caster. You'll see them casting Geo and Fire over and over but the damage is not too strong so you should be able to handle that. The real threat is when they cast Sleep on the FL. If your FL is on Defend position, she will receive less damage from all attacks like usual. Use Antidote to cure the status. It sometimes will cast Fire or Geo on your backups.

Scimitar Crab now appears as regular enemy instead of acting like a boss. This time they are weaker and the bubbles hardly deal any damage.

When you've done screwing around, cross the bridge next to Boyzby, and head straight to the west until you spot a fort.

---

o>---< Fort Teve >-----< 2ftv >---<o

---

You have to fight some Hammmmer Gearmen until Muza shows up. Select his Special Attack, Twister Blade when his turn comes in. After he leaves, you can wander

back and forth on the dirt road if you want to level up more. The Gearmen always appear in three and you'll always get 48 EXP, 27 GG and 21 MP after each battle. The frequency of battle is so-so but it faster than the overworld map. Each battle has moderate chance to drop some Hi Elixirs. I suggest you to get at least ten of them. This will save your cash in the future when Hi Elixirs are available to buy. Enter the fort after you've bored.

You can choose to leave the fort right away or go up the steps to the left. A soldier will approach Meis and asks him to fix his broken sword. But he wields spear, as you can see. He even said that in Japanese version. This guy has serious trouble recognizing his own face when he looked in the mirror.

- A. Sure, no problem. + ... -
- B. Maybe later. - ... +

Meis will fix the soldier's "speord". But that soldier still holds his spear next to Sodina. So whose weapon that Meis just fixed? Anyway, there's nothing interesting in the fort, not even ES. And the NPCs are boring. The gate at the opposite side of the entrance is locked for story purpose. Just leave the fort and approach Boyzby. You'll meet a guy with stupidest hairstyle ever.

- A. Who does this guy think he is? + ... -
- B. What does he mean to Sodina? - ... +

Meis receives a Dark Sword after that. And he automatically equips it. Quickly unequip the foul weapon as it use the power of Daaaarknesss. You don't want to succumb to darkness...excuse me, Daaaarknesss...do you?

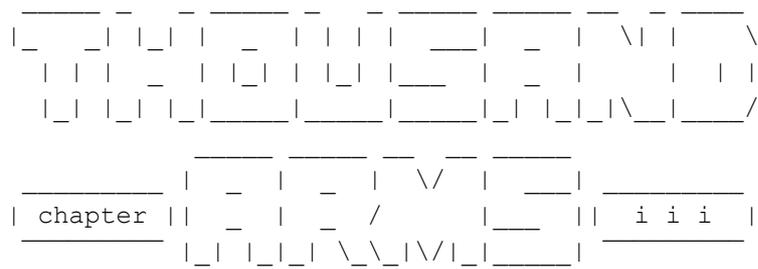
Trivia: The Dark Sword is called Shumitto no Ken a.k.a Schmidt's Sword.

---

o>---< Town of Boyzby >-----<o

---

Now the NPCs in town have some new things to share. Including foreshadowing of the next events. Find the Crazy Man inside the tavern at the hotel and talk to him. Be sure to talk to the others for lol. After you've done, as usual return to the HQ's workshop.



++ Mysterious blacksmiths, Jyabil and Schmidt. ++

---

o>---< Town of Boyzby >-----<o

---

We see Meis wakes up in the middle of the night. He wants to go DOWNSTAIRS to the restroom. I'm pretty sure you can see that it just next to his damn room. Whatever. It's rare enough to see the RPG characters want to go potty. Before you go down, make Meis invades Jyabil's and Sodina's rooms. I make quick recap for Sodina...

Sodina: M... Meis... I... want...

Meis: W-What?

Sodina: I want... my stuffed animal...

Meis: Oh...

In Japanese version:

Sodina: Ma... Mai.....suki...

Me: \*I bet that he gets all giddy now\*

Sodina: Ma... Maitake ga suki.....

Me: \*...Ha.\*

Meis is pronounced as Maisu. It sounds like Sodina wants to say "Maisu ga suki" which means that she loves Meis. The truth is she mumbles about maitake -- some kind of mushroom -- that she likes. Serves you right, Meis.

Go downstairs to the "restroom". But go into the workshop and to the backyard. This is the only time in the game that you can see this place in night version. Aren't you glad that I point you to this little thing? Try to exit via the west door. Meis will find an invisible letter.

- A. What's this letter? + Mandatory +
- B. It's not good to read someone else's letter. - Negative -

Is Schmidt whoring?

- A. I have a bad feeling about this... + ... -
- B. That matter... My master...  
Gotta be about a woman. - ... +

Did you hear that?

- A. What was that all about? + ... -  
You aren't dealing with the Dark Acolytes?
- B. Nah, you were too far away. - ... +

Jyabil points you to the Mist Valley. If you took some tour before, you should already notice this place. Heck, maybe you even entered it! Right? If not, you will have extremely hard time to locate this place. Really! First, head east from Boyzby. Lo and behold... You should notice a place with mist all over it. Congratulations! You just locate one of the hardest places to find in the RPG history! \*snicker\*

o>---< Valley of the Mist >-----< 3vom >---<o

Name	H P	X P	G G	M P	Dropped Item
Bone Fighter	050	023	004	012	Necronomicon
Kamikaze Spear	040	019	015	006	Potion
Mace Gearman	080	035	016	010	Gold Potion
Merman Knight	060	023	008	008	N/A

Enemies' Formations:

- Bone Fighter x 1
- Kamikaze Spear x 2

Merman Knight x 1  
Merman Knight x 2

Merman Knight + Bone Fighter  
Merman Knight + Kamikaze Spear

Bone Fighter, as you can see, is an Undead. Sodina's attribute is Light. So both of their weapons can deal great damage on this bone.

Kamikaze Spear also uses Smoke Stash to increase its Offense like its brethren.

Wait for Mace Gearman near the end of this section.

Merman Fighter has high Speed and tends to act before you. It also casts Rain (water elemental Spell) a lot. You have to rely on Sodina's neoXslash to kill it in one turn.

Here are two strategies for it:

- A. When you see the Merman chanting Rain, command FL to attack it. Twice.
- B. Defense against Rain, then attack it. Twice.

The results:

- A. FL received full damage from Rain, but Merman will die on its next turn.
  - a) FL attacks
  - b) Merman casts Rain
  - c) FL attacks = Merman died
- B. FL received less damage from Rain, but still received full damage from its attack.
  - a) FL defends
  - b) Merman casts Rain
  - C) FL attacks
  - d) Merman attacks/chants Rain
  - e) FL attacks = Merman died

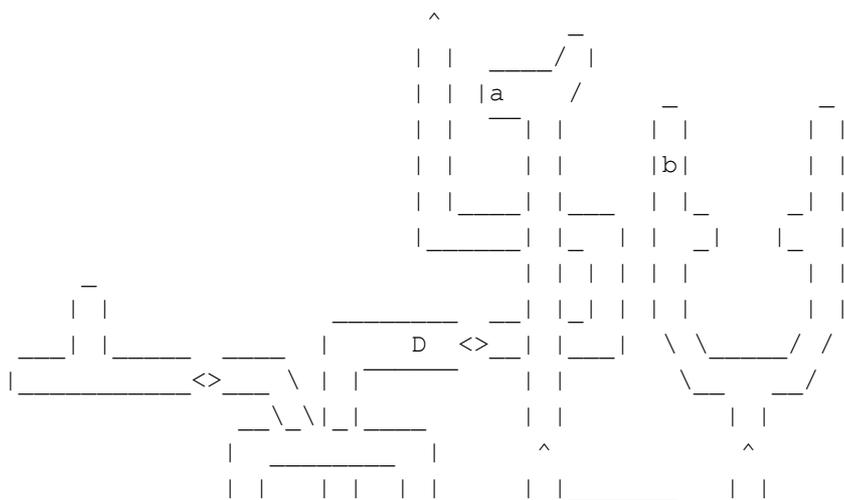
These strategies kind of like double-edged sword. Of course, you don't need them if your party is strong enough.

---

o>---< Valley of the Mist >-----<o

---

Antidote .....	<a>	Evade Ring .....	<b>
Potion .....	<c>		





```

| Potion ..... 10 GG |
| Elixir ..... 50 GG |
| Hi Antidote ..... 40 GG |
o>-----<o

```

Leave Boyzby, cross the bridge and head straight to the south passing the arch. Go west over the slope and enter the cave.

Just to let you know, now people of Kant have return to their hometown. Like I said before, I won't cover this place until...seven hours or so. But this is the closest place you can date and forge. Might as well use its service. Also, if you have less than 5 Antidotes, I suggest you to buy more here as the next dungeon has an enemy that uses this horrid status effect.

```

o>---< Cave of Lucent >-----< 4col >---<o

```

Name	H P	X P	G G	M P	Dropped Item
Dark Gearman	110	032	015	008	N/A
Freelance Ninja	040	023	009	012	A.dote EX/War Glove
Harakiri Ghost	060	023	007	020	Necronomicon
Mace Gearman	080	035	016	010	Gold Potion
Sword Crab	050	033	011	018	Geo Bottle/Antidote

#### Enemies' Formations:

Freelance Ninja x 1  
Harakiri Ghost x 1  
Harakiri Ghost x 2  
Mace Gearman x 1  
Sword Crab x 1

Freelance Ninja + Mace Gearman  
Harakiri Ghost + Freelance Ninja  
(Harakiri Ghost x 2) + Freelance Ninja  
Harakiri Ghost + Freelance Ninja + Mace Gearman  
Harakiri Ghost + Mace Gearman  
Mace Gearman + Freelance Ninja

Dark Gearman can wait at the end of this section.

Freelance Ninja often tries to Retreat on his first turn. Similar to Freelance Knight. Worst, his normal physical attack sets Poison, get rid of that ASAP! That's why I told you to buy some Antidotes before. They also rarely dropped War Glove, an accessory that increases Offense and Speed by 10% but decrease Defense by the same percentage.

Harakiri Ghost loves to use Quick Slash continuously, up to three times in a row. One Quick Slash takes about four slots in FL's Timer Bar to be executed. If you see they charging it, just defense and attack when they use other actions.

Mace Gearmen make a cameo here. They still use that annoying Super ButtBomb as their favorite Special Attack. They drop a useful Gold Potion which moderately restores all party member's health with Heal All.

Trivia: Gold Potion is called Hai Rakuna in Japanese version. G. Potion could mean anything like: Grand Potion, Gooley Potion, Grrr! Potion, etc. I choose Gold Potion because it sounds cool and stuff.



The second will take you to the true path. Ignore it for now. Take the third path to the next screen and you'll find an Antidote. Return to the fork and take the second path now. Grabbing a Potion at the east sideway. Continue to the west-north to the next screen.

Just proceed to the open area. Take the northeast path until you find a chest behind a block of ice that you should see before in previous area. If you look at the map, it's impossible for the chest to be here. I try to draw another map on paper. But the chest still won't connect to the other map. This. Does. Not. Make. Sense.

Return to the open area and take the southeast route. Save the game and proceed to the Sacred Smithy and continue to the Sacred Altar.

Meis obtained the Elemental Beast of the Water: Aquoon. It uses a skill that I called "Raging Whirlpool". In case you didn't notice, going through this scene has fully restored Meis and Sodina's health. This is game designers attempt for us to summon Aquoon in the next battle. Step into the Warp Circle to return to the Sacred Smithy. Get ready to kick that Dark Gearman's ass. It uses the same Special Attack as Hammer Gearman. Summon Aquoon if you wish. After the battle, the game automatically kick you out of the cave. Head to Fort Teve.

Before I forget, I strongly suggest you not to have any date with Sodina right now. It's better if her IL still at 4. Two new members are just around the corner, so you want them to learn Sodina's Heal + as well. It's okay if already pass that level as it's not mandatory. But still, your decision.

---

o>---< Fort Teve >-----<o

---

You'll meet Muza in the second area.

- A. Yeah, you eat as much as a hundred men. + ... -
- B. You sure are cool, Muza. - ... +

I'll suggest you to pick the first option as it's funnier. But either one is fine. Muza will join your team afterward.

- Muza +- Cheer: Increases FL's Defense by 25%
- + - Taunt: Decreases enemy FL's Defense by 25%

You can put Muza as the FL now if you wish. He joins level 12. So he probably lag behind both Sodina and Meis if you leveled them up a lot. His Critical and Multi-attack rate are inferior than both of them. He makes a good backup as his Cheer/Taunt are great. Muza's physical and Special Attacks are nothing to scoff at. All his Special Attacks have cyclone/tornado (cyclonado?) animations. One more of the best reason for him to be the FL is because he has plentiful amount of Special Attacks to use in battle. He also has very high HP and Defense to protect your team from enemies attack.

His other weaknesses beside Critical and Multi-attack rate are his low Speed, Elemental Power, slow-ass charging time for Special Attacks, and women. If you equip him with right accessories (Power/Speed Bracer, Power/Hard/Lord Armor), you just find the most powerful character in the game.

My recommended teams. Not much to choose from, but what the heck:

- A. Sodina, Meis, Muza
- B. Muza, Sodina, Meis
- C. Meis, Muza, Sodina





Elixir .....	50 GG	
Hi Elixir .....	800 GG	
Book of Delay .....	100 GG	
Necronomicon .....	150 GG	

Nothing important here. If you got some Hi Elixirs from Hammer Gearman before in Fort Teve Raid, you should have enough of them anyway. Hi Potion is a good buy, I recommend you to get some.

Next, visit the hotel. Head upstairs and examine the sink or something close to the stairs for ES. Do your usual hotel routine and head into tavern afterward. Get some ES from the barrels near the counter. Exit and head south.

Check the leftmost crate from the pile of them at the left for ES. Head east and talk to the most dangerous girl in the game.

- A. Sure! + Positive +
- B. I'm kinda busy right now. - Negative -

Girl: Do you like girls?

- A. Of course. + Positive +
- B. Ah, y...yeah. - Negative -

Girl: Then, would you do anything for a girl?

- A. Of course. + Positive +
- B. Ah, y...yeah. - Negative -

Me: I can have what?

- A. What was that all about...? + ... -
- B. Hmm... She was cute! - ... +

Well that wasn't pointless or anything. Of course! Check your inventory. You just received a rare Revive EX from her! This item revives a fallen/injured member to full health and can be sold for 4,500 GG. Don't sell it.

Trivia: In Japanese version, she didn't give you anything because she doesn't have any line in her quotes for it. Thanks, US version.

Proceed to the east. Go down the steps and examine the bucket of water for ES. Use the workshop as you see fit. The Gifts Shop sells these items...

---

o>-----		<o
Hatoba Gift Shop		
o>-----		<o
Lipstick .....	160 GG	
Cheap Perfume .....	60 GG	
Eyeshadow .....	160 GG	
Gerbera .....	240 GG	
Red Poppy .....	230 GG	
Lip Balm .....	150 GG	
o>-----		<o

---

Head south into the pier and examine the end of it for more ES. Talk to another blue guy here. He is the other "key" NPC. Go east-south to the lighthouse area.

Go to the southwest to find another guy in blue. It seems like the NPCs here are obsessed with blue. Flik (Suikoden I and II) will love this place. Anyway,

he is the last "key" NPC you need to talk. Examine the orange thing at the end of the path for ES. Actually, you don't need to talk to all three of them, the first two are the mandatory. But finding more expositions don't hurt anyone, right?

With all the "keys" in your position, enter the tavern and an old guy will be there. Talk to the bar patrons before him.

- A. What kind of contest is that!? - Negative -
- B. Muza! You take care of this! + Mandatory +

After that, go east to the next screen, you should run across a path leading north opposite from the one that leads to the lighthouse area. Head into the north one.

Talk to any of the gatekeepers here a couple of times.

- A. They didn't even listen to us! + ... -
- B. Oh well... Let's have fun with the ladies! - ... +

(Choosing B) Haha. Thanks, Muza. I thought no one bothers to point that out.

Now we have more "keys" need to be found. The woman in front of the workshop, the guy at the lighthouse area, another guy near the Supply Shop, the guard outside of tavern, the guy without beanie and the waitress inside the tavern itself. Phew. That's a lot of them. Like I said before, you don't need to talk to all of them to continue. Save and head to the entrance of Hatoba. You know, the one where Meis and co. had their conversations before? If you want, talk to the first blue guy you see in the residential area for an extra key. This just to make sure that the warrior WILL appear.

Trivia: In Japanese version, one of the "key" mentioned that this warrior already defeated 999 opponents. That means Meis will be the 1,000th opponent for this warrior.

Try to exit the town...

- A. Is it... that mysterious warrior? + Mandatory +
- B. Don't worry about it. Let's go! - Negative -

So Meis is the 1,001st opponent then. Anyway, the Mysterious Warrior. She can only attack each turn, and her attacks deal mediocre damage, about 20 HP damage per hit. Use Book of Delay if you want. In my game, I make Sodina as FL instead of Meis. You can see where this supposed to be going now. She should praising Sodina for kicking her...uh, hammer.

- A. Father's sword, huh? I'll do it. + Positive +
- B. How about a date with me then? - Negative + Slap -

(Choosing B) Maybe she thought he wants to high-five her. That's what I think. Meis get slapped because he shoves his face instead of hand.

Drag Muza's worthless ass to the Gate of Langoud. If you want to rest, you only need to pay 20 GG instead of 30 GG. Useless, but I thought to point that out. More useless tidbits. Bring frozen Muza to the workshop and stand near the flame. Will the flame thaws him? No, because he's not freezing from the ice elemental Spell. He gets frozen because he's a wuss.

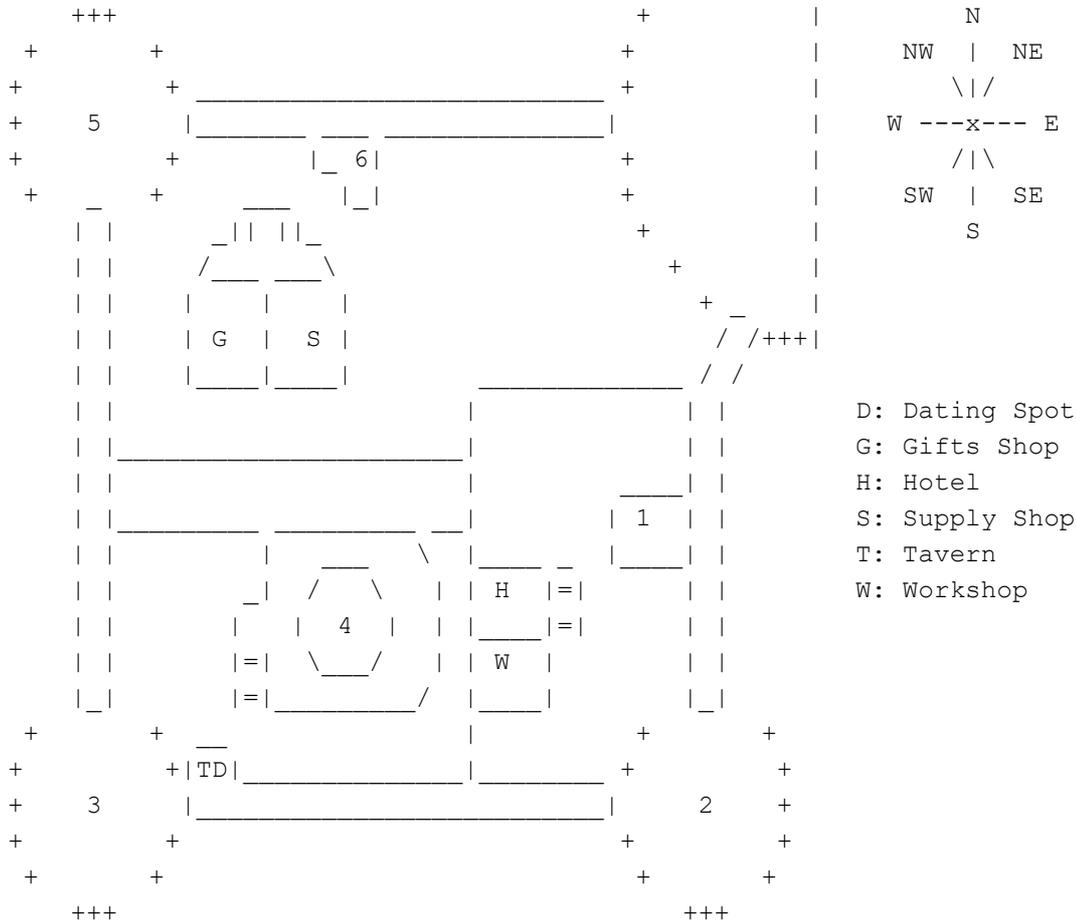
- A. (Sigh) What are you saying? - Negative + Slap -
- B. You don't have to fake it, Muza! + Positive + Slap combo! +

Find Wyna at the end of the path and talk to her.

o>---< Fortress of Langoud >-----< 5lgd >---<o

Langoud is the place that you will spend a lot of time inside it. This can be confusing as you sometimes forget what tower leads to where. Try to get used to its layout.

o>---< Fortress of Langoud >-----<o



o>---< Fortress of Langoud >-----<o

Enter House [1]. Talk to the blonde woman who is the 5th FWB. Open the fridge to get ES. There's a girl outside who is the 6th FWB. Enter the workshop on the upper floor and examine the large fan for ES. Go into Tower [2].

Go up the stairs and head to the right exit. Cross the bridge to Tower [3]. Go down the stairs and head into the tavern. Examine the yellow...gas container? to get some ES. The old chili guy from Hatoba is here, too. In case you care. You can find the 7th FWB in the House [4]. It's the old lady. The woman inside this house has something to say about Wyna.

Return to Tower [3] and head into the lower left exit. Go down at Tower [5]. You find nothing in House [6]. Upstairs houses both Gifts and Supply Shops.

o>-----<o

- | Langoud Gift Shop |
- o>-----<o
- | Potted Plant ..... 520 GG |
- | Cactus ..... 320 GG |
- | Sweatband ..... 750 GG |
- | Creamy Lotion ..... 170 GG |

Cute Earring .....	860 GG
Scented Soap .....	230 GG
o>-----<o	

o>-----<o	
Langoud Supply Shop	
o>-----<o	
Potion .....	10 GG
Hi Potion .....	100 GG
Antidote .....	8 GG
Hi Antidote .....	40 GG
Antidote EX .....	32 GG
Elixir .....	50 GG
Fire Bottle .....	200 GG
Spark Bottle .....	200 GG
Wind Bottle .....	200 GG
Geo Bottle .....	200 GG
Evade Ring .....	300 GG
o>-----<o	

Get some Fire Bottles if Sodina's Elemental Power is high. As she will kill everything in next dungeon within single turn. You'll find more of them later as the enemies' dropped items, but having more will help incase the items refuse to get dropped. Go to Tower [5] and head to the left exit.

The first room you see contains a chest with 10 Elixirs inside. The amount of Elixirs will varies depending on the number of times you escape from battles. No escape means 10 Elixirs. Odd numbers will get you even numbers of Elixirs and vice versa.

You can find Save Damashi at the northwest corner of the room. Talk to the guy to the right of the room with chest for a hint of the sword's location. Go down the stairs to the left of this guy.

Enter the room to the south of the stairs and examine the opened locker for ES. The warehouse at the west has some ES if you examine the second box from the right side (your right) of the entrance. Head into the northwest room and grab the Grapple's Sword on the table. Enter the door at the west.

Talk to all the Priestess clones here. Especially Priestess 5. You can find some ES by going south from Priestess 1 to the end. Examine the circle on the ground, or the fence, or whatever you called it.

Head upstairs and talk to the guy between the stairs once again. Now he says, "Don't shoot! I'm a human!". If I recall correctly, this is Claire's line from Resident Evil 2 when she entered the gun shop to escape from zombies at the beginning of the game. Then the shop owner (Kendo, I presume) points this big bad bow gun to Claire's face and she said this exact line to save herself. But I digress.

Where were we? Oh, right. Fixing Wyna's dad's preciousssssssss sword. Before we do that, go to the next floor via the west stairs. At the northwest is a table with ES between two benches. Wyna is waiting patiently at the top of the stairs leading to the bridge. Examine the mirror in the middle room for ES. Then exit to the west door.

Talk to the young man near the spyglass for the 8th FWB. The spyglass itself contains some ES. There are three NPCs queuing up to use the photo stickers machine that the game calls it Print Club Machine (PCM). It costs 300 GG per



Wyna. To be honest, I rarely use her as FL. Her Special Attacks are strong. But I can't stand the way she yells their names out. Oh well. But she makes a great backup with her Cheer/Taunt. Wyna is just like Muza -- because they love each other. Whoops, spoiler! -- she has very low Critical and Multi-Attack rate, Elemental Power and again slow-ass charging time for her Special Attacks. Moderate Speed but high HP, Offense and Defense.

Wyna is Fire elemental, with burning passion for adventures. Most of her Spells are lean toward that elemental like Fire, Flame, Might Guts, etc. And lots of Muza's Special Attacks. See what I told you about their relationship?

Her favorite items are something like bags (for unknown reason), and something to train her muscular figure.

Forge the weapons with her and return to the Control Tower. Go into Wyna's room at the west of the dining room. Check the punching bag for ES. Then examine her stuffed animal to get the Hand Woven Sweater. Wyna will pop out and tell Meis to keep it secret. That's her present for her father, and she's too shy to tell anyone about it because, you know, she's a tough girl and all of that. She gains IL by one as a result because she knows Meis can keep her secret. Go into Grapple's scary room by going up the scary stairs and examine the scary drawer near his scary bed for not scary ES.

Now you can take a picture with PCM. It's easy. Cough up 300 GG and you can take a picture with a girl. Choose the frame that you like and wait until Meis change his expressions: smile, kissing or acting cool. Don't take any pic if the girl has dark heart as her mood. Like in real world, do you think the girl will smile if she's in bad mood? Wait until she gets full heart or at least half of it to get one or you will really waste your cash for it.

Now go forge again to learn Cure and Might Guts. Have a date or two with Sodina and Wyna to learn new skills. The dateable areas are:

- A. The tavern just across the Goddess Statue.
- B. West deck in Control Tower.
- C. East deck in Control Tower.
- D. The stairs leading to Grapple's room. Wyna's favorite spot.

Wyna's mini game is similar to Whack-a-Mole but called Hammer Strikes. You use D-Pad and SIXAXIS buttons to whack the Damashi. Sometimes Wyna will pop up instead of them. Whacking her head will waste your sixty seconds time limit. Plus she will scold you. Don't do that.

Note: SIXAXIS is the name of the controller for PlayStation 3. I used SIXAXIS buttons instead of A OX because the latter look messed up.

Flame Spell is a must in Volcanic Island. If Meis' Charisma is below 5, fight some more battle on the island and upgrade the Spell. Before you leave, you have a decision to make. In Volcano Island, there are three types of enemies. One of them weak is against Fire while the other two are not. You have to choose which attribute you want to imbued to the FL, either Fire or Light. I think Light is the best because there are no enemies that strong against it. Plus you'll be using lots of Offensive items like Fire Bottle or Spell in there. Except when you facing a single opponent.

To save MP, don't make both Muza and Wyna learn Offensive Spells because you'll be using their physical attacks most of the times. Plus their Elemental Power is low. Defensive and healing Spells are recommended because Spells like Cure, Might Guts, Barrier/+, etc. ignore Elemental Power.





Trivia: For your information, Dark Master is called Dark Meister in Japanese version because it spelled "Da-ku Maisuta" not "Da-ku Masuta". I think the reason the US localization team changed from Meister to Master is because of [Meis]ter sounds like someone we know. Get it? Sure, [Maisu]ta also similar to someone's name, but I bet the Japanese crews don't care.

Boss Fight 01	H P	X P	G G	M P	Dropped Item
Dark Master	00,750	-,---	-,---	-,---	N/A
Jeala	--,---	-,---	-,---	-,---	N/A

Battle Actions
Dark Claw: Weak phy. attack + drains 50% of the current EP on enemy's FL
Eye of Darkness: Heavy non-elemental Spell + HP drain on enemy FL
Sleep +: Inflicts all-out Sleep
Cheer: Increases FL's Critical rate by 25%
Defense Down: Decreases enemy FL's Defense by 25%
Weaken: Decreases enemy FL's Offense by 25%
Silence +: Inflicts all-out Silence

Note: Enemy's FL in this term is your FL.

Jeala has infinite HP, the best option is to ignore her presence as she's just act as a decoy. She will cast Offense/Defense Down most of the time. When Dark Master's HP drop more than half, she will begin to cast Silence + that will shut any victims up from casting Spell. Cure them with Antidote EX or just use items to restore HP. She also will Cheer the DM from time to time to raise his Critical rate, similar to Meis' Cheer. You can try to put her to Sleep, but that hardly work. She not really that nuisance anyway although Silence can be somewhat annoying.

DM usually begin the battle with either Defend or Attack. His attacks mostly deals around 20 to 30 HP damage. That's crappy, but it will be dangerous if he inflicts Critical on FL who just got hit with Defense Down, roughly 50 to 60 HP damage. After DM's HP hits half of his max, he will pound the FL with Dark Claw and drains half of the FL's current EP. Don't use any item to restore EP as it will get drained again. He also casts Sleep + occasionally on the party to send them sleep for a couple of turns. This can be dangerous if all members fall asleep as he can beat them without any retaliations.

When DM hits 25% of his health -- "Pinch" status -- he'll randomly unleashed a powerful Eye of Darkness that can deal more than 100 HP damage and drain the amount of damage to Dark Master himself. Wyna as the backup can lower his Offense by 25% if she succeed.

If you're at high level, his low HP can be taken down quickly by using Special Attacks and summon. Spell like Flame can take about 100 HP damage per cast. Any Offensive items like Fire/Spark Bottle also deals good amount of damage. Also, Might Guts + Attack + Meis/Sodina can take more than 100 HP damage each turn.

This fight can be a pain if you bother to fight him at low level. Muza and Wyna are the best backups as they can raise the FL's Offense and Defense, respectively. As you can guess, Meis and Sodina are useless as backups. Eye of Darkness can kill the FL in single hit if you let him free when he's in Pinch status. Swap the FL with the backup if you want a healthy member as none of DM's attacks can hit them.

---

After the fight, Dark Master -- like most recurring (losers) villains you see

in RPGs -- blahs: "I don't have time to fight with you right now since we will meet again in the future anyway. Oh. And don't forget to make yourself stronger so you can kick my ass again." Dark Master can go to hell.

Wyna practically creams herself after witnessing Meis' actions in battle.

- A. Yeah! That's right! + Positive + IL slightly increased +
- B. I don't know. He seems too strong. - Negative -

Return to Langoud.

---

o>---< Fortress of Langoud >-----<o

---

Get some rest first, and then report your progress to Grappler at the bridge. You have to fight three consecutive battles after this.

Name	H P	X P	G G	M P	Dropped Item
Shutvaltzt Leader	075	026	054	038	Fire/Wind Bottle

Enemies' Formations:

- Shutvaltzt Leader x 2
- Shutvaltzt Leader x 3

The Shutvty casts Fire + or Rain + on either the FL or backups. They also cast Might Guts on themselves. Sodina with Fire Bottle will wipe them in single hit.

Head to the Reactor Room a.k.a Power Generator Room a.k.a the Priestesses Room a.k.a Power Room. Save your game on your way to get there. In case you care, you can find the 9th FWB just outside the southwest tower.

Boss Fight 02	H P	X P	G G	M P	Dropped Item
Bolt	00,800	0,416	0,380	0,189	Pearl Necklace

Battle Actions

Bolt's Anger: All-out moderate non-elemental attack, decreases Agility
Bolt's Orb: Weak non-elemental attack on enemy FL
Bolt's Wrath: All-out moderate non-elemental attack

His normal physical attack took years to connect, so use this opportunity to command FL to attack, defend and retaliate. Bolt's Orb is slightly stronger and faster than his physical attack, but only by small margin. But Bolt's Anger has an added effect that reduces everyone's Agility, thus decreasing chance for FL to evade Bolt's attacks.

In Pinch status, he'll gain a new Special Attack: Bolt's Wrath. It hits harder and faster than Bolt's Anger -- approx. 1.5 times more damage. But it doesn't have any added effect, so be thankful for small things. He also begins to use his Special Attacks like there's no tomorrow. Well, that might be true after we kicked his metal ass.

I know that "bolt" in this term refers to screwy things, but I can't help that it feels like all of his attacks dealt lightning damage.

Put on Barrier + as the battle begins. Then cast Fire + if your FL have it for more than 130 HP damage. This by far is your strongest yet cheap offensive method other than Special Attacks.

Otherwise, like before, Muza and Wyna are again the best backups. Since Bolt uses lots of all-out attacks, you need to keep healing both FL and backups if you want to be safe (or to get enough XP for everyone). Obviously, it's hard to win if only one person to heal and attack. Use Gold Potion if need to things starting to look grim. Throw the Offensive items such as Fire Bottles and/or Book of Delay on him to make him slower than slow.

---

Go to the west deck and talk to the guy near the PCM. He is the 10th FWB. One of Grapple's girl -- at his right side -- is the 11th FWB. Head down to Power Room and speak with the Priestess 5 -- Palma Esterte.

Palma: Meis[-sama], would you mind talking with me for a while?

- A. Sure. + Positive +
- B. Sorry, I'm kinda busy right now. - Negative -

Palma: Why are you fighting the Dark Acolytes?

- A. To return peace to the world. + Positive +
- B. It's a cool way to meet girls. - Negative -

Palma: Aren't you afraid?

- A. Not at all.  
You yourself fight as a crew member of the Langoud. + Positive +
- B. I'll do anything for a girl. - Negative -

(Choosing B)

Palma: \*disgusted\* Girls?

You like being with girls?

- A. Yeah, of course! + ... -
- B. Not really... - ... +

Palma: Ummm, do you like cleaning, Meis-sama?/Meis-sama, do you like bathing?

- A. Yes, absolutely! + Positive +
- B. Nah, it's too bothersome. - Negative -

Palma: How many times do you bathe in a day, Meis-sama?

- A. Once a day. - Negative -
- B. Probably 3 times a day. + Positive +

(Choosing A)

Palma: \*shocked\* Only once?

Meis-sama, you are so unclean!

- A. Why? Isn't that normal? + ... -
- B. What? Once isn't enough? - ... +

Palma: Meis-sama, what does love mean to you?

- A. To appreciate all living things. + Positive +
- B. To appreciate all the girls in the world. - Negative -



Examine a pile of boxes at the northwest for ES. Proceed through the door. Go into the tavern and examine the stool in front of the piano for ES. Go into the Hotel, head to the second floor. Check the hidden desk in the rightmost room for ES. Go up the stairs near the tavern and enter House [1]. Head upstairs, check the desk lamp for ES. At the lower left is a record player with all sorts of weird music.

Exit and go west into the Supply Shop. Examine the blue flower in display at the right side of the shop for ES.

---

MountHand Supply Shop	
Potion .....	10 GG
Hi Potion .....	100 GG
Antidote .....	8 GG
Hi Antidote .....	40 GG
Antidote EX .....	32 GG
Revive .....	800 GG
Elixir .....	50 GG
Hi Elixir .....	800 GG
Wise Ring .....	1,200 GG
Teleportum .....	100 GG

---

Finally, a shop with new items. Revive is a must in your adventure. You never know when your party member will get wiped out. Especially in the middle of the boss battles. Get some Teleportums as well.

Now is the time for some optional stuff. Return to the station and tell the conductor you want to go to Juke Point.

---

o>---< Juke Point >-----< 7jpk >---<o

---

---

Juke Point Supply Shop	
Hi Potion .....	100 GG
Hi Antidote .....	40 GG
Elixir .....	50 GG
Hi Elixir .....	800 GG
Wind Bottle .....	200 GG
Geo Bottle .....	200 GG
Speed Bracer .....	600 GG

---

The best thing you should get here is some Speed Bracers. It increases Speed by 20%. Great stuff! Exit to the overworld map. Use the Teleportum to Kant.

---

o>---< Town of Kant >-----< 7knt >---<o

---

Finally, the time has come for me to cover this place. Kant. I won't bother to draw map of this place as it's nearly impossible to get lost here. The first house at the right of the entrance has some ES in the basket of fruit. The left house has a ball with ES at the lower left. And the Supply Shop...

---

Kant Supply Shop	
Potion .....	10 GG
Antidote .....	8 GG
Hi Antidote .....	40 GG
Teleportum .....	100 GG

---

The items is old news. But they have Teleportum in case you only bought one of it at MountHand. Imagine if you did this, teleport to Kant and have no way to return to MountHand. And you accidentally saved your game. ....!

Talk to the cute brunette girl in the middle of the town.

Girl: Hmmm... (a lot)

What is it?

I've something to think about right now.

- A. I'm sorry. I didn't mean to bother you. - Negative -
- B. So, what are you worried about? + Positive +

Girl: I was thinking of a way to measure the mass of this planet.

I'm so close to understand the basic concept, but...

- A. Oh that. That was solved a long time ago. + Positive +
- B. What a waste of time. - Negative -

Girl: Do you remember me?

(Think for yourself. Hint: It's the fourth option from top and bottom)

- A. The maid who worked for my family.
- B. The girl at Jyabil's workshop.
- C. A girl I passed on the street.
- D. The girl from Kant whom I liked.
- E. That fashion designer girl I dated.
- F. The owner of the pot I fixed.
- G. The queen of Boyzby.

Mil: Note -- It's been a long time since I saw Meis[-sama] last.

He wasn't just being a playboy after all.

- A. What are you doing? + ... -
- B. Chasing after girl!? I never did that. - ... +

Mil: Like how you approached me, after talking to 3 other girls and...  
how you talked to 5 other girls after me.

- A. Wh, what are you saying? It's all a misunderstanding! + ... -
- B. I was so young back then... - ... +

Mil: I came up with a new research topic.

It's a method to measure the distance of this planet and the moon...

- A. Do you have an idea on how to measure the distance? + ... -

Mil: Do you have any ideas?

- A. Let's climb a mountain and see how close we get. - Negative -
- B. If I knew, I'd tell you. + Positive +

- B. Can you spend some time with me? + Positive +

---

- A. Anyway, I'll help you! - Negative -
- B. Come on, forget about it. + Positive +

Mil: You know? I'd love to have your help with my research...

- A. Research, huh...? Can I consider this a date? + ... -
- B. I don't think I'm smart enough. - ... +

Mil: Are you working to hard for this?

- A. No! Really! + ... -
- B. To tell you the truth... - ... +

Yay! We got Mil Wind! Her specialty is Defensive Spells with Earth elemental attribute even though she has "Wind" in her name. Obviously, her name is a word play of "windmill".

You can play her mini game as well. It's called Brain Teaser. What you have to do is pick a correct answer out of 28 to her questions -- mostly about shapes and patterns like square, triangle, etc. within 40 seconds.

Mil loves books and tool for her experiments.

Trivia: If you manage to get a kiss from Mil, you'll find that her kiss sounds different that the other girls. That's because her "chu" sound is same in both versions.

Anyway, for Kant's dating locations:

- A. Below the tree in the square. Mil's favorite spot.
- B. Meis' room (!) at the second floor of his mansion, the right one.

Now let's return to Boyzby.

---

o>---< Town of Boyzby >-----<o

---

You see that Boyzby is still as same before, like there's nothing ever happened here. One could deduces that the game designers are lazy, they reuse the same town model so they don't have to bother creating a new Boyzby. Well, no matter. There are some new point of interests here. I'll make them quick.

- A. You can find PCM at the entrance.
- B. Smoochy has make a new home in the house in front of Amigo Tavern. Here are the list of items you can get from him in exchange of kisses you received from the girls:

---

Smoochy's Items	
Elixir EX .....	3 Kisses
Gold Potion .....	5 Kisses
Romance Novel .....	8 Kisses
Physics Book .....	10 Kisses
Bear Costume .....	15 Kisses
Frog Costume .....	20 Kisses
Diamond Ring .....	25 Kisses
System Disk .....	30 Kisses
Hard Armor .....	40 Kisses
Lord Armor .....	50 Kisses

---

Most items are useless. The last two are the best accessories in the game. But you can get both of them later -- VERY LATE IN THE GAME -- for free anyway.

- C. The Supply Shop still sold the same items but with addition of Teleportums.
- D. The house next to the ex-HQ now has change to workshop.
- E. You can find the 12th FWB in the house close to Roberre Tavern.
- F. Another house in the alley in front of this tavern has a special boy...

o>---< Overworld: Jayarl >-----< 7ojoy >---<o

Now is the time to cover all the enemies on the Jayarl Continent.

Name		H P	X P	G G	M P	Dropped Item
Afternoon Thief	<N,W>	140	054	327	039	Thief Ring
Battle Hawk	<N,W>	135	066	128	081	Wind Bottle
Blood Kiwi	<N,E,S>	100	044	042	038	Antidote
Dark Lancer	<N,E>	100	055	063	041	Hi Potion
Evilmancer	<E,S>	080	046	064	045	Hi Potion/Hi Elixir
Gear Lady	<W,S>	160	051	087	047	Elxr/Red High-Heels
Genie	<N,E>	130	045	046	052	Hi Elixir
Genie of the Oasis	<N>	110	048	048	048	Gold Potion
Kirara Beauty	<W,S>	160	048	058	058	HiPtn/Cute T-Shirt
Monk Warrior	<E,S>	110	046	063	038	Potion/Hi Potion
Nomadic Genie	<N,E>	110	046	050	051	Hi Elixir
Nomadic Master	<N>	140	046	046	039	Hi Potion
Pumpkin Mage	<N,W,S>	140	061	121	120	Elixir EX
Shutvaltzt Leader		075	026	054	038	Fire/Wind Bottle
Suronin	<E,S>	100	046	063	043	Potion/Hi Potion
Thunder Camel	<W,S>	250	054	052	051	Potion EX

Enemies' Formations:

- Afternoon Thief x 1
- Afternoon Thief x 2
- Battle Hawk x 1
- Blood Kiwi x 2
- Blood Kiwi x 3
- Dark Lancer x 1
- Evilmancer x 3
- Genie x 1
- Genie of the Oasis x 1
- Monk Warrior x 2
- Nomadic Genie x 1
- Nomadic Master x 1
- Pumpkin Mage x 1
- Pumpkin Mage x 2
- Pumpkin Mage x 3
- Shutvaltzt Leader x 1
- Shutvaltzt Leader x 2
- Shutvaltzt Leader x 3
- Suronin x 1
- Suronin x 2
- Suronin x 3
- Thunder Camel x 1

- Blood Kiwi + Dark Lancer
- Blood Kiwi + Thunder Camel
- (Evilmancer x 2) + Monk Warrior
- Evilmancer + Monk Warrior + Suronin
- Evilmancer + Suronin
- (Evilmancer x 2) + Suronin
- Gear Lady + Shutvaltzt Leader

(Gear Lady x 2) + Kirara Beauty  
(Gear Lady x 2) + Shutvartz Leader  
Kirara Beauty + Gear Lady  
(Kirara Beauty x 2) + Gear Lady  
Kirara Beauty + Gear Lady + Shutvartz Leader  
Kirara Beauty + Shutvartz Leader  
Monk Warrior + Suronin  
(Monk Warrior x 2) + Suronin  
Shutvartz Leader + Gear Lady  
Shutvartz Leader + Kirara Beauty  
Thunder Camel + Dark Lancer

Not these idiots again! Afternoon Thieves are similar to their Dawn version, except they give a good amount of GG per battle and a new Special Attack called FL Stealer. As you can tell from the name, they steal FL and remove him/her from battle completely! If they manage to steal all three characters, it's game over for you. Two groups of Afternoon Thieves usually appear near the three-way tracks area north of Juke Points and near the western most crevice, or canyon, or valley, whatever you call it.

Battle Hawk uses Hyper Sonic Dive that hurts a lot. They occupy north and west parts of the continent. You'll see them a lot even without searching.

Blood Kiwi Sucks Blood to drain FL's HP with extremely short charging time. And tends to Retreat after that. You can find them and their families at the northern part of the continent.

Dark Lancers will change their form after a loss of 60 HP. You only receive 38 GG instead of 63 GG. Other than that, they're no different than Night Lancer. Can easily be found at the northeastern part of the continent.

Evilmancers cast various status Spells on your party like Silence, Sleep, and Paralyze. They also attack with level one Spells as well as healing themselves. Southern and eastern parts of the continent is their resting place.

Gear Ladies use quick and strong Twister Kick to attack. And they use it more often than their normal attack. Another enemy with high tendencies to retreat from battle. Made happy house near Juke Point.

Genie has Wind + Spell to blow everyone in your party for moderate damage. The bastard uses it continuously that you feel sick looking at him rubbing his pot belly. He also uses a rare Spell: Control to...control the FL, but hardly works. Trust me, you don't want to meet these losers.

Genie of the Oasis can only be found on the Jayarl Plateau in the middle of the continent, which is inaccessible at this point. They are the same as other Genies, but instead of attacking, they cast Heal All on the party and retreat. They also leave valuable Gold Potions after battle if you defeat them.

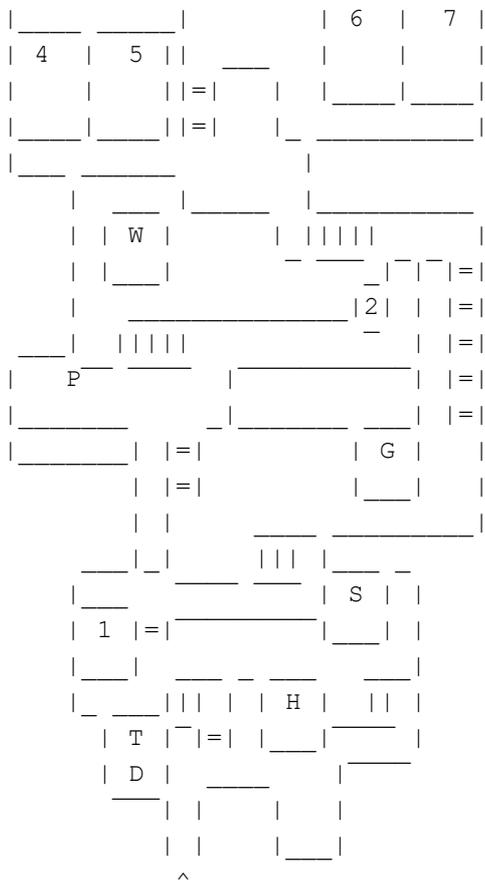
Kirara Beauties use Charm Kiss to confuse the FL. They breed close to Juke Pt.

Monk Warriors also cast Wind + Spell. Along with level one Spells. They're good friends with Evilmancers and live together.

Nomadic Genies use the upgrade version of Wind +, Typhoon with same animation but yellow in color. Usually take a break or two near crevices.

Nothing special with Nomadic Masters, who just stand to look cool or something. They use a Special Attack that I don't know what its effect. They're the mascot in northern part of the continent.





- D: Dating Spot
- G: Gift Shop
- H: Hotel
- P: Print Club Machine
- S: Supply Shop
- T: Tavern
- W: Workshop
- =: Stairs

o>---< MountHand >-----<o

Our last stop before was at the Supply Shop, so let's ignore that place and head north to the Gifts Shop.

MountHand Gifts Shop	
Hairband .....	800 GG
Dumbbell Set .....	1,800 GG
Potpourri .....	1,200 GG
White Ribbon .....	1,200 GG
Soap .....	300 GG

Proceed to the north into the next area. There are both Goddess Statue and PCM here. Go east to House [2], but examine the corner at the northeast of the door to get ES. Nothing interesting inside the house except there's another record player with the same music. Go up the stairs, there's a workshop here if you want to use its service. Go upstairs again.

Enter Workshop [4], examine the blue cylinder at the back of the room for ES. Workshop [5] has some ES in the green control panel near the man there. Head upstairs and examine the crate or something next to the boy near another stairs to get ES. Go into Workshop [6] and you can find more ES from the crate with crane or whatever on top of it. Finally, the tool shed near the guy in Workshop [7] also has ES in it. Head upstairs to the north.

Trivia: Bandiger in Japanese version always mix both Japanese and English words in his speech. i.e. He replaces "boku/watashi/ore" with "me", "anata/omae" with "you", and "Chotto matte kudasai" with "chotto moment". Hilarious to the max!

Enter the building with "Marion" in hiragana on the floor in front of it.

- A. A-Trap Generator? What's that? + ... -
- B. Are you Marion? - ... +

Trivia: Marion-chan is the kind of girl who speaks with ~desu at the end most of her sentences. She also noisier than her counterpart.

Check the bookshelf for ES. You can examine some weird things in this place if you wish. Exit and get into the factory at the northeast.

o>---< MountHand Factory >-----< 7mfc >---<o

- A. Let's talk over a cup of coffee. + ... -
- B. Calm down! - ... +

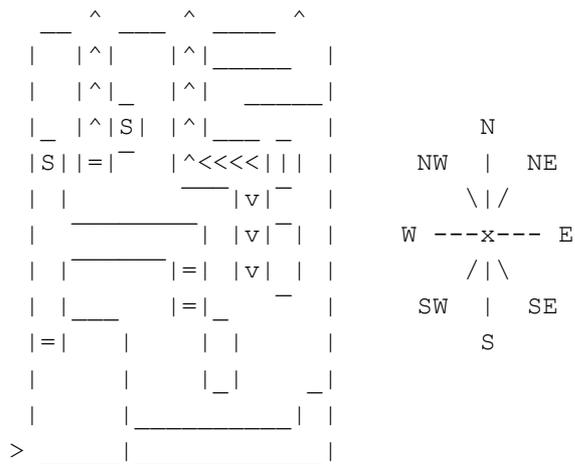
Marion joins your party, but not as a playable character. Although I think she could fight with her gadgets or something.

Name	H P	X P	G G	M P	Dropped Item
Marion Robot	080	042	038	038	Hi Potion/Tool Kit

Marion Robot x 1  
 Marion Robot x 2  
 Marion Robot x 3

They just quick and use level one Spells: Fire, Rain, Geo, Wind, Lightning, and Light as their Special Attacks.

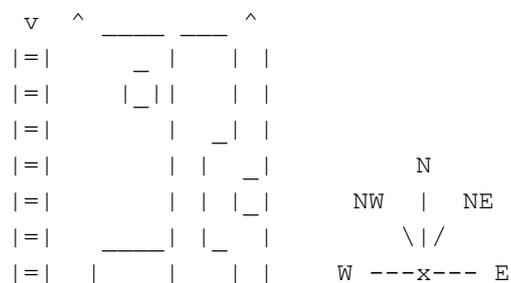
o>---< MountHand Factory >-----<o



o>---< MountHand Factory >-----<o

Go up the stairs and turn the control panel ON. Go down another stairs at the east, around the hole and head northwest to another stairs. A crane will pick Meis and drop him on another platform with control panel. Turn if OFF and head east to yet another stairs, stand on the conveyer to the next area. North of it is a dead end, where Marion's HUGE face on the wall will tell you so.

o>---< MountHand Factory >-----<o







get lost on your way to exit this place.

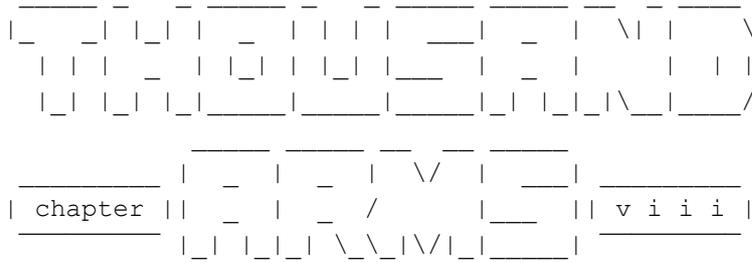
Take some steps forward after the team arrived outside...

- A. The Sacred Altar! + Positive +
- B. There must have been lots of gorgeous women! - Negative + Slap -

We're all set, Meis!

- A. Right, let's go to Tokio Pt.! + Positive +
- B. What? What's set? + Positive + lmao +

Next scene, Jeala = vomits.



++ Encounter with Soushi! The scheme of the dark sword. ++

---

o>---< Sinaga Point >-----< 8sgp >---<o

---

Exit the shop and you have to fight two boring Suronin. And there's another fight after that with boss' battle music plays in the background. I won't classify this guy as a boss because he's way too easy to beat. He's similar to Bandiger except that he has infinite HP. The battle will automatically end after fifty seconds.

- A. Don't worry about it. + ... -
- B. At least replenish the items we wasted on you. - ... +

What do you want to do?

- A. Yeah, let us help you! + Positive +
- B. Well... Why don't you tell me the details, in private? - Negative + Slap -

Trivia: In Japanese version, Kyouka-chan is the only girl in the game that speaks with extremely polite Japanese accent. She addresses Meis as "Meis-sama" and Soushi as "Nii-sama." I have no idea why she addressed Meis like that.

Soushi uses "~de gozaru" to end most of his words. Which is irony because this suffix mostly used by ninja, not samurai.

If you already visited Tokio Point, use Teleportum to get there. If not, just head east along the cliff and you'll eventually find it near the ocean.

---

o>---< Tokio Point >-----< 8tkp >---<o

---

You can rest if you still didn't do that. Don't worry, Kyouka and Soushi can wait for you. After that, go to the port at the east. Have a chat with the guards: Shutvalt Leader. Then, follow Kyouka to the boat and talk to her.

---

o>---< Wano: Rikyu >-----< 8wrk >---<o

---

Talk to Kyouka after you arrive and beat two groups of guards to gain access to Kanouha's hut. By the way, every game/anime must has a perverted old man in it. This geezer is the one. In his speech, he throws some foreshadowing and name drop to you. Listen well.

- A. Sure. No problem.
- B. Really? Forget it, then.

Choosing B...

- C. Hmm... I guess I'll listen then.
- D. But it'll be long, right?  
I don't wanna hear it.

It's up to you if you want to listen to his pile of expositions.

- A. But in the Volcanic Island... + ... -
- B. Oh my! - ... +

You can get some rest by talking to Kanouha. By the way, there is a dumb bug here if you try to chat with Kyouka. You see, to talk to her, you need to walk behind Kanouha, right? Sometimes, his sprite will block your way and keep Meis stuck between him and the blue stone or something near the wall. This happened to me in my previous playthrough. The only option you have is to reset the game and listen to his babbling again. To prevent this, avoid talking to Kyouka now. And that, as they say, is that. Exit the hut.

You'll overhear a noise right after you exit. If you re-enter, you can find Kyouka standing close to the door. Talk to her now if you want because the bug has move someplace in the game's disc. The workshop is in front of the exit in case you need weapons forging.

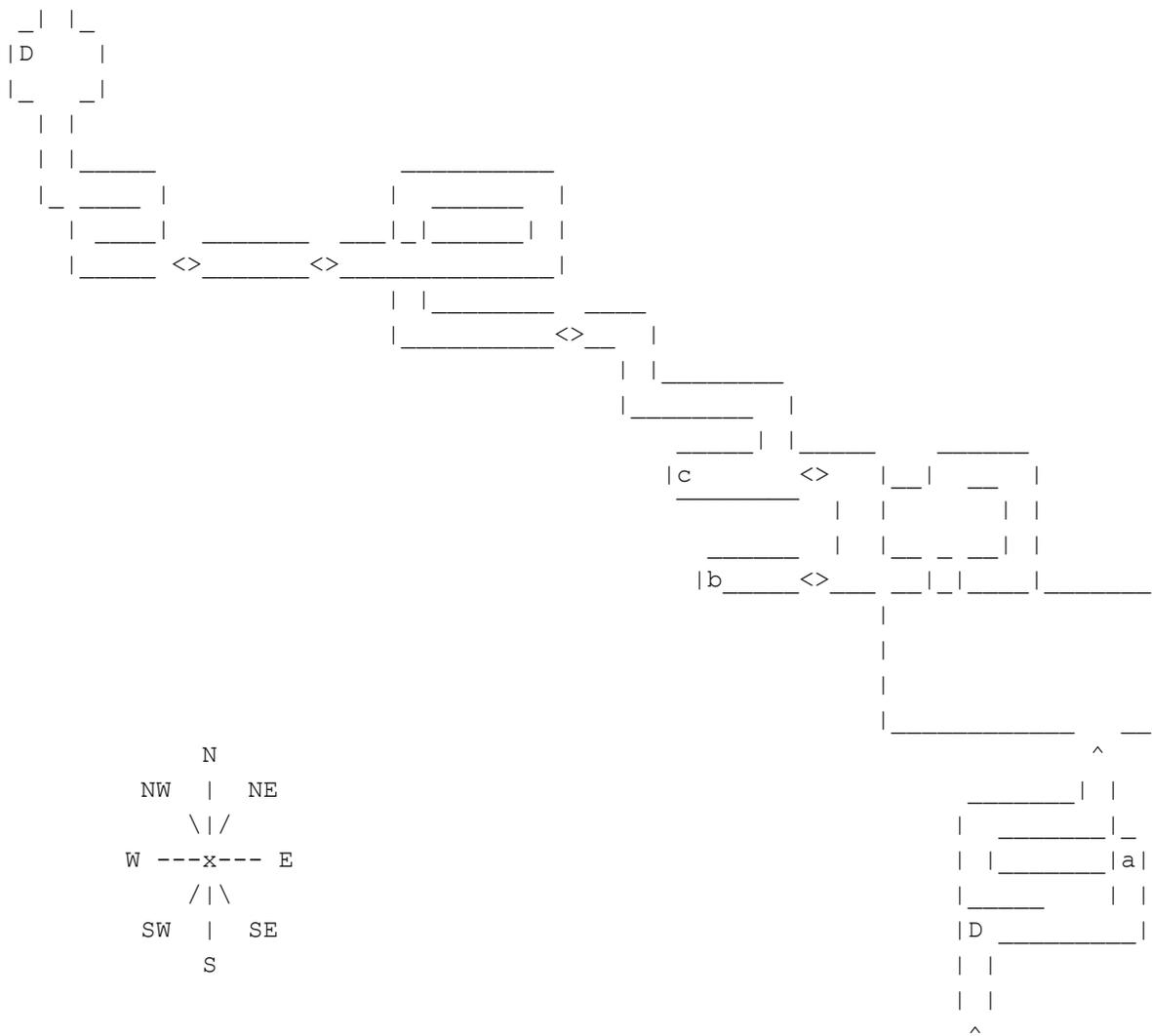
Name	H P	X P	G G	M P	Dropped Item
Evilmancer	080	046	064	045	Hi Potion/Hi Elixir
Monk Warrior	110	046	063	038	Potion/Hi Potion
Shutvaltz Leader	075	026	054	038	Fire/Wind Bottle
Suronin	100	046	063	043	Potion/Hi Potion

- Evilmancer x 1
- Evilmancer x 2
- Evilmancer x 3
- Shutvaltz Leader x 1
- Shutvaltz Leader x 2
- Shutvaltz Leader x 3
- Suronin x 1
- Suronin x 2

- Evilmancer + Suronin
- (Evilmancer x 2) + Monk Warrior
- (Evilmancer x 2) + Suronin
- Monk Warrior + Suronin

o>---< Wano: Back-side Hill >-----< 8bsh >---<o

Wind Bottles .....	<a>	Rusted Fan .....	<b>
Metal Fan .....	<c>		




---

o>---< Wano: Back-side Hill >-----<o

---

Due to the restricted size, I make the map smaller by "cutting" some long paths into the shorter ones.

You'll find a Save Damashi at the entrance of the hill. Head to the east end to get two Wind Bottles. Go north at the fork to the next area.

Go northwest and run under the arch. Go up the slope at the northeast. Follow it until you reach a fork. Head south first to collect a Rusted Fan. Then head north to find another fork. Pick the south one first and grab a Metal Fan. Like before, head north until you spot a suspension bridge. Cross it to the west. From now on the path is linear, so just follow it to the Save Damashi.

Forge your weapons and approach the Sacred Altar.

Trivia: I should tell this sooner, but since this is the right time to mention it, so... In Japanese version, Ratchet's voice is a lot more adorable than this. Seriously! And by adorable I meant, childish. Pyon!

You have to fight Soushi again. But now he has the finite amount of HP: 1,200. Just like before, he only uses physical attack, and neoXslash once in a while. After the fight, proceed to the Sacred Altar.

Meis gains the Elemental Beast of Earth: Fiednod. She uses Groundless Lullaby to attack. Though it looks more like wind to me...

Leave the Sacred Duo -- altar and smithy -- and ascend down the hill. The team will stop to see bad wallpaper plastered on the background. Notice how Meis

only thinks of Sodina's safety and not Kanouha? Well, who cares about that old fart anyway. Continue your way down and save the game if needed.

Soushi joins your team at level 25.

Soushi +- Cheer: Increases FL's Speed by 25%  
+- Taunt: Decreases enemy FL's Speed by 25%

In my opinion, Soushi's behavior when he meets girls are far more mature than Meis. He uses his charm to win them. He only faking ill to Sodina, you won't see any of it anymore. But still, he's a cool character.

Soushi is an excellent choice for backup because of his Cheer/Taunt that increase/decrease Speed. Speed not only increase the Time Bar's speed, but also slightly increase the chance to perform neoXslash. He also a great fighter as FL because he has high chance to perform neoXslash, great Offense, Speed and spectacular Special Attacks. Think of Citan Uzuki of Xenogears when he performs his Deathblows with his sword. By the way, he is my second favorite FL.

Recommended teams:

- A. Soushi, Meis, Muza
- B. Soushi, Wyna, Muza
- C. Meis, Soushi, Wyna

---

o>---< Tokio Point >-----< 8tkp >---<o

---

You arrive at Tokio Point. Proceed and...

- A. Who's that? + ... -
- B. Wow... Sexy lady! - ... +

There's no need to rest here as the next dungeon will let you do that for free. Talk to the woman to proceed. Anyway, who piloted the plane? It might be Meis and his trusty goggles.

---

o>---< Cloud Manta >-----< 8cmt >---<o

---

Name	H P	X P	G G	M P	Dropped Item
Gear Lady	160	051	087	047	Elxr/Red High-Heels
Kirara Beauty	160	048	058	058	HiPtn/Cute T-Shirt
Shutvaltzt Leader	075	026	054	038	Fire/Wind Bottle

Enemies' Formations:

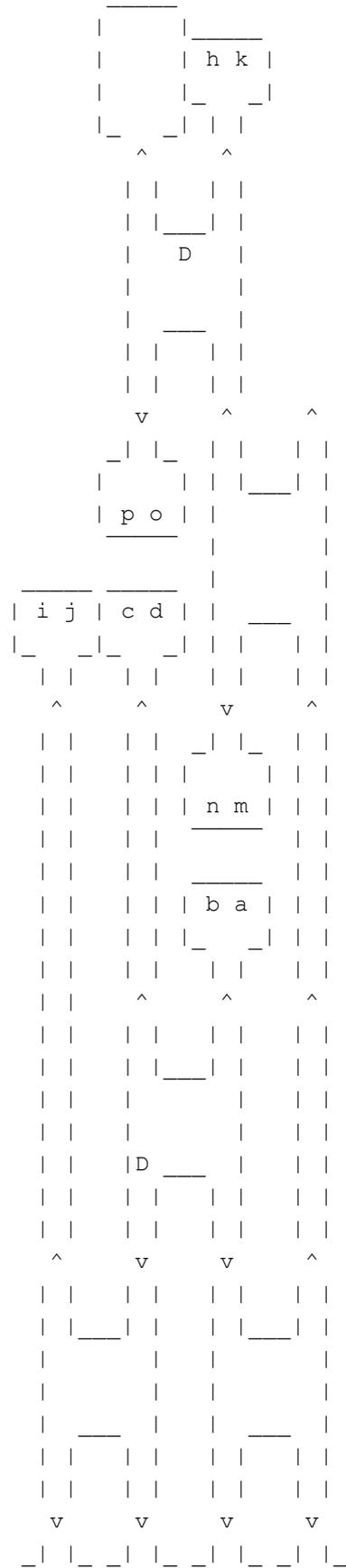
- Gear Lady + Shutvaltzt Leader
- (Gear Lady x 2) + Kirara Beauty
- (Gear Lady x 2) + Shutvaltzt Leader
- Kirara Beauty + Gear Lady
- (Kirara Beauty x 2) + Gear Lady
- Kirara Beauty + Gear Lady + Shutvaltzt Leader
- Kirara Beauty + Shutvaltzt Leader
- Shutvaltzt Leader + Gear Lady
- Shutvaltzt Leader + Kirara Beauty

No comment about them.

---

o>---< Cloud Manta >-----<o

Revives .....	<a>	Elixirs .....	<b>
Guard Bracer .....	<c>	Experiment Kit .....	<d>
Potion .....	<e>	Spark Bottle .....	<f>
Silver Angel .....	<g>	Necronomicon .....	<h>
Tragic Novel .....	<i>	Hi Potions .....	<j>
Hi Elixir .....	<k>	Antidotes .....	<l>
Antidote EX .....	<m>	Vermillion Fan .....	<n>
Funky Shoes .....	<o>	Book of Delay .....	<p>





++ Kyleen and the evil within Sharan. ++

o>---< Floating City: Sharan >-----< 9shr >---<o

Proceed to meet a familiar face.

- A. Oh! It's you! + ... -
- B. Wow! That emerald hair. - ... +

What guys? Anyway, the shops are littered on this street, but they charged an extremely overpriced even for a lame Potion. Uh, I mean, all the price for the items in this street have increase by 100%. They also buy items from you with 25% of their original price. What a business.

I list the shops here with their current price. Divide them by two for the real price. Final note: Don't buy or sell anything here. But that should be obvious.

---

Fugoja Gifts Shop 1	
Fanny Pack .....	4,800 GG
Sunflower .....	2,000 GG
Cloth Purse .....	2,400 GG
Aloe Lotion .....	2,400 GG
Herbal Lotion .....	3,200 GG

---

Fugoja Supply Shop 2	
Potion .....	20 GG
Hi Potion .....	200 GG
Antidote .....	16 GG
Antidote EX .....	64 GG
Revive .....	1,600 GG
Elixir .....	100 GG
Hi Elixir .....	1,600 GG
Happy Glove .....	2,600 GG
Teleportum .....	200 GG

Get one Happy Glove handy for the fight with the future boss who inflicts Confusion on the FL.

---

Fugoja Gifts Shop 3	
Leopard Bag .....	14,400 GG
Leather Bag .....	12,400 GG
Scented Candle .....	7,000 GG
Rubber Sandals .....	2,200 GG
Pink Sandals .....	4,600 GG
White Sandals .....	6,000 GG

---

Fugoja Supply Shop 4	
Fire Amulet .....	3,200 GG
Water Amulet .....	3,200 GG
Wind Amulet .....	3,200 GG
Earth Amulet .....	3,200 GG

| War Glove ..... 6,200 GG |  
| Thief Ring ..... 8,400 GG |

| Fugoja Gifts Shop 5 |

| Luxurious Bag ..... 10,600 GG |  
| Fine Bag ..... 6,400 GG |  
| Sunscreen ..... 3,200 GG |  
| Fine Brush ..... 2,400 GG |  
| Sewing Kit ..... 6,000 GG |  
| Gold Soap ..... 4,400 GG |

| Fugoja Supply Shop 6 |

| Hi Potion ..... 200 GG |  
| Potion EX ..... 2,000 GG |  
| Hi Antidote ..... 80 GG |  
| Antidote EX ..... 64 GG |  
| Revive ..... 1,600 GG |  
| Hi Elixir ..... 1,600 GG |  
| Elixir EX ..... 4,760 GG |  
| Power Armor ..... 4,600 GG |  
| Power Bracer ..... 5,200 GG |  
| Teleportum ..... 200 GG |

| Fugoja Gifts Shop 7 |

| Fancy Scarf ..... 1,800 GG |  
| Lacy Parasol ..... 5,000 GG |  
| Cool Shades ..... 8,400 GG |  
| Backpack ..... 4,600 GG |  
| Workboots ..... 12,400 GG |  
| Luxurious Soap ..... 2,000 GG |

| Fugoja Supply Shop 8 |

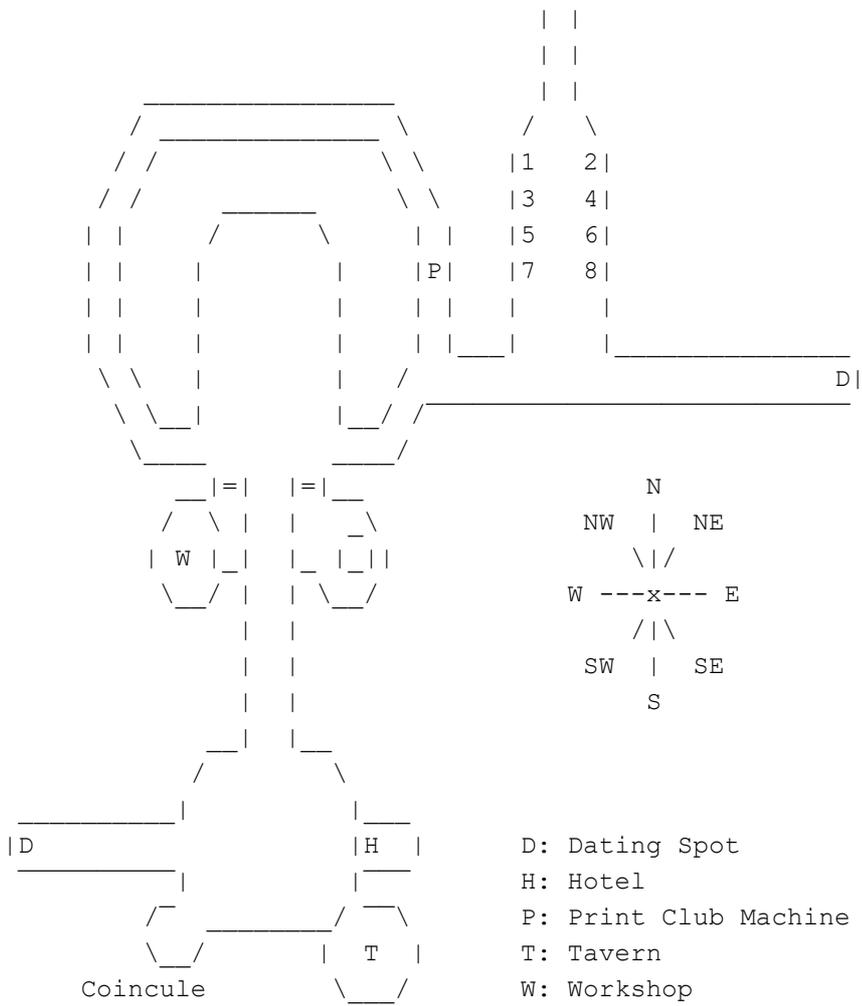
| Antidote ..... 16 GG |  
| Hi Antidote ..... 80 GG |  
| Antidote EX ..... 64 GG |  
| Revive ..... 1,600 GG |  
| Fire Bottle ..... 400 GG |  
| Spark Bottle ..... 400 GG |  
| Wind Bottle ..... 400 GG |  
| Geo Bottle ..... 400 GG |  
| Power Bracer ..... 5,200 GG |  
| Guard Bracer ..... 6,000 GG |

o>---< Floating City: Sharan >-----<o

Cloud Manta

^

| |  
| |  
| |  
| |



- D: Dating Spot
- H: Hotel
- P: Print Club Machine
- T: Tavern
- W: Workshop

o>---< Floating City: Sharan >-----<o

Go south passing the Overpriced Street and turn east. Go to the next area and examine the end of the path -- horizontal flag pole? -- to get ES. Return to the street and go up the steps. You can find the PCM at the north before going to the next screen.

Go up the stairs at the north and examine the fountain for ES. You can find a workshop in the left side of the previous area. The house across from the workshop has some ES in the blue basket at the right.

Head west into another long path to get ES at the end of it. You can find more ES inside the room in the hotel. Check the box near the table to get them. Don't rest here, it costs 100 GG per head. That's quite a bargain!

Go into the tavern/restaurant and examine the biggest table at the right, from the lower right to get ES. Now go down the stairs outside to Coincule. The green-haired girl greets Meis...

- A. OK!
- B. Hold on a moment.

Tell her to wait for a moment. We have something to do. Enter the southeastern house and check the box or something at the upper left for ES.

Coincule Supply Shop	
Hi Potion .....	100 GG
Antidote .....	8 GG

Stock some Hi Potions if you need, and SELL whatever items you don't need. Like

any extra Thief Rings that you have. This place and its people are poor, but the shopkeeper can still pay me 10,500 GG for five Thief Rings. Thanks, loser.

Go into the northwest house to get ES from the blue jar. Then tell the girl that you're set.

- A. Why don't we talk about love tonight... alone? + Positive +
- B. Yeah, I'd love to! + Positive + lmao +

Check the table near the door for ES. Enter the door to continue.

- A. Then why didn't you say so!? + ... -
- B. Hmmm... I see! - ... +

Check the bench before leaving to collect some ES. Go down into the other room and examine the window for more ES. Notice Kyleen's bunny inside this room? Try to leave this area...

Now that you half-finished the event with Kyleen, all the loser NPCs in this area have something new to say. Mostly about how Kyleen is SPESHUL and GOOD and HONEST and all of that crap. Return to Fugoja and SAVE the game before talking to Kyleen. You'll know why I said before that she is the most dangerous girl in the game. Follow my advices if you don't want to listen to her boatload of insults. We begin with topic "Trust".

- A. It's important to trust people. - Negative -
  - A. Money isn't everything. - Negative -
    - A. Being a warm hearted person. + Positive +
    - B. Dating girls is everything! - Negative -
  - B. You're right, money is important. + Positive +
- B. Hmmm... you may be right. + Positive +

Did you see that? I hereby present to you the owner of the ugliest glare in the game, Kyleen! Ms. Face, I introduce you to Mr. Palm. Follow her to the Goddess Statue for the next topic: "Love".

- A. Love makes the world go 'round. + Positive +
  - A. But life is empty without love. - Negative -
  - B. Yes! Love will save the world! + Positive +
    - A. We're all bound by love. + Positive + End +
    - B. I love all women. - Negative -
- B. Love is a 4 letter word. - Negative -

End means that you end the "Kyleen's Hunt" and skipping the two extra topics. She at the Overpriced Street now if you still want to annoy her (or yourself) with the new topic: "Promises". On side note, I feel like strangle her with my controller cord, but then I realized that she's in TV, so... But I had to endure her insults so that I can help you people. Now where's my pen I need to stab my ear with?

- A. Promises bind people together. - Negative -
- B. Keeping your promise is important. + Positive +

- A. I'd rather be honest than greedy. - Negative -
- B. Happiness comes to honest people. + Positive +

- A. Friends are the treasure of life. - Negative -
- B. More friends mean more girls. + Positive + End +

Chase her again at the lower right area of the previous screen for the final topic: "Dreams".

- A. Dreams help us through each day. + Positive +

- A. It'll come eventually. + Positive +

- A. We're not supposed to be concerned about the meaning of life. + Positive + End +
- B. Life is to be surrounded by girls. - Negative -

- B. Don't rush. Life is a journey. - Negative -

- B. Mine's to be with pretty girl. - Negative -

Return to the first area you talked with her. The topics will loop with "Love" as the subject instead of "Trust".

After you successfully persuaded her, her IL automatically increased by one. You can skip Wind + if you want, but you miss one good Spell. I'll tell you more about this after we got Kyleen. Also, sell any items you don't want if you still didn't do that. After that, proceed to the mansion at the north of the town. Talk to the girl near the stairs for the 13th FWB. She may already says this when we're on the hunt for Kyleen before, but I already overwrite the save file for that event. Anyway, enter the conveniently unguarded double door.

o>---< Sharan: Lavantis' Mansion >-----< 9lmn >---<o

Name	H P	X P	G G	M P	Dropped Item
Chappy	150	054	087	053	Sprk B/Yellow Purse
Double Snake	210	045	042	060	Hi Antidote
Gear Lady	160	051	087	047	Elxr/Red High-Heels
Gorgeous Dancer	140	049	087	058	Adt EX/Facial Tissue

Enemies' Formations:

- Chappy x 1
- Chappy x 2
- Double Snake x 1
- Double Snake x 3

- Chappy + Gorgeous Dancer + Double Snake
- (Chappy x 2) + Double Snake
- Gear Lady + (Gorgeous Dancer x 2)
- Gorgeous Dancer + Chappy
- (Gorgeous Dancer x 2) + Double Snake

Chappy is a jerk. Seriously. It uses Elemental Chomp to drain tons of EP out of FL. Not to mention its charging time is extremely quick, even Speed Bracer can't prevent that. Sucker.

Double Snake is another WTF enemy. It has two heads that use different attacks.

And one head of the box wearer. Red Snake uses Lighter -- not actual item -- to BBQ FL with fire, what else? Green Snake uses Water Spray -- still not actual item -- to wet the FL. The Box -- the actual item -- itself has physical attack with poisonous Poison. The Double Snake defend animation showing it hides inside the box like turtle. Cripes.

Gear Lady has pretty Red High-Heels that you might want to give to your girls.

Gorgeous Dancer is...as you can see, a man-whore. What the hell is wrong with this mansion anyway!? Its Flowery Charm will confuse the FL. Scary.

Go upstairs and raid the three chests with a pair of Lapis Earrings, a Speed Bracer, and a Geo Bottle. Go out and head to the center path. Meis will run to the east side of the mansion. That saves us some time from running. Collect a Gold Bell, a Holy Book, and a Revive. Go to the center path and approach the door.

- A. I should peek through the keyhole. + Positive +
- B. What the heck, I'll just go in. + Positive +

I wonder how FOUR people can see through a single, tiny keyhole... But maybe it has size of the door itself for all we know.

- A. Everything I've got! + Positive +
- B. 1 GG. - Negative -

---

o>---< Lavantis' Mansion: Sewer >-----< 9lsw >---<o

---

Well, EXCUSE ME for saving your sorry ass, whore.

A. Your life's worth more than money.

- A. My eyes tell you I'm not lying.
- B. How do you know what I'm thinking?

B. I just want to see you happy. + Positive +

- A. Appears you're more trusting.
- B. I'm not trying to convince you. + Positive +

Actually, all the answers are positive. But I choose the best results for you. Kyleen joins your team at level 27.

Kyleen +- Cheer: Increases FL's Agility by 25%  
+- Taunt: Decreases enemy FL's Agility by 25%

Although I hate Kyleen, -- storyline and dating-wise -- she's actually a good character to have in battle because of her high Speed, which is the fastest in the game. At her initial level, she already has her Speed at 51. With Speed Bracer, she beats everyone in the team. She also has insane chance to deal neoXslash like Sodina and Soushi. As well as the highest Evasion rate in the game. Her Elemental Power is so-so. Her main weakness is her low Offense. And watching her bouncing up and down after the team beats the enemy. Putz.

Her Special Attacks are somewhat amusing to look because she "summons" various type of monsters to attack the enemies like Wyvern, Grim Reaper, Wraith, Damashi, etc. She also somewhat useful as backup because she can increase FL's Agility and lowering the opponent's. I get mixed feeling about her because, as I stated before, I hate her as character but actually like her as a fighter.



reached second level or not. If it does, play B.J. King with her and WIN -- yeah, she likes you more if you lose because you gave her your MONEY! Winning makes she hates your guts more -- until she drops her IL to one. Unconfirmed. Heh. Or give her any crap you have as present. Or respond to her questions negatively in date. Anything that floats your boat in the Floating City of Sharan.

Now is the right time to point out the available places for dating:

- A. The fountain in front of Lavantis/Kyleen's mansion. Kyleen's favorite spot.
- B. In the middle of the shops in Overpriced Street.
- C. Near the horizontal flag pole.
- D. Inside the tavern. Near the counter.
- E. At the end of the path across the hotel.

She loves things like jewelry, rich girls' stuff, money, money, and money.

After you've done screwing -- no pun intended -- around, put Kyleen as FL for story purpose and face Lavantis in his mansion.

Boss Fight 04	H P	X P	G G	M P	Dropped Item
Lavantis	02,400	0,468	0,750	0,481	Blunt Sword
Battle Actions					
No Mercy: Moderate non-elemental all-out attack					

Lavantis uses his Special Attack quite frequent throughout the battle. Usually takes about 50 HP damage from Kyleen. His normal attack isn't that strong. But he has quite high chance to inflict Critical in his every attack. That means his normal attack is more dangerous than his Special.

If you put Kyleen or Soushi as FL, you might want to use the newly obtained Holy Book on them. This book has the same effect as Barrier +. But like Book of Delay, Holy Book also got a chance to break. But it can be quite helpful in pair with Guard Guts. If you have some dates with Kyleen before, chances are, some of the team members might have already learned Speed, Evade and Fumble. Evade can be useful for FL to avoid Lavantis' attack more often. While Fumble will make him misses his attack.

After the fight, Meis obtained the Cable Car Key with SNES sound effect. And the money ransomed for Kyleen was doubled and has been returned to you. Yeah, I copied the game descriptions. I got 108,012 GG. Whooo! How much did you get?

Go upstairs at either side of this room and observe Kyleen's Real!Bunny to get the Red Feather. She pops out and said something about donating some money before. That means, despite her greedy attitude, she also has some soft spots for those who needed. I'm...shocked. Except not.

Anyway, like other special items, the Red Feather also increases Kyleen's IL by one. Make sure that you already learn her current skills or you need to go through another tedious level lowering for them.

Before you leave, I suggest you to take a quick tour in the new Sharan free of Lavantis. All items in the Overpriced Street have been lowered to their initial price. And the Overprice Street's name get instant change to Bargain Street.

There's a new yet familiar face in Sharan. No, it's not a hot babe. It's Meis'

daddy, Cliff. He can be found hanging around in tavern with a girl. Talk to him a couple of times and he exoposits about Smoochy and Mil. Whom we've already met.

Done? Return to the mansion and enter the door below the stairs. The cable car is here, so get on it.

---

o>---< Juke Point >-----<o

---

Marion makes an appearance right after you arrive in Juke Point. Talk to her when she's tagging along.

Get into the station and approach the left poster to magically teleport into MountHand. I don't want to think how is it possible for a poster to teleport them into MountHand or my brain will explode into pieces. Fanwank by yourself.

---

o>---< MountHand >-----< 9mth >---<o

---

You magically arrive in Marion's Lab. Before proceeding with the plot, there are some interesting NPCs we need to find now. And you have to fight some battles here with Marion Robot for some reason. I bet their AI got controlled by the Evil Empire for all we know.

- A. An engineer in first workshop at the west. Boltron?
- B. Another engineer in the next workshop. 3 wives and 25 children?
- C. An old man in the house at the area with Goddess Statue. Denture?
- D. Another old man at the upper floor in the tavern. Police?

That's all. Proceed into the factory.

Name	H P	X P	G G	M P	Dropped Item
Evil Priest	200	042	052	068	Elixir
Marion Robot	080	042	038	038	Hi Potion/Tool Kit
Shutvalts Leader	210	048	063	062	Geo Bottle

Evil Priest x 1  
Marion Robot x 1  
Marion Robot x 2  
Marion Robot x 3  
Shutvalts Leader x 1

Evil Priest + Shutvalts Leader

Evil Priest happily casts Confuse, Silence and Sleep on the party giving them whole slew of troubles. It sometimes cast Speed, Might/Guard Guts on itself as well.

Shutvalts Leader is the same as Shutvaltzt, except they replace "z" with "s" and wearing new armor his mom bought last week.

In the first screen, head northeast into the door. Then go up the stairs at the northwest. Save the game and proceed to the southeast.

Boss Fight 05	H P	X P	G G	M P	Dropped Item
Wire	02,600	0,481	0,800	0,544	N/A
Battle Actions					

| Raining Slash: Moderate physical attack on enemy FL |  
| Scythe Cleaver: All-out moderate physical attack |  
| Uppercut Slice: Moderate physical attack on enemy FL |

---

What's so funny that he laughing like a brain-damaged twit? Raise Barrier + and Guard Guts on everyone because his attacks are painful. Raining Slash and Uppercut Slice are slightly stronger than his normal attack. And that's all.

Your FL should attack quickly because you don't want him to use Scythe Cleaver continuously when he hits Pinch status. There's not much to say about this battle because he's quite easy to beat.

---

Save your game again and reorganize your party. Put any members with high HP and Defense in it as the new version of Wire uses a lot of all-out attacks. Go downstairs and enter the nearby gate. Approach the control panel.

Boss Fight 06	H P	X P	G G	M P	Dropped Item
MountHand Wire	02,800	0,546	0,920	0,740	Rusty Stick

Battle Actions

Blood, Sweat and Tears: All-out moderate physical attack  
Wire Trap: All-out moderate physical attack, inflicts Paralysis

---

This fight is more of a luck than skill. No, I didn't say that you can't win. But MountHand Wire has an annoying Wire Trap that inflicts Paralysis on every member of your team. Worse, there's no accessories in the game that protect against it. So if everyone get affected by Paralyze and Wire uses it over and over, you could see a game over screen flashes right before your very eyes. To tell you the truth, I always had bad luck with Paralysis status in almost all RPGs I ever played. \*sniff\*

Anyway, cast Barrier + on the FL, or everyone if you can swing it. Even if your team gets Paralyzed, as long as their defense is high enough, you still can get through this fight without too much problem.

---

Okay. This mini game is extremely easy. It uses the hand-eye coordination with SIXAXIS buttons. Even those who sucks at it will find this one's easy. If you somehow messed it up, it will return to the First Lock and you have to start over. But with four of the same buttons like OOOO. Don't worry, there's no serious penalty as you can fail and MountHand will never crash. I tried this once by leaving the game for over half an hour. When I return, MountHand still on its ride through eternity. But all four girls will praise you (Meis) if you (he) did it without any mistakes. I (He) feel[s] great.

Exit the ruined C[y]amizu Point that you never be able to visit in its glory. I wonder what sort of items they sold here. Poor innkeeper, shop owner, and random NPCs.

Once you exit the point, you can never enter again. Oh well. You also notice that MountHand has disappeared. Anyway, now we have some optional stuff waiting to be checked.

There's a new girl you can date, and she is Kyouka at Boyzby. What you need to do is talk to her at Roberre Tavern -- she works there as a waitress.

A. No, I haven't... + ... -

B. Yeah, he never changes. - ... +

You can learn Water elemental Spells from Kyouka. Her favorite spot for date is Amigo Tavern. Which is kind of irony since she didn't work there. In case you care, you can find Kanouha at the house west of Roberre Tavern.

Kyouka's mini game is called Shell Joint. You have to match a pair of shell with same face of characters in Thousand Arms within 50 seconds. One face will be shown at the top of the screen, and you need to find the other matching pair in the lower 3x4 tiles. It gets ridiculously confusing after a while.

Kyouka loves cute things like hairpins, combs, ribbons, and anything cute you can get your hands on.

The final optional event is completely useless, but you might want to check it out. You see, right after Wano has been destroyed, all of its residents have been scattered all over Jayarl Continent. You can find them at all Points but Weino and Juke.

---

o>---< Weapons that Get Stronger with Time >-----< 0vtw >---<o

---

You should have two rusty/blunt weapons now. They are called Vintage Weapons. Or in the RPG terms: Ultimate Weapon. They are useless at this point, but by placing the weapons on the Sacred Altars (the places where Meis obtained those Elemental Beasts, press X to fortify them) scattered throughout the world and leave them for approximately 12 to 15 hours, you will get the shiny, new, and beautiful weapons. The downsides are the character who equipped with it cannot use any Spells and Special Attacks at all. Except for Meis because his Summons aren't imbued into his weapon. They're imbued into his hammer. Plus, his skill is called "Summon", not "Special". Get it?

Vintage Weapons only good if you playing the game in low level because you can't power up the character's default weapon. The Vintage Weapons' Offense and Defense are already set to their default stats after they get powered up. For example, Rusty Spear -- didn't exist in the game -- has 20 Offense, its powered up form -- Zodiac Spear (!) -- always have 150 Offense no matter how long you left it on the Sacred Altar. And you don't have to hold your desire not to open certain chests/urns to get it, just by spending some good amount of time, you will get the Vintage Weapons.

There are six Vintage Weapons and one Vintage Outfit. There are four Sacred Altars you can use: Lucent Cave, Volcanic Island, Rockbit Mine, and Myscatonia. The last one isn't available until five hours later or so. With seven Vintages, and four Sacred Altars, you need to spend at least 40 hours to get all of them to power up. And that counts the times you spend for the storylines, random battles, and messing around.

You can only place one of the weapons at Lucent Cave because you cannot visit Volcanic Island at this point. Rikyu's Sacred Altar is another story as you can never visit it anymore. Even though the boat is still at the Tokio Point. Wait, I guess that because Kyouka stays at Boyzby now, no one bothers to row the boat anymore. And that makes sense.

And, in case you didn't notice, the encounter rate in all dungeons with Sacred Altars have greatly increased. So you'll have to go through hordes of lame and boring enemies on your journey to the Sacred Altar and return.

After you've cleared all three optional events -- except that you have to wait for the Vintage Weapon's power to get charge, of course -- return to Juke Point and hoof yourself to the Jayarl Plateau to Rockbit Mine at the northwest. No,

you cannot use Teleportum even if you already entered this cave in the first place. Because this place is a dungeon, and Teleportum can't detect dungeons. Except one place later for some odd reason.

o>---< Rockbit Mine >-----< 9rbm >---<o

Head to the second area. The cave at the northeast is the Supply Shop.

Rockbit Supply Shop	
Potion .....	20 GG
Hi Potion .....	200 GG
Antidote .....	16 GG
Elixir .....	100 GG
Hi Elixir .....	1,600 GG
Dragon Ring .....	8,500 GG
Speed Bracer .....	600 GG

Dragon Ring is the only new item here. It increases Critical rate by 20%. But don't buy it as you can get one a little bit later. Just wait.

Go up the ramp at the west and run to the west to find an inn. Save the game. Now enter the cave under the ramp leading north for a laugh. Go up the ramp to meet another familiar face.

- A. Are you out of your mind? + Positive +
- B. For the sake of the world, huh? - Negative + 500 EXP -  
Here, take this.

500 EXP is not enough. So we better kick his ass.

Optional Boss 01	H P	X P	G G	M P	Dropped Item
Bandiger	02,800	0,559	1,180	0,880	N/A

Battle Actions	
Bandiger Spin: Moderate physical attack on enemy FL	
Brain Damage: All-out moderate non-elemental attack, Confused self	

Bandiger Spin is old news. It even weaker than his normal attack. Don't worry about it too much or you'll grow older before time.

Brain Damage is for his silly song that deals not silly damage. The reason for Bandiger gets confused after performing this move is because the charge time for his next attack will be much sooner than before. This includes his Spin, normal attack and Brain Damage.

Return to rest/save if needed. Which pretty much is unless you're over leveled.

Name	H P	X P	G G	M P	Dropped Item
Evil Crystal	240	062	076	089	Hi Elxr/Glass Bell
Grand Bomb	210	057	062	068	Fire Bottle
Rock Giant	270	080	080	076	Geo Bottle

- Evil Crystal x 1
- Evil Crystal x 2
- Evil Crystal x 3

Grand Bomb x 1  
Grand Bomb x 3  
Rock Giant x 1

Grand Bomb + Evil Crystal  
(Grand Bomb x 2) + Evil Crystal

Evil Crystals will try to Confuse your party from time to time along with Defense Down. They also buff themselves with Speed and Might Guts.

Grand Bomb. I forgot to add this loser in previous version. It is a palette swap of the Bomber Ghost from Volcanic Island that I hate so much. And even has same special by eating bombs and explode.

Rock Giant uses Grand Fissure to deal moderate damage to all of your party members.

---

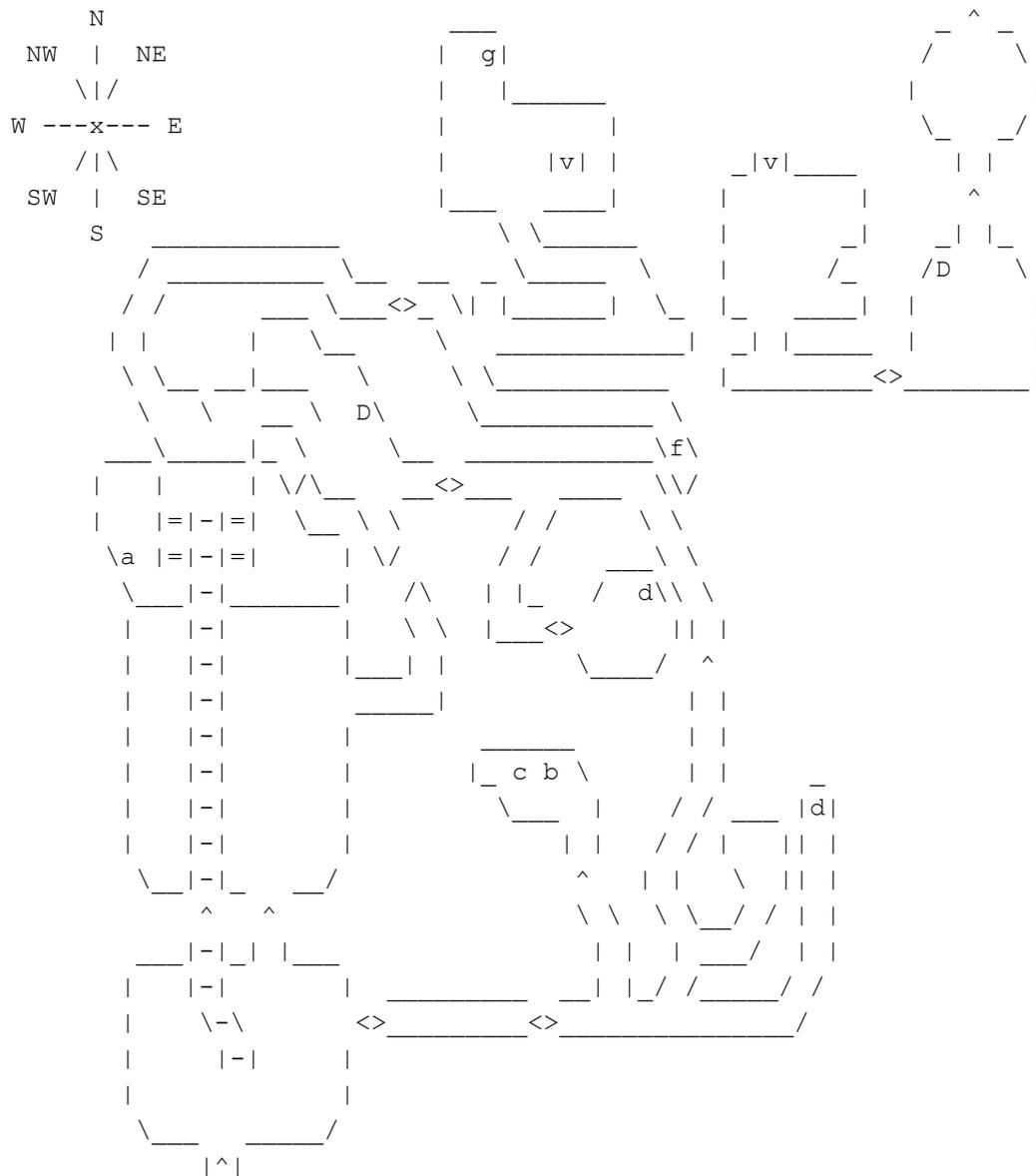
o>---< Rockbit Mine Interior >-----<o

---

---

Dragon Ring ..... <a>	Soldier Uniform ..... <b>	
China Girl Outfit ..... <c>	Silver Angel ..... <d>	
Rusty Knife ..... <e>	Rusty Sword ..... <f>	
Nun Outfit ..... <g>		

---



---

o>---< Rockbit Mine Interior >-----<o

---

This is one long and tiring dungeons. Go up the center track to the north. At the end of the path, go down the left steps to collect a free Dragon Ring. Return back to the first area and head into the east exit. Another north path in this area has nothing and only lead to dead end.

This area has four paths to go. The leftmost one leads to Soldier Uniform and China Girl Outfit. The second from right has nothing. The rightmost leads to a Silver Angel. To proceed, go into the third path to the next area. Meis will stumble down and he "dropped" all the girls down below.

This is one of the interesting points in the game. You have to choose which girl you want to save first. The IL of the first girl you save will get increased a lot. The second got slightly increased and the third get reduced one level. Here are the rundown of what they say when you talk to them.

Sodina:

1. \*crying\* Meis! You've come to save me! <3
2. \*nodding\* Thank you, Meis! Let's get going!
3. \*sulking\* So, I'm the last...  
    \*sigh\* Well, it doesn't matter though.  
    Let's just go.

Wyna:

1. \*laughing\* Thanks! I'll return the favor sometime. <3
2. Hey, thanks, Meis. Let's get going now.
3. \*angry\* What took you so long? Let's go now!

Kyleen:

1. \*laughing\* Thanks for helping me first, Meis. <3
2. \*nodding\* Thanks, Meis. Let's go!
3. \*laughing?\* I knew it... Money comes first, huh?  
    \*angry\* So... what was all that talk about money before, you liar! (WTF?)

Grab the Rusty Knife and exit via the west path and continue that way to the next area.

You'll come across a Save Damashi. Head northwest into the ramp and go through a winding path to the east. You'll find a three-ways fork. The north leads to dead end. The east one has a Rusty Sword at the end. Go into the middle path until you hit a small clearing. Get a Nun Outfit at the northwest and go down the stairs. Just follow the two linear areas to the Sacred Altar.

Meis obtained the Elemental Beast of Flame: Flareniel. He attacks with Inferno Roar. I think he should be obtained at Volcanic Island, which made a whole lot more senses. What was he doing in the mine anyway? And Fiednod -- who supposed to be in the mine -- get thrown into Wano for no reason.

After that the game automatically kicked you out of the mine. WTF? I want to fortify my Vintage Weapon here!

---

o>---< MountHand >-----<o

---

Find some FWBs and interesting NPCs while you're here.

- A. A guy wandering in front of the Gifts Shop. 14th FWB.
- B. An engineer in the first west workshop. 15th FWB.

- C. Another one in the next workshop. 16th FWB. Did you notice the pattern here?
- D. The boy near the stairs leading to upper area. 17th FWB. He said this because the default movement in Japanese version is walk.
- E. An engineer in the first east workshop. 18th FWB.
- F. Another engineer in another workshop. Fiberglass underwear?

From this point on, Marion is available for date. You don't have to do anything special to recruit her. Her element is Wind. She has no decent Offensive Spells but her Defensive Spells are great, especially Haste. If you go into her lab, she will follow Meis all over the room. Cute! It feels different than when she follows Meis while dating. Try it.

Her favorite gifts items are, as you can see, she loves anything about frogs. I bet she loves Keropi and Keroro. So anything you find that seems to related to frogs are hers. Some kits like Tool Kits are also her favorite and everything that related to machines.

Her mini game is Super RPS, which you already played back then in the factory.

Before you bashing your head on TV screen, let me tell you that dating with Marion has some problems. Half of her questions have high chance to cause Date Over. If that happened, you have to go all the way to the tavern/control room for another date. This happen too often that I think giving her presents are the best thing to do then kicking my poor TV. Hopefully you have tons of Tool Kits that you get from beating her robots before.

This might be TOO late, but here's the locations for dating:

- A. Inside the tavern.
- B. At the upper left side of the control panel room. Marion's favorite spot.

Tell the attendant at the entrance to drop you at Weino Point. If you want, you can meet the 19th FWB inside the small cave under the ramp leading to Rockbit Mine Interior. I have to go there anyway to fortify Vintage Weapon. Board the Langoud when you're ready.

```

_____ - - - _____ - - - _____ _____ - - - _____
|_ _ | | | | _ | | | | _ | _ | \ | | \
| | | _ | | | | | | _ | _ | | | | |
|_ | | | | | | | | | | | | | | | | \ | | | /
_____ | _ | _ | \ / | _ | _____
| chapter | | _ | _ / | _ | | x |
_____ | | | | \ \ | \ / | | _____

```

++ Nelsha, and the Ancient Library of Myscatonia. ++

---

o>---< Fortress of Langoud >-----< Algd >---<o

---

- A. Yes, I know of it. + ... -
- B. No, I've never heard of it before. - ... +

Grapple becomes the 20th FWB for explaining how to maneuver the Langoud. Here's a great tip: Back then after you've done with dates, you need to go back and forth between the first and second tower for dates and forges, right? Now after dates, access the status menu and select World Map to appear there. Press X one more time and you will reappear at the first tower area. This way you save some times in the game. Of course you can choose to waste more time for the Vintage Weapons to charge. Now it's time for new FWB and NPCs:

- A. The guy near the second tower. 21st FWB.
- B. An old lady inside the big house in the second tower. Ew.
- C. A guy near the third tower. Fart...
- D. Another guy at the upper area between the shops. Uh, foreshadowing.
- E. Guy at the south inside the lower floor of the Control Tower. Potion?
- F. A guy near the PCM. Grapple in women's underwear? Gah!
- G. Five crews in the bridge. Their lines are the same as when Langoud crashed.  
Apparently the time stays still in the bridge.

You can see an optional scene by going to the west deck. It will automatically triggered when you approach the western continent. However, you can't view it if you're with girl.

Now you have access to Volcanic Island if you need to fortify the remaining Vintage Weapons of your chosen.

The closest way to get to the western continent is by sailing from Juke Point directly to the west. You should see a yellow dot on the map. The music will change when you get closer to the land. And it changes again after you hit the land.

---

o>---< Overworld: Holah >-----< Aovh >---<o

---

To be honest, I find no one on this continent bothers to tell us the name of this continent. In the soundtrack, the name of the continent is "Holah". So Holah it is. Whatever the hell it means.

Name	H P	X P	G G	M P	Dropped Item
Blade Being	<E>   310	089	098	208	Hi Potion
Blizzard Dragon	<N>   450	119	261	328	Ptn EX/Dragon Ring
Dark Priest	<N,E,W,S>   290	062	090	064	Hi Elixir
Feather Rose	<W,S>   320	070	104	086	Hi Ptn/Dozen Roses
Jinzo Man	<W>   350	088	122	099	Elixir
Merman Royal	<E,W>   220	093	118	068	Hi Potion
Skully	<N>   410	093	264	208	Necronomicon/HiAntd
Tank Turtle	<E,W>   280	067	194	199	Hi Antidote
Wind Spirit	<N>   340	075	142	124	Wind Bottle

North part means the further north of the continent, and the Myscatonia area. You need to use Langoud to reach the former. The cave cannot be entered because of story purpose. Go figure.

#### Enemies' Formations:

- Blade Being x 1
- Blizzard Dragon x 1
- Dark Priest x 1
- Dark Priest x 2
- Dark Priest x 3
- Feather Rose x 1
- Jinzo Man x 1
- Merman Royal x 1
- Merman Royal x 2
- Skully x 1
- Skully x 2
- Skully x 3
- Tank Turtle x 1
- Wind Spirit x 2

Wind Spirit + Blade Being

Blade Being drains FL's HP and EP with Weed Knife. You never know which one it executes as the animations are same for both Special Attacks.

Blizzard Dragon has quick and powerful attack by flapping its wings FIVE TIMES to create gust of wind. What, one isn't enough? Worse, its Glacier Breath is very painful (250+) and hits all party members. You can try put it to sleep for easier fight. If you have Mad Gate Spell -- learned from Kyleen: IL 9 -- cast it on the dragon to kill it in single hit. Not in Myscatonia area.

Dark Priests have Might/Guard Guts, and Speed that didn't work when cast. Maybe their stats are high enough. They also have myriad of status Spells: Sleep +, Silence +, Paralyze, Confuse, Control, etc. Along with a rather rare instant death Spell...Death. Sometimes they heal themselves with Heal + and Heal All. They are all over the places, you don't even have to find them. Water is their weakness, so one casting of Storm will wipe them off.

Feather Rose is a palette swap from Blade Rose; one of the earlier enemy in the game. It's been a while since we seen one, no? Its physical attack drains HP. And its Special Attack: Rapid Slice can make FL fall asleep.

Merman Royal's Rain + is royal pain in the ass because it can take lots of HP with single cast. They're already cause trouble when first appear in the Mist Valley. Now your team a lot stronger than before, there's no need for step by step strategy for it.

Skullies are the best enemies to beat on this continent. With near 1,000 GG and over 600 MP per battle -- with three of them and Thief Ring equipped. They have nothing special even though their physical attacks hit hard (150+). Flame + can send them back to their graves. Three of them can easily be located in two bright patches north of the northern beach. Also not in Myscatonia area.

Tank Turtle uses powerful TurtleNinja Beam that reduces FL's Speed by half. It wants to make friends with FL because both of them move at molasses speed.

Head to the closest town. Keep in mind that you cannot go on date for a quite some times after you entered it. Why? You'll see.

---

o>---< Town of Burutto >-----< Atbr >---<o

---

Meis reunite with Nelsha at the entrance.

- A. Hey! Nelsha! + ... -
- B. Have I seen you before? + Positive + 22nd FWB +

Now Nelsha will tag along Meis for the remainder of her quest. Examine the pile of boxes nearby to get ES. Get more of them from another box behind the nearby lady. Find the hotel near the entrance and talk to the boy in front of it who turns out to be the 23rd FWB. Get some ES inside the fireplace and the potted plant near the window at the second floor of the hotel.

Across the hotel is the Supply Shop. You can get some ES by examining the pot close to the entrance.

---

Burutto Supply Shop	
Hi Potion .....	100 GG
Potion EX .....	1,000 GG



and examine the crate behind the girl who isn't scared of Damashi for more ES.  
 Finally go inside the Gift Shop and check the mirror for ES.

Burutto Gifts Shop	
Silk Kerchief .....	2,900 GG
Perfume .....	3,200 GG
Gold Choker .....	3,000 GG
Teddy Bear .....	6,800 GG
Toy Dog .....	4,800 GG

Leave Burutto and head north-northeast into an opening in the wall of forests.

o>---< Wood of the Spirit: South >-----< Awss >---<o

Name	H P	X P	G G	M P	Dropped Item
Fire Spirit	240	065	102	118	Fire Bottle
Howling Wolf	260	080	092	150	Book of Delay

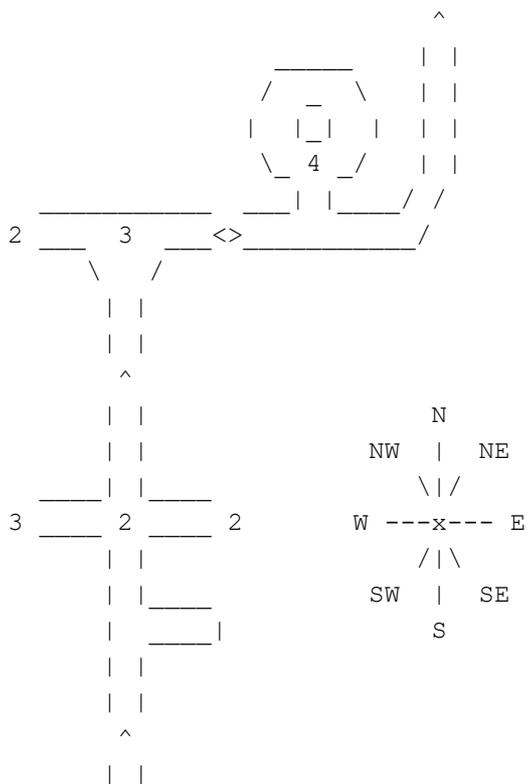
- Fire Spirit x 1
- Fire Spirit x 2
- Fire Spirit x 3
- Howling Wolf x 1
- Howling Wolf x 2
- Howling Wolf x 3

Fire Spirit + Howling Wolf  
 (Fire Spirit x 2) + Howling Wolf

Fire Spirit casts Flame to BBQ your team. Casting Storm will wipe them out.

Howling Wolf uses...Howl that I don't know its effect because it never works.  
 Oh wait, it summons more wolves to aid the original in battle. My bad.

o>---< Woods of the Spirit: South >-----<o



```

|1|_
| D_|
| |
^

```

---

o>---< Woods of the Spirit: South >-----<o

---

This forest tries to keep you lost forever in it by making you return back to where you begin. It's kind of like Moebius Ring. If you take a look at the map, I marked four areas with numbers. The first area has Save Damashi. Second area has four sideways, the first one leads to dead end. The number at the end of the other two sideways indicate where the path takes you. For example, the left path ends up to the right side of area [3]. If you head right, it will take you to area [4]. Head north and you arrive at Zozotto.

---

o>---< Town of Zozotto >-----< Azzt >---<o

---

Note: No map here as this place is too "huge" to get lost. Or I just too lazy.

Talking to some of the Damashi here will initiate a fight with a Blue Damashi. It doesn't matter whether it's normal one or Yakuza Damashi. You won't have to fight Old Damashi and Female Damashi because, you know, they are OLD and FEMALE. You don't want to beat those kind of people. Uh, I mean Damashi. Yeah. Examine the fountain directly in front of the middle building to get ES. The middle building itself has both inn and Supply Shop.

---

Zozotto Supply Shop	
Hi Potion .....	100 GG
Potion EX .....	1,000 GG
Gold Potion .....	1,800 GG
Revive .....	800 GG
Hi Elixir .....	800 GG
Elixir EX .....	2,380 GG
Speed Bracer .....	600 GG
Teleportum .....	200 GG

---

Head upstairs... Gee. What a lovely room. Complete with coffin even for those who's not planning to sleep in it yet for the time being. Even so, you can snag some ES that lurk inside the coffin. It's the spirit of the dead. I hope you enjoy using the dead spirit to forge your weapons. Another ES can be found by examining the mirror.

Go into any of the four casinos. I will explain about this place later, but for now, we have a final encounter with Bandiger at the Slot Machine. Talk to him to initiate the battle. Or you can opt to wait a little longer until Nelsha joins so you can double the EXP and MP you get.

Optional Boss 02	H	P	X P	G G	M P	Dropped Item
Bandiger	03,000		0,585	1,260	1,210	Silver Angel
Battle Actions						
Bandiger Spin: Moderate physical attack on enemy FL						
Brain Damage: All-out moderate non-elemental attack, Confused self						
Wave of Loves: All-out heavy water elemental attack						

---

Now he becomes more agile, faster and hits harder with his all-out Special Attacks. All of his Special Attacks only take about two slots in Timer Bar to

be executed once he gets Confused. This time you cannot take him lightly.

Wave of Loves is his new attack in this fight. He stands proudly across the screen and summons a huge wave to wash the team away. And himself as well while holding his umbrella to avoid getting washed. I never see this attack in US version, or I might miss it, I dunno. I doubt the latter as I always dragged all battle with bosses for about thirty minutes to see all of their attacks and calculate the exact amounts of their HP.

All buff like Might/Guard Guts, Speed +, Barrier +, Evade, and Haste to the FL. As well as Defense Down, and Fumble on Bandiger. Then quickly beat him down before he does that to your team.

---

Trivia: He curses you with the same word he used in US version. No bleep.

Casino. I complained about it a lot in my original guide. But now I just want to say two words: F'ING RIGGED. And that, as they say, is that.

Or not. Since I want to make this guide as complete as possible, I have to tell you about them anyway. The first rigged, the Blackjack. It's the same as Kyleen B.J.King. It rigged with 80% chance for the opponent to get Blackjack. You can still get it, but the chance are lower than low. Even if you DO get it, your opponent will also get it, thus nullifying your chance to win.

My strategy is to Double-down every time you get 10 or 11. You might lose, but you STILL lose anyway. With any luck you can double your winning. If you get less than ten, just Hit until you feel satisfy with the number.

Another rigged one is Super RPS. Same deal with Marion's game, but worse. Since you play with computer, they always know which button you want to push anyway. Bet 100 Coins and try to duel with Marion Robot. If you lose twice, hit soft reset since you never get anything even if you beat it.

- A. 3 wins, 0 losses +- 5 times bet
- B. 3 wins, 1 loss +- 2 times bet
- C. 3 wins, 2 losses +- none

Slots. AAARRRGHHHHH!!!ELEVENS!! Can you believe it? Even the lame 3 Cherries are extremely hard to get, let alone Lucky Seven. Let's say you got 2 Cherries, when the third slot turn comes in, it becomes slower, stop and then move again. Repeat as necessary. As if to mock us for trusting this piece of garbage to give us tons of Coins. You can play this crap only after Bandiger has been defeated. The game designers try to make that this crap will help you win big by making you fight powerful Bandiger to "unlock" this crap. \*breathes deeply\*

- A. Lucky Seven +- 200 times bet
- B. Three Damashi +- 100 times bet
- C. Three Watermelons +- 15 times bet
- D. Three Bells +- 10 times bet
- E. Three Cherries +- 4 times bet
- F. Two Cherries + Wild +- 2 times bet

Finally, the prizes you can get by exchanging the Coins at the counter:

---

Casino Items	
Dama Amulet .....	30,000 Coins
Holy Ring .....	15,000 Coins
Thief Ring .....	8,000 Coins

Devil Ring .....	3,000 Coins
Revive EX .....	100 Coins
Gold Potion .....	20 Coins
Diamond Ring .....	50,000 Coins
Cat's Bell .....	20,000 Coins
Toy Damashi .....	10,000 Coins
Pet Frog .....	5,000 Coins
Adult Novel .....	980 Coins
Big Umbrella .....	120 Coins

Items that I strongly suggest you to get are: Holy Ring and Devil Ring. Those items decreases and increases encounter rate, respectively. Holy Ring is optional because it's too expensive, but Devil Ring is a great choice to gain EXP, GG and MP quickly. Dama Amulet -- if I recall correctly -- will nullify encounter with Damashi in dungeons and overworld map. Useless. Gold Potion and Revive EX can be bought at the shops. Others just waste of your time and sanity. Oh, and don't think that you can propose your favorite girl with Diamond Ring, this is not Harvest Moon.

Head northeast to the "residence" area. Walk in front of the right house, then enter it via the back door. Talk to both Damashi downstairs and agree with the Female Damashi to keep it secret to receive a Necronomicon. Same deal with the left house, without the Necronomicon. An Old Damashi upstairs will show you their secret trick about scaring people. The middle building is the workshop.

Return to the main area and head northwest this time. Go all the way to the mansion.

o>---< Honey's Mansion >-----< Ahmn >---<o

Name	H P	X P	G G	M P	Dropped Item
Crimson	280	094	215	179	Book of Wall
Blue Damashi	300	067	094	128	Math Book
Poor Damashi	230	075	015	182	Potion/Money Tree
Rich Damashi	270	080	300	162	Revive/Ruby Ring

#### Enemies' Formations:

Crimson x 1  
Blue Damashi x 1  
Blue Damashi x 2  
Blue Damashi x 3  
Poor Damashi x 1  
Poor Damashi x 2  
Poor Damashi x 3  
Rich Damashi x 1  
Rich Damashi x 2  
Rich Damashi x 3

Crimson uses Meteor Sword to rains all party member with moderate damage.

Blue Damashi is similar to Pink Damashi you fight randomly on the dungeons and overworld map. They even use the same Foul Play to put the FL to sleep. The different things are that they are weaker than their cousin and they're blue. Hope for them to drop the valuable Math Book, a decent present for Mil.

Poor Damashi is a poor ghost who tries to steal things from you. It goes for items, gifts, accessories, and even your money. Like the Thieves, Poor Damashi



Rawr, hiss!

You enter the formation screen. I "optionally" suggest you to make Nelsha as FL for story purpose. She's a weak fighter, and can only use her Special Attack once, but strong backups can support her to win the battle. Don't forget to equip her with Happy Glove to prevent her from Confused status.

Boss Fight 07	H P	X P	G G	M P	Dropped Item
Ratchet	03,500	0,624	1,860	1,560	Coral Brooch
Battle Actions					
Blast of the Year: Heavy non-elemental attack on enemy FL, inf. Confuse					
Slaps of the Year: Moderate physical attack on enemy FL					
Tantrum of the Year: All-out moderate non-elemental attack, inf. Paralysis					

She even got her own exclusive battle theme!

Begin the fight with usual buff: Might/Guard Guts, Speed +, Barrier + or Holy Book for Nelsha, Evade and Haste. Then cast Defense Down and Fumble on Ratchet. She is a powerful opponent because of her Blast and Tantrum -- both inflict status ailments.

Blast of the Year is her strongest attack. It can takes more than 250 HP damage from Nelsha and confuses her if she didn't equip Happy Glove before. Always set the backup with highest Elemental Power ready with Heal +, Cure All or Antidote EX. Only cast Heal All when everyone's HP dropped more than 500.

Slaps of the Year is nothing, although it's quite amusing to see Ratchet slaps the lights out of Nelsha. Barrier +/Holy Book will absorb most of the damage.

Don't drag the fight too long when she hits Pinch because she will begin to throw Tantrums like endless wave. Sometimes up to five times in a row. Any Paralyzed members should be healed ASAP to prevent game over.

Nelsha officially joins the party as the final member at level 34. The highest in the party in my current Japanese playthrough.

Nelsha +- Cheer: Restores 5% of FL's max EP

+ Taunt: Drains enemy FL's EP to restores 5% of Nelsha's max EP

She has various outfits as you already noticed. At this point, you should have Disco Dancer, Soldier, China Girl, Nun, Nurse, and Bunny Girl. You missed one awesome outfit, Serafuku a.k.a Sailor Uniform a.k.a School Girl that you will get a short while later -- in its "rusty" form. Her Outfits can cause various stats down on the enemies and increasing the teams' stats as well as restoring their HP other than damage to the enemy(ies).

About her usefulness in battle, Nelsha without a doubt the weakest member of the bunch. She has one weapon in the entire game: Needle and no Vintage Weapon. Her Offense, Defense and Critical rate make me weep. But her Multi-attack rate is the fourth highest in the game. Nelsha only useful as a backup to recover FL's EP. Period.

Her mini game is called Hit Damashi. Just like normal shooting game, you have to hit the everloving crap tons of Damashi that flying across the screen. If you accidentally hit Nelsha or she got hit by Damashi, her health will drop by 10%. The game over when the 60 seconds time limit expired or Nelsha's health

hits zero.

She loves teddy bears. A lot. She also loves anything related to sewing.

Her Magical and Cast Anything Spells increase EXP and MP, respectively. Though the latter can casts both of them. These Spells should be cast in every boss battle you'll encounter. They are not recommended in normal battle as you could fight more battle than waiting for blue and/or yellow pillar that increase EXP and MP to appear. Confuse? Blue pillar increases EXP while yellow pillar raises MP. Both have about 15% chance to appear when you cast the Spells.

The possible Spells are, from the most common to rarest: Sleep +, Poison +, Confuse +, Paralyze +, Slow +, Lightning +, Control, EXP +, MP + and Death. Final words from me for these spells, have patience. Sometimes they took entire FL's EP just to cast one MP +.

Recommended teams featuring Nelsha:

- A. Sodina, Soushi, Nelsha
- B. Soushi, Nelsha, Meis
- C. Soushi, Nelsha, Wyna
- D. Sodina, Nelsha, Kyleen
- E. Meis, Nelsha, Soushi
- F. Nelsha, Wyna, Meis

Here's the locations for dating in Zozotto:

- A. The fountain.
- B. Blue Casino, slot machine section. Notice Jack Frost in the background?
- C. Red Casino.
- D. Yellow Casino.
- E. Green Casino.

---

o>---< Wood of the Spirit: North >-----< Awsn >---<o

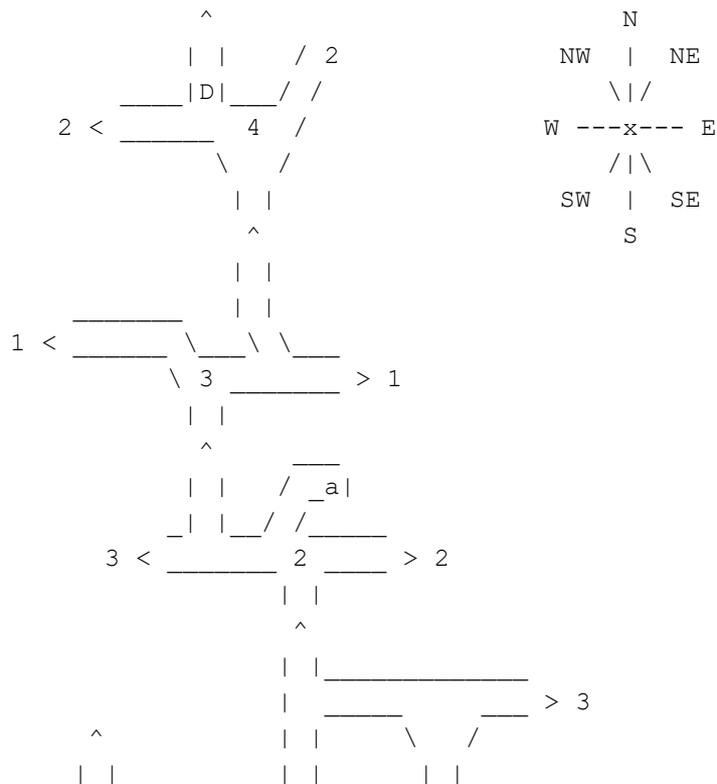
---



---

| Geo Bottle ..... <a> |

---



```

      | |__  __/  D\__ / |
      | D__ <> _____ 1 |
      | | _____ \ |
      ___/ / _____ | |
      ___/ _____ 1

```

---

o>---< Woods of the Spirit: North >-----<o

---

You find a new path to the right of the Save Damashi. Head into it and you'll find a large clearing with another Save Damashi. Go north into [2]. Grab some Geo Bottles at the north and head northwest into [3]. Continue to the north in [4] to exit.

Head northeast-north along the cliff and enter Myscatonia.

```

_____
|_ _ | | | | _ | | | | _ | _ | \ | | \
| | | _ | | | | | | _ | _ | | | |
|_ | | | | | | | | | | | | | | | \ | | /
_____
|_ _ | | _ | _ | \ / | _ | _____
| chapter | | _ | _ / | _ | | x i |
_____
|_ | | | | \ \ | \ / | | _____

```

++ Unraveling the secrets of the Primordial Flame. ++

---

o>---< Ancient Library of Myscatonia >-----< Bmys >---<o

---

o>-----< !!!BEGIN SPOILER!!! >-----<o

If this is your first time playing, I strongly suggest you not to visit Hatoba at this point if you're the kind of player that visit everywhere before moving with the plots. Why? Because for some weird reason, most of the NPCs there will exposit about the upcoming events. This happened in both versions. What the hell, game designers?

It's not too serious, but you'll get some glimpses about what will happen next. If you don't want the story to get unfolded before you experience it yourself, stay away from that "horrible" place. Don't say I didn't warn you...

o>-----< ...END SPOILER... >-----<o

If you want, you can meet Cliff inside the restaurant in Burutto.

Name	H P	X P	G G	M P	Dropped Item
Blade Being	310	089	098	208	Hi Potion
Tank Turtle	280	067	194	199	Hi Antidote
Wind Spirit	340	075	142	124	Wind Bottle

Blade Being x 1

Tank Turtle x 1

Wind Spirit + Blade Being

---

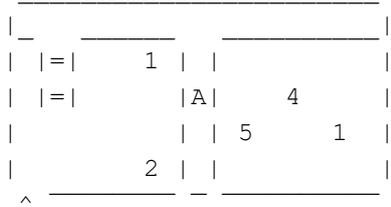
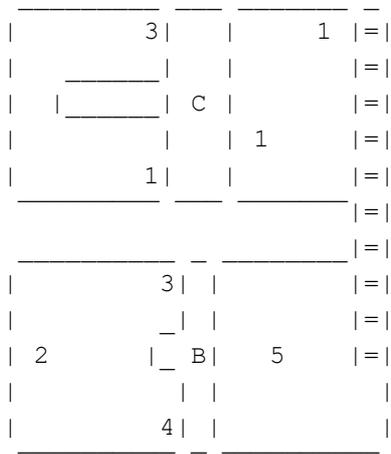
o>---< Ancient Kingdom of Myscatonia: Exterior >-----<o

---

^  
| | \_\_\_\_\_ ^








---

o>---< Ancient Kingdom of Myscatonia: Interior >-----<o

---

The maps tell you better about which tiles to take for you to proceed. All the chests here contains nothing, they act as quick shortcuts in case you got lost.

- A. 2
- B. 4
- A. 5
- B. Take the stairs up. Easy, ne?

Finally you arrive in the Library of Myscatonia. Unlock the locked gate from before at the west side.

o>-----< !!!BEGIN SPOILER!!! >-----<o

If you enter the jeweled double door in this hall, Sharan will be vanished from the face of the...uh, game. Forever. Period. If you still have something left to be done there like buying some gifts, date with Kyleen in her favorite spot, get elemental amulets, get some pics for PC Note, etc., you better finish them, like, NOW.

o>-----< ...END SPOILER... >-----<o

Go up the stairs and enter the single door. You'll find a Supply Shop.

---

Myscatonia Supply Shop	
Book of Delay .....	100 GG
Necronomicon .....	150 GG
Holy Book .....	3,000 GG
Book of Wall .....	3,000 GG
Guard Armor .....	8,000 GG
Teleportum .....	100 GG
Revive EX .....	9,000 GG

---

Go down to the Gifts Shop.

---

Myscatonia Gifts Shop	
-----------------------	--

---

Gold Hairpin .....	6,800 GG
Music Box .....	12,000 GG
Shell Necklace .....	3,500 GG
Tea Set .....	8,940 GG

Another facilities you can find upstairs are: inn, Goddess Statue and workshop. Examine the left (your left) bookshelf of the statue; the stove and sword rack inside the workshop to get some ES. Return to the main hall and enter the double door. Prepare for some lengthy expositions. See what I told you about Sharan?

Go up the stairs to the right of Metalia. Examine the bookshelves here for more expositions.

- A. First Floor: First from the right, ES.
- B. First Floor: Third from the right, Legend.
- C. Second Floor: Third from the right, Elemental Beasts.
- D. Third Floor: First from the right, About the Clan of Darkness.
- E. Third Floor: First from the left, The Sacred Altar.
- F. Fourth Floor: The center of the middle five bookshelves, The Master.

Muza asks you something...

- A. Hmmm... twice? - Wrong -
- B. Wasn't it three times? + Correct! + Elixir EX +

Examine the window near Soushi to get ES. Talk to him...

- A. Remember, Metalia said he's after the 5 Holy Flames! - Negative -
- B. Forget it, let's talk about girls! + Positive +

Awesome, Soushi. Exit the room and approach the girls' room.

- A. I've got to hear this. - Negative -
- B. I'm curious, but I shouldn't... + Positive +

Proceed forward and go up some flights of stairs to the rooftop. Talk to Muza after everything is over and he will act surprised each time you talk to him. Return to the room and get some sleep. Pop the second disc in your PlayStation.

Examine the jar next to the bed to obtain a Wooden Sword. This time Nelsha will pop out and tell Meis not to tell anybody about it. And why in the world that it's in the guys' room? And not in the girls room? I'm confused. But her IL get increased by one so who cares? Go downstairs and Meis will learned WARP. With this neat ability, you can WARP anywhere to any place you previously visited. And I mean ANYWHERE. Even to the dungeons. Sweet! Follow Metalia to the edge...

- A. Alright, here I go! + Jump +
- B. I'm not ready for cordless bungee jumping yet... - Not jump -

Proceed to the Sacred Altar. Then Meis will obtain Golda, the Elemental Beast of Light, with powerful Celestial Sun as its attack. Before you leave, fortify one of the remaining Vintage Weapons here. This is the final and the easiest Sacred Altar to reach as you never have to fight tons of battle just to get to it. Well, except maybe a few in the Myscatonia Exterior.

Return upstairs and proceed to the library. You don't need to save as nothing special will happen there one you reach the roof.

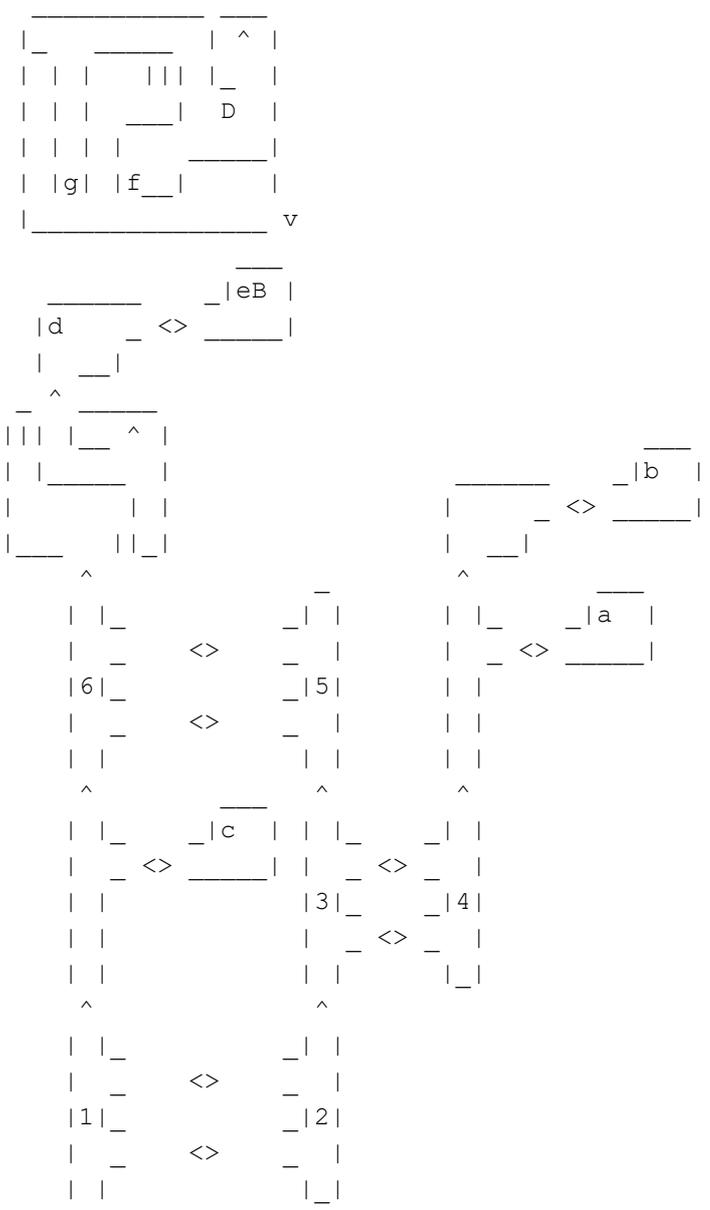
Name	H P	X P	G G	M P	Dropped Item
Dark Scout	360	114	481	238	Hi Antdt/Hi Elixir
Spear Gearman	350	093	377	179	Antidote EX

- Dark Scout x 1
- Spear Gearman x 1
- Spear Gearman x 2
- Spear Gearman x 3

Spear Gearman casts Wind + on party. They are the best source for GG here as they have good chance to appear in three most of the time.

Dark Scout. I never see its Special so I don't know if it even has one.

Math Book .....	<a>	Antidote EX .....	<b>
Hi Elixir .....	<c>	Classy Shoes .....	<d>
Revive .....	<e>	Potion EX .....	<f>
Spark Bottle .....	<g>		





++ The sorrow of the Dark! Dark Master's last battle! ++



Fun Fact: This ASCII art is the only thing from the original guide that managed to survive. Because I "geniusly" saved it in another drive...

o>---< Dianova >-----< Cdia >---<o

Try to visit the library roof in Myscatonia and see how many wrong things with that place. You can find the answers at the end of this section.

You can date with the final girl/lady of the game, Metalia. Raise your hand if you didn't see that coming. Forge weapons with her first to learn Typhoon, the upgrade version of Wind +. You can date her now if you wish but remember, we short one person now. The dating locations in Myscatonia are:

- A. The left side of the balcony of the upper area in the hall.
- B. Pass the jeweled double-door.

Play with her mini game, the Palace of Knowledge. It asks you the 10 questions about Thousand Arms, like what Potion does, what is someone's full name, etc. And you must pick correct answer out of three. All answers come from how well you understand the game, items, towns, and the girls. Beware! Some questions have spoilers about upcoming events.

As a Jewel Master, of course she loves them. Items like rings and books are the best to win her attention. Why books? She lives in the library for God's sake!

Name	H P	X P	G G	M P	Dropped Item

Dark Doll	390	098	139	177	Elixir EX	
Shutvaltz Leader EX	420	083	273	201	Spark Bottle	
Water Spirit	380	079	295	168	Wind Bottle	
Wind Dragon	450	098	221	289	Ptn EX/Dragon Ring	

Dark Doll x 1  
 Dark Doll x 2  
 Dark Doll x 3  
 Shutvaltz Leader EX x 1  
 Shutvaltz Leader EX x 2  
 Water Spirit x 1  
 Water Spirit x 2  
 Water Spirit x 3  
 Wind Dragon x 1

Shutvaltz Leader EX + Dark Doll  
 Water Spirit + Dark Doll  
 (Water Spirit x 2) + Dark Doll  
 (Water Spirit x 2) + Shutvaltz Leader

First, Dark Doll. Like her counterpart around Juke Pts, she also loves to use her special: Twisted Kick to the Head than normal attack. Then flee before your FL could draw her weapon.

Shutvaltz Leader get another palette swap. Even though this one is a little bit stronger than the others, it still a pushover with some weak spells. Oh, and EX just an EXtra name I so that it will be different than the other Shutvaltzs.

Water Spirit casts Storm to wash your team away with moderate yet painful damage. Water weak against lightning, but Flame + can get the job done.

Wind Dragon is weaker than Blizzard Dragon that you (posibbly) met before. With same boring wing-flapping attack and Storm Breath. Toss Mad Gate to kill it.

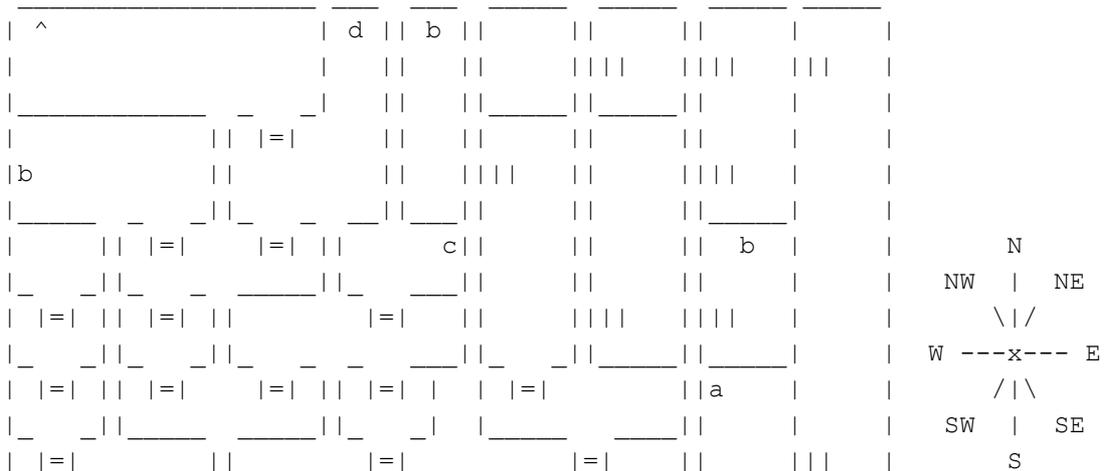
---

o>---< Dianova: Maze of the Stairways to Hell >-----<o

---

Dianova is made up with a lot of mazes. I divide each maze with the column name like above, with fancy names copyright of me. The names reflect the nature of the mazes in their sections. Like this one, you see tons of stairs in a single room with mediocre treasures. Just for info, Dianova is the true final dungeon of the game. Kind of like Black Citadel in Dragon Quest VIII where you have to fight the final boss in another place.

Spark Bottles .....	<a>	Hi Antidotes .....	<b>	
Fire Bottles .....	<c>	Potion EXs .....	<d>	



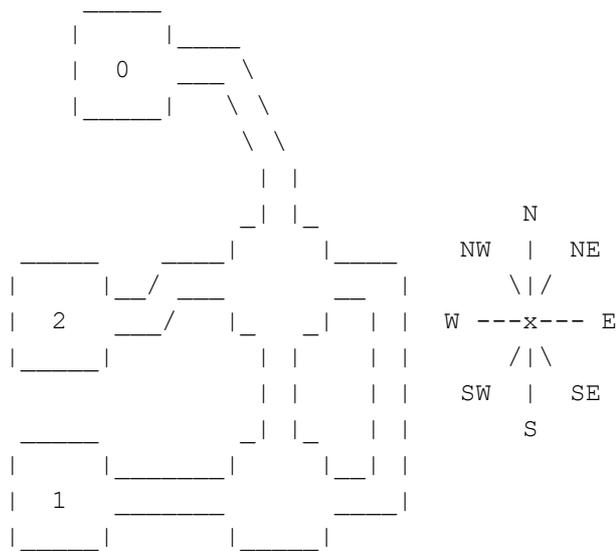


Head north to the stairs. You can't find anything on the lower area. You come across locked cells with some NPCs from Wano, Rockbit, and Hatoba. Head south-east-north and beat some Shutvaltzt Leader EX to gain access to control panel. This panel, as you can guess, unlocks all the cells on this floor. Return back to the cell area.

Grab a Guard Bracer from the first cell, as well as a hidden Bamboo Hairpin from the third. The fourth cell contains the last Benly Bros., he is the 27th and final FWB himself. Get some Wind Bottles in the seventh cell and finally an Oak Hairpin in the final cell. Return to the control panel and head north to the blue elevator.

o>---< Dianova: Maze of the Darkness Path 1 >-----<o

| Gold Potions ..... <a> | Book of Wall ..... <b> |

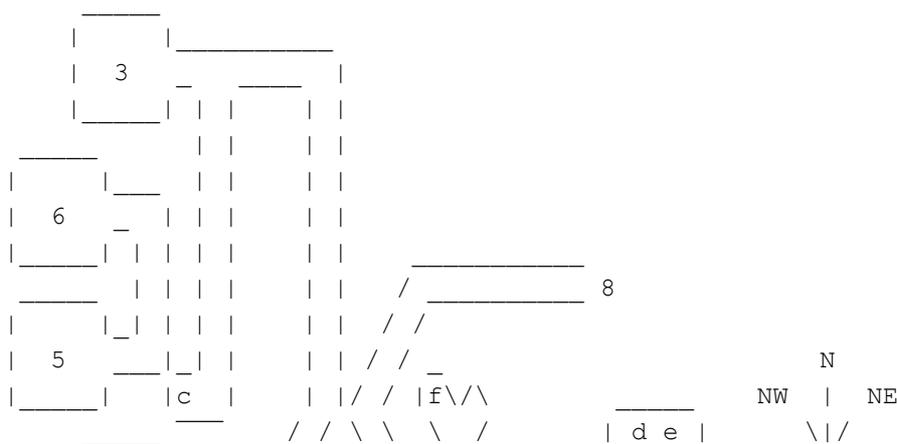


o>---< Dianova: Maze of the Darkness Path 1 >-----<o

Go south to elevator [1]. You appear in MoDP 2. Grab some Gold Potions and a Book of Wall. Return to MoDP 1 and get on elevator [2]. Head east-north and turn south to collect some Revive EXs and get on elevator [3].

o>---< Dianova: Maze of the Darkness Path 2 >-----<o

Gold Potions ..... <a>	Book of Wall ..... <b>
Revive EXs ..... <c>	Potion EXs ..... <d>
Hi Potions ..... <e>	Elixir EXs ..... <f>







Sleep +: Inflicts all-out Sleep	
Tiamat - Souls of the Oblivion: Heavy dark elemental Summon	
Venomous Fog: Moderate non-elemental attack, inflicts all-out Poison	
Cheer: Increases FL's Critical rate by 25%	
Defense Down: Decreases enemy FL's Defense by 25%	
Kilphy: Heavy non-elemental spell on enemy FL	
Weaken: Decreases enemy FL's Offense by 25%	
Silence +: Inflicts all-out Silence	

This time Jeala can be defeated. If you want to fight tactically, it's wise to use all-out Spells or Special Attacks to take her down quickly. Kilphy hits hard on female FL. And FL only, not the backups. So you don't need to worry about them. In my case, Nelsha as FL took about 400 HP damage a pop. Well, I just used her to see the damage done, then I reset to fight the odd couple with the male FL.

Jeala's other attack/spells are same as before to annoy your team with constant status ailment and stats down. Pair Silence and Sleep, they could damage the team brutally while your team can't heal themselves. Pain.

Dark Master still has his favorite HP/EP drain attacks. Dark Claw takes about 150 HP damage. Eye of Darkness gets increase in power to 200 HP damage. Now he can use neoXslash continuously that deal more than 300 HP damage on FL.

Venomous Fog also gets power up and takes about 250 HP damage and sets Poison. His new attack is a Dark Elemental Beast with no name, but I called it Tiamat just for the hell of it. Souls of the Oblivion deals about 500 HP damage on everyone.

Begin the battle by casting Guard Guts with Wall +/Book of Wall to reduce the damage from Eye of Darkness, Venomous Fog, Kilphy and Tiamat by 50%. As well as Barrier +/Holy Book to absorb some damage from his neoXslash. Taking those massive damage while fall asleep and mute isn't something you want to deal with. Trust me on this one.

If you already learned Stop from IL 10 Metalia and want to cheat the fight, cast it on Jeala and Dark Master to stop and damage them over time. Personally, I rather not use it as it takes away the game challenge.

Apart from Stop, Dark Master also vulnerable to Slow, Fumble and Weaken. So cast those spells to cripple him a little.

---

Ah... Sprites graphic. And why is that RPG people (mostly villains) disappeared into thin air or puff of smokes when they died? Anyway, return to the hallway and take the center elevator up.

Name	H P	X P	G G	M P	Dropped Item
Armed Dragon	500	132	384	239	Book of Delay
Dageking	530	119	294	294	Potion EX
Dark Scout	440	119	690	304	Hi Antdt/Hi Elixir
Fury Armor	510	088	197	189	Holy Book

You'll encounter new enemies here.

Enemies' Formations:

Armed Dragon x 1  
Dageking x 1







Remember what I told you about the people of Hatoba? This is what they meant.  
 How can they foresee the future is beyond me. Next stop, Myscatonia rooftop.

The evil moon has change color from usual yellowish-white to...pink. It seems  
 that our favorite Emperor of Darkness and Evil and Destruction and Corruption  
 loves girl's color. I cower before his extreme manliness. Approach Metalia at  
 the edge of the roof.

- A. Of course, Metalia. + Positive +
- B. You mean right now? - ... +

o>---< Star Plateau >-----< Cspl >---<o

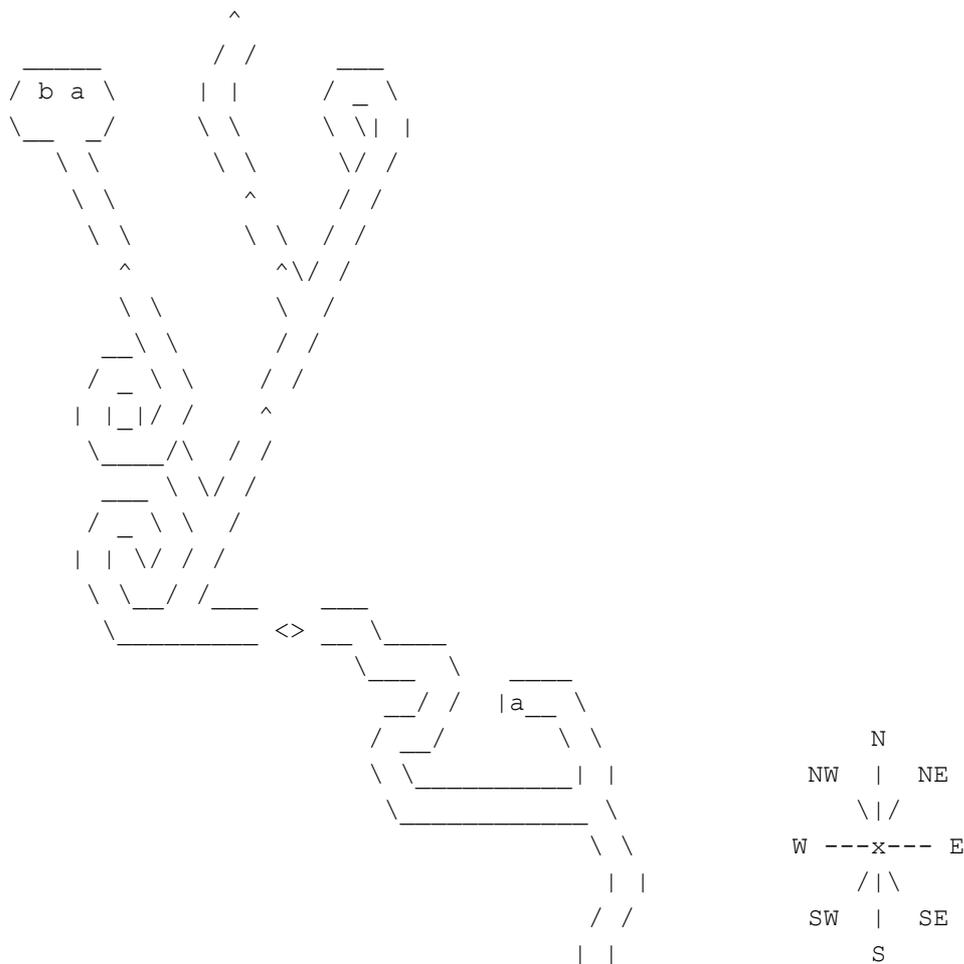
Name	H P	X P	G G	M P	Dropped Item
Meteor Dragon	630	146	394	352	Hi Elixir/Revive EX
Meteor Ghost	650	153	368	348	Necronomicon
Meteor Whale	700	157	388	364	Hi Elixir/Elixir EX

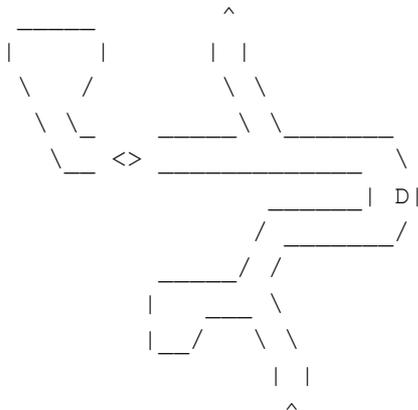
Meteor Dragon x 1  
 Meteor Ghost x 1  
 Meteor Whale x 1

All enemies here share one powerful Special Attack called Desperate Fall. It  
 hits all party member for boss' level damage -- more than 500 HP damage on  
 everyone.

o>---< Star Plateau >-----<o

| Elixir EX ..... <a> | Gold Necklace ..... <b> |






---

o>---< Star Plateau >-----<o

---

Talk to Metalia to get free rest. Although she's here, you still can date her at Myscatonia. Because she can also WARP just like Meis.

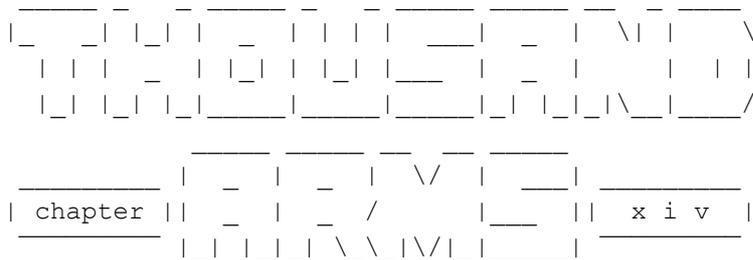
So just head east to the Save Damashi. Continue to the west-north at the fork to the next screen. Straight to the north you can find an Elixir EX. Return to the fork and head all the way to the west.

Head north into the second path -- the first one leads to nowhere. Continue to the next area to find two chests with an Elixir EX and a Gold Necklace. Return to the previous area and head east.

Go up the first path to the next two screen. Save the game and head up the ramp. Approach the figure there.

Guardian has 5,000 HP. He Defends most of the time and never attack. But he will begin to summon Odnis Organ -- the one Jyabil summoned when he fought with Shaft back then -- after several turns with Mystical Flare as its attack to deal severe damage on everyone (1,000+). If you defeat him quickly, you won't see this insane attack. I bet that if the Guardian fought seriously, this can be considered the hardest fight in the game. But the game designers were too nice and make him a pushover instead. I hate them.

After the battle, Meis obtained Odnis Organ, the Guardian of Spirits.



++ The Primordial Flame extinguished? The end of the Emperor. ++

---

o>---< Moon of the Darkness >-----< Dmtd >---<o

---

Name	HP	XP	GG	MP	Dropped Item
Kenma Danma	990	179	328	351	Elixir EX
Nagatama	810	115	215	224	Revive EX
Omega Honey	970	183	364	368	Gold Potion





Corrupted Medeus I	--,---	-,---	-,---	-,---	N/A
Battle Actions					
Standby: Do nothing					

Just attack him until the battle ends automatically.

Meis obtained the final Summon, the Goddess of Spirits, Sodine. She has an extremely powerful attack called Seraphim Embrace.

Final Boss 03	H P	X P	G G	M P	Dropped Item
Corrupted Medeus II	06,000	-,---	-,---	-,---	N/A
Battle Actions					
Crystal of Darkness: Inflicts Omega Seal					
Heal +: Restores moderate amount of health on self					
neoXslash: Heavy physical attack on enemy FL					
Tears of Darkness: All-out heavy non-elemental attack					
Weaken: Decreases enemy FL's Offense by 25%					

He gains new attack in this form: Crystals of Darkness encases all party member with Omega Seal, prevented them from move/act for three turns. Basically this skill can't kill the party, but can be pain if Medeus uses them continuously as the party member can't heal themselves after receiving damage. If worse comes to worst, consecutive Tears of Darkness also can kill any party member with low health.

His neoXslash now can be executed more often than before, resulting in tons of damage on the FL (400+). So it's wise to begin the battle with the cast of Guard Guts and Barrier +/Holy Book. Use standard attack and/or Special Attacks to wipe him out. Stop won't work in the final battle, so you can't abuse it.

Final Boss 04	H P	X P	G G	M P	Dropped Item
Flame of Darkness	20,000	-,---	-,---	-,---	N/A
Battle Actions					
Blade of Darkness: All-out heavy physical attack					
Crystal of Darkness: Inflicts all-out Omega Seal					
Dragon Tears: Heavy non-elemental attack on enemy FL					
Heal +: Restores moderate amount of health on self					
Tears of Darkness: All-out heavy non-elemental attack					
Weaken: Decreases enemy FL's Offense by 25%					

New attacks again. The Blade of Darkness is a simple all-out physical attack on everyone dealing heavy damage (500+). And again it can causes trouble if used after Crystals of Darkness encased all party members. Another new attack is Dragon Tears. It only target the FL, though hits harder than your everyday attack (250+).

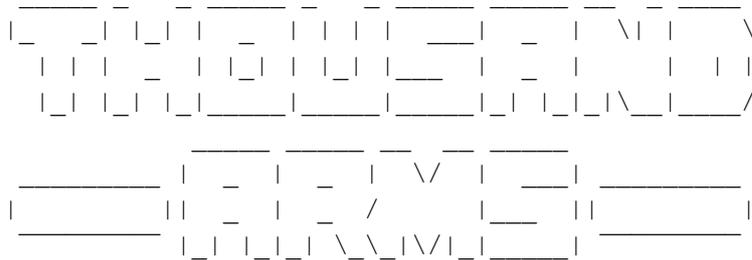
FoD has a lot of HP, of course as the final boss, he has the most HP out of all bosses. His Heal + now restores his health about 700 to 1,000 HP. If your team is not strong enough, this will drag the battle for a long time.

If you use Meis as the FL, hold off to summon Sodine until all party members in Pinch status or some of them get knocked out. Sodine revives and heals them completely and taking about 6,000 HP damage from FoD. Other powerful Elemental Beasts you should use in this fight are Golda and Odnis Organ. Both of them are weaker than Sodine (3,500+), but stronger than most of the Special Attacks the other members have.

Unfortunately(?), Flame of Darkness doesn't use any all-out status ailments attack (other than Crystal of Darkness) like most final bosses in RPGs, that makes him a lot easier than the others. Seriously, if you expecting an extremely hard final boss, he's not the one. Slaughter him with Summons, Special Attacks, or the "fabled" Mad Gate.

| \_\_\_\_\_ |

o>-----< Fin >-----<o



++ Thousand Arms' Encyclopedia ++

o>---< Places Where You Can Buy Items and Stuff >-----< 0shp >---<o

Boyzby Supply Shop	
Potion .....	10 GG
Restores pitiful amount of HP on single target	
Antidote .....	8 GG
Recovers Poison/Sleep condition from single target	
Antidote EX .....	32 GG
Recovers Silence/Confuse condition from single target	
Elixir .....	50 GG
Restores pitiful amount of EP on single target	
Hi Antidote .....	40 GG
Recovers Poison/Paralysis condition from single target	
Boyzby (Ruins) Supply Shop	
Potion .....	10 GG
Restores pitiful amount of HP on single target	
Elixir .....	50 GG
Restores pitiful amount of EP on single target	

| Hi Antidote ..... 40 GG |  
| Recovers Poison/Paralysis condition from single target |

---

| Hatoba Supply Shop |

| Potion ..... 10 GG |  
| Restores pitiful amount of HP on single target |

| Hi Potion ..... 100 GG |  
| Restores moderate amount of HP on single target |

| Antidote ..... 8 GG |  
| Recovers Poison/Sleep condition from single target |

| Elixir ..... 50 GG |  
| Restores pitiful amount of EP on single target |

| Hi Elixir ..... 800 GG |  
| Restores moderate amount of EP on single target |

| Book of Delay ..... 100 GG |  
| Decreases enemies' Speed, breakable |

| Necronomicon ..... 150 GG |  
| Causes the enemies to Retreat |

---

| Langoud Supply Shop |

| Potion ..... 10 GG |  
| Restores pitiful amount of HP on single target |

| Hi Potion ..... 100 GG |  
| Restores moderate amount of HP on single target |

| Antidote ..... 8 GG |  
| Recovers Poison/Sleep condition from single target |

| Hi Antidote ..... 40 GG |  
| Recovers Poison/Paralysis condition from single target |

| Antidote EX ..... 32 GG |  
| Recovers Silence/Confuse condition from single target |

| Elixir ..... 50 GG |  
| Restores pitiful amount of EP on single target |

| Fire Bottle ..... 200 GG |  
| Deals Fire elemental damage, stats-wise |

| Spark Bottle ..... 200 GG |  
| Deals Light elemental damage, stats-wise |

| Wind Bottle ..... 200 GG |  
| Deals Wind elemental damage, stats-wise |

| Geo Bottle ..... 200 GG |  
| Deals Earth elemental damage, stats-wise |

| Evade Ring ..... 300 GG |  
| Increases Evasion by 20%. Female only. |

---

| Weino Point Supply Shop |

| Hi Potion ..... 100 GG |  
| Restores moderate amount of HP on single target |

| Hi Antidote ..... 40 GG |  
| Recovers Poison/Paralysis condition from single target |

| Elixir ..... 50 GG |  
| Restores pitiful amount of EP on single target |

| Hi Elixir ..... 800 GG |  
| Restores moderate amount of EP on single target |

| Book of Delay ..... 100 GG |  
| Decreases enemies' Speed, breakable |

| Necronomicon ..... 150 GG |  
| Causes the enemies to Retreat |

| Fire Bottle ..... 200 GG |  
| Deals Fire elemental damage, stats-wise |

| Spark Bottle ..... 200 GG |  
| Deals Light elemental damage, stats-wise |

---

| MountHand Supply Shop |

| Potion ..... 10 GG |  
| Restores pitiful amount of HP on single target |

| Hi Potion ..... 100 GG |  
| Restores moderate amount of HP on single target |

| Antidote ..... 8 GG |  
| Recovers Poison/Sleep condition from single target |

| Hi Antidote ..... 40 GG |  
| Recovers Poison/Paralysis condition from single target |

| Antidote EX ..... 32 GG |  
| Recovers Silence/Confuse condition from single target |

| Revive ..... 800 GG |  
| Revives a party member with 1 HP |

| Elixir ..... 50 GG |  
| Restores pitiful amount of EP on single target |

| Hi Elixir ..... 800 GG |  
| Restores moderate amount of EP on single target |

| Wise Ring ..... 1,200 GG |  
| Grants immunity from Poison. Female only. |

| Teleportum ..... 100 GG |  
| Teleports to any previously visited towns |

---

| Juke Point Supply Shop |

| Hi Potion ..... 100 GG |  
| Restores moderate amount of HP on single target |

| Hi Antidote ..... 40 GG |  
| Recovers Poison/Paralysis condition from single target |

| Elixir ..... 50 GG |  
| Restores pitiful amount of EP on single target |

| Hi Elixir ..... 800 GG |  
| Restores moderate amount of EP on single target |

| Wind Bottle ..... 200 GG |  
| Deals Wind elemental damage, stats-wise |

| Geo Bottle ..... 200 GG |  
| Deals Earth elemental damage, stats-wise |

| Speed Bracer ..... 600 GG |  
| Increases Speed by 20% |

---

| Kant Supply Shop |

| Potion ..... 10 GG |  
| Restores pitiful amount of HP on single target |

| Antidote ..... 8 GG |  
| Recovers Poison/Sleep condition from single target |

| Hi Antidote ..... 40 GG |  
| Recovers Poison/Paralysis condition from single target |

| Teleportum ..... 100 GG |  
| Teleports to any previously visited towns |

---

| Smoochy's Items |

| Elixir EX ..... 3 Kisses |  
| Restores high amount of EP on single target |

| Gold Potion ..... 5 Kisses |  
| Restores moderate HP on all target |

| Romance Novel ..... 8 Kisses |  
| Physics Book ..... 10 Kisses |  
| Bear Costume ..... 15 Kisses |  
| Frog Costume ..... 20 Kisses |

| Diamond Ring ..... 25 Kisses |  
| You know what Diamond Ring does, do you? |

| System Disk ..... 30 Kisses |

| Shares single spell to another character

---

| Hard Armor ..... 40 Kisses  
| Increases Offense and Defense by 20%, increases damage received by 100%

---

| Lord Armor ..... 50 Kisses  
| Increases Offense and Defense by 15%

---

| Bukuro Point Gifts Shop

---

| Blue Mascara ..... 1,200 GG  
| Bath Set ..... 1,100 GG  
| Toiletry Kit ..... 1,450 GG  
| Bath Salts ..... 2,200 GG  
| Silk Purse ..... 5,800 GG  
| Peach Lotion ..... 1,250 GG

---

| Sinaga Point Supply Shop

---

| Hi Potion ..... 100 GG  
| Restores moderate amount of HP on single target

---

| Hi Antidote ..... 40 GG  
| Recovers Poison/Paralysis condition from single target

---

| Elixir ..... 50 GG  
| Restores pitiful amount of EP on single target

---

| Hi Elixir ..... 800 GG  
| Restores moderate amount of EP on single target

---

| Power Bracer ..... 2,600 GG  
| Increases Offense by 15%

---

| Tokio Point Gifts Shop

---

| Pink Nailcolor ..... 920 GG  
| Silver Choker ..... 3,500 GG  
| Simple Purse ..... 890 GG  
| Facial Powder ..... 1,500 GG  
| Yellow Scarf ..... 800 GG  
| Red Nailcolor ..... 900 GG

---

| Fugoja Gifts Shop 1

---

| Fanny Pack ..... 4,800 GG  
| Sunflower ..... 2,000 GG  
| Cloth Purse ..... 2,400 GG  
| Aloe Lotion ..... 2,400 GG  
| Herbal Lotion ..... 3,200 GG

---

| Fugoja Supply Shop 2

---

| Potion ..... 20 GG  
| Restores pitiful amount of HP on single target

| Hi Potion ..... 200 GG  
| Restores moderate amount of HP on single target

| Antidote ..... 16 GG  
| Recovers Poison/Sleep condition from single target

| Antidote EX ..... 64 GG  
| Recovers Silence/Confuse condition from single target

| Revive ..... 1,600 GG  
| Revives a party member with 1 HP

| Elixir ..... 100 GG  
| Restores pitiful amount of EP on single target

| Hi Elixir ..... 1,600 GG  
| Restores moderate amount of EP on single target

| Happy Glove ..... 2,600 GG  
| Grants immunity from Control/Confusion

| Teleportum ..... 200 GG  
| Teleports to any previously visited towns

---

| Fugoja Gifts Shop 3

| Leopard Bag ..... 14,400 GG  
| Leather Bag ..... 12,400 GG  
| Scented Candle ..... 7,000 GG  
| Rubber Sandals ..... 2,200 GG  
| Pink Sandals ..... 4,600 GG  
| White Sandals ..... 6,000 GG

---

| Fugoja Supply Shop 4

| Fire Amulet ..... 3,200 GG  
| Increases resistance to Fire elemental

| Water Amulet ..... 3,200 GG  
| Increases resistance to Water elemental

| Wind Amulet ..... 3,200 GG  
| Increases resistance to Wind elemental

| Earth Amulet ..... 3,200 GG  
| Increases resistance to Earth elemental

| War Glove ..... 6,200 GG  
| Increase Offense and Speed by 10%, decrease Defense by 10%.

| Thief Ring ..... 8,400 GG  
| Increases GG receive after battle by 20%. Female only.

---

| Fugoja Gifts Shop 5

| Luxurious Bag ..... 10,600 GG

Fine Bag .....	6,400 GG
Sunscreen .....	3,200 GG
Fine Brush .....	2,400 GG
Sewing Kit .....	6,000 GG
Gold Soap .....	4,400 GG

Fugoja Supply Shop 6	
Hi Potion .....	200 GG
Restores moderate amount of HP on single target	
Potion EX .....	2,000 GG
Restores high amount of HP on single target	
Hi Antidote .....	80 GG
Recovers Poison/Paralysis condition from single target	
Antidote EX .....	64 GG
Recovers Silence/Confuse condition from single target	
Revive .....	1,600 GG
Revives a party member with 1 HP	
Hi Elixir .....	1,600 GG
Restores moderate amount of EP on single target	
Elixir EX .....	4,760 GG
Restores high amount of EP on single target	
Power Armor .....	4,600 GG
Increase Offense by 20%, decrease Defense by 10%	
Power Bracer .....	5,200 GG
Increases Offense by 15%	
Teleportum .....	200 GG
Teleports to any previously visited towns	

Fugoja Gifts Shop 7	
Fancy Scarf .....	1,800 GG
Lacy Parasol .....	5,000 GG
Cool Shades .....	8,400 GG
Backpack .....	4,600 GG
Workboots .....	12,400 GG
Luxurious Soap .....	2,000 GG

Fugoja Supply Shop 8	
Antidote .....	16 GG
Recovers Poison/Sleep condition from single target	
Hi Antidote .....	80 GG
Recovers Poison/Paralysis condition from single target	
Antidote EX .....	64 GG
Recovers Silence/Confuse condition from single target	

Revive .....	1,600 GG
Revives a party member with 1 HP	
Fire Bottle .....	400 GG
Deals Fire elemental damage, stats-wise	
Spark Bottle .....	400 GG
Deals Light elemental damage, stats-wise	
Wind Bottle .....	400 GG
Deals Wind elemental damage, stats-wise	
Geo Bottle .....	400 GG
Deals Earth elemental damage, stats-wise	
Power Bracer .....	5,200 GG
Increases Offense by 15%	
Guard Bracer .....	6,000 GG
Increases Offense by 15%	
Coincule Supply Shop	
Hi Potion .....	100 GG
Restores moderate amount of HP on single target	
Antidote .....	8 GG
Recovers Poison/Sleep condition from single target	
Rockbit Supply Shop	
Potion .....	20 GG
Restores pitiful amount of HP on single target	
Hi Potion .....	200 GG
Restores moderate amount of HP on single target	
Antidote .....	16 GG
Recovers Poison/Sleep condition from single target	
Elixir .....	100 GG
Restores pitiful amount of EP on single target	
Hi Elixir .....	1,600 GG
Restores moderate amount of EP on single target	
Dragon Ring .....	8,500 GG
Increases Critical rate by 20%	
Speed Bracer .....	600 GG
Increases Speed by 20%	
Burutto Supply Shop	
Hi Potion .....	100 GG
Restores moderate amount of HP on single target	

Potion EX .....	1,000 GG
Restores high amount of HP on single target	
Hi Antidote .....	40 GG
Recovers Poison/Paralysis condition from single target	
Antidote EX .....	32 GG
Recovers Silence/Confuse condition from single target	
Revive .....	800 GG
Revives a party member with 1 HP	
Hi Elixir .....	800 GG
Restores moderate amount of EP on single target	
Elixir EX .....	2,380 GG
Restores high amount of EP on single target	
Holy Book .....	3,000 GG
Casts Barrier + when used in battle, breakable	
Book of Wall .....	3,000 GG
Casts Wall + when used in battle, breakable	
Sports Glove .....	3,500 GG
Increases Speed by 10%, decreases enemy's Critical rate by 25%	
Teleportum .....	100 GG
Teleports to any previously visited towns	
Zozotto Supply Shop	
Hi Potion .....	100 GG
Restores moderate amount of HP on single target	
Potion EX .....	1,000 GG
Restores high amount of HP on single target	
Gold Potion .....	1,800 GG
Restores moderate amount of HP to all members	
Revive .....	800 GG
Revives a party member with 1 HP	
Hi Elixir .....	800 GG
Restores moderate amount of EP on single target	
Elixir EX .....	2,380 GG
Restores high amount of EP on single target	
Speed Bracer .....	600 GG
Increases Speed by 20%	
Teleportum .....	200 GG
Teleports to any previously visited towns	
Myscatonia Supply Shop	

Book of Delay	100 GG	Decreases enemies' Speed, breakable
Necronomicon	150 GG	Causes the enemies to Retreat
Holy Book	3,000 GG	Casts Barrier + when used in battle, breakable
Book of Wall	3,000 GG	Casts Wall + when used in battle, breakable
Guard Armor	8,000 GG	Increases Defense by 20%, decreases Offense by 10%
Teleportum	100 GG	Teleports to any previously visited towns
Revive EX	9,000 GG	Completely revives a party member to full HP

o>---< Skills You Can Learn From Girls >-----< 0sk1 >---<o

Name	Attribute	IL	Spells	Special Attacks
Sodina	Light	01	Heal	Sodina: Dancing Knives
		02	Wind, Barrier	N/A
		03	Geo	N/A
		04	Light, Heal +	N/A
		05	Barrier +, Cure	N/A
		06	Light +	N/A
		07	Cure All	N/A
		08	N/A	N/A
		09	Spark	N/A
		10	N/A	Wyna: Earth Crusher

Name	Attribute	IL	Spells	Special Attacks
Wyna	Fire	01	Fire, Sleep	N/A
		02	Cure, Might Guts	N/A
		03	N/A	Muza: Storm Binder
		04	Flame, Heal	N/A
		05	N/A	Wyna: Rock Geyser
		06	N/A	Muza: Dynamic Cyclone
		07	Fire +	N/A
		08	N/A	N/A
		09	N/A	Muza: Tornado Voice
		10	Flame +	N/A

Name	Attribute	IL	Spells	Special Attacks
Palma	Water	01	N/A	N/A
		02	Rain	N/A
		03	N/A	Sodina: Aura Sword

		04	Fear	N/A
		05	N/A	N/A
		06	Rain +	N/A
		07	Dyna	N/A
		08	N/A	N/A
		09	Storm	N/A
		10	Wall +	N/A

Name	Attribute	IL	Spells	Special Attacks
Mil	Earth	01	N/A	N/A
		02	Guard Guts	N/A
		03	N/A	N/A
		04	Defense Down	N/A
		05	Geo +	N/A
		06	N/A	N/A
		07	Kilphy	N/A
		08	N/A	N/A
		09	N/A	N/A
		10	Haste	N/A

Name	Attribute	IL	Spells	Special Attacks
Kyleen	Wind	01	Wind +	N/A
		02	Fumble	Kyleen: Hypnos
		03	Heal +, Evade	N/A
		04	Speed	N/A
		05	Cure +	N/A
		06	Speed +	N/A
		07	Heal All	N/A
		08	N/A	N/A
		09	Mad Gate	N/A
		10	Ice Storm	N/A

Name	Attribute	IL	Spells	Special Attacks
Kyouka	Water	01	N/A	Soushi: Musourin Seiba
		02	Silence	N/A
		03	Rain +	N/A
		04	N/A	N/A
		05	Cure All	N/A
		06	Silence +	N/A
		07	N/A	Sodina: Lastment
		08	Storm	N/A
		09	N/A	N/A
		10	Revive +	N/A

Name	Attribute	IL	Spells	Special Attacks
Marion	Wind	01	Sleep	N/A
		02	Confuse	N/A
		03	N/A	N/A
		04	Acid Mist	N/A
		05	N/A	N/A
		06	Sleep +	N/A
		07	N/A	Wyna: Gaia Storm

		08	Haste	N/A
		09	N/A	N/A
		10	N/A	Kyleen: Surprise Smash

Name	Attribute	IL	Spells	Special Attacks
Nelsha	Earth	01	Quake	N/A
		02	Weaken	N/A
		03	Any Might	N/A
		04	N/A	Kyleen: Fascination
		05	Magical	N/A
		06	N/A	Wyna: Head Buster
		07	N/A	Soushi: Rekka-zan
		08	Cast Anything	Kyleen: Raging Damashi
		09	Quake +	N/A
		10	Sacrifice	N/A

Name	Attribute	IL	Spells	Special Attacks
Metalia	Wind	01	Typhoon	N/A
		02	Slow	N/A
		03	Paralyze	N/A
		04	N/A	N/A
		05	N/A	N/A
		06	Wall	N/A
		07	Revive	N/A
		08	N/A	N/A
		09	N/A	Soushi: Fudo Rasanjin
		10	Stop	Sodina: Soul Cure

o>---< Skills You Used to Defeat the Enemies >----- < 0sk2 >---<o

Spell	Effects Descriptions	EP
Acid Mist	Moderate all-out non-elemental Spell. Machines +	38
Any Might	Casts random enemy Spells	10
Barrier	Decreases physical damage by 25%, not cumulative	12
Barrier +	Decreases physical damage by 50%, not cumulative	38
Cast Anything	Casts random enemy Spells. Include EXP + and MP +	30
Confuse	Inflicts Confuse on single enemy	12
Cure	Recovers Poison status on single ally	3
Cure +	Recovers Poison and Paralysis status on single ally	6
Cure All	Recovers all status on single ally	15
Dyna	Moderate non-elemental Spell. Airborne +	38
Evade	Increases Agility by 50% on single ally, cumulative	12
Fear	Causes the enemy to retreat	18
Fire	Weak fire elemental Spell on single enemy	5
Fire +	Moderate fire elemental spell on single enemy	13
Flame	Moderate all-out fire elemental spell	21
Flame +	Heavy all-out fire elemental spell	42
Fumble	Decreases Agility by 50% on single enemy, cumulative	15
Geo	Weak earth elemental attack on single enemy	5
Geo +	Moderate earth elemental attack on single enemy. Mac +	21
Guard Guts	Increases Defense by 25% on single ally, cumulative	14
Haste	Increases Multi-attack rate by 50% on single ally	31
Heal	Restores pitiful amount of HP on single target	4

Heal +	Restores moderate amount of HP on single target	11
Heal All	Restores moderate amount of HP on all target	25
Ice Storm	Heavy all-out ice elemental Spell	41
Kilphy	Moderate non-elemental Spell. Female +	35
Light	Weak light elemental Spell on single enemy	6
Light +	Moderate light elemental spell, inflicts Paralyze	22
Mad Gate	Severe non-elemental Spell on single enemy	26
Magical	Casts random enemy spells. Includes MP +	20
Might Guts	Increases Offensive by 50% on single ally, cumulative	10
Paralyze	Inflicts Paralyze on single enemy	13
Quake	Moderate all-out earth elemental Spell. Agility +	26
Quake +	Heavy all-out earth elemental Spell	45
Rain	Weak water elemental Spell on single enemy	4
Rain+	Moderate water elemental Spell on single enemy	14
Revive	Revives unconscious ally with 1 HP	30
Revive +	Revives unconscious/Restores ally with/to full HP	46
Sacrifice	Severe all-out non-elemental Spell. Ally's HP/EP = 1	46
Silence	Inflicts Silence status on single enemy	5
Silence +	Inflicts all-out Silence status	11
Sleep	Inflicts Sleep status on single enemy	7
Sleep +	Inflicts all-out Sleep status	16
Slow	Decreases Speed by 50% on single enemy, cumulative	16
Spark	Heavy all-out light elemental Spell. Agility +	45
Speed	Increases Speed by 50% on single ally, cumulative	12
Speed +	Increases Speed by 50% on all allies, cumulative	22
Stop	Inflicts Stop status on single enemy, interval damage	40
Storm	Heavy all-out water elemental Spell	41
Typhoon	Heavy all-out wind elemental Spell	31
Wall	Decreases magical damage by 25%, not cumulative	21
Wall +	Decreases magical damage by 50%, not cumulative	42
Weaken	Decreases Offensive by 50% on single enemy, cumulative	15
Wind	Weak wind elemental Spell on single enemy	5
Wind +	Moderate all-out wind elemental Spell	16

Spell	EP	Range	Target	Damage	Effects
Acid Mist	38	All	Enemy	Moderate	Machine +
Any Might	10	Random	Enemy	Random	Random
Barrier	12	Single	Ally	--	Physical damage - 25%
Barrier +	38	Single	Ally	--	Physical damage - 50%
Cast Anything	30	Random	Enemy	Random	EXP + & MP +
Confuse	12	Single	Enemy	--	Confuse
Cure	3	Single	Ally	--	Cure Poison
Cure +	6	Single	Ally	--	Cure Poison/Paralysis
Cure All	15	Single	Ally	--	Cure all status
Dyna	38	Single	Enemy	Moderate	Airborne +
Evade	12	Single	Ally	--	Evade +
Fear	18	Single	Enemy	--	Enemy retreat
Fire	5	Single	Enemy	Weak	Fire elemental
Fire +	13	Single	Enemy	Moderate	Fire elemental
Flame	21	All	Enemy	Moderate	Fire elemental
Flame +	42	All	Enemy	Heavy	Fire elemental
Fumble	15	Single	Enemy	--	Agility -
Geo	5	Single	Enemy	Weak	Earth elemental
Geo +	21	Single	Enemy	Moderate	Earth elemental, Mech +
Guard Guts	14	Single	Ally	--	Defense +
Haste	31	Single	Ally	--	Multi-attack rate +
Heal	4	Single	Both	Weak	Restores HP
Heal +	11	Single	Both	Moderate	Restores HP

Heal All	25	All	Both	Moderate	Restores HP	
Ice Storm	41	All	Enemy	Heavy	Ice elemental	
Kilphy	35	Single	Enemy	Moderate	Female +	
Light	6	Single	Enemy	Weak	Light elemental	
Light +	22	Single	Enemy	Moderate	Light elemental, Paralyze	
Mad Gate	26	Single	Enemy	Severe	Enemy's Str x 5 = damage	
Magical	20	Random	Enemy	Random	MP +	
Might Guts	10	Single	Ally	--	Offensive +	
Paralyze	13	Single	Enemy	--	Paralysis	
Quake	26	All	Enemy	Moderate	Earth elemental, Agl. +	
Quake +	45	All	Enemy	Heavy	Earth elemental	
Rain	4	Single	Enemy	Weak	Water elemental	
Rain +	14	Single	Enemy	Moderate	Water elemental	
Revive	30	Single	Ally	1 HP	Revives ally	
Revive +	46	Single	Ally	Full HP	Revives ally	
Sacrifice	46	All	Enemy	Severe	Random ally HP/EP = 1	
Silence	5	Single	Enemy	--	Silence	
Silence +	11	All	Enemy	--	Silence	
Sleep	7	Single	Enemy	--	Sleep	
Sleep +	16	All	Enemy	--	Sleep	
Slow	16	Single	Enemy	--	Speed -	
Spark	45	All	Enemy	Heavy	Light elemental, Agl +	
Speed	12	Single	Ally	--	Speed +	
Speed +	22	All	Ally	--	Speed +	
Stop	40	Single	Enemy	Heavy	Stop + damage	
Storm	41	All	Enemy	Heavy	Water elemental	
Typhoon	31	All	Enemy	Heavy	Wind elemental	
Wall	21	Single	Ally	--	Magical damage - 25%	
Wall +	42	Single	Ally	--	Magical damage - 50%	
Weaken	15	Single	Enemy	--	Offensive -	
Wind	5	Single	Enemy	Weak	Wind elemental	
Wind +	16	All	Enemy	Moderate	Wind elemental	

Elem. Beast	Special Attack	Descriptions
Aquoon	Raging Whirlpool	Severe all-out water elemental attack
Fiednod*	Groundless Lullaby	Severe all-out earth elemental attack
Flareniel	Inferno Roar	Severe all-out fire elemental attack
Raou	Infinite Slice	Severe all-out wind elemental attack
Golda	Celestial Sun	Severe all-out light elemental attack
Odnis Organ	Mystical Flare	Severe all-out non-elemental attack
Sodine**	Seraphim Embrace	Severe all-out light elemental attack

\* Fiednod might put any surviving enemies to sleep.

\*\* Sodine restores every party members' HP and cures any status ailments including incapacitated, unless all of the team get wiped out.

Sodina	Descriptions
Dancing Knives	Heavy all-out weapon-based attack
Aura Sword	Heavy weapon-based attack
Lastment	Heavy weapon-based attack
Soul Cure	Severe weapon-based attack

Muza	Descriptions
Twister Blade	Heavy all-out weapon-based attack

Storm Binder	Heavy weapon-based attack	
Dynamic Cyclone	Heavy weapon-based attack	
Tornado Voice	Severe all-out weapon-based attack	

Wyna	Descriptions	
Rock Geyser	Heavy weapon-based attack, decreases Agility	
Head Buster	Heavy weapon-based attack, inflicts Confuse	
Earth Crusher	Heavy all-out weapon-based attack	
Gaia Storm	Heavy all-out weapon-based attack	

Soushi	Descriptions	
Koken-Soufu	Heavy all-out weapon-based attack	
Musourin Seiba	Heavy weapon-based attack, inflicts Silence	
Rekka-zan	Severe weapon-based attack	
Fudo Rasanjin	Instant kill on any single target except bosses	

Kyleen	Descriptions	
Hypnos	Causes enemy to retreat, leaving some GG	
Fascination	Heavy weapon-based attack	
Raging Damashi	Heavy weapon-based attack	
Surprise Smash	Heavy weapon-based attack	

Nelsha	Descriptions	
Disco Dancer	Heavy weapon-based attack, Off + & Def -	
Soldier	Heavy all-out weapon-based attack	
China Girl	Heavy weapon-based attack, Agility -	
Nun	All enemies' Offense -, allies restores HP	
Nurse	Heavy weapon-based attack, restores HP	
Bunny Girl	Heavy weapon-based attack, Elemental resistance -	
School Girl	Severe physical attack on single enemy based on its HP	

Note: Any negative effects only occur on the opposing team. While the positive effects affect the team members.

o>---< Weapons Used to Whack the Enemies >-----< Owpn >---<o

Meis	Attribute	Offense	Defense	Critical	M-Attack	
Meis' Sword Lv 99	Matter	600	262	25	62	
Dark Sword	Dark	24	14	30	48	
Rusty Sword	Matter	30	32	0	18	
Sodine Knight	Matter	306	126	45	43	

Sodina	Attribute	Offense	Defense	Critical	M-Attack	
Sodina's Knife Lv 99	Matter	550	231	22	85	
Rusty Knife	Matter	36	26	0	35	
Angel's Heart	Matter	304	121	82	58	

Note: Equip Angel's Heart with Dragon Ring and Sodina will attack with Critical

92% of the time.

Muza	Attribute	Offense	Defense	Critical	M-Attack
Muza's Sword Lv 99	Matter	683	316	20	48
Rusty Axe	Matter	32	30	0	16
Great Axe	Matter	312	131	20	35

Wyna	Attribute	Offense	Defense	Critical	M-Attack
Wyna's Hammer Lv 99	Matter	656	275	15	37
Rusty Stick	Matter	38	24	0	13
Gaia Maul	Matter	322	126	20	31

Soushi	Attribute	Offense	Defense	Critical	M-Attack
Soushi no Katana Lv 99	Matter	680	222	46	75
Rusty Katana	Matter	34	28	0	22
Misame-no-Ouzuka	Matter	326	118	10	81

Kyleen	Attribute	Offense	Defense	Critical	M-Attack
Kyleen's Rapier Lv 99	Matter	540	236	23	91
Blunt Sword	Matter	40	22	0	21
Gale Epee	Matter	308	120	15	72

Nelsha	Attribute	Offense	Defense	Critical	M-Attack
Nelsha's Needle Lv 99	Matter	519	231	35	71

o>---< What the Girls Say to You if They Like You >-----< Ogrt >---<o

o>-----< Sodina >-----<o

Load Screen 01: Good luck.

Load Screen 02: Let's keep it up!

Rise and Shine 01: Good morning!

Rise and Shine 02: Meis, it's time to wake up.

o>-----< Wyna >-----<o

Load Screen 01: Let's rock!!

Load Screen 02: Let's get going!

Rise and Shine 01: Wake up sleepy head!

Rise and Shine 02: Get up, Meis. <3

o>-----< Palma >-----<o

Load Screen 01: Let's live righteously, Meis!

Load Screen 02: Are you ready to do your best?

Rise and Shine 01: Meis, it's time to get up.

Rise and Shine 02: Good morning sleepy head!

o>-----< Mil >-----<o

Load Screen 01: Let's go on another adventure!

Load Screen 02: Let's do our best.

Rise and Shine 01: It's a perfect day, Meis. C'mon!

Rise and Shine 02: Good morning. <3 It's time to wake up!

o>-----< Kyleen >-----<o

Load Screen 01: Let's keep it up!

Load Screen 02: Let's have some fun.

Rise and Shine 01: Good morning!

Rise and Shine 02: C'mon, get up!

o>-----< Kyouka >-----<o

Load Screen 01: Let's try our best!

Load Screen 02: How are you today?

Rise and Shine 01: Wake up, Meis! Come on!

Rise and Shine 02: \*perks up\* Good morning!

o>-----< Marion >-----<o

Load Screen 01: I'm like, so happy to see you again!

Load Screen 02: Awwright! Ready to go?

Rise and Shine 01: Good morniiing~~~

Rise and Shine 02: Come on, Meis! Wake up!

o>-----< Nelsha >-----<o

Load Screen 01: Let's go!

Load Screen 02: Try your best!

Rise and Shine 01: Meis~ Meis~ Wake up~~

Rise and Shine 02: \*giggle\* Good morning!

o>-----< Metalia >-----<o

Load Screen 01: I wish you good luck.

Load Screen 02: Show me your skills.

Rise and Shine 01: Good morning.

Rise and Shine 02: It's time to get up, Meis.

---

o>---< Things the Girls in Thousand Arms Love and Hate >-----< 0gft >---<o

---

Legend:

- O : Love, high increase of IL
- o : Like, moderate increase of IL
- : Neutral, slight increase of IL
- x : Dislike, slight reduction of IL
- X : Hate, severe reduction of IL

SDN : Sodina

WYN : Wyna  
 PLM : Palma  
 MIL : Mil  
 KYL : Kyleen  
 KYO : Kyouka  
 MRN : Marion  
 NLS : Nelsha  
 MTL : Metalia

This list isn't complete yet because it took a lot of time. I might finish it any time soon. If you have the list of appropriate gifts and related things, feel free to send them to me via my e-mail. You'll get full credit for them. Thanks in advance.

Items	SDN	WYN	PLM	MIL	KYL	KYO	MRN	NLS	MTL
Adult Novel	X	X	X	X	X	X	X	X	X
Aloe Lotion	o						X	-	
Backpack	-			o			o	o	
Bamboo Hairpin						O	x		
Bath Salts	o		O			o	-		
Bath Set			O			-	-		
Bear Costume								O	
Big Teddy Bear	o			-			x	O	
Big Umbrella	X					X		X	
Blue Mascara						o	-		
Cactus	o	-						o	
Cat's Bell	O								
Cheap Perfume	-				X	-		x	
Classy Choker								o	
Classy Comb						O			
Classy Shoes					o				X
Cloth Purse	o	x						o	
Comic Book	o			x			o	o	-
Cool Shades	-			-				-	
Coral Brooch	o			-		o			-
Creamy Lotion	-		o						
Cute Earrings	O			-		O	X	-	-
Cute T-shirt	o	o		-	-	X	-	-	
Diamond Ring	o					o		o	O
Dozen Roses									
Dumbbell Set	X	O		x		x			
Emerald Ring								-	o
Experiment Kit				O		-	o	x	
Eyeshadow						o		-	
Facial Powder						-		-	
Facial Tissue	-					-		-	
Fancy Ribbon	O					o	-	-	
Fancy Scarf								o	
Fanny Pack	-			-				X	
Fine Bag	o			o	-	-		o	x
Fine Brush			-			o			
Flower Jewel									
Frog Costume							O		
Items	SDN	WYN	PLM	MIL	KYL	KYO	MRN	NLS	MTL
Frog Story	x						O	o	
Funky Shoes	-					x	-		
Gerbera	o			-	-		-		-



Teddy Bear				x				0		
Toiletry Kit	-	x	0			-				
Tool Kit	x	o		o	x	X	0			
Toy Damashi						o		0		
Toy Dog				-						
Toy Frog							0			
Toy Horse	o			-		-				
Tragic Novel	-					-			o	
Vermillion Fan						o		-		
White Ribbon	0					o	-	-		
White Sandals							-	-		
Wooden Comb						0		-		
Workboots	x	0				x	0	-		
Yellow Purse					0	-	x	-		
Yellow Scarf						-	o	-	-	

o>---< List of Songs/Music from Thousand Arms OST >-----< 0ost >---<o

01. Monologue I by Kawakami Tomoko (seyuu of Sodina)
02. Tradgald - Journey to Adventure
03. Kant - Nostalgic Homeland
04. Boyzby - Days of Peace
05. Teve Fort - Fort of Protection
06. Boyzby's Collapse - Morning of Collapse
07. Hatoba - Ocean Landscape
08. Langoud Town - Cheerful Companions
09. Inside Langoud Ship - King of Pirates
  
10. The Sea - The Ship Launches
11. Jayarl Plateau - The New Continent
12. All Points - The Station
13. MountHand Town - The Train Runs Everywhere
14. Kanouha - City of the Golden Land
15. Fugoja - The Golden City
16. Frightening Region - Holah World
17. Spirit Forest
18. Burutto
19. Zozotto Town - The Abducted Monsters
  
20. Honey Inn - Horndett House
21. Myscatonia - The Ancient Land
22. Myscatonia - Wisdom of Ancient Times
23. Inside the Ancient Library - Oldia's Memories
24. Inside the Death Crimson - Cries for Slaughter
25. Dianova - The Dark Fortress
26. Starry Plateau - Wish Upon a Star...
27. The 6th Sacred Altar - The Light of Hope
28. Sacred Altar of the Moon - Jet Black Flame
29. Monologue II by Kawakami Tomoko
  
30. Theme of Sodina - Her Smile
31. Theme of Muza - Calling on the Hero!
32. Theme of Wyna - The Girl Dancing in Flames
33. Theme of Soushi - Twilight Dance
34. Theme of Kyleen - Rondo of Deception
35. Theme of Nelsha - Virgin Chick Mode
36. Theme of Cliff - Meeting a Beautiful Girl
37. Theme of Marion - Techno Girl
38. Theme of Metalia - The Eternally Beautiful Girl

39. Theme of Smoochy - The Love Meister of Legend
40. Theme of Bandiger - Love Mania
41. Theme of Dark - Blank Night
42. Theme of Jeala - Jeala's Theme of Love
43. Theme of Ratchet - Lucky Pyon!
44. Theme of 5 Military Commanders - Echoes of the Dark
45. Theme of Emperor - Dark Prelude
46. Sacred Altar - The Holy Flame
47. Between the Sacred Altar - Blowing the Ancient Breath
48. Gearman's Attack - Enemy Attack
49. MountHand Capture - Annexation
  
50. Rockbit - I Love Work!
51. Eclipsed World - World Destruction
52. Muza's Love Theme - Whispers of the Moonlit Night
53. Night - Nightmare
54. Date - Exciting Date
55. The Blacksmithery - Mystery Meister
56. Sake Bar - Bourbon Blues
57. Guts
58. Sadness
59. Memory
  
60. Plea
61. Impatience
62. Anxiety
63. Danger
64. Battle 1
65. Battle 2
66. Monologue III by Kawakami Tomoko

---

o>---< Some Differences Between Japanese and US Versions >-----< Odif >---<o

---

All these differences only shown for Japanese version as you should already know everything about US version.

#### 1. Battle

- A. Enemies give off less EXP but same GG and MP
- B. Enemies have less HP and slower, but a lot stronger
- C. All bosses are killer, have high HP and more intelligent
- D. Encounter rate frequencies are ridiculously high
- E. It's harder to flee from battle
- F. Enemies dropped items more often
- G. Damage display digits has black outline
- H. Damashi rarely appear
- I. Execute FL action with O
- J. Cancel FL action with X
- K. Execute Backup action with triangle
- L. Cancel Backup action with square

#### 2. Exploration and Miscellaneous

- A. Default movement is walk
- B. Access menu with triangle
- C. Cancel and run with X
- D. Confirm with O
- E. Toggle map with square
- F. R1 and L1 functions are reversed

- G. NPCs didn't talk nonsense like in US version
- H. There are no FWB
- I. Damashi didn't mix the characters/cases
- J. Kyleen didn't give Revive EX in pre-date event in Hatoba
- K. It's easier to enter buildings in overworld map
- M. Toggled map didn't temporarily paused the game

### 3. Voice

- A. Sodina sounds like a high school girl
- B. Wyna speaks with masculine style but uses "atashi" instead of "boku"
- C. Kyleen, Palma, and Marion are more childish than their counterparts
- D. Ratchet sounds cuter and no shrill in her voice, and I wish I could date her
- E. Nelsha takes forever to complete her speech and still speaks in third person
- F. Bandiger makes me ROFL with his speech
- G. Kyouka has the best voice in the game
- H. Meis sounds like a pre-pubescent boy
- I. Medeus didn't sound like he's talking from inside the bathroom
- J. Jeala sounds more feminine
- K. Kyouka, Mil, and Palma address Meis as Meis-sama
- L. Cliff sounds like typical perverted old men in anime

---

### o>---< Version History >-----< 0vhs >---<o

---

- v 0.1: May 12th, 2008: Remade the guide. With little memories of the original one, I remade everything including ASCII arts, formats, maps, etc.
- v 0.2: Aug 10th, 2008: The guide nearly complete. Only some miscellaneous things like weapons, spells, shops, and other lists left to be done. The hardest one is the Gifts list.
- v 0.3: Aug 24th, 2008: The actual walkthrough is officially done. The misc things still not complete, though.
- v 0.4: Sep 12th, 2008: It occured to me that I should add some differences between the Japanese and US versions of Thousand Arms.
- v 0.5: Mar 14th, 2009: After a lot of reworks, I finally managed to finish this guide.
- v 0.6: Jun 7th, 2009: Edited some typos, strategies, etc.
- v 1.0: Jun 13th, 2009: Added the list of songs/music from Thousand Arms OST.
- v 1.1: Jul 18th, 2009: Small updates.
- v 1.2: May 25th, 2010: I just feel bored, so I re-format the entire guide using the Persona 3 and 4's version.
- v 1.3: Jul 20th, 2010: More editing. Thanks to sanctificetur for his idea.
- v 1.4: Aug 8th, 2011: More than a year after the last update. Just fixing some typos and grammars.

---

### o>---< Credits >-----< 0crd >---<o

---

\* Every created work must have its creator, so thanks to myself for re-creating this guide.

- \* Every game must have its developer, so thanks to Red Company for developing Thousand Arms.
- \* Every game must have its publisher, so thanks to Atlus Inc. for publishing Thousand Arms.
- \* Every website must have its webmaster, so thanks to CJayC of GameFAQs for accepting my guides.
- \* Thanks to Eric Esders for his ES' location in Kant.
- \* Every guide must have its user, so thanks to you, the readers for reading and using my guides. THANKS A LOT!

---

o>---< neoXsaga's Projects >-----< Onxp >---<o

---

Contributions:

- \* 100% of Thousand Arms Walkthrough.
- \* 100% of Suika A.S+ Walkthrough.
- \* 95% of Persona 4 Walkthrough.
- \* 100% of Persona 3 FES Walkthrough.

---

o>---< Disclaimer and Other Related Stuff >-----< Odcm >---<o

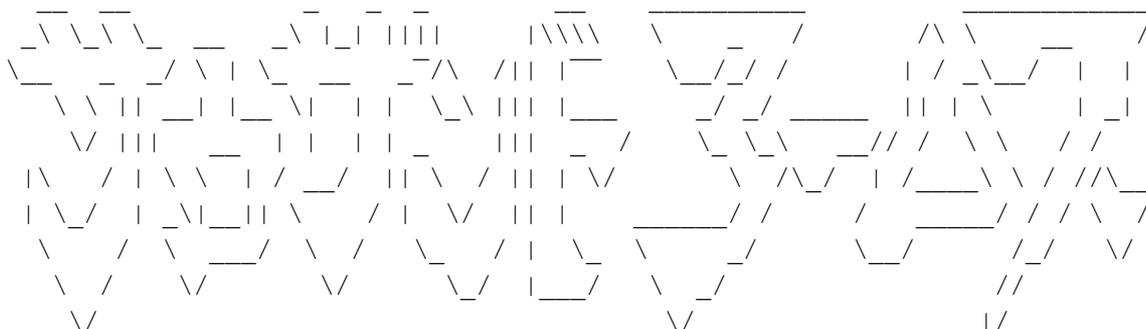
---

Thousand Arms is trademark and copyright of Red Company and Atlus Inc.

This guide is copyright of me, neoXsaga. Any publishing or distributing of this guide without my permission is strictly prohibited. Below is the list of the available sites for my guides:

- \* GameFAQs
- \* neoseeker
- \* Super Cheats

Mail me at [neoxsaga@gmail.com](mailto:neoxsaga@gmail.com) or ask me at GameFAQs Message Boards for any suggestions, comments, etc. And please put the title of the game(s) if you ask me via e-mail to make things easier for me and yourself. Don't send spams, ads, flames and other garbage. You just a step closer to get banned forever from me. You know that you're mature enough to understand simple things like that.



----- Thousand Arms -----

© 2008-2009 neoXsaga. All Right Reserved.

