

Thousand Arms FAQ/Walkthrough

by Dan_Simpson

Updated to v2.0 on Feb 6, 2005

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Thousand Arms
FAQ/Walkthrough

January 22, 2005
Version 2.0

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If emailing me, use this subject: Thousand Arms v 2.0

(Emails that don't use this subject will be deleted, avoid using all CAPS)

Email Policy: (read before emailing me!)

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=====
If you see any mistakes, or have anything that you want to add,
please email me. I will, of course, give you full credit for
your addition, and be eternally grateful to you. Email addresses
are not posted in the guide, unless you specifically state that
you want it to be.

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The most recent version of this FAQ can be found at:

<http://www.gamefaqs.com/>

<http://www.cheatcc.com/>

This covers only the North American release, as I haven't seen nor played the Japanese version.

If you are a webmaster and wish to post this on your web page, please email me first. And if you do post this FAQ on your site, please make an attempt to keep it up to date. There is nothing worse than getting emails from people who saw an old version asking about things that are already in the newer versions. Well, maybe there are worse things, but it IS annoying!

This FAQ looks best in Courier New at about 9 points.

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What's New in 2.0:

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Changed my email address, and updated the format to not look so terrible.

For a complete Version History, check out the Final Words Section at the end of the FAQ.

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## Dating

Nelsha Stylus  
Sodina Dawnfried  
Kyleen Nelphe  
Wyna Grapple  
Kyoka Mahoroba  
Palma  
Marion  
Metalia  
Mil Wind

## Appendices

- A. GameShark Codes
- B. Japanese vs. North American Thousand Arms

## Final Words...

Online Resources  
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## i. Introduction

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Tradguld, the land of locomotives and peaceful countryside...

Langoud, the seafaring beach-city...

Sharan, the floating center of commerce...

Myscatonia, the land of mystery and wonder....

And Dianova, the dark empire bent on taking over the world.... a world of swords and magic... This is the story of Meis Triumph and his journey to save the people from the Dianovan Empire's reign of terror and oppression. Having been raised within a circle of Spirit Blacksmiths, Meis was enjoying his life in Kant, a nature-filled town in Tradguld...

However...

Dianova's conquest reached the town of Kant, and the people were forced to evacuate their once peaceful land.

Separated from his family, Meis reaches the town of Boyzby and meets Sodina. From here, the story unfolds...

-- from the Thousand Arms Manual

Thousand Arms is an RPG created by Atlus for the Sony PlayStation, and is a rather unique one at that. With a very strong Anime styling, Thousand Arms is a visually impressive game, with wonderful pre-rendered backgrounds, and colorful detailed Anime Sprites for your characters.

But perhaps the most unique thing of all is the Dating System which is an integral part of the game. You have to date to increase your overall power in the game, to find new spells, and to gain new power-ups.

In addition to that, Thousand Arms makes extensive use of both Anime Cutscenes (which are cleverly well done for not being FMV's) and its quite extensive use of Voice Acting (12 hours worth).

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## ii. Characters

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### Meis Triumph (Main Character)

Age: 16

Hometown: Kant, a town in the countryside of Tradguld

Personality: Meis is the horniest male character I've ever seen in any RPG ever. He flirts with every girl he comes across, and I really mean every girl!

### Sodina Dawnfried

Age: 15

Hometown: Boyzby, a town to the south of Kant

Personality: Sodina really likes Meis, but has a strange way of showing it, by being mean and jealous.

You meet Sodina when you first arrive in Boyzby as she is being attacked by bandits, Meis bravely rushes to defend her. Sodina is loyal, and for some reason, likes Meis a lot.

### Muza Grifford

Age: 21

Hometown: Schutzren, home of fearless warriors

Personality: The complete opposite of Meis, Muza is shy towards the ladies. Muza dreams of becoming a hero, but is painfully shy around any females.

Muza joins up with you just after the Lucent Cave.

Wyna Grapple

Age: 17

Hometown: Langoud, the pirate's floating city

Personality: Strong and outgoing, Wyna is the opposite of Sodina. She wants to live life how she sees fit, not how her father sees fit.

Wyna will join up with you in Langoud.

Soushi Mahoroba

Age: 18

Hometown: Wano, the destroyed land of the Orient

Personality: Although just as randy a man as Meis, Soushi manages to come off a little more sincere. Possibly because he looks so feminine.

Soushi will join up with you after you break him free of the Dark Sword in Wano.

Kyleen Nelphe

Age: 16

Hometown: Sharan, the floating city

Personality: Although she is bitter, cold, and untrusting when she first meets up with Meis, she warms up (a little) after a bit of time. Her family used to rule Sharan until they were ousted and killed. She lived in the undercity after that, which may explain her curt attitude.

Kyleen will join up with you in Sharan.

Nelsha Stylus

Age: Appears to be 12 (is really MUCH older!)

Hometown: Myscatonia, the Ancient City

Personality: Timid and strange (tends to talk about herself in the Third Person), Nelsha wants to become the Dress Master. When she changes her clothes, she literally becomes someone different.

Nelsha joins you when you finish the Ghost Town of Zozotto.

-----  
iii. Items  
-----

Items:

-----

Silver Angel -- 1 -- Volcano Island Cave -- Intimacy Level Up (slightly)  
-- 2 -- Cloud Manta  
-- 3 -- Rockbit Mines  
-- 4 -- Bandiger in Casino in Zozotto  
-- 5 -- Myscatonia Library

Gold Angel -- Dianova -- Intimacy Level Up (more)

Accessories:

```

-----
Dragon Ring  -- sold at Rockbit      -- Critical hit rate up (female only)
Evade Ring   -- Mist Valley Interior -- Evade +3 (female only)
Fire Amulet  -- sold at Sharan          -- Fire Resistance Up
Geo Amulet   -- sold at Sharan          -- Earth Resistance Up
Guard Armor  -- sold at Myscatonia     -- Defense ++, Offense -
Guard Bracer -- sold at Sharan          -- Defense +
Happy Glove  -- sold at Sharan          -- Protects from Control/Confusion
Hard Armor*  -- found in Dianova       -- Offense ++, Defense ++, Speed +
              -- sold by Smoochy
Power Armor  -- sold at Sharan          -- Offense +, Defense -
Power Bracer -- sold at Sinaga Pt.     -- Offense ++
              -- also sold at Sharan
Speed Bracer -- sold at Juke Pt.       -- Speed +
              -- sold at Rockbit
Sports Glove -- sold at Burutto        -- Speed +, Enemy Critical Rate -
Thief Ring   -- Volcano Cave (battle) - Get 20% more GG (female only)
              -- also sold at Sharan
War Glove    -- Lucent Cave (battle) -- Speed +, Offense +, Defense -
              -- also sold at Sharan
Water Amulet -- sold at Sharan          -- Water Resistance Up
Wind Amulet  -- sold at Sharan          -- Wind Resistance Up
Wise Ring    -- Volcano Island Cave  -- Protection from Poison (female only)

```

\* - The Hard Armor has a hidden Drawback, it doubles the damage received by its wearer. So if they hit whoever is wearing it for 20 dmg, that person actually loses 40 HP. Nasty. However, if your defense is high enough, and the enemy you are fighting isn't as powerful as your high defense, it will do 0 dmg.

Smoochy's Items (in Boyzby after you free him from Volcanic Island)

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-----
Elixir EX    -- 3 kisses
G. Potion    -- 5
Romance Novel -- 8
Physics Book -- 10
Bear Costume -- 15
Frog Costume -- 20
Diamond Ring -- 25
System Disk  -- 30          -- Adds a spell that you don't have to one char
Hard Armor   -- 40
Lord Armor   -- 50

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Zozotto Casino Items

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-----
Dama Amulet  -- 30000 coins
Holy Ring    -- 15000
Thief Ring   -- 8000
Devil Ring   -- 3000          -- Enemy Encounter Rate Up (female only)
Revive EX    -- 100
G. Potion    -- 20
Diamond Ring -- 50000
Cat's Bell   -- 20000
Toy Damashi  -- 10000
Pet Frog     -- 5000
Adult Novel  -- 980
Big Umbrella -- 120

```

iv. Spells

-----  
 Spells:

|               |                                             |          |
|---------------|---------------------------------------------|----------|
| Acid Mist     | -- Creates acid mist; good vs. machines     | -- 38    |
| Any Might     | -- Randomly casts an enemy spell on them    | -- 10    |
| Barrier       | -- Reduces Physical Damage (minor)          | -- 12 EP |
| Barrier+      | -- Reduces Physical Damage (major)          | -- 38    |
| Cast Anything | -- Random enemy spell+earned EXP doubles    | -- 30    |
| Confuse       | -- Confuses an enemy                        | -- 12    |
| Cure          | -- Recovers 1 Person from poison            | -- 3     |
| Cure+         | -- Recovers 1 Person from poison/paralysis  | -- 6     |
| Cure All      | -- Returns status of 1 character to normal  | -- 15    |
| Dyna          | -- Good vs. flying monsters                 | -- 38    |
| Evade         | -- Increases Agility                        | -- 12    |
| Fear          | -- Causes the enemy to retreat              | -- 18    |
| Fire          | -- Attacks an enemy with fire               | -- 5     |
| Fire+         | -- Attacks an enemy with explosive flame    | -- 13    |
| Flame         | -- Attacks all enemies with fire            | -- 21    |
| Flame+        | -- Attacks all enemies with explosion       | -- 42    |
| Fumble        | -- Agility of an enemy decreases            | -- 15    |
| Geo           | -- Attacks an enemy with the power of earth | -- 5     |
| Geo+          | -- Earth attack(single); good vs. machine   | -- 21    |
| Guard Guts    | -- Defensive power of a person increases    | -- 14    |
| Haste         | -- Multiple attack rate increases           | -- 31    |
| Heal          | -- Minor HP recovery, damages undead        | -- 4     |
| Heal+         | -- Moderate HP recovery, damages undead     | -- 11    |
| Heal All      | -- Heals all party members, damages undead  | -- 25    |
| Ice Storm     | -- Attacks all enemies with cold wave       | -- 41    |
| Kilphy        | -- Good vs. female monsters                 | -- 35    |
| Light         | -- Attacks an enemy with Light              | -- 6     |
| Light+        | -- Paralyzes an enemy, good vs. Undead      | -- 22    |
| Mad Gate      | -- Damages according to opponent's power    | -- 26    |
| Magical       | -- Random enemy spell + earned MP doubles   | -- 20    |
| Might Guts    | -- Offensive power of a person increases    | -- 10    |
| Paralyze      | -- Paralyzes an enemy                       | -- 13    |
| Quake         | -- Earth attack (all), agility up (self)    | -- 26    |
| Quake+        | -- Earthquake that damages all enemies      | -- 45    |
| Rain          | -- attacks an enemy with water              | -- 4     |
| Rain+         | -- Attacks an enemy with heavy rain         | -- 14    |
| Revive        | -- Revives unconscious person with 1 HP     | -- 30    |
| Revive+       | -- Revives unconscious person with full HP  | -- 46    |
| Sacrifice     | -- Attacks all; 1 member's HP/EP becomes 1  | -- 46    |
| Silence       | -- Silences an enemy                        | -- 5     |
| Silence+      | -- Silences all enemies                     | -- 11    |
| Sleep         | -- Puts an enemy to sleep                   | -- 7     |
| Sleep+        | -- Puts all enemies to sleep                | -- 16    |
| Slow          | -- Speed of an enemy decreases              | -- 16    |
| Spark         | -- Light attack (all), agility up (self)    | -- 45    |
| Speed         | -- Speed of a person increases              | -- 12    |
| Speed+        | -- Speed of entire party increases          | -- 22    |
| Stop          | -- Damages and stops the enemy activity     | -- 40    |
| Storm         | -- Attacks all enemies with heavy rain      | -- 41    |
| Typhoon       | -- Attacks all enemies with blade of wind   | -- 31    |
| Wall          | -- Reduces magical damage(minor)            | -- 21    |
| Wall+         | -- reduces magical damage(major)            | -- 42    |
| Weaken        | -- Offensive power of enemy decreases       | -- 15    |
| Wind          | -- Attacks an enemy with wind               | -- 5     |
| Wind+         | -- Attacks all enemies with wind            | -- 16    |

## Summons:

-----

|             |                    |                                     |                  |
|-------------|--------------------|-------------------------------------|------------------|
| Aquoon      | -- Water Elemental | -- Whirlpool Attack                 | -- Lucent Cave   |
| Fiednod     | -- Earth Elemental | -- Casts sleep, then slashes        | -- Wano          |
| Flareniel   | -- Fire Elemental  | -- Burns all with flame             | -- Rockbit       |
| Raou        | -- Wind Elemental  | -- Rips apart all enemies           | -- Death Crimson |
| Golda       | -- Light Elemental | -- Disintegrates w/ golden light    | -- Myscatonia    |
| Odnis Organ | -- ? Elemental     | -- Strikes enemies with Scarlet ray | -- Star Plateau  |
| Sodine      | -- Light Elemental | -- Elemental Goddess of light       | -- Moon          |

## v. General Strategies

### The Map is your Friend!

Always have the map on wherever you go and whatever you do. Turn it on by pressing the TRIANGLE button. This is really necessary because the camera angle is always moving around, and it can get really easy to get disoriented. Also all my directions in the Walkthrough (North, East, South, West) are based on the map.

### Saving:

Save often! Not only is this an important survival tip, but if you save before a big date, you can go back to the date and try out some other lines. Could be useful for finding new special moves... plus it is fun! You can save in Hotels as well as outside.

### Quick Text:

If the text moves too slowly for you, you can either change the speed that the text appears in the Options, or you can press TRIANGLE while the text is coming to get it all at once.

### The Fine Art of Walking:

The default mode in Thousand Arms is running, but sometimes running is really inconvenient. For example when you want to talk to people, but have a hard time lining it up to talk to them. Well you should WALK in those situations. To walk simply hold down the SQUARE button.

### Vintage/Rusty Weapons:

Throughout the game you'll find lots of Rusty Weapons, Rags, etc. These can be "fortified" at any Sacred Altar that you have found. Simply go to the Altar, and press X at it. Then select the weapon you wish to fortify and leave it there for a long time. When you come back it will be greatly changed (assuming that you gave it enough time). The weapons start out their fortifying experience as pitch black, but as time progresses, they will lose that and begin to look like normal weapons. You can see them floating above the Sacred Altar. This should help you to know when they are ready to come down.

The best time to do these are AS SOON AS YOU FIND THEM! Once you get any rusty weapon take it to the closest Sacred Altar and stick it in. It takes a bit of time, but be patient, they will get done eventually.



Meis' ... Rusty Sword -> Sodine Knight  
Kyleen's ... Blunt Sword -> Gale Epee  
Soushi's ... Rusty Katana -> Misame-No-Ouzuka  
Muza's ... Rusty Axe -> Great Axe  
Sodina's ... Rusty Knife -> A. Heart  
Wyna's ... Rusty Stick -> Gaia Maul

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## vi. Battles & Fighting

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Battles in Thousand Arms are a little different than in most RPG's. In Thousand Arms only the Front character can attack, while the Back get to provide support, that is they can use items and cast spells -- just not offensive spells.

To cancel the Frontline person's move at any time press SQUARE, to cancel the backline press TRIANGLE. If you want to execute the backlines move before the front (or visa versa) when their move comes up, ignore it until the person you want is ready, then press their button. Front executes commands with X, Back with the CIRCLE.

What the Backline will end out doing a lot of the time is "Standby", which means that they aren't doing anything important. They will, however, every once in a while do a Special Move while on standby. These aren't anything special:

Taunts Enemy -- Sodina -- Enemy Offense Lowered  
-- Muza -- Enemy Defense Lowered  
-- Wyna -- Enemy Offense Lowered  
-- Meis -- Agility of Enemy Decreases  
-- Kyleen -- Agility of Enemy Decreases  
-- Soushi -- Speed of Enemy Decreases  
-- Nelsha -- Enemy is drained of some EP

Cheers Front -- Sodina -- Frontline gains some HP  
-- Muza -- Frontline gets extra Defense  
-- Wyna -- Front gets extra offense  
-- Meis -- Frontline gets increased Critical Rate  
-- Kyleen -- Frontline gets increased Agility  
-- Soushi -- Speed of Front increases  
-- Nelsha -- Frontline Recovers some EP

Note: There can only be 2 people assigned to the backline, so you can have a total of 3 people in any battle.

Damashi Trick: If you fight a Damashi early on, it may run from you. Simply defend against it until it falls asleep, then pound it until it is gone. This depends entirely on him not actually putting YOU to sleep, however. If your guy is already asleep and he casts sleep, the Damashi will be put to sleep himself. Beyond that it just seems to be random.

The following tricks are from Stainless Steel Rat:

Say you're up against Bolt. He is slower than Meis. Attack him, then select attack again, and you should get a second strike in. Now, defend against his counterattack. As soon as his attack hits, cancel your defend

to attack, then defend again. Keep doing this and you will take less damage than you would if you went all-out attack. This only works if your Speed is higher than your opponent, though.

Another trick is for someone in the back rank to cast Heal, and not use it. Just let it sit there with the circle button flashing. Then actually use it when you need it. You do not get the cheers/taunts you would when the back is on standby, but you do get "instant" healing when you need it.

This is from WhaQ:

One way to rack up MP: cast Stop on the enemy (the ones in star plateau are ideal since they give good exp:ratio and are always alone), then cast Magical (Nelsha:5) again and again until you see the green +MP effect before killing the monster.

Also never attack while the enemy is still defending. Simply wait to hit X until they are no longer defending.

-----  
vii. Forging  
-----

Here is a list of which skills and attacks you get with each girl at each intimacy level. Under special attacks, I have listed which weapon gets which attack.

Also realize that you can forge a weapon anytime the girl gains a level to increase the WEAPON LEVEL, which will then go up to the level that it's user is. Which means that there are 2 times when you want to forge a weapon, when you have successfully raised a girls' intimacy level with you, and when the person whose weapon is being forged has gained a level.

There are 10 levels of intimacy, and 10 levels of charisma. You can raise intimacy to 10 from the moment you meet the girl, BUT you can't forge with them until you have the same (or higher) level of charisma. So if they have 5 intimacy, and you have 4 charisma, you can only forge a level 4 weapon. Or if they have 4 intimacy and you have 5 charisma, a level 4 weapon. But when they are both 5, a level 5 weapon.

Note: You can't forge a new skill or spell into a weapon until the girl's intimacy and your own Charisma are both higher.

Note: You can date more girls than just those who will join your party! These are the town girls, whenever you are in their town, and have "activated" them, you can date them and forge with them! Town girls have an \* by their name. To find out how to activate them check the Dating section.

WARNING: You only gain the spells AT THAT EXACT level! You don't gain all the previous level spells as well! So don't raise Intimacy if you haven't already forged! (if you need to lower intimacy you can go on bad dates, fail at their mini-games, or give them Adult Novels or Umbrellas!)

Special Abilities:  
-----

| Girl   | Intimacy Level | Skill | Special Attack         |
|--------|----------------|-------|------------------------|
| ソディナ   | ソディナ           | ソディナ  | ソディナ                   |
| Sodina | 1              | Heal  | Sodina: Dancing Knives |

|         |    |                   |                        |
|---------|----|-------------------|------------------------|
| (LIGHT) | 2  | Wind & Barrier    | ---                    |
|         | 3  | Geo               | ---                    |
|         | 4  | Light & Heal+     | ---                    |
|         | 5  | Barrier+ & Cure   | ---                    |
|         | 6  | Light+            | ---                    |
|         | 7  | Cure All          | ---                    |
|         | 8  | ---               | ---                    |
|         | 9  | Spark             | ---                    |
|         | 10 | ---               | Wyna: Earth Crusher    |
| Wyna    | 1  | Fire & Sleep      | ---                    |
| (FIRE)  | 2  | Cure & Might Guts | ---                    |
|         | 3  | ---               | Muza: Storm Binder     |
|         | 4  | Flame & Heal      | ---                    |
|         | 5  | ---               | Wyna: Rock Geyser      |
|         | 6  | ---               | Muza: Dynamic Cyclone  |
|         | 7  | Fire+             | ---                    |
|         | 8  | ---               | ---                    |
|         | 9  | ---               | Muza: Tornado Voice    |
|         | 10 | Flame+            | ---                    |
| Kyleen  | 1  | Wind+             | ---                    |
| (WIND)  | 2  | Fumble            | Kyleen: Hypnos         |
|         | 3  | Heal+, Evade      | ---                    |
|         | 4  | Speed             | ---                    |
|         | 5  | Cure+             | ---                    |
|         | 6  | Speed+            | ---                    |
|         | 7  | Heal All          | ---                    |
|         | 8  | ---               | ---                    |
|         | 9  | Mad Gate          | ---                    |
|         | 10 | Ice Storm         | ---                    |
| Nelsha  | 1  | Quake             | ---                    |
| (EARTH) | 2  | Weaken            | ---                    |
|         | 3  | Any Might         | ---                    |
|         | 4  | ---               | Kyleen: Fascination    |
|         | 5  | Magical           | ---                    |
|         | 6  | ---               | Wyna: Head Buster      |
|         | 7  | ---               | Soushi: Rekka-Zan      |
|         | 8  | Summon Anything   | Kyleen: Raging Damashi |
|         | 9  | Quake+            | ---                    |
|         | 10 | Sacrifice         | ---                    |
| Kyoka*  | 1  | ---               | Soushi: Musourin Seiba |
| (WATER) | 2  | Silence           | ---                    |
|         | 3  | Rain+             | ---                    |
|         | 4  | ---               | ---                    |
|         | 5  | Cure All          | ---                    |
|         | 6  | Silence+          | ---                    |
|         | 7  | ---               | Sodina: Lastment       |
|         | 8  | Storm             | ---                    |
|         | 9  | ---               | ---                    |
|         | 10 | Revive+           | ---                    |
| Palma*  | 1  | ---               | ---                    |
| (WATER) | 2  | Rain              | ---                    |
|         | 3  | ---               | Sodina: Aura Sword     |
|         | 4  | Fear              | ---                    |
|         | 5  | ---               | ---                    |
|         | 6  | Rain+             | ---                    |

|          |    |              |                        |
|----------|----|--------------|------------------------|
|          | 7  | Dyna         | ---                    |
|          | 8  | ---          | ---                    |
|          | 9  | Storm        | ---                    |
|          | 10 | Wall+        | ---                    |
| Marion*  | 1  | Sleep        | ---                    |
| (WIND)   | 2  | Confuse      | ---                    |
|          | 3  | ---          | ---                    |
|          | 4  | Acid Mist    | ---                    |
|          | 5  | ---          | ---                    |
|          | 6  | Sleep+       | ---                    |
|          | 7  | ---          | Wyna: Gaia Storm       |
|          | 8  | Haste        | ---                    |
|          | 9  | ---          | ---                    |
|          | 10 | ---          | Kyleen: Surprise Smash |
| Metalia* | 1  | Typhoon      | ---                    |
| (WIND)   | 2  | Slow         | ---                    |
|          | 3  | Paralyze     | ---                    |
|          | 4  | ---          | ---                    |
|          | 5  | ---          | ---                    |
|          | 6  | Wall         | ---                    |
|          | 7  | Revive       | ---                    |
|          | 8  | ---          | ---                    |
|          | 9  | ---          | Soushi: Fudo Rasanjin  |
|          | 10 | Stop         | Sodina: Soul Cure      |
| Mil*     | 1  | ---          | ---                    |
| (EARTH)  | 2  | Guard Guts   | ---                    |
|          | 3  | ---          | ---                    |
|          | 4  | Defense Down | ---                    |
|          | 5  | Geo+         | ---                    |
|          | 6  | ---          | ---                    |
|          | 7  | Kilphy       | ---                    |
|          | 8  | ---          | ---                    |
|          | 9  | ---          | ---                    |
|          | 10 | Haste        | ---                    |

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Walkthrough

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In this walkthrough I often take the "scenic route" around the towns. I do this to collect all the Elemental Spirits that you can find. You don't have to do this (or pretty much anything else) my way, feel free to find your own path!

Also, I list most (99%) of the A,B options, where you get to say one thing or another. I also say what the "best" option is most the time (70%). That doesn't mean that the other option is horrible, just that I felt that that one is best. Also, some options don't really have a "best" response, both options end out the same.

Finally the directions I use in this Walkthrough can be a little confusing. For towns and the world map I refer to the directions N,E,S,W; you can tell which direction you are going through the map (TRIANGLE). But in dungeons I do it differently. This is because the camera view doesn't rotate. So, when I say go right, I mean head to the right of the screen. If I say, go right and

up that amounts to going diagonally up/right.

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## 1. Prologue

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As you start the game, Meis is walking alone down a dirt road; his stomach telling him to get some food. But what does our dear Meis miss the most? Girls! Flashback to several weeks ago...

Triumph Manor:  
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The Butler will tell you that you are being summoned by your father, Cliff. You can find him down the hall to the NW (assume the top left of your screen is the NW, the perspective won't change while in this house... it will later). However, there are some things you may want to do first:

Go down the hall to the NE, through the door and talk to the maid, and then the Butler. You can say two things to him (these '2 things' conversations come up a lot, where you get the option to say the 'right thing' and the 'wrong thing'):

- A. Weren't you just in the hallway?
- B. I know. Who do you think I am?

Even though you CAN say the 'right thing', sometimes it is more fun to say whatever you feel like...

Go upstairs and search the rooms (that is, press X by all the objects) to find 2 Elemental Spirits (one on a dresser in the W room, and another on the Swords in the N room). Also in the N room in the lower right corner is a book on a table, which is your families writings. You can read it if you want, it gives an interesting insight into Meis' family and where he gets his personality (that is, chasing girls) from.

Now go into your father's room, and you get to see your first Anime Cutscene.

- A. Fight as a Spirit Blacksmith
- B. Impress the Ladies (best)

The gist of it is that your father isn't really the prepared type, and probably wouldn't have won in a fight in any case... Anyway flash back to the present, as Meis continues down the road... And he wonders if "she" is ok too. Flashback to the past... this time only a few days ago.

Town of Kant  
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The Dark Acolytes are attacking (as evidenced by all the loud noises), and you want to escape. You can go up back into Triumph Manor if you want, but there's nothing new there. Talk to the two children a little ways down, to get them to leave. Go down into the next area.

Bunches of people here are fleeing for their lives and advise you to do the same. Also now the perspective becomes truly 3D as the camera angle changes as you move around (you can also change it with R1 and L1). Use your map (Triangle) to locate yourself. I'll use that map to provide directions.

You can find Elemental Spirit in the Hotel (west) in a plant in a room on the first floor, and some more upstairs just above the table.

There is an Elemental Spirit in the Shop, by the two chairs in the top left corner.

As you head further south, a girl will cry out "Hurry! This way!" Meis will go over and see a pretty lady. You get two options but they end out the same (although the second one is funnier). You get trampled by someone, and when you wake up, the girl is long gone.

Flash forward to the present again, and Meis will be considering selling his sword when he arrives at BOYZBY. And with that ends the Prologue... with a song and an FMV.

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## 2. Boyzby, Chapter 1: Meis, formerly of the Royal Family

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You'll wake up to the sounds of a girl in trouble! It's Sodina being attacked by some Hoodlums. (although she does seem to be doing fine on her own before Meis arrives.)

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

Either way results in the same. The bandits don't back down, and Meis pulls out his sword. The bandit says something snotty to which you reply:

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

Either way, Meis uses the sword (despite Sodina's warning not to), and it falls apart. And with that Meis collapses...

### Jyabil's House

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You come to in Jyabil's house with Sodina standing above you. She explains what happened to you as well as thanking you for your heroic daring-do. Jyabil enters.

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

Jyabil isn't impressed with you, and thinks that you treat your sword horribly.

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

He tells you that your sword spirit is sad because of your neglect. He says that he'll fix the sword for you on one condition...

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

Eventually Meis has to accept his offer. He tells you to go to the Ruins north of town, and that you can only bring your broken sword with you. You have to find a Mineral, and to get the Mineral you have to fight off lots of monsters. Sodina will say a few things and leave you. There's nothing on this floor so go down the stairs.

Be sure to talk to Sodina here to learn how to get to the ruins: Cross the bridge to the East, then travel to the Northwest. (Her directions are a little on the vague side, and really aren't that helpful... see the next Section below for better directions to the ruins.)

There's nothing more in Jyabil's House so leave (the door out is in the lower left).

Back on the mean streets of Boyzby. You don't get far when Meis notices some women. He's incorrigible. Sodina catches up to you and wonders if you are actually going to the Ruins.

- A. I wanted to shop around first
- B. ...Man, she is gorgeous...

If you say B, she'll get upset and go back inside. After she leaves, Instruction Guy comes up and tells you about the mystery of doors. He also informs you on how battles will work. You may want to listen to him.

In the Amigo just to the South you can find Elemental Spirit in a Cauldron to the top right.

Just to the east of the Amigo is a house, inside in a baby carriage is more Elemental Spirit.

To the East of Jyabil's is a house, go inside and search the plant in the lower right to get Elemental Spirit.

Head east until the screen changes.

In the Hotel (just south of the guards) go downstairs and search just to the left of the stairs for Elemental Spirit. (also talk to the Crazy Man for an opinion on the Atlus homepage)

Across from the Hotel is a Shop. (I'd buy some Potions here, you'll need them when you leave town.)

Just south of the shop is a house with a Voluptuous lady inside. She also has some Elemental Spirit just to the right of her (not HER right... your right). Also search her mailbox outside for more Elemental Spirit.

To exit the town head south two screens from here. You will see a Goddess Statue to the south (still in the town), but you can't use it yet. Soon you will use these things to date women!

However, if you want to continue exploring the town head east one screen.

There's a gift shop to the south here, you can buy presents for girls here.

To the north is a Cafe. Inside you can find, you guessed it, Elemental Spirit! It's in the bottom right corner.

Further to the East is an Airship, but we can't get near it yet.

Leave the town.

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2a. The Ruins

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I'd fight a few battles just outside town for some EXP, GG, and so you know how things work in battle. It won't take long to get to the next level either. Once you get a level or two, head to the ruins!

From the town head north to the river, then east along the river until you get to a bridge. Go across the bridge, and head West, North West up this side of the river. You'll soon see the Ruins, they look like a Cave or a Mine. Get up to it and go inside.

#### The Ruins Interior

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Note: Your map doesn't work in here!

Walk up into the cave. Ignore the first path to the right as it Dead Ends. Go right into the second passage, and then down to get a treasure: 2 potions. Go up from here into the next area. All the way to the left you'll find an Antidote. In the next passage to the right is a passage that veers off to the right (it goes to a new area). Down there you'll find a Potion. Now go back to that last area, go down, right for a ways, then up, left through another passage, and up the ladder. (this is where you would be if you hadn't taken that second right and had gone straight up)

Go left all the way, and then up to get a Fire Bottle. Go back down, and to the right. The next passage up leads to a place where you can rest. (There are still battles here!) Once you're done resting, go back down, then go right until you can't go any further right, down, then right again. This passage curves up into a new area.

You won't get far when a big White Thing will descend from the ceiling, and in MiXeD CaPs tell you that it is the Save Damashi, and you can save your game by talking to it. Do so and go on. You are in a smallish chamber and at the top of the chamber is the Mineral that we were sent to retrieve. Go up to it and press the X button. A boss will appear.

BOSS: Sword Crab (??)

Nothing much to do here except attack him until he dies.

Grade: Really Easy

After he's dead, Meis' Sword will be healed a bit, and start to glow with Power. Meis takes the mineral and leaves the Ruins. Go back to Boyzby.

### ----- 3. Boyzby, Chapter 3: Love in Tradguld? Meis in Training -----

Go back to Jyabil's and go near the door to his Forge, where Meis will be trampled by women coming to see the "great Jyabil" work his Mojo. An anime cutscene will ensue. Strangely, Jyabil kicks the women out... Sodina offers to you to become Jyabil's Apprentice.

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

Jyabil quite reluctantly agrees to tutor you with some prodding from Sodina, and Meis promises to be a good student. After which you get to see some Exposition from the Dark Acolytes, and see the Emperor explain all his plans. Convenient when they tell you what they are up to.



Meis wakes up, writes a quick letter to his father, and gets out of bed. Go down the stairs and over to Jyabil's Forge. He'll take you inside and begin teaching you. Meis gets impatient and tries for himself, but his sword falls well short of being as well made as Jyabil's.

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

Meis fails again, and Jyabil gives even more advice. And with that, the session has ended and everyone leaves you alone at the forge.

Leave his house, and go all the way east to the Airship Area. By the airship is a girl named Nelsha, talk to her.

- A. Hi! Would you like to have lunch with me? (best)
- B. Sorry to bother you.

This instigates a Date! Think of this one as a Training Date (you can look at all the questions for every date in the Dating Section below). At the end of the date she explains why you need to date (to increase your elemental power which is used in forging weaponry), and tells you to be nice to girls.

Go back to Jyabil's Forge for some more spirty blacksmithery education.

#### Forge Mini-Game

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This game is essentially one big Simon Says. Jyabil wants to test your skills at Spirit Blacksmithing, and so wants you to do exactly what he does (how does this test your skills?). Anyway the controls aren't hard to figure out. If he moves to the left, you move to the left. If he does something over there you press X once you're over there. If he moves left, right, then down, you do that exactly. You follow him in segments where he shows you, then you do it several times. At the end of each segment he will say a few words, then it gets a little harder, he does more, and he does it faster. Don't worry about screwing up, he's pretty forgiving.

#### Controls:

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      Urn
      ^
Forge < + > Tools
      v
      Anvil
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If you do well Jyabil will reward you with 50 mp and say that you have done well...

In any event he will tell you that your heart is just not in your work. He will then leave and Sodina will come in and talk to you. She explains that Jyabil is checking the spirits to make sure they are in harmony.

- A. I can understand the Spirits' feelings too!
- B. Out of harmony? Let's see...

After that Jyabil asks you to go get a Berserking Knife telling you that the reason for such things lies in the Spirit within it. For this one Sodina will join your party. (but she won't show up in your options screens) Go east a couple screens to find the lady standing in front of her house. Talk to her.

## Knife Whacking Mini Game

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This one is nice and simple, when the Knife gets in range, press X to hit it with your sword. You need to hit it about 4 or 5 times to beat it. Once you've hit it a few times it will speed up, and will come close to your attacking range, stop, and turn around. This one takes a bit of timing to do, you have to press X before the knife gets to the center of the box. Generally, press X just as it crosses the green line of the box. Win and get 10 MP.

Sodina will come in and talk to the knife. Seems all it wanted was to be used for more than opening the packages of TV dinners (funny... I didn't see any TV's anywhere...), it wants to actually be used to COOK. With that, Sodina leaves you alone again. There's nothing to do this time, so head back to Jyabil's, and again to the Forge. This time you're given a pot to give to a Lady Customer, who will, again, be in front of her home.

Head one screen east, and you'll find her just east of the bridge. Talk to her. She wants you to come inside so she can "thank you" for the pot.

- A. I, ah, um... I just came to deliver the pot. (best)
- B. What!? Do you mean...

Sodina sees this going on and drags you away. Well she tries anyway. She then leaves to tell her brother of the goings on here. (if you want, go inside her house, and she'll come on to you MORE, but then her husband comes home and kicks you out)

Go back to Jyabil's. This time Sodina is given the mission to go to Fort Teve and deliver... the product in question. Some Dark Acolytes have been seen in the area recently.

- A. What, the Dark Acolytes? (best)
- B. They won't stand in my way!

Jyabil and Sodina both recommend that you fortify your blade before setting out for Fort Teve (which, as they mentioned three times, is to the west). Do that for both of your weapons to add the Skill Heal to them, then date Sodina (see Dating below) and forge your weapons again.

### ----- 3a. Fort Teve -----

Go just a wee bit to the north of town and cross the bridge that goes west. Now go straight ahead. You'll soon see a really large structure, that is Fort Teve, head towards it. You'll arrive at the Fort just in time to see the Dark Acolyte Armada attack the fort (from their airships). It won't be long before you are drawn into the conflict and they attack you.

After you win the first battle, Sodina realizes that the enemies just keep coming, and you won't be able to win by fighting. Just then, Muza the Swordsman flies down to help you. Muza makes short work of the goons, but his sword can't quite handle his power, and breaks. That's when Meis gives him the sword that Jyabil sent. Then a few more come, and this time you get to fight them, but now Muza is on Frontline. Just use Muza's SPECIAL ATTACK Twister Blade to beat all 3 enemies.

After the battle Muza tells you to run into the Fort, but before you can make

it you are attacked again. Run inside the fort and meet up with Muza again. With everyone safely inside, they activate the Fort's defenses and kill the rest of the goons outside.

A very entertaining Anime Cutscene ensues... and then you get control back inside the Fort.

Go up the small stairs and a guard will come up to you and ask you to fix his sword for him (you ARE a spirit blacksmith after all).

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

Choose A, and Meis will fix the sword, but then Muza will come in, test the Blade and show you that you aren't as good as Jyabil. D'oh. After that you'll be back where you were on the small platform just above where you came in. The closest door from where you stand leads back to the forge. The next door up leads to the Barracks. There's nothing significant (and by that I mean Elemental Spirit) upstairs so don't bother going up there. Go out of the Fort.

Sodina will have a bad feeling about this... Leave the Fort area, and head east back to Boyzby... But before you even get there you will be attacked by another Goon. This time Schmidt saves you. Schmidt is Jyabil's previous apprentice as Sodina explains. Schmidt will then make a mockery of you.

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

Sodina and Schmidt will start talking... and Sodina asks him where he learned his techniques. He then leaves after giving you a new sword, the Dark Sword.

Note: Now that you have a new weapon, all the spells on your old sword remain on your old sword. That means that Meis will now have no spells!

Leave this little area and a Mysterious Figure will appear and comment on the "Dark Blacksmith". Continue on to town.

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3b. Schmidt  
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Go back to Jyabil's and into his Forge to find Schmidt. Again he says some mean things to you. Jerk. Anyway, Jyabil comes in and finds that your weapon is superior to Schmidt's. Excellent. With that Schmidt leaves angrily, and you go to sleep...

You wake up having to go to the bathroom, and despite there being a restroom next door to your room, you feel the need to go downstairs. If you want you can go into the other rooms and listen to Jyabil and Sodina as they talk in their sleep. Sodina you should listen to twice...hehe.

Anyway, go downstairs. You'll see Schmidt wandering around looking shady. (by the by, there isn't a bathroom down here!) Follow him to the exit of the shop where Meis finds something.

- A. What's this letter? (best)
- B. It's not good to read someone else's letter.

Read the letter to find out that Schmidt isn't as nice as... well actually he's

just about as nice as I thought he was (when I first saw him, I thought, EVIL!).

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

Have a bad feeling about this and Meis will follow Schmidt. Schmidt is talking to that mysterious stranger from earlier, and appears to be about to do something... important, and EVIL. After the stranger leaves, Meis manages to make some noise and is noticed by Schmidt.

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

Say what you will, either way Schmidt takes off.

Next you and Sodina are doing some chores in Jyabil's backyard when they hear a noise from inside... Go inside to see Schmidt demanding Jyabil teach him the "Secret Art". Schmidt then takes off for the Mist Valley to look into the Mirror of Souls. Jyabil tells you to follow him to Mist Valley (to the east), and see what happens.

If Sodina or Meis raised any levels on your last adventure, be sure to Forge your weapons.

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#### 4. Mist Valley, Chapter 4: Mysterious Blacksmiths, Jyabil and Schmidt

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Head East, then North East to find the Mist Valley (don't worry, you can't miss it!).

Mist Valley Interior:

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Treasures: Evade Ring

Once in the Mist valley, go up one area. You are on a bizarre bridge thing in Deep Mist. Go up a little, and take the right path. It will curve down and to the left, under the first bridge, and to a treasure chest (2 Antidote). Head back to the main path, and go forward some more until another path branches off to the right. We'll come back here in just a second. Go up the path into the next area, go up and get the treasure (Antidote), then go back to the path that goes right, and head that way.

The path splits, one goes right and the other goes down. Go right. The path curves up and into a new area. Here is another fork in the road, go left and up to get a treasure (Evade Ring! Equip Sodina with the Ring). Don't bother with the other path, go back down to the last area, and then take the path that went down.

Follow this path under a bridge as it heads left into a new area. Go left to the fork in the road, and continue left. The path will curve up, then around to the right to a Treasure (Potion). Go back to the last fork, and this time go up. Take this path straight up (there IS a fork to the left, but it doesn't lead to anything interesting). The path will curve to the right and there will be a Save Damashi here. Save it.

Run right into the next area. Follow this curvy path along and up into the next area. You'll see Schmidt here, go up to him, and a little cutscene

will take place... Turns out he doesn't like what he sees in the mirror... Then a shadow of the emperor will appear and ask Schmidt to come with him.

- A. Schmidt! Don't go!
- B. Who the hell are you?

Schmidt is taken away, and the emperor vanishes. He then taunts you with your death and losing of your home. You are then attacked.

BOSS: Mace Gearman -- This guy isn't tough at all, just attack him. In fact, I think that some of the OTHER enemies in this cave are harder than this guy!

You will then be transported to the exit of the Valley Interior with another of Sodina's "I have a bad feeling about this" lines.

Go back to Boyzby and you'll find that it was attacked by the Dark Acolytes and is currently burning. There's only one place that you can go, and that is to Jyabil's house. Just short of getting there you'll see a battle between Jyabil and a Mysterious Dark Acolyte type figure, Shaft. Jyabil uses his sword to summon a monster to help win the day. However, the cost was high, and Jyabil will die. Before he dies he gives Meis his hammer. He tells you to go to the Lucent Cave and find the Sacred Altar to get the Holy Flame. The Lucent Cave is South of Boyzby.

Note: The Hotel is back after the fire, so you can rest and save if you need to. Also the Item Shop is back, but they have less items for sale.

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5. Lucent Cave, Chapter 5: Find the Sacred Altar! Set it Aflame!  
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Go across the west bridge and head south. There will be a large arch, go under it and just past it turn right and follow that path up to find the Lucent Cave.

Note: If you need to use a Forge, simply head back to Fort Teve and use their Forge.

Lucent Cave Interior:  
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Treasures: War Glove (from a battle), Comic Book

Once you're in the Lucent Cave, you'll be standing at the entrance at the top of the screen. Go down, the right and up to get a Treasure Chest (Elixir). Go back to the main path and go down into the next Area.

Follow this path down onto the Bright Glowing Bridges. Go down all of these. They'll then turn right, and then up, and finally back down. Go down to the next Area.

Go down and left and you will have a choice of directions to go, left, or down. Go down, and then right. You will be on a lower level now, again with a choice of which way to go, left, or up. Go up. The path will curve to the left and go under a bridge, and finally leads to a new cave that leads up. Go in the cave to get to a new Area.

Go up the path, and then to the left. You'll find a Treasure Chest here with a Book of Delay in it. Go down and into a new area.

Go right and onto some more of the lower bridge things. Again there are two choices, right or left. Go right and follow this path until you get to another fork, then go left. Follow this path for a good long time until you get to the Cave that goes left. Take the cave to the next area.

Here you will see 4 paths that you can choose. Go up the top path to a new area. Follow this path up to a Treasure Chest (Antidote), then go back to the 4 paths.

Go up the path second from the left, then go right when the path splits to get a Treasure (Potion), now take the other path left and up to a new area.

Go up, and there will be a large open area with two paths that go up, take the left path up, and follow it until you get to a Treasure Chest with a Comic Book. Go back to the open area, and save it at the Damashi, then take the right path up.

You will be in a room with a Forge, which is convenient. And just to the North East are some stairs to a pedestal where the plot will take over for you... You will be teleported somewhere to talk to the Ancient Masters. You will also be given the Elemental Beast of Water, Aquoon. With that you'll get control back. Step onto the weird glowing circle to teleport back.

When you reappear you will be attacked by another Goon.

Note: Having obtained Aquoon you can now summon him in battle! But I wouldn't bother with it here since this Goon isn't weak against water, and your normal attack works just fine.

And with that you'll be taken back out of the cave and told by Sodina to go through Fort Teve to Hatoba. Head back to Fort Teve where you will be met by Muza who offers to join you saying that he has the strength of a hundred men.

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

This isn't really a time for jokes, so I said B. Muza will join up with you. Muza is a Level 12 character, and has a great wind special attack that hits all enemies. Consider placing him on frontline if Meis isn't on too high a level. Go through the fort and out the other side. After that a little "Meanwhile" will crop up showing you events of the Dark Acolytes.

From the Fort head west and a little south to the little mountain range. There is a path that leads into the mountains, follow it until the Plot takes over. Sodina is commenting on how she has never left Boyzby before.

- A. I will get her by being gallant. (best)
- B. Now is my chance to charm her!

Sodina appreciates you taking over for Jyabil, probably because she already likes you. Follow this path leftwards into town.

You can search one of the rocks for Elemental Spirit (untested).

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6. Hatoba, Chapter Five: Wyna! The daughter of the pirate, Grapple.

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There is some Elemental Spirit in the house closest to the entrance of the

city. Search by the dishes in the house. There is also some Elemental Spirit outside of the house, search by the lone barrel.

Continue down the path and go into the next house to find some more Elemental Spirit just inside the house on the torch, and also in one of the barrels.

Continue down the path to the next area.

Just to the west is a Hotel. Upstairs in the hotel just above the stairs on the East wall is more Elemental Spirit.

Further west is the Bar, go inside and search the stacked barrels for yet more Elemental Spirit. (You can also date in here)

A little to the south is a dock, and on this dock you can find a Green Haired Girl who asks you to play. (Also to the west of her are some stacked boxes with Elemental Spirit)

A. Sure!

B. I don't have time...

Play with her to get into a mini-date (which you can find in the dating section under Kyleen Nelphe).

There is a shop to the east. Go east to the next area while on the docks. There will be a Smithy to the north, but oddly there is no one inside. Almost as if they expected that you would need your privacy...

Just to the west of the Smithy is a small house that you can't enter, by the house is a bucket, search the bucket for some Elemental Spirit.

East of the Smithy is a Date Shop, go inside and search the lower plant for more Elemental Spirit.

At the far end of the dock is a long pier that heads south to a new area. Go down that to find the Goddess Statue, and a woman who has a few suggestions on where you should date.

At the end of the Pier is a lighthouse, turn right from that and go to the end of this pier. Search the little object here for some Elemental Spirit.

Once you've talked to everyone in town, return to the Guy standing by the docked boat, and he'll mention that you need to talk to an Old Guy to get out to the Volcanic Ruins where the Holy Altar supposedly is.

You'll find the old guy in the Bar at the western edge of town. Go inside and talk to him. He knows everything, but to get him to tell you, you have to beat him at a Chili Drinking Contest.

A. What kind of contest is that!?

B. Muza! You take care of this! (best)

Have Muza go against him, and eventually Muza will drink him under the table. The Old Coot then tells you nothing new, but somehow that's enough to get you inside to see the Pirates. Go all the way to the east, and take the path that heads north to a new area.

Follow this path up to a large gate. At the gate will be two gatekeepers, talk to them, and again, and one more time. They'll get upset, go inside, and close the gate.

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

Muza suggests that you do more recon work in town to try to find out more about these pirates. Go back out to the Long Dock (with the Lighthouse) and talk to the Swordsman there to learn about a mysterious warrior. Talk to the woman in front of the Smithy to learn that this warrior is involved with the Pirates. You can scare the Guard by the bar, he seems to think that this warrior is after a Sword... The patrons in the bar mention that this warrior is smashing swords with a Hammer. The man by the Shop east of the hotel has more info.

Go ahead and leave town. As you run down the little path, Muza will sense something...

- A. Is it... that mysterious warrior? (best)
- B. Don't worry about it. Let's go!

Say A, and the warrior will appear and demand a fight. Muza takes up the challenge and he and the Warrior go at it. Muza, in an attempt to finish the warrior off, uses his Twister Blade, and the Warrior's robe flies off revealing a girl! (much to the chagrin of Muza!) Muza gets paralyzed, and Meis has to challenge the warrior, Wyna. (which, of course, you get to fight!)

BOSS: Wyna -- Wyna has the most HP of any creature you've fought so far, and will take a little longer to beat.

Once she's beaten, she becomes much more pleasant. Turns out she broke her father's sword, and now in an effort to replace it, hits every sword she comes across with her big Hammer. You know, to test the strengths of the swords. Meis offers to repair that sword.

- A. Father's sword, huh? I'll do it. (best)
- B. How about a date with me then?

She tells you to meet her back at the gates. Dragging Muza, head back to the Gates of Langoud. On the path back to Langoud, Muza will snap out of his little girl induced paralyzation, and admit his appreciation for Wyna.

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

Go up and talk to Wyna to get into the pirate city of Langoud.

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6a. Langoud and the Broken Sword  
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Wyna tells you to get the sword from the warehouse, fix it, and bring it to her in the tower.

Go forward, and into the first building on the right. Search the fridge there for an Elemental Spirit.

Go south, and climb the stairs to find a Hotel and a Smithy. Go into the Smithy and search the fan at the top of the screen to get some Elemental Spirit.

Go back down the stairs, and all the way south into the big round building



(It's a tower). In the tower go up the stairs. You'll have two choices on where to go, take the right path. Follow this path to the next tower, then go down the stairs and get out. You'll find yourself right by a Goddess Statue, if you need it. There is also a Bar just east of the Tower in case you need a place to date. Also up the stairs is another house, but I didn't find anything there.

Back into the tower, up the stairs, and down the next path. Again follow this path to the next tower, and again go down the stairs and out of the tower. (isn't it odd how many people in Langoud know that they are in a game?)

Find the stairs to the East and go up them. There are two buildings here, Roft a normal items shop (the east one) and the other one sells things for girls (the west one). You can get Evade Rings here!

Go back to the tower, and take the next path to the Control Tower.

In the room straight ahead is a treasure chest (8 Elixirs). There is also a Save Damashi on this level further up. Find the stairs and go down.

In the room at the very bottom here is some Elemental Spirit, just search the lockers.

In a room to the top left, search the lower boxes for some more Elemental Spirit.

In the very topmost room you will find what we came here for, Grapple's Sword. Also search the other table in this room for some more Elemental Spirit.

And in case you are wondering, the passage to the NW (or the top left, depending on how you look at it) leads to the Secret of Langoud, which isn't that much of a secret... I'm sure you can guess what it is! You can search the end of the right passage in there for some Elemental Spirit.

Go back up the stairs, and then up the next set of stairs.

Search the small antechamber at the very top of this area, at the table, to find some Elemental Spirit.

You can go to the lookout area from here by going down and right (or the SE), search the Spyglass to get some Elemental Spirit.

There is another lookout station to the NW (or the top left... you get the idea!), again search the Spyglass for Elemental Spirit. Also note the Picture Machine here.

Search the mirror in the center chamber for more Elemental Spirit.

Now take the Sword back to the Smithy we were at earlier. (to get there from here, first go down then stairs, then exit this room from the SE. Follow this path to the tower, then go down the stairs and out of the tower. From here head north to the stairs, go up, and you're there!) Go inside and use the Anvil to fix the sword. Return to the floor on the control tower that we were just on.

Find Wyna up the stairs to the NE here and talk to her. Meis will then ask if they can be taken to the Volcanic Island, and she says to talk to her father in the back room. Follow her to a new area.

You are in a large control room. Go up the stairs to the NE, and search the

middle control panel for some Elemental Spirit.

Go back down, and go NE, but this time we're going under where we just go that last Elemental Spirit. This is the Throne Room of Wyna's Father. In the NW is a door that leads to Wyna's room, there you will find a punching bag, search it to get Elemental Spirit. Go back and talk to Wyna, and her father will appear. He thanks you for helping his daughter and offers you a reward, Money, Women, just name it!

A. Women sounds good, but... (best)

B. Of course, women!

He agrees to take you to the Volcanic Island. They then begin preparations to depart which leads to another FMV for you to watch. Langoud, you see, is one big ship, and it's on this that we'll make our way to the Volcanic Island.

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7. At Sea, Chapter 6: Doomed encounter! The disciple of the dark  
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Shortly into your journey, Grapple tells you to take a look around. Go back to his throne room, and through the curtain that he come out of to find his room. Search just to the right of his bed at his nightstand to get some Elemental Spirit.

Go out of the control room, and then go to the Second Lookout area and talk to the person by the closest spyglass for some information on a Weird Old Man at Volcanic Island. Come back inside and Grapple will announce on the PA that you should go back.

Talk to Grapple and you'll go off and eat. Meanwhile... Bolt loses his temper over the word "sagacious" and kills a lot of soldiers.

Back to the eatin'! Grapple will be talking about his ruthless pirating ways, when Meis mentions Wyna, to which Grapple says "Wyna??"

A. She is incredibly beautiful! (best)

B. I think I'm in love with her!

Grapple will fall asleep while talking about Wyna, and Meis will make a discreet exit. An anime cutscene with Wyna comes next. Wyna wants to live her own life, and not live as her father wants her to live.

Sodina wants to take some pictures with you. Go up to the machine and take a picture. Meis cuts the pictures apart with his sword, and then a Crew Member yells out that you're at the Volcanic Island. Just before you manage to leave, Wyna catches up to you and asks that you take her with you.

Note: You now have another girl to date, and to forge with! Make sure to take advantage of this situation! Also search the Stuffed Animal in Wyna's room to find a Hand Woven Sweater to increase her Intimacy. (do this anytime after she joins, make sure that you've already forged with her before you do!)

Note: Although you did take a picture at the Print Club, it didn't really count. If you want one, go back to it, and take a picture with a girl. Try to get them in a good mood for the best pictures. They aren't cheap, at 300 GG each! Once you have at least one picture one of the ??? options in the Menu will become "Print Club Note".

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## 7a. Volcanic Island

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Go north up the slope a little to find the Cave in the side of the Volcano.

Volcano Cave:

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Treasures: Wise Ring, Fine Bag, Thief Ring (battle)

Cross over the little bridge over the lava, and take the path going north. Run up and to the right into a new area.

Run to the right and go up the little ramp. Take the path that curves back the way we just came to a new area. Run down and left to get a Treasure, Wise Ring (female only!). Go back up to the last area.

Follow this path back up, skip the first branch to the right, and go up the bigger ramp. At the top of this ramp there will be two choices on where to go, take the top path and head to the right. This path curves around to the left. Continue on it to the next area.

Follow this path around the lava flow to the Treasure Chest (Silver Angel). Now head back to the last area. Remember that branch we skipped on the right? Go down that all the way, then up and to the right until you get to a big boulder. The boulder will come down and smash things. Now cross the debris to the left to a new area.

Run all the way to the left to find a Treasure Chest. Open it and a bizarre creature called Smoochy will be freed. Goodie. He tells you of how he is the "love masta" (riiiiiiiight) and will be looking for love in Boyzby. The exit of the cave is down and left, so go back to the right, and into that new cave to get to a new area.

Note: You can find Smoochy in Boyzby at any time after this, and he will trade you the kisses that you get on dates (assuming that you are getting any!) for items. He's in the house east of the Amigo Tavern. Check out the Smoochy List up in the Items Section.

Save it at the Damashi here. Go up the ramp to the right of the Damashi, then go straight up the path to a new area. Follow this path to a treasure chest (Fine Bag, a present for a girl). Go back down.

From the top of the ramp right of the Damashi, go right, and take the path that goes up and right to a new area. There you will find a Treasure Chest (Hi Potion), and a new path that curves back to the left, take it to a new area. Don't go up the ramp here, instead go around it taking the path the goes up and right.

Continue up and right across a small bridge. Here you want to go up and left to the next area. Continue this way until you get to the Save Damashi. Save it and then go up into the Forge.

Use the Forge if you want, and continue up to the next Pedestal where again you will be teleported to a Special Place. There you will meet up with the goon formerly known as Schmidt, now calling himself the Dark Master. Long story short, you have to fight him.

BOSS: Dark Master -- Finally! A real boss! Use Aquoon if you still have him. He tends to defend a lot, you can use that time to your advantage to cast spells like Might Guts, and Heal+. Beware of Jeala's magic! He also has an attack that drains your frontline of 25 EP. Just hang in there and you can beat him.

After getting his butt whupped, the Dark Master makes his escape (by using the old villain excuse "I don't have time to waste on you now." Yeah, right!). Wyna tries to cheer you up by saying that you'll win "next time".

- A. Yeah! That's right! (best)
- B. I don't know. He seems too strong.

Head back to Langoud. I'd stay at the Hotel before going back to the Control Tower and talking to Grapple. Just then, the Dark Acolyte Fleet attacks! You run out onto one of the lookout stations and have to fight an enemy, after you beat that one, another falls from the sky. Again, win and another falls from the sky.

Grapple decides that he has had enough of this and prepares to fire the Elemental Cannon. Wyna tells you to go protect the Reactor Room. Go back inside, and go downstairs twice, and then go up and left into the Reactor Room. (It is the room with all the Priestesses in it) Then Bolt will burst into the room and fight you.

BOSS: Bolt -- Bolt loves to just sit there and defend, so hit him hard and fast with Aquoon, then attack as much as possible. Bolt won't just attack normally much, he likes to do special attacks which damage everyone.

Defeat him and the Priestesses will summon their dragon; Grapple fires the Cannon in another FMV. So much for THAT Dark Acolyte Fleet!

Bolt isn't quite dead, but he is far from OK. He starts talking to himself, and complains about what one of him is saying. And then he gets so upset that he blows up, which puts a hole in the reactor, causing the Langoud to spin out of control and crash into a continent.

Grapple asks you to find someone on land who can fix the Langoud. Leave the Langoud.

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8. Mountainhand, Chapter 7: The deserted plains and the weird gadget master.  
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Walk towards the Railroad tracks and you will be taken in for a closer look. An FMV will start up showing a large train rolling by. It looks like a car crossed with a covered wagon put on tracks.

Once that's over, go to the Tower and in. This is a train station/town, Weino Point. There is a hotel to the left. Go in the building with the big WELCOME sign. At the desk you can buy normal items. Go up the stairs. Walk a little forward and a train will arrive, get in the train.

Leave the station through the door to the NE. Walk up a bit and go into the tavern. Search the Piano for some Elemental Spirit.

Down and to the right is a Hotel. Go inside, upstairs, and in the second room

search for more Elemental Spirit.

Continue down and right, then take the stairs up. Here go into the Shop. You can buy Teleportums here to go to any town you've already been to. Search the lower right corner of the shop (the middle Plant of the 3 plants in the center of the alcove) for some more Elemental Spirit.

Go up and left and into the building with the door between the two stairs. Once inside, go upstairs. Go to the far left of this top floor, and search by the bench to find a Record Player, which plays some really weird music! (it doesn't play all the game's sounds if that's what you are wondering) Go right and search between the two beds for some Elemental Spirit.

Go back outside, up the stairs, down to the right, then up the next stairs to a new area. Down to the right you'll find a Girl Shop. Go back up and to the left and go up these stairs. Up here you'll find another Picture Machine and a Goddess Statue.

Go down and to the right and into the house. Again go upstairs, and you'll find another Record Player in the same spot. On the table by the record player you'll find some Elemental Spirit.

Go back up and left, then up the stairs. The building closest to here is a Smithy.

Wander down and right, then up the stairs to another new area. Go up and left and into the first door (there are two into this building, and they lead to different places). Search near the Man to find some Elemental Spirit. You can go into the second door to talk to the Man there if you want. Go outside and up the next stairs.

Go down and to the right and into the building. Search the engine that goes up and down to find some Elemental Spirit. Go out and into the next door. Search the tools above the man (from the NW side) to find some Elemental Spirit.

Go back up and left and up the stairs. Bandiger will run into you in a little Anime Cutscene. After his little spiel he leaves. Go into the bizarre looking house. In here you'll find Marion, an... odd person. She wants to know if you have see her A-Trap Generator.

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

Either way she ignores you. She checks her radar to find out where her thingie is and learns that it is in the Locomotive, and then leaves to retrieve it. Before you leave yourself, search her bookcase at the top of the screen for some Elemental Spirit. Also you can use the Radar to hear some weird noises, and if you get near the giant slippers, they move faster. Leave her house, go all the way down and right, then go up and right.

Go across the bridge and into the door. You'll find Marion confronting Bandiger who apparently stole her thingie. Bandiger uses the thingie, which raises a wall between Marion and him, and he makes his escape. Marion asks you what to do now.

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

After a very amusing cutscene in which Muza nearly asks Wyna if she's a lesbian, Meis agrees to catch Bandiger for Marion, in exchange for her fixing

the Langoud.

Go up the stairs, and follow this path up to a switch, turn the switch ON, then take the path that goes down and right. Follow this path and go down the stairs. Go down, and right around the water. Go up, left and up, and up the stairs. As you get on the moving platform, the crane will pick you up and place you on a pedestal with another Switch. Turn this one OFF. You will be \*BOINGED\* back down to the ground. Now go up the other stairs to the right and get on the other moving platform.

Do not go left! This will knock you back down a level. Go right, and a new wall will appear and block your way to the Northeast. Follow the little path to the Northwest to get to a Lever. Pull the lever to drop the wall. Try to go back, but a Robot will drop from the ceiling and demand that you play Super Rock Paper Scissors.

Super Rock Paper Scissors:

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Surely you know how to play Rock Paper Scissors. Well they changed it a little. The object of the game is to win 3 matches before the robot does. Each match consists of 2 rounds. The first round is the standard Rock Paper Scissors, where you get to choose one of the 3, and the robot chooses one of the three. If you win (Rock beats Scissors, Paper beats Rock, Scissors beats Paper) you win the round. In the second round, if you won, you have to guess which way the robot will turn. Press any direction on the D-Pad. If you lost the first round you turn, and the robot tried to guess which way you will turn. Oh and you're being timed too, so make it snappy! You have to win both rounds to get the match point.

Note: There is a pattern that depends on which person won last. It rotates clockwise and counterclockwise for the different parts of the game.

Controls:

|                            |                           |
|----------------------------|---------------------------|
| Turn Up                    | [^] - Scissors            |
| ^                          |                           |
| Turn Left < + > Turn Right | [_] - Rock    [o] - Paper |
| V                          |                           |
| Turn Down                  |                           |

Win and the robot goes away. (not sure what happens when you lose...) Go through where the wall was, and up the ramp to get the treasure (Hi Potion).

Go back down the ramp, and go up and to the right to find three levers. Marion will "appear" and tell you to enter the code 011, which means pull the 2 right most levers. Once that's done a big thing of steel will lift away. Go back up the ramp, and go up that way. Go up to the next area.

Here you'll corner Bandiger, but he manages to get away again (this time by being very flat...). Go right, and Meis will see a Centerfold that vanishes. Just above that is a small red Dot. Search that to find a Circuit Breaker, reset it.

Go up the stairs near here, and a crane will lift you onto another moving platform. This one Meis breaks. You'll wake up eventually, go right to find another Lever Puzzle. This one is 010. Meis starts to get angry with Marion.

- A. I've had enough already!
- B. Wow! Talk about traps in this maze. (best)

Say B and Marion will give you a High Elixir. Go down and to the right. Go up the big stairs here.

Go down and left, then up and left to the Switch. Flip it. Go to where the new bridge is, find the next switch, flip that. Go across this bridge to get a treasure chest (Spark Bottle). Now go back across and flip the switch again. Now go across the other bridge, and down the stairs. Follow the path up and to the right to a new area, and then here go up the stairs. Go right to the switch, flip it, go across the moved bridge and down the stairs. There are more stairs down here (hard to see) go down them.

As you move around on this level, walls will spring up to block your access. Run down and to the left, through a pipe, and down some stairs onto a 9 block level. You will be shaken around a bit before being released. Go up the next stairs, and then the stairs after that. There is a Save Damashi here. Go down the next stairs, and get the Treasure Chest (Elixir) to the left.

Follow the passage up and to the right, then down and to the right. Follow this narrow corridor. Again you'll find Bandiger, and this time you get to fight him!

Note: You may have seen 2 treasure chests in this maze that you couldn't get. You can't get them right now, but if you come back to Mountainhand later in the game, you can get them (although you have to go the long way around to get them, plus it's only a Hi Potion and an Antidote EX).

BOSS: Bandiger-- Bandiger has 2 attacks, his normal attack and his "spin". Strangely his normal attack hurt more than his special spin. He has a lot of Hp's and takes some time to beat, but isn't all that difficult.

You win, and Bandiger goes away. Go back to Marion's house, and on the way you'll talk about the Katana, a powerful sword, and to forge powerful swords...

- A. The Sacred Altar! (best)
- B. There must have been lots of gorgeous women!

After a bit more discussion your companions decide that the Dark Acolytes still haven't found the Altar, and that you should go to Tokio Pt.

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

Meanwhile... (btw, Ratchett's voice is REALLY annoying!)

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9. Sinaga & Tokio Pts, Chapter 8: Encounter with Soushi! The scheme of the Dark Sword  
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You will be let off at Sinaga Pt. Go outside of the Terminal to find a girl in distress. Meis jumps at the opportunity and a battle commences. Defeat the 2 Suronin and Soushi will come up, get the wrong idea about you, and attack. A little into the battle and the girl tells Soushi to lay off ya. A bit of talking later (quite a bit actually) and everyone decides to rescue the Katana Master from the Dark Acolytes.

- A. Yeah, let us help you! (best)
- B. Well... why don't you tell me the details, in private?

(B gets you slapped, btw) You're then told to head for Tokio Pt.

Note: Before you go anywhere, you may want to go back into the Mountainhand and use the Smithy, go on dates, etc.

Tokio Pt. is to the east. Just follow the rail as it goes east. It will take awhile to get there as Tokio Pt. is on the complete other side of the continent. Enter the town to see Soushi slash up some goons. Soushi refuses to give up the Dark Sword and runs off. Follow him to the right. Go down the path and talk to one of the Dark Acolyte Goons there to fight them.

Kyoka suggests that you take the conveniently placed boat, follow her down to the docks and talk to her. A short boat trip later and you'll be on Wano.

Go down the docks and fight the Dark Acolyte Guards here. Just beyond them is a Hut being guarded by two more Dark Acolyte Guards, again talk to them, and kill them. Go into the hut to find Master Kanouha. He'll say a great many things, and have you fix up Soushi's old sword the Masamune (why is this sword in every game?).

Kyoka asks why Wano was attacked, and Kanouha tells you that it is a long story.

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

It's not THAT long of a story. Turns out that the Dark Acolytes gave the Samurai Dark Swords that caused the Samurai to become self-destructive, and used the opportunity to search for the Holy Flame. Failing to find it they got mad and blasted Wano to bits. Kanouha says that if they attain the flame then the whole world will suffer the same fate as Wano.

- A. But in the Volcanic Island... (best)
- B. Oh my!

Kanouha then tells you where specifically you can find the Holy Flame, at the top of Back Side Hill. If you need to rest talk to Kanouha. Go out the top exit (in the Northeast corner) to get to the back side of the hut. After you leave you'll hear a little sexual harassment happen inside.

The house closest to here is the Forge. Use it if you gained any levels against those most recent Goons. Follow the path out of the area.

Continue up this path to find a Save Damashi. Follow then path all the way to the right to find a treasure chest (Wind Bottle). Go back and go up the next path. Follow this path as it winds up the hill to the next area.

Go up and to the left, under the bridge, up to the right, around the path, and left to a new area. Follow this path to a treasure chest (Rusted Fan). Go back to the right, then take the path that goes up and left to a new area. When you get the choice of paths, take the lower one to get another Treasure Chest (Metal Fan).

Now take the upper path up to a new area. Continue following this path as it curves around to the right, then cross the bridge. Keep following this path through one area and into another, then follow it some more as it winds its way up the mountainside. When you come up to the Save Damashi, you know you're at the end! Save it and go on.



Welcome to the Sacred Smithy! You know what to do here, and as you prepare to gather up the holy flame, the annoying one (Ratchet) drops in to spoil your fun. She has Soushi under her spell (well... the Dark Sword has him under its spell but it is essentially the same thing) and he's going to fight you... again.

BOSS: Soushi -- Soushi hasn't really changed since you fought him the last time. Have your backline heal (as mentioned in the Fighting section, don't hit CIRCLE until you actually need to be healed) and have your front wallop him. Aquoon works wonders against him as well.

After you beat him, Kyoka will show up with the Masamune and use it to cure Soushi of his Dark Madness.

Go back up the pedestal all the way to the Torch, and press X (not sure if you have to do that). Answer in the Affirmative (that's 'yes') to go to the Sacred Altar. There you will receive the Elemental Beast of the Earth, Fiednod, as well as the Holy Flame. Step into the glowing circle and teleport back to the Sacred Smithy.

Hmm.. You left Sodina all alone, and the Dark Master is after her... Maybe you should be getting back to Kanouha's Hut. Before you make it all the way down the mountain, you will notice that "something is burning". That can't be good!

Once you get back you'll find Kanouha on the ground and everything in flames. He tells you to hurry to the harbor to save Sodina. You, of course, are too late to do anything except watch as Sodina is taken away from you. Soushi joins you to help in the recovery of Sodina, and you are boated back to the mainland. Kanouha and Kyoka tell you that they will be in Boyzby if you need them for anything.

Leave the docks and Meis will notice a cloaked woman.

- A. Who's that? (best)
- B. Wow... Sexy lady!

She tells you that the ship that Sodina is on is going to the Giant Airship, the Cloud Manta, which itself is going to the floating city of Sharan. (If you can't guess, the woman is Jeala, who seems a little mad about this whole Sodina thing) She also gives you a small airship for you to use in any rescue operation that you have planned. You can go use the Hotel if you want, but you can't leave town!

Get on the Airship to save Sodina! Your airship quickly catches up to the Cloud Manta, which blasts you out of the sky... as you're falling you jump onto the Cloud Manta and end out inside.

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9a. The Cloud Manta  
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There is a Save Damashi here. There are 4 possible paths to take here. Take the bottom left one to a new area. Go across the walkway into the next door. Here are two treasure chests (Guard Bracer, Experiment Kit). Go back to the Damashi Room.

Now take the Top Left passage. Talk to the man here to get healed (he's the eldest of the 3 Benly Brothers) and get the 2 Treasure Chests (Elixir,

5 Revive). Go back.

Take the Bottom Right passage (the one that the Damashi is on) to another 4 choice area. Go to the Top right passage to get 2 treasures (Spark Bottle, Potion). Go back, and take the Bottom right passage for 2 more treasures (Necronomicon, Silver Angel). Go back and take the bottom left passage, cross all the way over to get 2 more treasures (Tragic Novel, Hi Potion). Take the top left passage back to the Damashi room.

Now take the Top Right passage. It leads to a room that has 4 new choices on where to go. Take the Bottom Right passage to find 2 treasure chests (2 Hi Elixirs, 2 Antidotes). Now go back and take the Top Right to get two more Treasures (2 Hi Potions, 2 Antidotes). Go back and take the top left path.

Go all the way across to the next area. Here you have 4 more choices on where to go. Take the Bottom Right path to get 2 Treasures (3 Antidote EXs, Vermillion Fan).

Now go down the bottom left passage to find another 4 choiced room and a Save Damashi. Take the Bottom Right passage for 2 Treasures (Funky Shoes, Book of Delay). Go back and take the Top Left passage for 2 more Treasures (Hi Elixir, Necronomicon). Go back to the Damashi room, and save it! Finally take the bottom left passage to find the Dark Master with Sodina.

BOSS: Dark Master -- Use your summons to blast Schmidt, since you now have Fiednod use that one as well as Aquoon. Have your back ready to cast Heal+ at any moment (have it selected, but don't hit CIRCLE until you need it). Don't attack, or even summon, while he is Defending, simply wait until his meter says "attack" or "special" then attack.

Beat him and again he will flee in terror (while making it sound like he could kill you at any time), and the Airship will arrive at the Floating City. Get off the Airship and investigate the town.

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## 10. Sharan, Chapter 9: Kyleen, and the evil within Sharan

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Kyleen Nelphe will come up to you (you remember her don't you?) and ask for your help.

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

She'll deny having met you before, and tell you that some goons are after her. She runs off and says that she'll wait for you in the Coincule District.

Note: Don't buy anything, or use the Hotel until you get rid of Lavantis.

We are currently in a long market. There are lots of good items to be found here some of which you could have gotten earlier, but might not have. On the left side are Item Shops and on the right are Girlie Shops. Go all the way down the line of shops and take a right (you'll be heading west) and go up the stairs.

We are now on a big circle. To the west is the Goddess Statue if you need to use her services. Go up the stairs to the north and search the fountain for some Elemental Spirit. Go back down.

Now go down the stairs to the south. On the west side you can find a Smithy.

Go back up the stairs and go south on the bridge. There is a hotel here to the east. To the west of here past the bridge is a house, search inside for some Elemental Spirit. Search the book on the counter in the lower part of the house.

To the Southeast is a tavern. Search the right table from beneath to get some Elemental Spirit.

To the west is the Balcony, as good a place as any for dates. Search the Balcony for some Elemental Spirit, then go back. To the Southwest is a stairs down to the Coincule district. Go down there and you'll immediately find Kyleen, who offers to take you to her house.

- A. OK! (best)
- B. Hold on a moment.

She takes you to her house (QUITE the dump!) and tells you the sorry tale of what has happened to Sharan. Ever since Lavantis came to Sharan, people have become corrupted. She believes that this is an attempt by the Empire (the Dark Acolytes) to take over Sharan by destroying its market. Kyleen will realize that it is very late and offer that you stay the night.

- A. Why don't we talk about love tonight... alone? (best)
- B. Yeah, I'd love to!

Kyleen seems quite taken with Meis if you answer A. Follow Kyleen back to the bedrooms. During the night the men will talk about how STRANGE they found Kyleen to be.

When you wake up all your stuff will be missing. D'oh. Soushi says that he was suspicious of Kyleen from the beginning.

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

It doesn't really matter which you say. Now we have to find Kyleen! Only your items were stolen, you still have everything that you had equipped on you. Go outside and talk to everyone. They all think highly of Kyleen... hmmm. They don't deny that she did steal your things, though.

Search the bench in Meis' room for some Elemental Spirit.

Search the house next to Kyleen's for some Elemental Spirit. It is in the top right part of the house, just left of the top bed.

Leave Kyleen's house and go to the east to find Bandiger. He's definitely seen better days... hehe. He gets sick and runs off.

Search the house in the Southeast for more Elemental Spirit. This time it is in the left part of the house, search the boxes from above.

Go up the ramp to the north to find Kyleen on the main level. She tells you that you were stupid for trusting her.

- A. It's important to trust people. (best)
- B. Hmmm... you may be right.

You must be out of your mind:

- A. Money isn't everything. (best)
- B. You're right, money is important.

Well then, what is?

- A. Being a warm hearted person. (best)
- B. Dating girls is everything!

And with that she runs off. You'll find her again near the Goddess Statue.

What is love anyway?:

- A. Love makes the world go 'round. (best)
- B. Love is a 4 letter word.

Can you survive only on love?:

- A. But life is empty without love.
- B. Yes! Love will save the world!

She won't be impressed with your lines and again will run off. Follow her to the east, and you'll find her again just north of the merchant road.

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

Again she runs off. You can find her in the previous area just down the east stairs.

Dreams? What are Dreams?

- A. Dreams help us through each day. (best)
- B. Mine's to be with a pretty girl.

Help us? When does that dream come true?

- A. It'll come eventually. (best)
- B. Don't rush. Life is a journey.

What is life to you, then?

- A. We're not supposed to be concerned about the Meaning of Life. (best)
- B. Life is to be surrounded by girls.

Finally she gives you your stuff back, and demands that you defeat Lavantis to prove that you aren't full of crap. And again she runs off.

Go up the stairs, then up the next stairs to get to Lavantis' mansion. Go inside (the guards seem to have gone for ice cream).

Lavantis' Mansion:

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Go up the far right stairs, and go into the little chamber to get 3 Treasures (Holy Book, Gold Bell, Revive). Now go all the way to the other end (topleft) to get 3 more treasures (Geo Bottle, Lapis Earrings, Speed Bracer).

Now go to the Stairs, but before you get there you will be warned by Soushi to hide. Meis hides, and you get to watch as Kyleen is taken away by some

Goons (even SHE calls them goons!). Now go up the stairs.

- A. I should peek through the keyhole. (best)
- B. What the heck, I'll just go in.

Looking through the Keyhole will offer you some insight into Kyleen. In any case you bust into the room. Lavantis asks you how much you would be willing to pay for Kyleen.

- A. Everything I've got! (best)
- B. 1 GG.

After that he'll drop you down a trap. Meis will untie Kyleen and she'll start bugging you about what you just did.

Why did you do this for me?

- A. Your life's worth more than money. (best)
- B. I just want to see you happy.

Your sweet talk doesn't convince me:

- A. My eyes tell you that I'm not lying. (best)
- B. How do you know what I'm thinking.

And with that she joins your party and tells you to look for the trap door. You'll find the trap door right by the Save Damashi, open it with X.

Go all the way up and left, then follow the path down and right to the Treasure Chest (Toy Horse). Now go take the other path down and to the left. At the Columns, take the lower left path (southwest) to a treasure chest (Cute Earrings). Go back to the Columns.

Take the lower right path (Southeast), and then take the path the branches down to the Southwest (down and left). Get the treasure (Fancy Ribbon).

There are two paths that go to the Northwest (left and up). Take the lower one to get a Treasure (Nurse).

Go back and take the upper left path. A small path will branch off, go up and get the Treasure (Silver Choker) then continue up the path. (this also drops a bridge that you need) The path will curve around, then cross the bridge to get out.

Now that you're free, go back in and back up to Lavantis' room. You will have to fight him.

BOSS: Lavantis -- Hit him hard and fast with Aquoon for great damage. His normal attacks aren't too bad, and he also has a special machine gun attack that hurts everyone in the party. Use the backline Heal+ trick. Then just wallop him until he falls.

Treasure: Blunt Sword

Beat him to get the Cable Car Key! Kyleen then gives you all the money you paid to get her freed, plus 100% more, so you made a tidy profit here! Sodina asks Kyleen about the Sacred Altar and she says that there is one on the Lavantis Plateau.

Go up the stairs and up the next stairs. Search the Bunny Rabbit for a Red

Feather. Meis gives it to her and her intimacy level will increase.

Go down to the main floor and go through the door between the stairs to get to the Cable Car. Go into the Car to be transported down to the surface.

Meanwhile... Wire has been dispatched to deal with you, and something called the "Death Crimson" is nearing completion. That can't be good...

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10a. The Liberation of the Mounthand

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When you get off the Cable Car, you will be met by Marion. She says that Mounthand has been taken over by the Dark Acolyte Weirdos. To get to the Sacred Altar you need the Mounthand, and to get to the Mounthand Marion suggests a secret tunnel that will take you straight there. Go out of this area, and then into the Departures building. Just behind the shop counter is a map, search that for the secret entrance. Go in. (How precisely DO you tunnel into a moving train, anyway?)

You'll be in Marion's crazy lab, she'll tell you to go look for the weirdos. Leave her lab. Yes, you have to fight battles here (the same ones we fought in the Locomotive while chasing Bandiger). Talk to Marion and she'll say that her radar picks up some activity in the Factory.

Note: If you need anything, all of the town services--with the exception of the Goddess Statue--are available.

So go to where Bandiger ran to earlier, and you might notice that the music is different. Always a good sign that something interesting is going to happen there. All the emergency walls are down so we don't have to go on that really long route we took to catch Bandiger, simply go to the far right of the screen and through the door.

Find some stairs and go up. Note the Save Damashi here. Also the enemies on this level are quite a bit more challenging. Although that's more a comment on how easy the other enemies were than anything else. Go to the lower right of the area, and Wire will appear. And of course, you have to fight him.

BOSS: Wire -- Use the standard Boss fighting strategy again. Summon. Heal. He does have one nasty special attack that hit everyone in my party for nearly 200 dmg, but he only used it once. You may not want to use all of your summons since you will have to fight him again soon...

Wire is beaten, but not defeated. Marion suggests that you go to the main control room. Go back down the stairs and through the door to the North. Walk all the way to the end, and the platform will lower. But then, Wire appears again, and has merged himself with the Mounthand systems. And you get to fight Wire again.

BOSS: Wire 2 -- This Wire is a little trickier. He has a paralyze attack which can be devastating if your best people are taken out. Don't worry paralysis is temporary. The basic strategy is the same, except when someone is paralyzed, try to use a Hi Antidote on them to keep Wire from quickly killing them (especially if they are on the frontline).  
Treasures: Rusty Stick

Beat him again and he'll explode. Turns out that this is a bad thing, because now Mounthand is speeding up and is out of control. Marion wants to derail the train on some unfinished track, and needs your help in that capacity.

#### Train Mini Game

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There are 3 locks that must be opened before you can derail the train. A 4 length code consisting of the various buttons (SQUARE, TRINAGLE, CIRCLE, X) will be displayed, and you are given 5 seconds to put that code in. If you miss it, they make the code ridiculously easy (like 4 TRIANGLE's) so this one is no sweat.

The train will derail in a neat little FMV, and you'll wake up in the ruins of one of the Points.

#### ----- 10b. The Rockbit Coal Mine -----

Head north and down the little canyon here towards that big suspicious looking object, and enter it. This is the coal mine. Go up to the next area. This is the town of Rockbit, where all the coal miners live. The various caves here act like houses in a normal town. There's a hotel, shop, etc. The shop sells Dragon Rings if you want them. Here get to the top left of the screen, and go up the ramp that goes over a small cave to get to a new area.

#### The Mine Interior: -----

Here you'll find Bandiger stealing diamonds. Not only is he stealing them but he has a lame "gotta-steal-diamonds-to-save-the-world" excuse, and wants YOUR jewelry as well.

- A. Are you out of your mind?
- B. For the sake of the world, huh? Here take this. (best)

Choose B to get better experience than fighting him (although if you chose A, I have provided a little BOSS thing for you!).

BOSS: Bandiger -- Although he has the same attacks, he's a little more powerful than before so don't take him too lightly. Just keep up on the healing and you should be fine.

Beat him and AGAIN he'll run off. What does it take to get rid of this guy? We now have several choices on where to go next, each of the tracks here leads to a new area. Take the far right track, it will leave the ground and lead up to a new area. Continue to follow it, then get off the tracks using the ramps. Go to the left to get a Treasure (Dragon Ring). Go back up the ramp and take the rail back to the three rail area.

Of the two tracks that stay on the ground, follow the right one to another area. Cross this little bridge and into the next area. Go up a little ways and take the lower passage to the right, and follow it all the way up to a treasure chest (Silver Angel). Go back to the rail.

Now take the left path to a new area. Here you'll find a Treasure Chest (Soldier), and another Treasure Chest (China Girl). Go back to the rail again.

Follow the rail up to a new area.

A quake will happen here, and the three girls will fall down into the hole. Meis will go down there to rescue them... but who to rescue first? Whoever you rescue first REALLY likes you, second kinda likes you, and whoever is last, well... hehe. Get the Treasure Here (Rusty Knife). Then head to the path to the left, and back to the area that we were just at. Follow the rail all the way to the left to get to another area.

There is a Save Damashi here. Go left and up the little ramp, follow it down, then you want to take the next path to the left that goes up. Follow this path as it curves all the way around and goes left to a new area.

There are 3 paths here, a path that goes down, one that goes right, and one that goes up. Take the lower path to get a Treasure (Rusty Sword). Go back to the 3 way fork. Take the path that goes right, and follow it as it curves up. Go up and left to find a Treasure Chest (Nun). Go to the right and down the stairs.

Head right. Go on the lower side of this big rock, continue right to the next area. You will be in a large open area with lots of rocks, and a Save Damashi is also here. Go up and into the Sacred Altar. You know what to do here.

You get Flareniel the Elemental Beast of Flame, and of course, the Holy Flame. With that Wyna will wonder if Marion is done with Mounthand...

You'll instantly be taken to one of the Points where Marion is waiting with the Mounthand, all fixed. Marion also says that the Langoud is also fixed. If you don't remember the Langoud is just off the coast near Weino Pt.

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#### 11. Burutto, Chapter 10: Nelsha, and the Ancient Library of Myscatonia

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Go to the Langoud and Grapple will meet you at the entrance. He asks you if you have heard of Myscatonia.

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

Grapple will explain about the Myscatonia ruins which are to the west. Wyna figures that there will be a Sacred Altar there and wants to take a ship to get out there. Grapple then offers you the use of the Langoud and explains how to operate the ship.

Now at any time while in the Langoud if you press CIRCLE there will be a new option in the Menu called World Map which allows you to control the Langoud! If at the world map and you want to go back inside the Langoud, press the X button. You can get off of the Langoud ONLY at beaches like the one it is currently resting on. To get off, just ram the beach until Meis gets off.

Where we need to get to is the other continent that is just west of this one, but to do that we need to sail all the way around this one. Sail to the east side of the west continent, and near the middle/south of it the game will cut back to Grapple. Seems they captured Bandiger and are tossing him overboard. Continue south and a mist will grow and the music will change. Find the beach and land. Head north.

Meanwhile... the Emperor's Death Crimson has been completed. That can't be



good!

Continue north to town. This is Burutto. Once inside you'll hear Nelsha screaming as a Damashi steals her bag. She notices you.

- A. Hey! Nelsha! (best)
- B. Have I seen you before?

Not only did the Damashi steal her bag, but all of her clothes too! Sodina agrees to help find Nelsha's things from the Damashi.

In the very Southwest corner of town is a hotel. Go inside and search the fireplace for some Elemental Spirit. Go upstairs and search the plant on the left side of the screen for more Elemental Spirit.

Across the street from the Hotel is an item shop. They sell the Sports Glove here. Search the pot just to the left of the entrance for some Elemental Spirit.

Search some boxes in the alley behind the shop for some Elemental Spirit.

Go onto the southern road (it's an east-west route that we met Nelsha on). Just a little east of being directly south of the shop are some boxes on a dock. Search them for Elemental Spirit.

Go east to the next area. The closest building here is a girlie shop. Search the mirror just to the right of the entrance for some Elemental Spirit.

To the east of the shop is a girl who is "not scared of Damashi". Search to the east of her for more Elemental Spirit.

There is also a tavern here just a little to the north.

Go north to the next area. To the east is a house, but I didn't find anything inside. Continue north to the next house. Go upstairs and search the dresser for some Elemental Spirit.

Eventually the clock will strike 13 and the Damashi will come out to play.

Head west. The first building on the north is a smithy if you need it. Search the sword just above the sword rack to find some Elemental Spirit.

Further west is the Goddess Statue (which you cannot use at this time) and the Print Club Machine.

To the north of here is the Clocktower which is a good dating spot.

Once you've talked to everyone, leave town. Head north and cross the bridge to the east. Then walk a little to the east, then north into the hole in the forest.

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11b. The Spirit Wood & The Damashi  
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Note: This place can be tricky since when you go BACK down a path that you just came from, it may not lead to where you just were.

There is a Save Damashi just to the north of here. Head up and to the left to

the next area. Here you can go two directions, Northeast and Northwest. Go Northwest. This leads to a large open area that has 3 new paths connecting to it.

There are many ways to get through this, here's what I think is best. Take the path that goes down and to the left to a new area. Immediately turn around and take the path back. You'll be in a new place. Follow this path along (don't take any side paths) and it curves up and to a new area.

Zozotto:

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We are now in Zozotto, the town of the Dead. By the way, your map works again here. Some Damashi that you talk to you will have to fight.

The first section of town is the Circle. From the path, go on the first building to the east. This is the Casino. (actually all the buildings on the circle are Casinos, I just went into this one first!) Here you can gamble. The first thing you have to do is buy coins at the Counter. Each coin costs 50 GG. There is a list of items that you can exchange up in the Items section. Down the lower path you can play Super Rock Paper Scissors. The rules are the same as earlier. You can only bet up to 100 coins, so the most you can win at once is 500 coins.

Super Rock Paper Scissors Payout:

3 wins 0 losses = 5 times your bet  
3 wins 1 loss = 2 times your bet

Also down here is a Jukebox which will play any sound from the game.

Up the stairs in the Casino is a Blackjack dealer, and also a Jack in the Box. Blackjack is the same as Kyleen's game, so you can read the rules down in her Dating section if you want. The only difference is that you can play this one for as long as you have coins. To exit hit L1 and L2.

Go down the next ramp to find Bandiger on one of the gambling machines. He, of course, attacks you.

BOSS: Bandiger -- I think you know how to beat him by now.  
Treasures: Silver Angel

Beat him yet again and he'll curse you (literally!). But then he gets some really good luck on the slots, and he becomes happy. Unfortunately he cheated to get it, so a Bouncer Damashi comes and gets rid of him. Meis then leaves, and Kyleen comes back to get the pile of coins. You can come back in and play the slots if you want.

To the north of the circle is a combination Hotel/Shop. Go upstairs and through the door. In the top of this room is a dresser, search it for some Elemental Spirit. (technically its the corner of the room, but it's the top of your screen) Also search the coffin for more Elemental Spirit.

Take the east path north to a new area. The two southern houses can only be entered through their back entrances. A female Damashi in the eastern house gives you a Necronomicon if you keep quiet about coming in there. To the north is the Smithy. There's a black cat in here at the far left of the screen.

Go back down the path to the south, then take the west path to the north. Follow the windy path up to the large mansion.

Once inside there's a Save Damashi. Run all the way to the right to get a treasure chest (Hi Elixir). Go up the stairs. Follow the passage all the way to the right for another Treasure (Hi Elixir). Go back into the room by the stairs. There are 3 upright coffins in here. Use the one to the far left to get to the next room. Get the treasure chest here (Hi Potion).

Go out of the room. Follow the passage to the left and up the stairs.

Go right down the passage, then up and to the right through the door to the Northeast. Lightning crashes and a Ramp comes down in the dining room. Go into the dining room, around the south side of the table and up the Ramp.

Get the treasure (Book of Wall) immediately to the north of you. Go down, down the stairs, left, and down and left all the way to get another treasure (Bunny Girl). Go back up a little and up the small stairs to the right. There is another Save Damashi here.

Go right, up the stairs, and get the Treasure (Rusty Axe). Talk to the Blue Damashi here (he's the one closest to the stairs) and say YES that you want to hear them sing. With that the door will open. Go in.

Go up the stairs to find out that the Leader of the Damashi is... Ratchet!

- A. You aren't scary. Are you hiding something? (best)
- B. You're too cute to be scary.

Nelsha then asks Ratchet for her things back, but Ratchet instead drops Nelsha down a trap door. But down there Nelsha finds her Dress Box... A very DIFFERENT Nelsha re-appears from the Trap Door. Nelsha and Ratchet argue over who is weirder.

- A. Okay, okay. You both look weird.
- B. You both look very nice. (best)

Then they argue about their hair.

- A. Well... you're both special.
- B. I like both your hair styles. (best)

And then they start blathering on about makeup and eyes popping out of heads.

- A. Enough! You both look OK.
- B. I have nothing to say. (best)

Catfight! Then Nelsha takes off the dress and becomes normal Nelsha again. Whenever she puts on a dress, the Spirit in that dress possesses her and she becomes someone else.

BOSS: Ratchet -- First off, Nelsha MUST be in this battle. Standard Boss fighting procedure here. Use special attacks, or summons, to pound her and have the back heal. Nothing too hard about her.

Treasures: Coral Brooch

With Ratchet defeated Nelsha offers to take you to Myscatonia!

We now have to finish our way going through the Spirit Wood, which isn't as easy as you might think. Make your way down to where the first Save Damashi was. Follow the path that it is on Up and to the right to a new area.

There is another Save Damashi here. Take the path that goes up and to the left to another area. Follow this path up, then go left a smidge, and up the next path to get a treasure (Geo Bottle). Go back down to the path, then head left and down. Here take the top path that heads left to a new area.

Go left on this path until you see a new path going Up with a Save Damashi on it. That's the exit!

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### 11b. Myscatonia

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Head west to get around that Cliff thing there. Once around it head Northeast, then north to get to Myscatonia. (Note: This does require that you have exited the Spirit Wood the right way, so how do you know if you did? If you are near Burutto, you did NOT, you have to go back in and try again!)

After a quick plot that explains that the building is a library and it's protected by an Elemental Beast, you gain control of Meis. Head up to the next area. Go all the way up this bridge to the next area.

Continue up this bridge until another path branches out from the right. Go straight ahead and Meis will be unable to open the door. But Nelsha heard of a Secret Entrance... Now take the path to the right. Another little path will cut off going down, ignore it and continue right (which means you have to go up a little). In the little circular room, head down the next path.

You have another choice, left or continue down. Continue down. Again you have 2 choices, right or continue down. Again just go down to the next area.

Go down until you have another choice, down or right. This time we take the right path to a new area. Continue right, then up to where you have another choice, right or up. They both end out going up the same path anyway, so it doesn't matter which you choose. Follow this path up, and then right.

It looks like a dead end, or is it? You can see a slight discoloration on the wall, go to it and press X. Nelsha tells us that we can get in from here. Open it with X and go inside.

### Myscatonia Library:

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We are standing on a platform suspended in the air. At the end of the platforms are several moving platforms which are colored differently. Stand on one of these to move to the next platform.

Step onto the Northeast Mover, and it will bounce off another mover. Take it again to get to the next platform. Get the 2 treasures here (Rusty Katana, Silver Angel). Go back to the first platform.

Take the Northwest mover to the next platform, then take the Northwest mover again to get 3 Treasures (Big Teddy Bear, Frog Story, Gold Earrings). Go back to the last platform.

Here, take the Northeast mover, bounce another mover and then get on it again to get to the next platform. Take the Southwest mover to get a Treasure Chest (3 Hi Potions). Go back to the last platform, and take the Northwest mover.

Go down the stairs. Step on the little yellow platform twice (the idea is to create a hole on the other side so that we can get through). Go back up the stairs. Go back to the first platform, ride the Northeast mover up to the next platform, there ride the next mover to the next platform, and there ride its next mover and then down the stairs.

Go down the path until you get to another yellow square on the floor. Step on this one three times (or until you can get by). Go down the path. The path becomes semi-transparent here. Get the Treasure Chest (Rags). Find your way on the transparent walkway to get near the next stairs. Continue down the path and touch the Yellow pad. Continue down the path, and there will be another yellow pad, touch that one too. Now go up the stairs, follow the path that we just made, and up the next stairs.

There are 2 red Tiles here. Step on the lower right one. Go right and step on this red Tile. (ignore the treasures) Step on the lower tile and then go up the stairs.

We are now in the Library Proper. Go in the doors to find Metalia. She then explains all the plot, like who the Emperor is, and who he was before.

Meanwhile, the Death Crimson is used by Bearing to smash up Sharan. Shaft then orders it to be taken to Myscatonia...

You are told by Metalia to get some sleep in the rooms upstairs. (if you want, go back out to the main floor, then up the stairs, and up the stairs again, you can find a shop, a Print Club machine, a girlie shop, a Hotel, a Goddess Statue, and in the doors is a Forge.) Go up the stairs near Metalia, then up the next stairs, etc.; until you get to the top. Muza wonders how often he's said "It's time to go to sleep".

- A. Hmm... twice?
- B. Wasn't it three times? (best)

During the night, Meis wakes up and Muza is gone out to get some fresh air. Search the window by Soushi for some Elemental Spirit.

Go near the girls' room and you can listen in to how the girls feel about you.

- A. I've got to hear this. (best)
- B. I'm curious, but I shouldn't...

Despite the door opening and Meis being discovered, A seems right. Continue to the right across the bridge and through the next door. Go up all these stairs to reach the roof where you will find both Muza and Wyna. Muza gets all sorts of tongue tied around Wyna and can barely talk. He does manage to get out that he has something to tell her... later. Go up and talk to Muza. Go back down.

Search the second broken clock for some Elemental Spirit.

Go to your room, don't go to sleep yet, and talk to Soushi (if you didn't earlier). He thinks that the Emperor is NOT out to rule the world, and instead wants something... worse.

- A. Remember, Metalia said he's after the 5 Holy Flames. (best)
- B. Forget it, let's talk about girls!

And with that, go to sleep. And so begins Disc 2...

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12. Death Crimson, Chapter 11: Unraveling the Secrets of the Primordial Flame  
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Search to the left of the bed in the guy's room to find a Wooden Sword, which will raise Nelsha's intimacy with you.

Go down the stairs and instantly you're back with Metalia. She gives you the WARP ability. She then opens the sealed doors and you both enter. Walk onto the little platform that Metalia was on.

- A. Alright, here I go! (best)
- B. I'm not ready for cordless bungee jumping yet...

And down you go. Go up to the platform to pick up another Elemental Beast, Golda the Beast of Light. But before you can collect the Holy Flame, the Emperor appears and asks Metalia to join him. She refuses, and he perverts the flame into Darkness. Meis gets the Holy Flame, and Metalia tells you to get over to Dianova triple time to stop the End of the World.

Walk over to the top of the Pyramid and use that to Return. Go up to the roof of the Library to see an FMV of Meis battling the Death Crimson. While Meis is doing that the Dark Master again kidnaps Sodina. Meis uses Golda to stop the Death Crimson, and you are taken inside it.

Death Crimson:

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You are standing right by a Save Damashi. Save it and go up and left.

There are 3 new passages here, 2 that go to the Northeast, and one that continues on to the Northwest. Take one of the NE passages, then go NW. Continue down this path to another area, then take one of the NE passages again. Go NW, then NE to get a treasure (Math Book).

Go back, then NW, NW again, then NE to get another treasure (Antidote EX). Go back until you find a passage leading Southwest. Once you've done that, then head NW, and SW again. Head NW one last time to get to a completely new area.

Get up on the ledge here, and take the passage to the NW to get a treasure (Classy Shoes). Go to the NE to find Middle, a Benly Brother, who will heal you; and a treasure chest (Revive). Go back to the large chamber, and go up the stairs.

Work your way down and left, then up and left, and then find your way onto this ledge. Go down and left, and follow this to get a treasure (Spark Bottle). Go back then go down and right to get another treasure (Potion EX). Save it at the Damashi, and head onwards and onto the Blue Elevator.

Here you will find Bearing. Muza gives him a good talking to (which quite impresses Wyna) and he attacks you.

BOSS: Bearing -- Most of his attacks are against the frontline only, but he does have a mean multiple person attack. Hit him with specials/summons until he falls.

And with that, Bearing blows up. Once he's beaten you get the Elemental Beast, Raou, the Beast of the Wind. You also get the Holy Flame that you lost earlier to the Dark Master.

Kyleen decides to check the computer to see how to get to Dianova. You get control for a bit, talk to people if you want. Talk to Kyleen to get things moving. She pilots the Death Crimson over to Dianova before ramming it into the side of the city.

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13. Dianova, Chapter 12: The sorrow of the Dark! Dark Master's last battle  
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If you want to leave (you know, to go dating or something) go down and right, if not, go in by going up and right.

You will be in a bizarre looking room. There are 2 stairs here that lead up and to the right. Go up either stair to the next level. Here's where things get a little complicated.

Go down and to the right, turn up and go up the first stairs you see. Get the treasure (2 Spark Bottles). Go back down the little stairs, go up and right and up the next stairs. Here there are 2 more stairs, go up the left one. Go up the next stairs as well.

Here we have a few choices. First go up the next stairs just above you for another treasure (2 Hi Antidotes), and go back down. Next go down the purple stairs (the ones just to the left of the stairs we came up on), and down the next stairs to get treasure (Hi Antidote); go back up. Finally go down the stairs down and left, and then also down the next stairs.

Go up the purple stairs here, then up the green, and the last purple one as well to get a treasure (2 Fire Bottles); go back down. Now go down the next stairs (the ones to the left of the one we came up on), go left, then up the blue stairs, and the green stairs. Here you'll have 2 stairs, go up the blue ones on the left to get a treasure (2 Hi Antidotes) then come back down. Go up the purple stairs, but don't go up the next stairs yet. Continue to the right then up to get treasure (2 Potion Ex's).

Finally go up the last stairs and in the doors.

We are now in the prison block. Go up and right until you find the stairs. Go up the stairs. Run down and to the left, then down and right, and finally up and right to find some Guardians. They, of course, attack you.

Once they're dead, Meis automatically opens all the cells. Go back and check the cells. In the first we find treasure (Guard Bracer), in the second is a man from Hatoba, in the third is a slightly concealed treasure (Bamboo Hairpin), in the fourth is the last of the Benly Brothers (he will heal you), in the fifth is a man from Rockbit, there's nothing in the sixth, in the seventh is a treasure (2 Wind Bottles), and in the last one is a man from Wano and a treasure (Oak Hairpin). Go back to where the switch is, and continue up and to the left to find the next door.

Follow this pathway until you get to a 4 path crossroads. Go down and left, then turn up and to the left and into the elevator. Here you'll find 2 treasure chests (Book of Wall, 2 G. Potions). Go back down the elevator, and go back to the crossroads. This time go up and left and up the elevator.

Follow this passage right, then up, then left and up. A path will split off just before it gets to the next elevator leading to a treasure (2 Revive EX). Go up the next elevator.

Follow this passage until you get to another crossroads. Go up and to the left (roughly the Northwest passage) to get 2 treasures (Hard Armor, Potion EX). Go back to the crossroads. Go down and to the right, when you get two choices on where to go, choose the one that goes down and to the left until you get to an elevator, go in the elevator. Follow this passage to get some treasure (2 Potion EX, 2 Hi Potion). Go back to the crossroads. Take the final passage that goes down and left, and follow this passage and it heads left, then up to another elevator.

You will be right by another elevator, use it.

Follow this passage until it looks like it ends, but it really leads to another area.

There is a Save Damashi here. That means that we are about halfway through the level (roughly). Go down the passage, past all the computers, and up the stairs and through the door.

Follow this passage until another splits off from it. Take this passage to the right to get a treasure (2 Elixir EX). Get back on the main path and continue up, and continue on this passage as it turns right, then down and right to a new area.

Again go past all the computers, up the stairs and through the door.

Go all the way up and right on this passage to find a treasure (Wind Bottle). Go back down and left, and take the new elevator on the left.

We are now in a very red looking maze. When the screen goes white and everything looks like it has changed, only your perspective on it has changed, the maze remains constant. However, since it does this writing a walkthrough is nigh unto impossible for this section. Just remember where you want to go, and try to keep your bearings. Eventually you'll find your way out! Really!

You'll be in a room with another Save Damashi. Walk down the lighted path until you get to a large door. Hmmm.. now what could be behind this door? Go inside to find Sodina and the Dark Master.

BOSS: Dark Master -- The worst thing he can do to you is put both the frontline and backline to sleep and pound you with his attacks. Hit him with everything you have, and try not to fall asleep! He also has, this time, a Dark Summon, which does some considerable damage.

Beat him and Sodina will be freed. Also you get to watch Schmidt's death scene. Worthy of an Oscar it is. Or at least a Daytime Emmy. He says some disturbing things before dying (such as Sodina having to die to defeat the emperor). Once he's gone, the Emperor himself shows up. He tells you that he'll be in the center of Dianova, and vanishes.

It is decided to go to the center and defeat the Emperor...

-----  
13a. Find the Emperor  
-----

Go back out of this room to the stained glass hallway. Just to the right here is an elevator. Take it. You will notice another elevator here, it takes you back to the Prison, but we don't want to go back. Go down and to the right,



then go up and to the right. There are 2 Colored Spotlights here, a red and a green. These teleport you different places. The red ones always take you back to the beginning (roughly near where we currently are), and the green and the yellows take you to new places.

So here we go. Take the first green light. Go down into the next green light. Go all the way down and right into the green light. Go up and right into the green light. Here there are 2 green lights, take the lower left one. Again take the green light here. And another green light here. Wander down this path to see that we have 2 yellow lights to choose from. Take the right one. Get the treasure (Revive EX). Go up and right through the tunnel and get the next treasure (Potion EX). Continue up and right, then down and right twice, then down and left. There will be 2 passages that lead up and left. Take the lower one to get a treasure (Hi Antidote), go back. Take the top one to get another treasure chest (Heart Pendant). Continue down these windy passages until you find the red light, go in to get back to the start.

Follow the same path this time, except when we get to the 2 green light choice, take the upper right one. Then take then upper left yellow light. Get the treasure here (System Disk), and continue through the passages up and left, then up and right. Find the elevator and go in.

Go down and to the right, then down the stairs. Go down and right then go back up and left on the next passage. Follow this passage around and down the stairs. There are two passages here, an upper one and a lower one. Take the lower one down and to the right. Kind of hidden by the stairs is a treasure chest before the passage turns back up and left (Geo Bottle). Continue up the passage, then turn up and right to find 3 treasures (Elixir EX, Wooden Comb, G. Potion). Go down and to the left to find 2 more treasures (Elixir EX, Potion EX). Go back to the two path choice and take the upper path. Go down the stairs, then go left, down and left and up the next stairs. Continue up the stairs until you find the treasure (Gold Angel).

Go back down the stairs, find the door and go through.

Again we are in a stained glass corridor with a Save Damashi. Go all the way down this passage to another large door. Go through.

Here you'll find the Emperor who wants your Holy Flames, and so steals them from you, and vanishes to go to the moon to become a god. Then Shaft appears.

BOSS: Shaft -- Shaft has the ability to paralyze you, which isn't good. Plus his Final Cross special attack is really powerful. Other than that nothing much new here. Keep pounding him until he falls.  
Treasures: Emerald Ring

Once beaten, Dianova will shake near to pieces as the Emperor's Rocket takes off for the moon.

You regain control just outside of Dianova. Talk to Soushi who suggests that you check Myscatonia for a method to reach the moon.

-----  
14. Star Plateau, Chapter 13: Pursue the Emperor! Fight the Shadow of the master!  
-----

Return to Myscatonia, and climb all the way to the roof to find Metalia. She tells you to go north from here to the Star Plateau to find something. She, of

course, comes with you and says "Shall we go?"

A. Of course, Metalia. (best)

B. You mean right now?

And with that you are beamed to the Star Plateau. Once there she explains a little more of the plot to you. After she's done talking, you can talk to her again to get healed.

If you want to leave, take the path to the right, then take the lower path out of the area. You can then warp somewhere and back at your leisure.

Once you're ready, go right on the top passage. It will curve up to a Save Damashi, and then left to a fork. Go up to the next area.

You will quickly be at another fork in the path. Go up to get a Treasure (Elixir EX). Go back down and go left to the next area.

Go up this path to yet another fork. There are two paths here, a left path and a right path, both lead upwards. Take the right path, and follow it up to another fork. There's a path that goes right, and one that goes up and curves around a pillar. Take the path that goes up, around and to a new area. Follow this path up to get 2 treasures (Gold Necklace, Elixir EX). Go back down and take the other path.

Very quickly you'll be at another fork, one path goes right, the other up and left. Take the path that goes left to a new area, and follow the path to yet another area. Continue up this path to a completely new type of area.

Go left up this ramp. There is a big green glowing thing in the center of this platform, and a Save Damashi below it. On the right side of the Big Green Thing you will find Jyabil. It's not really Jyabil, it's the Guardian of the Sixth Sacred Altar, and he wants to test your abilities.

BOSS: Guardian -- The Guardian spends most of his time defending, which is a good time to get Walls, Barriers, Speeds, etc. cast. Once he is no longer defending, pound him with summons/specials. His main attack is a Summoning spell which can do a bit of damage, but he takes so much time between castings, that he is no problem really.

Once beaten, he explains the last of the plot, and you are then teleported to the moon to beat the Emperor.

-----  
15. The Moon, Chapter 14: The Primordial Flame extinguished? The end of the Emperor  
-----

Once on the moon, go down to find the Save Damashi. Continue down to the next area. Here you will notice that the Giant Swords will glow purple occasionally. You can talk to these Monoliths to learn more about the Clan of the Darkness. Just past the first two is a Really Big Monolith, talk to him to get your HP restored.

Once you're done talking to these Monoliths, go down to the next area. Take this path all the way to the right to the next area.

Go across the big Circular Thing here, then go up and around to get a Treasure

(Classy Choker). Go back to the first path then continue down to the right to the next area.

There are several different paths to take here. Follow the path all the way right to get a treasure (Lord Armor), then go back and take the leftmost path downwards. Follow this path down, then go right, and finally up to get another treasure (Revive EX). Finally go down the next path to another area.

Follow this path to the left, then at the fork go up. At the next fork go to the left. At the next fork continue left (take the upper left path). Follow this path as it winds around and eventually leads up to a new area.

This area looks worse than it is. There are lots of different ways to go, but you want to end out at the top. Go up to the next area.

Everyone starts talking, and Sodina wants to hurry to the Sacred Altar before the Emperor gets there.

- A. Let's go!
- B. Wait! We need to prepare.

Choose A, and you'll slide down to the Sacred Altar of the Darkness. Here you'll find the Emperor who you have to attack.

BOSS: Emperor -- Keep a Heal All ready at all times and you'll have no problems here. The Emperor can heal himself, but you should be doing more than enough damage. Also his special attack seemed to be less impressive than earlier bosses' specials. Hit him with everything you have, as you get Healed later.

Once beaten, the Emperor changes from a man-machine to a big... monster thing.

BOSS: Emperor God -- The Emperor stays in Standby for the entirety of this combat, attack him. Use any attack you wish.

This battle will end before anything really happens. He will break your sword and laugh at you. Then you get to see a really neat FMV involving a Darkness Death Ray.

Sodina tells him off, and he blasts her... but she becomes like Jyabil, a Spirit! She explains that this was necessary, and then turns into a new sword for you to use! Turns out she was the Sword Spirit all along. She heals everyone so you get all your Attacks back.

BOSS: Emperor God -- Hit him hard and fast with everything you have! He has all the moves from before, plus he can encase your party in crystal so that you can't move. Luckily this is only temporary. Sodine makes a great attack, as does Golda. And definitely keep the backline doing Heal Alls. If you have a high enough level, he isn't all that tough.

Beat him, he'll explode and you'll have to fight him again!

BOSS: Darkness -- I would switch to another party member who still has most of their special attacks. Then repeat the previous strategies. This one is by far the hardest, since you're still smarting from that last battle, and you've used some Specials/Summons already. Just keep everyone healed and you should be fine.

Beat him and he'll whine about what he wanted to do. And then he dies with a

scream. Yay! Sodina will appear to tell you a few last things... You'll be teleported back to the Star Plateau.

Everyone wants to help Sodina, so you all go to the Sacred Altar. The Guardian tells you to return the 5 Holy Flames to their Sacred Altars to bring back Sodina.....

The End.

Congratulations! You've beaten Thousand Arms!

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DATING

~~~~~

I've listed all the Answers that Meis can give as well as what the Best answer is. Answering the "wrong" one has different consequences depending on how far you are into the date. Answering "wrong" on the first question can lead to her leaving immediately, and mad. On the next question she'll leave, but be less mad, etc. I'm not saying that any of these situations will happen, just using it as an example.

There are two types of girls that you can date: Party Girls (girls who join your party and fight with you), and Town Girls (girls who you can only date when you are in their town). Of the town girls only Marion will become available automatically, the others you have to find on your own.

| Party Girls:   | Town Girls:                         |         |
|----------------|-------------------------------------|---------|
| ~~~~~          | ~~~~~                               |         |
| Sodina (Light) | Marion, Mounthand                   | (Wind)  |
| Wyna (Fire)    | Palma, Langoud                      | (Water) |
| Kyleen (Wind)  | Kyoka, Boyzby--after you get Soushi | (Water) |
| Nelsha (Earth) | Mil, Kant                           | (Earth) |
|                | Metalia, Myscatonia                 | (Wind)  |

You go on Dates to increase Intimacy with a girl, which determines how powerful a weapon you can forge. However, Intimacy shouldn't be raised past your own Charisma Level because you simply can't do anything with it. To raise your Charisma, gain some levels.

To get to a Date, talk to a Goddess Statue and choose which girl you wish to date. Then choose which option you want. In addition to actual Dating, you have 2 more options with girls, give her a Present, or play her Mini Game. Both of these options will be dealt with in that girl's section below. Once you have selected Date you have to take the girl to a Tavern in the town you are in. It will ask "Date Here?" and you select "Yes".

Each date costs you a different amount of MP. A first date will cost 5, while the second date will be 11. Remember it isn't a successful date until you get Kissed! :) (although your intimacy CAN be raised without a kiss!)

Don't forget about Presents just because Dating is so much fun! If you have a good gift in your inventory, by all means, give it to a girl!

So what does Mood do? It effects the MP cost of dating and forging! The

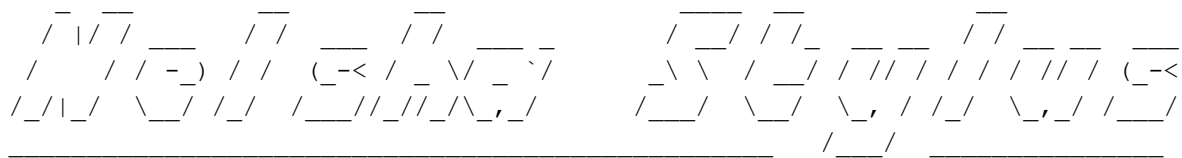
better the mood (that is, the more filled in the Heart), the cheaper things are! Mood cycles naturally, like the Moon.

Note: You can give the same gift to a girl as many times as you want! (that is, if you have more than 1 of them...) She doesn't seem to mind that you already gave her that item!

Caution: Before raising an intimacy level, make sure you have forged your weapon on the current intimacy level! Once you go up in intimacy level, you can only go back by having a really bad date. Heh. Another really good way to lower Intimacy is to bomb on the Mini-Game, however, it will take 3, 4, even 5 attempts to get it lowered, and the MP costs for dates get really high so... And finally you can also give the girls the Adult Novel, or an Umbrella. Gifts guaranteed to piss her off!

Note: Sometimes a question is so odd, that either answer you pick is just as good (in that you get the same reaction from her with both answers), and other questions have answers that really piss the girl off.

Note: Also note that each girl has a Best Dating Spot that allows you to ask questions about them. The last question of all the options gets you a kiss. I have now listed all of these spots just above their dating questions.



```

Training Date: -----
|
| Studying fashion design:
|
| A. That's why you've got good taste. (best)
| B. Then why don't you wear something cuter than that?
|
| Elemental Power:
|
| A. Huh? ...I don't know. (best)
| B. It's.... that, right?
|
| Be nice to girls:
|
| A. Of course! (best)
| B. Don't tell me what to do.
|-----
  
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Mini-Game: Hit Damashi  
This one is really simple. You have a Crosshairs that you can move, when you see a Damashi, move the Crosshairs to the Damashi, and press X to fire. Also you have to keep the Damashi from hitting Nelsha, who has a Vitality bar at the bottom of the screen. As the game gets going there will be a LOT of Damashi on the screen at the same time!

Presents: Big Teddy Bear -- Nelsha so happy! Nelsha love you, Meis! \*KISS!\*  
Toy Horse -- Thank you very much, Meis!  
Frog Story -- Wow! Nelsha really wanted this!

Best Gifts: Sewing Kit, Teddy Bear, Bear Costume  
Wants: a Big Teddy Bear

Best Dating Spot: 2nd Floor of Ancient Library in Myscatonia

Date: -----

| What's gonna happen to us? |

| |

| A. I'll be with you. |

| B. I bet you that we'll be happy! (best) |

| |

| A. We'll be together, no matter what. |

| B. Who cares? Why don't we hold hands instead? |

| |

| Nelsha feels relaxed when she's with you. She wonders why: |

| |

| A. It's because we trust each other. |

| B. Maybe you're sleepy... |

| |

| Oh, Nelsha feels dizzy: |

| |

| A. Are you OK? Here, hold on to me. (best) |

| B. Are you OK? Great, let me hold you! |

| |

| Is Nelsha's Elemental Power useful?: |

| |

| A. Yes! That's why we're dating. |

| B. I can make good weapons because of your spirit. (best) |

| |

| Are you afraid of worms?: |

| |

| A. They're no problem for me! (best) |

| B. Oh man! I can't stand them! |

| |

| Can you stand listening to people brag?: |

| |

| A. I like listening to you. (best) |

| B. I'm not sure. I might start talking about myself. |

| |

| Sometimes, people make fun of me because of my glasses. Do you like |

| me with my glasses on?: |

| |

| A. I think you look good! (best) |

| B. They make you look like a geek. |

| |

| What color do you like, pink or blue?: |

| |

| A. I think both look good on you. |

| B. I think white is the best. (best) |

| |

| Nelsha is a good cook: |

| |

| A. Will you cook something for me? (best) |

| B. No way! You're just kidding, right? |

| |

| You like Wyna best, don't you?: |

| |

| A. No, she's just my friend. (best) |

| B. Yeah, I like her a lot. |

Someday, my knight in shiny armor will take me away to a big castle:

- A. He's right in front of you. (best)
- B. I think it's better if he's driving a car.

Does Nelsha look good in this?:

- A. It looks very nice on you. (best)
- B. I think you've got too much clothes on you! Hehehe.

- A. It's perfect! Like it was made for you! (best)
- B. You look like you normally do...

You're being honest, right?:

- A. Yes! (best)
- B. Just kidding!

Do you like watching Romantic Movies?:

- A. Let's have a relationship like they do in the movies!
- B. I dream of romance like that! (best)

Do you think astrology can tell us if we're meant to be together?:

- A. I believe so. (best)
- B. It's just a waste of time.

Do you believe in one true love?:

- A. I... don't know what to say. (best)
- B. Of course I do. My past experiences tell me so.

- A. I gotta believe! She's right in front of me. (best)
- B. I think there are lots of choices.

Why do men like to have lots of girls?:

- A. It's best if it's just you and me. (best)
- B. But it's every man's dream!

- A. What? I don't know what you're talking about.
- B. Because it's every man's dream.

Is there anything you want to ask me?:

- A. What's your favorite food?
- B. What would you like for a present? (best)

What does pure love mean?:

- A. Well, if it's true then it certainly can't be false. (best?)
- B. To love girls with a pure heart.

- A. It's loving someone with a pure heart. (best)
- B. Come here, let me show you.

How's your training going?:

|  |                                                      |  |
|--|------------------------------------------------------|--|
|  | A. I'm doing great! (best)                           |  |
|  | B. This date is part of my training!                 |  |
|  |                                                      |  |
|  | How do you sleep at night:                           |  |
|  |                                                      |  |
|  | A. Sometimes I hug my pillow. (best)                 |  |
|  | B. I sleep well, if a gorgeous lady is next to me.   |  |
|  |                                                      |  |
|  | What do you think when Nelsha's mood changes with he |  |

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