

Threads of Fate FAQ/Walkthrough

by Shotgunnova

Updated on May 30, 2008

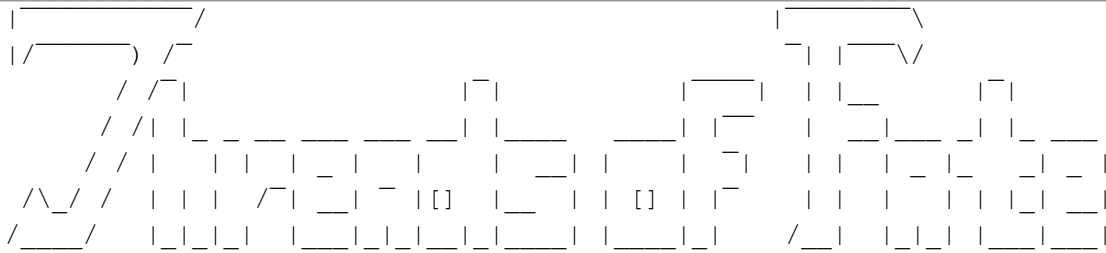
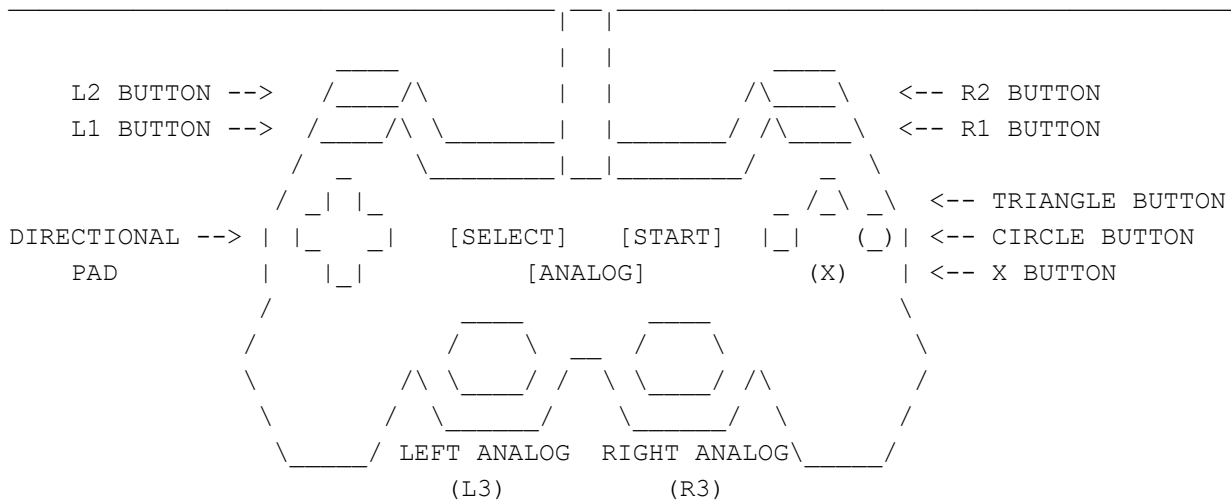


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I. CONTROLS

[CNTR]



Run	Left analog stick	
Jump	O-button	
Attack Enemy	X-button (monster-infested areas only)	
Select/Talk	X-button	
Use Ability	Hold Square + D-pad for selection / Triangle to execute	

Playing with a DualShock controller is highly recommended.

II. TH' BASICS

[THBS]

CHARACTERS

[CHRC]

RUE

A mysterious teen on a quest for revenge, ever since a mysterious man came to his house and killed his guardian, Claire. His never-ending quest to bring her back to life'll lead him all over the map... With the ability to transform into his defeated foes (some of them anyway), his battle tactics are versatile and strong. [NOTE: He can only keep 4 'remembered' enemies at one time]. Like Rue's magic, his monster abilities can be used to blow up rocks, douse candles, light torches, etc.

MINT

Spunky, selfish, bratty, and sly, Princess Mint was not allowed to have a chance to become queen of East Heaven Kingdom. She ran away and has been, for the last 2 years, seeking a relic for world domination. Being a mage,

she of course uses magic when her surprise jump-kicks don't work. As the game progresses, she'll learn magic all-around by type (example: Hyper type unlocked for all colors).

RED	Wide	Bullet	04	Fires a small flame
	Power	Flare	06	Fireball attack
	Super	Napalm	06	Wildfire stream
	Hyper	Fire Heart	80	Cloaks Mint in fire
	Circle	Delta	06	Tri-flame attack
	Normal	Burner	02	Flame attack
	Cosmos	-----	---	-----
BLUE	Wide	Cutter	04	Fires three blades
	Power	Ripple	04	Fires a watery wave
	Super	Icicle	04	Drops icicles on foe
	Hyper	Restore	100	Restores all HP to Mint
	Circle	Crystal	06	A large crystal attack
	Normal	Droplets	02	Drops water on foe / douses flames
	Cosmos	-----	---	-----
GOLD	Wide	-----	---	-----
	Power	-----	---	-----
	Super	-----	---	-----
	Hyper	-----	---	-----
	Circle	-----	---	-----
	Normal	-----	---	-----
	Cosmos	Valiant	10	Create a barrier / release to attack
BLACK	Wide	Dark Mist	06	Damaging smokescreen
	Power	Graviton	06	Deadly projectile
	Super	Dynamite	10	Explosion attack
	Hyper	Shdwstrike	50	A quick shadow strike!
	Circle	Drill	06	Large drill attack
	Normal	Bomb	05	Explosion / can blow up boulders
	Cosmos	-----	---	-----
WHITE	Wide	Spread	---	5 Vulcan-like projectiles in an arc
	Power	Arrow	---	Projectile attack
	Super	-----	---	-----
	Hyper	-----	---	-----
	Circle	Satellite	10	Drops on enemy
	Normal	Vulcan	01	Rapidfire projectile attack
	Cosmos	-----	---	-----
GREEN	Wide	Typhoon	02	Whirlwind attack
	Power	Gale	03	Low-wind attack
	Super	Impulse	06	Wind attack around Mint
	Hyper	Nightingale	80	Mint's invincible
	Circle	Cyclone	03	Gale-force wind attack
	Normal	Wave	03	Large windy wave
	Cosmos	-----	---	-----
YELLOW	Wide	Spark	05	Homing beam
	Power	Bolt	10	Thunderclap
	Super	Trine	08	Three homing beams
	Hyper	Final Flash	100	Hge lightning burst
	Circle	Forces	08	Lightning strike
	Normal	Cracker	06	2 lightning beams
	Cosmos	-----	---	-----

Carona is the city the game takes place in, and is constantly revisited. The buildings all have their own function.

- INN

Mint stays here for free after the first chapter. Saving/healing can be done here, and some events require Mint to actually go to her room and sleep.

- KLAUS' HOUSE

Many events take place here, and it's open from the 2nd chapter on. Talk with the master here to start many events and plot points.

- TONIO'S SHOP

Equipment can be bought here as the game progresses. It's the only way to artificially increase Strength/Defense, and the items usually cost a pretty penny. It's open from Chapter 2 on.

- CHURCH

The church priest will ask for donations of money. If Mint/Rue obliges, coins are awarded. 1000G buys 10 Bronze, 5000G buys 5 Silver, 10000G buys 2 Gold, and 30000G buys a Platinum Coin. This option isn't worth it 'less the player dies like crazy, really.

- HOTEL

By paying 500G, the player can sleep in a fancy bed. There are usually some low-level coins (Silver/Bronze) laying around, and a Dream Stone once. This will set off a cutscene around midgame that lets Mint/Rue get a book for Rod.

- DOCKS

Nothing to do here, although sometimes there are coins laying around.

- GRASSLANDS

Rod the Blade Star is here and will give anyone who beats him 1000G, if 100G is payed up front. This is a good way to increase HP cheaply, and Rod gives out Gold Coins if he's repeatedly beaten (except for his fourth and final weapon, which he gives a Platinum Coin). Mint also has to come here a lot on her side for rides n' stuff. ^__^

- TAVERN

The barkeep will give drinks to refill MP...but since that can be done for free, that part's rather unnecessary (even after Mint gives a Brooch for a discount). Later, after all the legendary cookware is obtained, some great items can be obtained here. See the walkthrough on where to obtain those

legendary items. [NOTE: Dishware breaks after 10 uses, so choose wisely!]

Gudon Liver Soup	30x Gudon	Enemy at: Raging Mountain
Minced Fire Blobs	50x Fire Blob	Enemy at: Raging Mountain
Pollywog Souffle	50x Pollywog	Enemy at: Carona Forest
Mushroom Soup	60x Fungie	Enemy at: Mel's Atelier bonus game

A Platinum Coin is received after it breaks, however.

• HOBBS' SHOP

Hobbs' merchandise is good but very overpriced. In the Underground Ruins is some Rare Wine that, if given, will knock all his prices down to 5000G. Also, on Mint's side only, he has a cannon orb needed for some late-game events.

Strength Up	Costs: 30000G	Strength +1 permanently
Defense Up	Costs: 30000G	Defense +1 permanently
HP Up	Costs: 30000G	HP +10 permanently
MP Up	Costs: 30000G	MP +10 permanently

/ III. MINT WALKTHROUGH [MNTW] |

01) CARONA

[M-01]

ITEMS
• Silver Coin • Silver Coin

CHAPTER 1: World domination, baby!

Select new game, toggle the vibration function on, and rock n' roll! There is a rather long introduction before entering Carona, with the only playable part being the food-samplin' in the dining hall. Inspect every dish on the table's edge until Mint sits down in the throne. Eventually, she'll make her way to Carona.

EXIT--. Equipshop	Save at the inn and locate the dark alley that leads toward the tavern. A shining glimmer in the shadows has a [Silver Coin] to reap. Likewise, on the opposite part of town, near the waterside, a similar glint holds another [Silver Coin].
Inn / Bar	
2 /	
Elena-' \ / \	Talk with a female NPC in the west part of town (on map) to learn that Elena has went in search of her parents and hasn't come back from the forest.
Church-' Hobbs'	
Shop	
DOCK AREA	Leave for Carona Forest via the large gate when ready to continue.

ITEMS

- | |
|---|
| <ul style="list-style-type: none">• Bronze Coin [3] |
|---|

Mostly a tutorial dungeon, the game will walk Mint through the various battle strategies one by one. Use the techniques to kill Polliwogs, Saber Tigers, and Mandolas, eventually making it to the 3rd screen in a clearing. A boss battle will occur after some whoopin'.

BOSS: Blood & Smokey

Luckily, these two enemies are pushovers. Jump around to make their direct attacks miss more often, and use the Air Kick (X + O) to knock Smokey over, then pound on Blood. Eventually, after being bruised to hell and back, the duo will split.

Elena and Mint will team up to find her parents, and start in the 4th area. Continue along the dirt trail, avoiding the deep pond (which takes off 5 HP) until the ruins. Elena will be waiting a li'l ways beyond. At the 5th screen, a scene with Klaus and Mira occurs. Mint will jump off a cliff. o_o

In the small crag area after Mint lands, simply follow the path and descend. A few Mandola/Stinger enemies are around, but they can't knock Mint off the ledges or anythin'. At the bottom, drop through some tree canopies to find a clearing. Inspect the large mural opposite the landing point to summon a few gargoyles into battle.

They have better defense than normal enemies, but about equal HP. Use magic and the Air Kick to knock them around; hitting with the rings doesn't do much except leave Mint open for other enemies to attack her aft. A stairway will open after defeating 4 of them. Follow it up to the atelier. Only when Mint tries to enter the door...

BOSS: Nightmare

This one-horn pony can be pretty rough on our poor gal. The trick is to run around in circles (around building) to bait it into jump-n'-stomping the ground. Leap over the shockwave and kick/slap it for 3-4 hits. Rinse, repeat. If Mint is close enough that the horse is charging her, time a jump so that it runs right underneath her and she lands behind it for extra attacking.

Enter inside the ol' workshop for a 2 [Moon Stone]s and a [Silver Coin]. They're hidden in those pink clamshell chests. On the bottom floor, inspect the engraved cross to "check the vault". More scenes ensue and it's back to...

the King Ant a few times. Repeat until enough MP is given!

After melting the mini-glaciers, collect the bounty: [Rare Wine] and the Red Magic [Super], letting Mint use Napalm. Enter the emerald-green hallway and jump south -- it looks like a wall but it's actually a shortcut all the way back to the "START" room, which is the destination.

Once there, jump on the six icons that Mint picked up from right to left, i.e. rainbow to dog. This will make the icons turn into an elevator and give Mint a chance to jump off at a new doorway high above. Jump down the hole there, too, and follow the ensuing passage to Rue.

Talk with him and try to leave; the boulder nearby will start to roll. Sprint down the path, avoiding the ceiling debris (fall pattern: R, L, L, R, RL). If Mint gets hit, she loses 10 HP and has to restart with lowered HP, so make sure y'don't get too screwed up here! Duck into the alcove where Mint landed before to avoid being pancake'D -- the rock blows up the barrier. Heal at the point farthest up the incline and then continue through the red barrier that is no more. Make sure to get the Bronze Coin from Rue's person before entering.

In the empty cavern beyond, there's spinning icon platforms -- use them to collect the [Legendary Sword] on the ledge across the way. Then, jump from blinking platform to blinking platform without falling over; the last one, a Star of David, will let Mint enter the dungeon.

```
|_____|
| BOSS: Skull Beast |
|_____|
```

It breathes fire in one projectile or at all other platforms -- these can be avoided simply by jumping over them. The monster's stomping routing is more likely to knock Mint into the abyss accidentally than it is to squish her. Be careful when jumping; when in doubt, go around in a square. When it gets tired and breathes heavily, it flashes white; attack it (I used Vulcan) to deal damage and repeat the process.

When the monster is deep-sixed, continue (right) across the screen to the next icon platform to descend further. In the weird building, the center platform leads up into Elroy's 3-room atelier. Search each room for a group of items scattered throughout: [Tiara] and 2 [Bronze Coin]s; [Cube] and one [Bronze Coin]; a [Gold Coin], [Bronze Coin], and free healing fountain!

After stuffing her pockets, try to leave this place whence Mint came and...

```
|_____|
| BOSS: Belle       |
|_____|
```

She'll have some items spinning around her, so avoid her (jump past) until Belle scatters her protective projectiles. Hit her a few times from long- or short-range and repeat. It's perfectly plausible to take no damage, if y'know how to groove to the battle tune.

Afterwards, follow the fleeing duo back as they flee.

```
|_____|
| BOSS: Skull Beast |
|_____|
```

This time, when it's vulnerable, hit it once and flee after Belle and Duke on the elevator. Instead of a free ride to the top, our princess will have to make tracks up the green staircase as the boss pursues. Leap over the spiked mace balls that roll down the stairs for some reason, and don't stop for any reason -- the boss throws Mint into the abyss if it catches up. Stick close to the inside of the stair to avoid most of the dropped obstacles while maintaining speed (Mint can't fall off on her own).

Afterwards, it's back to Carona...

05) CARONA III

[WK05]

ITEMS		
• Dream Stone	• The Last Hero	• Strength Up [4]

CHAPTER 3: Fancy Mel

EXIT--. Equipshop	First thing first: sell monsters for some quick cash, then sell off useless crap. DO NOT SELL THE RARE WINE OR LEGENDARY SWORD.
Inn / Bar	Give the Rare Wine to Hobbs to reduce all his prices by 5/6ths (to 5000G across the board). The Legendary Sword is useful for some later goings-on.
Elena-' \ / Hotel /	Sleep in the fancy hotel for 500G, and collect a [Dream Stone] for quick-cash selling. A dream with a monkey jumping down a Carona Forest stump will occur.
Church-' Hobbs' Shop	Enter the first screen and press x-button atop the stump to descend into a secret place. At the withered plant, use water magic (Droplets work) to make it grow larger, getting access to [The Last Hero]
DOCK AREA	

chest. Exit via the easternmost ledge to emerge from a trunk further in the forest. Returning back whence Mint came seems out of the question, so locate one of the warp-to-home plants laying around to get back to Carona.

Give "The Last Hero" to Rod in the grasslands to get 4 [Strength Up]s! They get used automatically, however.

Talk with Klaus for awhile to learn Fancy Mel may know how to work the cube, used in the Lake's ruins. Both of those locations are added to the exit gate selection, but it's Mel's digs that's the real destination.

06) MEL'S ATELIER

[M-06]

ITEMS		
• Bronze Coin	• Gold Coin	• Mel's Report

Continue through the ugly, bright scenery until a star that's lying flat on the ground. It'll act as a lift up to the atelier. Knock on the door and some Poppul Purrels will start walking around. Each will want to play a certain game. These are incredibly boring AND BRIGHT, so think about saving after each minigame. A toucan that appears around the house after the first game has this function. [Silver Coins are the best prizes in minigames!]

- One will talk about trumpets and joy, which sends Mint to an area where she has to make it through the course in an allotted time. Avoid the gramophone blasts and toucans, and try not to stop for anything. Falling in a pit will result in her restarting the course, and it can't be exited until finished! The seesaws will either: lean drastically in one direction, tip like normal or slowly move in a direction by jumping on each side of the fulcrum.

The bonus game is scaring a cockadoo. More points the more are scared, but if the bird lands on Mint's head, it's game over! High score is 500, but there is a booby prize of a Bronze Coin for about half that.

- Giant Balls...besides a stupid name, this one can be just as annoying as the trumpets. It's basically the same, except the 2nd ball-rolling kid should not be killed until Mint can jump onto the eastern block. They do not damage Mint, so...

The bonus game is "hit Fungie" to get points. He'll counterattack if underground, and it's game over when the time's up. 500 is high score. Booby prize is a Bronze Coin.

- Big Swings... This game has a lot of horribly placed enemies, so instead of using jump-kicks -- which would suffice elsewhere -- use projectile magic instead. There's one block towards the end that will fall (like a donut lift in Mario games) so time a jump onto the last swing to hitch a ride out.

Bonus game: ball pick-up. Pick up balls for points, double points if they're the same color. Black ball results in point loss, game over when time limit is up. 500 is high score. Bronze Coin is booby prize.

After three mini-games, the front door can be unlocked and Mel's atelier can be entered. She'll examine the cube but only if Mint finds her missing Poppul Purrel, a dwarfish helper. Return to Carona and talk to Marco near the town fountain; he says they like the forest. Go back there to where Blood/Smokey were fought and...hey, they're there again!

```
| _____ |  
| BOSS: Blood & Smokey |  
| _____ |
```

They use the same tactics as before, except Mint should be much tougher with the stat-upping equipment she (should have) bought. Use any kind of magic and just Air Kick (X + O) away.

Afterwards, it's sundown in Carona. Get the [Bronze Coin] and [Gold Coin] at the docks, talk with Rod to hear his life story, and sleep back at the inn ("Go to Room"-wise). The next morning, return to Fancy Mel's and get [Mel's Report] and the Cube back.

=====

When walking back to Carona with Elena, keep pestering her to make her give up Rue's secret...sort of. Duke will be dressed up as a star a little ways down the glittery road.

```
|-----|
| BOSS: Starlight Duke |
|-----|
```

This battle is as stupid as the scenery it takes place in. Duke will spin around like a sawblade, but evasion is easy -- just jump out of the way and force him to change directions. When he falls down flat, hit him. Eventually he spins his starsuit around horizontally, which follows the same maneuvers to evade. Kicking him when he's down is the only way to get by in this fight, odd as it is. Air-kicking does the most damage. He'll deal 20 damage with his final falling attack; jump up before impact to evade damage (I think).

07) CARONA IV

[M-07]

```
|-----|
| ITEMS |
|       |
|       | • Bronze Coin |
|-----|
```

CHAPTER 5: Upstream Adventure

```
|-----|
|                                     | Talk with Klaus again to learn the Cube
| EXIT--. Equipshop                 | contains a Prima Doll that can be used to
| |____|Inn ____|_|_ / Bar         | unlock Valen's relic. Too bad it needs a
| |   |  \ /           \ /  _ \    | few items from the Ghost Temple and Garun
| |   |  | _ |         | _ | |____| | Forest first. Rue volunteers to help, so
| |____|_  |_ |       | _ | _ |    | it's up to Mint to get the earrings at the
|   |         |_____|_|_ |         | forest's atelier.
| Elena-' \____ _/\  |_ |         | | |
|           /| | Hotel / |         |
| Church-' |____| Hobbs' |         |
|           |____| Shop |         |
|           |_____|_|_ |         |
|           | DOCK AREA |         |
|           |_____|_|_ |         |
|-----|                           | Speaking of which, when Mint tries to
|                                     | leave town, Mira suggests that she use
|                                     | Rod's boat to get upstream faster than
```

normal. Rod demands that Mint beat him in battle (free of charge this time) in order to hitch a ride. He'll use his twin hand-scythes this time, but jump-kicking him while dodging should be a lot easier this time since his weapons are less dexterous than the Silver Breeze (although they can be used as projectiles now). During the preparation time, go back to town and save, then return to see it waterborne!

08) GAMUL FOREST

[M-08]

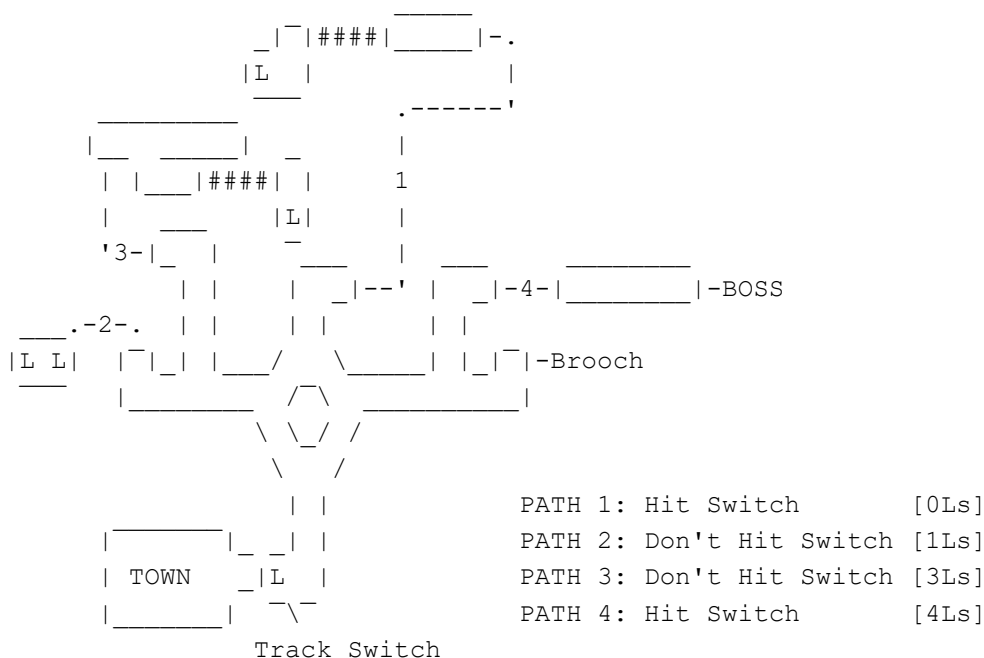
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|-----|
| ITEMS |
|       | • Brooch           • Earrings |
|-----|
```

After disembarking, Mint finds the atelier busted up. The huge pottery urn restores MP, while Ginema's diary is sitting on the ground. Inspect the propeller in the far side of the atelier ruins, then wander back to the tiled floor to see some funny scenes with Belle.

```
|
| BOSS: Hexagon & Belle |
|
```

Yes, Hexagon is invincible...but as Mint pointed out, Belle is the weakness. Avoid the hand-crusher attack the robot tries, and wait until Belle casts a bit of magic (jump over to evade). This levitates the atelier's floor a bit. Jump on one, Air Kick the dame, and repeat a bit. She's got about 100 HP.

Search Belle's defeated bod afterwards to obtain Green Magic! It comes with Wave, Impulse, and Typhoon already. Use "Wave" on the windmill from a ways away to turn the sucker until a primitive lift descends. Up in the canopy where the Gamul tribe resides (they will fight furiously if provoked, but don't if not), continue through the walkway until another windmillesque propeller can be turned, leading to the 2nd screen.



The "L" stands for a lever, and the hash mark (#) stands for space tracks need to take Mint over. After making it through Town to track switch area, hit it and ride to the "1" path. There, use the Wave wind magic to fire up the windmill and ride the platform across to the first lever. Fall into a pit, get back to the first lift, and ride it up. ALL SECTIONS BRING MINT TO THE TOWN'S BEGINNING AGAIN (don't ask why).

Next time the track switch is found, simply ride the track to the "2" path. There are two levers here -- hit 'em and restart the town section again like normal. The "3" path is taken just by Mint jumping on the thing again. The isolated part of Garun village beyond requires Mint to fire up TWO windmills to continue, and a li'l timed jumping on her part. This leads to the fourth lever.

Back at the lever again, hit it and be taken to the "4" path. Continue along the straightforward path until a few scenes with Belle take place. After a long tumble, a boss fight!

```
|
|
```

```
| BOSS: Cloud Whale |
| _____ |
```

The seadwellin' boss has some easy tactics to follow. When the water swells over the raft when it moves around, simply jump over the surge. It can suck Mint in to recover health while damaging her some (apx. 10). Garulians will drop down so Mint isn't without a source of HP/MP refilling. The only time its vulnerable is when its forehead is glowing red or when it opens its mouth -- fire "Vulcan" white magic at it. If you're not doing enough damage, GET CLOSER! That's the main reason why I thought it was hard...ignorance. >_>

Earrings are obtained afterwards, and it's back to Carona!

09) CARONA V

[M-09]

```
| ITEMS |
|       |
|   • Silver Coin       • Bronze Coin |
| _____ |
```

CHAPTER 6: Dragon Battle

```
|
|           EXIT--. Equipshop | View the scenes with the red-haired freak
| |____|Inn ____|_|_ / Bar | and talk with Klaus downstairs to see how
| |   |  \ /          \ /  _ \ | the Prima Doll reacts once activated. It
| |   |_ _|          _ | _| | | | | still needs the phantomite amulet that's
| |____|_ |          _|_|_ | | | | found at...Raging Mountain! Mint says she
| |   |          |_|_ | | | | | | will go steal Wylaf's treasure, but finds
| |   |          |____| | | | | | out Wylaf is a dragon. :p
| Elena-' \____ _ / \ | | | | |
|           /| | Hotel / | The Platinum Bracer/Belt are available
| Church-' |_|_ Hobbs' | for purchase after those events, so get
|           |____| Shop | 'em if possible. Just beat the crap outta
|           _____ | Rod to make the pocket change.
|           |_____| |
|           | DOCK AREA | | Like before, staying at the hotel results
|           |_____| | | in Mint having access to a [Bronze Coin]
| _____ | | and [Gold Coin] laying around the room.
```

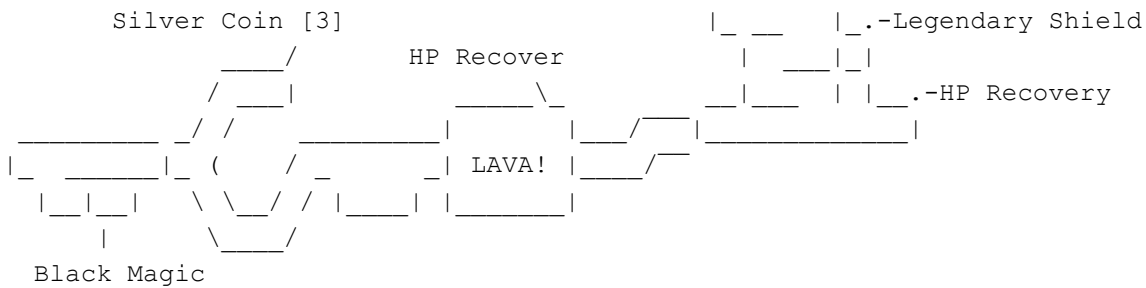
Hit the dusty trail for Raging Mountain!

10) RAGING MOUNTAIN

[WK10]

```
| ITEMS |
|       |
|   • Silver Coin [3]   • Legendary Shield   • Phantomite |
| _____ |
```

```
| _____ |
| BOSS! |
| _____ |
|   |_____|
|   |_____|
|   |_____|
|   |_____|
|   |_____|
|   |_____|
|   |_____|
```



In the first room, take the highroad, jump the first gap, and near the 2nd. Fall down this one and move left in midair, landing by the [Black Magic] container. Use the "Bomb" black magic to blow up large boulders. In the next room, this will be used. A trio [Silver Coin]s is on a dead-end path, while the alternative leads toward some Bubbas near the exit. The lava-filled 3rd room is easy to get through if the player's platforming skills are up to snuff. An HP healing point is in the foreground's far wall. Jump across to the east (rightside of screen) to continue.

A windy path for Mint to take! Use the lee side of the boulders on the path as rest spots, and gradually move forward to the exit. Avoiding the Bubbas to get through in time is recommended. Then...

```
|-----|
| BOSS: Belle, Duke, Hexagon |
|-----|
```

This is the same as before, except now Duke has joined the fray. He will be wussy and attack like a dork at close-range, either with a magical-type attack or spinning upper. Air-kicking him will knock him down, though. Belle rides Hexagon around and tries to do a vicegrip on Mint -- simply jump out of the way to avoid. When Hexagon nears the cliff, jump up and Air Kick the "old woman" -- she's the only person that makes the life bar go down. In that respect, try to avoid tangoing with Duke when she's near. Duke can be defeated pretty easily, though. If Mint upgraded to the Platinum Belt before, she should be taking 1 damage basically. Belle jumps off Hexagon when the first lifebar is depleted, but her projectile magic can be avoided by leaping like usual.

Afterwards, use the next HP recovery point and continue up the cliffs. On one side, some fire blobs are perched on small pillars. Use "Bomb" black magic to destroy them without falling off, and get the [Legendary Shield] beyond. Continue up the slopes like usual from here, avoiding the fire blobs when cautious jumping is called for. At the top of the mountain...

```
|-----|
| BOSS: Wylaf |
|-----|
```

Wylaf will blow whirlwinds on the flat summit, which can launch Mint into the air. When the dragon comes close to the ground, land an Air Kick or a few "Bomb" black magic hits to inflict some damage. His flamethrower breath can damage when it's a stream and when the impact forces it into a lot of different directions; knowing the spread pattern helps with evasion. Having a Platinum Bracer can really help here, just as using the whirlwinds for a springboard to get in a cheap shot if Wylaf is nearby. The battle gets a li'l harder as flame spouts spring up on the mountaintop and don't fade.

The [Phantomite] is received afterwards. Yay!

ITEMS			
• Silver Coin	• Silver Coin	• Bronze Coin	
• Silver Coin	• Bronze Coin	• 50G	

CHAPTER 7: Together with Prima

EXIT--. Equipshop	After Blood n' Smokey extend an invitation
Inn / Bar	match to Mint in the forest, visit Klaus
	and commission him to make a phantomite
	amulet. Prima's power is low, so that's
	another problem to solve.
	A [Silver Coin] is found in the alley
Elena-'___/___/___/___/___/___/\	leading to the tavern's area, and there's
Hotel /	another in the dock area's far right
Church-' _ _ Hobbs'	wharf (doesn't show up). Stay at the hotel
Shop	to find a [Bronze Coin] and [Silver Coin].
	Depart for Carona Forest and make for
DOCK AREA	the 2nd screen. The red-haired punk from
	before reveals himself as the hoodlums'
	boss, and has a debt to pay.

BOSS: Trap Master

He'll make Mint fight on his own private battlefield, a nine-platform area fashioned in the shape of a square. If Mint falls off, she takes damage, so it may be best to retire the air kicks for awhile and use projectile magic. The tiles will flash/darken when a trap is sprung -- fire comes out, a large mace-head falls down, etc. -- so avoid those for best effect. It's quite easy for a platforming pro.

BOSS: Blood & Smokey

This is the follow-up boss fight. It's easy as always, but the HP/MP values from the previous fight are the same, so don't let them pick off a weakened Mint!

After the exercise in the enemies' idiocy, it's time for an expert opinion from Fancy Mel! Revisit her atelier to learn that Gorotan may help her, as he controls lightning. Yes, this means more PLAYTIME WITH POPPUL PURRELS... The minigames are the exact same (including bonuses) except the courses are a little extended. Protip: in Big Swings, use Vulcan to get rid of enemies floating between swings. Silver Coins are the best prizes, of course. There is a 4th poppul purrel outside, the one Mint saved at some point, who will warp her to Gotoran.

| BOSS: Gorotan |
| _____ |

This giant kitty can be annoying, and can deal 20+ damage with lightning strikes. Wait for it to shoot sparks and air kick the boss, then when it makes its revolving stars spread out around it, head closer to the cat and start beating the crap out of it. Watch out for its lightning strike attack and things'll go smoothly.

Mint will get the [Yellow Magic] from the boss afterwards, allowing her to help Prima Doll with the energy problem.

Back in Prima, there's some time to kill before the amulet is finished. Get a [Bronze Coin] by the dock entrance. Visit the tavern for some Belle/Duke scenes, then the lakeside. Back in Klaus' house, the master suggests taking Prima to see the ruins, which Mint begrudgingly agrees to. Marcum out in the town square gives [50G] when talked to, and there's a funny one-liner if Rod's talked to (can't be fought). After visiting the Lakeside with Prima, return to Klaus' house to get the amulet.

=====
Chapter 8: Relic, here I come!
=====

The last part before the lake ruins is securing a boat. Talk to Rod, bribe him with tales of Mira's meatballs, and talk with Klaus to head for the ruins!

12) LAKE RUINS/TOWER OF MAYA [M-12]

| ITEMS |
| There ain't any! |
| _____ |

After a long bunch of scenes involving the lake ruins, Rue breaks Mint outta jail. The first player-acted part in the section involves following Rue over some invisible platforms. They light up (temporarily) when stepped on, and this part's easy as pie. After more scenes, Mint rides a platform while a pumpkin-shooting cannonwitch fires at her. Simply jump to evade the shots until the platform docks above.

More scenes later, it's back to Carona. Yawn...boring section.

13) CARONA VII [M-13]

| ITEMS |
| • Silver Coin • Bronze Coin • Silver Coin |
| _____ |

CHAPTER 9: Maya's Here!

| | Belle and Duke are waiting at the tavern,
| EXIT--. Equipshop | and Rue goes on ahead. A [Silver Coin] is
| | Inn ___| | / Bar | in front of the hotel's banner, and a
| | | \ / \ / _ \ | [Bronze Coin] near the dock entrance.

Once arriving back in Carona, return to Fancy Mel's atelier and collect the mistress' treasure: a cannon orb! Talk with Rod to learn his machine can fly to Valen's fortress...but it needs 5 more cannon orbs. Mint needs to collect'em first. The locations of the other four:

CHAPTER 11: Get the cannon orbs

<pre> EXIT--. Equipshop Inn ___ / Bar \ / \ / _ \ _ _ _ _ _ _ Elena-' \ ___ / \ / Hotel / Church-' ___ Hobbs' _ Shop _ _ _ _ DOCK AREA _ </pre>	<ul style="list-style-type: none"> • Hobbs' shop. It's listed as a hundred million G, but after some bargaining and trickery, Mint can get it for a 15,000G deposit, normally. If she "does an act", it can be dropped down to 5000! • Klaus has one, and gives it over after laying his fears about the Dewprism bare. • In Carona's tavern, talk with Belle and Duke. They'll agree to let Mint borrow Hexagon's orb, and will even deliver it to Rod themselves. What nice chaps...
---	---

After three are found, go down to the grasslands where Rod usually is and talk with Belle. The men will have collected the final cannon orb, and an idea's proposed for a new pilot of the Pinto (Rod: "Don't call it that!").

Make sure to visit Raging Mountain's summit for a scene with Wylaf. He will bestow Mint with the last magic type -- Hyper -- if she beats him in battle. It's the same strategy as previously, but Wylaf's entire health bar has to be depleted AND attacks damage Mint more. It might be one of the few bosses that can actually be a challenge!

=====
CHAPTER 12: Final Battle
=====

The next morning, go down to the grasslands. If you haven't bought the Brave Bracer/Belt from Tonio's shop, make sure y'have! Talk with Belle to get the scenes rolling.

18) VALEN'S FORTRESS [M-18]

<pre> ITEMS • B/S/Gold Coin </pre>
--

<pre> ARENA I / ### / ### -- ### _ _ _ _ -- _ _ _ </pre>	<p style="text-align: center;">HP Recovery</p> <p>After teleporting into this dump, Mint will receive the Gold Magic from Prima, which almost all of her abilities one of their most MP-consuming, powerful attacks.</p> <p>After entering, there are enemies to fight (can raise HP pretty easily here by getting beat up), but there is little difficulty about the proceedings.</p>
--	--


```

| | |__| |__| | | 5 - Bubba, Fire Blob, Gudon |
| |2  START  6| | 6 - Skull Beast |
| | |__| |__| | | 7 - Witch, Pumpkin, Wabbit |
| | |__| |__| | | _____ |
| |1          7| |

```

This part is very easy, but Mint should be selective in the fighting order she chooses, if her HP is hurting. Fight the crappy teleporter enemies (1/3/5/7) to earn a little magic and health before tackling the bosses. All enemies have been previously fought, so I won't go in any details. All y'need to use is Air Kick 99.9% of the time, yeah? The bosses are pretty weak since their stats aren't scaled to Mint's current state, haha. :p

After killing all 7 groups of enemies, the exit can be opened in the south part and so will a savepoint. This leads to...

```

| _____ |
| BOSS: Doll Master |
| _____ |

```

No fancy setup this time -- just a fight on a walkway. His wings can blow Mint backwards (no damage) at which time he usually fires a blue projectile beam, which can be jumped over. Damage him at this time. Make sure Mint does not advance when she's being pushed away, or the sparkly orbs that come out of the boss will attack her (albeit for low damage, but still...).

Afterwards...

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| _____ |
| BOSS: Valen |
| _____ |

```

Valen sends his black-colored "evening dew" monster to do the attacking, and floats around himself doing nothing. His lackey can heal him if left alone, so Mint should go on the offensive, jump-kicking his rear end until he dies. He'll respawn later, so use the downtime to use something powerful like the Final Flash (yellow) attack. The possessed "doll" can be attacked physically when he floats over the path, but most of the time this method doesn't work that well. Use the Restore magic if Mint's HP gets low.

```

| _____ |
| BOSS: Valen II |
| _____ |

```

This is supposed to be the new light? Huh? Valen's ultimate form has a few attacks. When he's flying and chasing Mint, he'll attempt to pick her up and slam her down. Evade by staying out of armreach. His hands will shoot 4 projectiles each; avoid by staying in between them or outside of range. When he's flying upright he will shoot a huge stream of semi-homing pellets that will continuously damage Mint. Use the Cosmos "Valiant" when he shoots his long stream of projectiles to nullify some of the damage; immediately afterwards when he's glowing red(der), jump kick! Sometimes the boss will crawl-n'-jump attack on the ground, or spin its shoulderblades for a suction effect, but these aren't that hard to avoid with simple jumping/staying out of range. Use "Restore" magic when needed, and heal up with the HP/MP refill items that drop into battle here and there.

```

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| | | ) | | ( _ / \ | ( _ / \ | ) \ | | ( _ / ) _
) _ ( | / \ | ( _ / ( _ / | / ) _ ) ( _ / ( )

```

Enjoy the final chapter ("Aftermath"). Visit Klaus' house, Rod's campsite, the tavern, the church, and the hotel for various scenes with the game's characters. Tell Gramps it's time to go and wait for the credits to roll!

/ V. RUE WALKTHROUGH [RWLK] | _

01) CARONA [R-01]

```

| ITEMS |
|   • Silver Coin           • Silver Coin   |
|_____|

```

CHAPTER 1: Beginning

<pre> EXIT--. Equipshop ____ Inn ____ _ _ / Bar \ / \ / _ \ _ _ _ _ ____ _ _ _ _ ____ Elena-' \ ____ _ / \ / Hotel / Church-' _ Hobbs' _ Shop ____ ____ _____ DOCK AREA _____ _____ </pre>	<p>After the introductory scenes, Rue takes a ferry to the port town of Carona. Save at the inn and get the [Silver Coin]s located in the alley near the tavern, and the camp area across town. It's just like Mint's walkthrough, including the part where the town girl Elena is missing in the forest!</p> <p>The shop in town isn't open, and there's nothing to do in Carona besides. Use the town gate to enter into the forest.</p>
---	--

02) CARONA FOREST [R-02]

```

| ITEMS |
|   • Bronze Coin [3]       • Silver Coin           • Moon Stone [2]
|_____|

```

Unlike Mint, Rue can transform into monsters by holding down the [] button and selecting monsters he's defeated. Attacking foes earns MP, although his regenerates a lot slower than the other main character's. The forest is very straightforward, so continue to the 3rd screen where...

```

| BOSS: Blood & Smokey |
|_____|

```

Rue will have to change into a Pollywog first, and then attack a hoodlum to initiate battle. There's little strategy besides using the jumping Tail Slap attack (X + Triangle), which can hit both bosses if he's lucky. Rue can change into his normal form, also, which is recommended.

After saving Elena, follow her through the 4th screen to the plateau where her parents are waiting. Rue will jump down the cliffside to find an old atelier of a magician. The descent through this area is very bland, and has only one route. In the forest's bottom, inspect the fancy mural and defeat the two gargoyles that show up. Turn into a Gargoyle and face the statue of the similar monster perched on a block, revealing a hidden stairway up to the atelier's base. Try the door and--

```

|-----|
| BOSS: Nightmare |
|-----|

```

Run around the atelier in circles, baiting the unicornesque boss into leaping and trying to crush Rue. Leap over the ensuing shockwave and whack it with the sword.

Enter the atelier afterward and get the [Silver Coin] and 2 [Moon Stones] scattered throughout the two floors. Inspect the ground-floor vault for some more scenes, and talk with Klaus afterwards to return to Carona.

03) CARONA II

[R-03]

```

| ITEMS |
|       |
|   • Silver Coin |
|       |
|-----|

```

CHAPTER 2: Underground mystery

```

|-----|
|                               | After returning to town, visit Klaus to
|                               | learn about the underground ruins, and
| EXIT--. Equipshop           | the atelier supposedly within. That will
| |____|Inn  ___|_|___ / Bar  | be the next destination.
| |   |  \ /           \ /   _ \ |
| |   |__|_   _   |__|_|_|_| |
| |____|_   |__|   |__|_|_|_| | The equipment shop now sells the lowest
|                               | add-ons: Bronze/Silver Bracers and Belts.
| Elena-' \___   ___/\   |__|_| | Buy the best kind immediately via selling
|                               | monsters and the two Moon Stones picked
|   Church-' |__|___   Hobbs' | up at the last atelier.
|                               |
|                               | Shop |
|                               |
|                               | Can't afford everything without a hassle?
|                               | The grasslands outside of town has a guy
|   | DOCK AREA |           | named Rod who can be used to increase HP
|   |_____|           | and earn 1000G for each win, provided the
|                               | 100G kicker is added in at the start. ^__^
|-----|

```

Item-wise, by the docks, on the right side of the ship, is a [Silver Coin]. Once a Silver Belt is bought, proceed to the Underground Ruins. Whether or not Rue chooses to collaborate with Mint makes no difference.

04) UNDERGROUND RUINS

[R-04]

Continue into the poison swamp area (denoted with #'s) and collect the icons (denoted with 'I') in each tiny antechamber. If Rue is a Gargoyle, he won't take any damage from the poison floor! Should our hero have around 110 MP at this time (which can be hard since his bulky weapon makes him slower than Mint), he can melt the icecubes and get the [Rare Wine] behind the three blocks. This can be given to Hobbs to make him give a 5/6ths discount on his store prices, so DO NOT SELL IT TO ANYONE. ^__^

Once 6 of the platforms are collected, backtrack to the floor's entry point and they'll be scattered there. Jump on each from right to left, making 'em spiral upwards to a new room with a hole. Jump in!

After landing, head up the incline and talk with Mint; try to leave and the boulder will start rolling! Dodge the ceiling debris (pattern: right, left, right, left, left & right). This rolling stone'll break the barrier and give entrance to the door beyond. Sample the healing font at the top of where the boulder used to be and proceed.

Once Mint "makes a splash", moving platforms will hover over the lake. Get the [Legendary Sword] at the far end of the pond, then jump from each glimmering platform to the next -- the final one will take Rue down into the basement. Try to proceed over the tops of the blocks and...

BOSS: Skull Beast

The only projectile form of any use is the Gargoyle, although remaining as Rue is alright too. The beast will either jump around after Rue (evade by jumping to each open block) or fling fireball(s) which can be jumped over. When it flashes white, attack it with the preferred method and repeat until it gives up the ghost.

Use the gray platform to continue down the atelier! There are three rooms above, having: Tiara, Bronze Coin, Bronze Coin; Bronze Coin, a healing font, and Gold Coin; Cube, Bronze Coin. After collecting the Tiara & Cube, attempt to leave and...

BOSS: Duke

Duke will split into three and circle around Rue just out of reach, before the real one throws three shuriken projectiles. Jumping at the last second should avoid any real damage. When not pretending to be a ninja, he uses a non-homing projectile that leaves him vulnerable to attack from any type of transformation. Repeat a few times and he'll sleep the eternal sleep...well, he should anyway. >__>

After defeating the boss, watch the scenes where Rue pursues the duo. Another Skull Beast fight will start, except Rue can leave early this time (it can't be defeated) by taking the lift. When in the green spiral stairway, gain a lead on the would-be attacker by sticking to the inside and timing advances to avoid the obstacles thrown down the route. At the top, watch the scene and

use the platform to leave.

05) CARONA III

[R-05]

ITEMS
• Dream Stone

CHAPTER 3: Mel's Atelier

EXIT--. Equipshop	After returning to Carona, talk with Klaus
Inn / Bar	and gain access to the Lakeside (where the
\ / \	relic is sealed) and Mel's Atelier, which
_	is the next destination. If Rue collected
_	the Rare Wine last time, talk with Hobbs
_	and he'll give Rue a permanent discount
Elena- \ / \	on merchandise -- 5000G across the board!
/ Hotel /	Stay at the hotel for 500G and search
Church- Hobbs'	the room for a [Dream Stone], one of the
_ Shop	only special items. Y'may have obtained a
_	few coins each time a room was bought,
_	after all. Sleep and Rue will dream about
DOCK AREA	a monkey jumping into a trunk in Carona
_	Forest. "The Last Hero" can be obtained
_	by going there and watering the withered

plant within, but Rue doesn't have access to any water moves yet. Rod gives 4 Strength Ups if the book is given to him, so remember this tidbit!

06) MEL'S ATELIER

[R-06]

Continue through the ugly, bright scenery until a star that's lying flat on the ground. It'll act as a lift up to the atelier. Knock on the door and some Poppul Purrels will start walking around. Each will want to play a certain game. These are incredibly boring AND BRIGHT, so think about saving after each minigame. A toucan that appears around the house after the first game has this function. [Silver Coins are the best prizes in minigames!]

- One will talk about trumpets and joy, which sends Rue to an area where he has to make it through the course in an allotted time. Avoid the gramophone blasts and toucans, and try not to stop for anything. Falling in a pit will result in him restarting the course, and it can't be exited until finished! The seesaws will either: lean drastically in one direction, tip like normal or slowly move in a direction by jumping on each side of the fulcrum.

The bonus game is scaring a cockadoo. More points the more are scared, but if the bird lands on Rue's head, it's game over! High score is 500, but there is a booby prize of a Bronze Coin for about half that.

- Giant Balls...besides a stupid name, this one can be just as annoying as the trumpets. It's basically the same, except the 2nd ball-rolling kid should not be killed until Rue can jump onto the eastern block. They do not damage Rue, but he's also less dexterous than Mint, so changing into

the Gargoyle (which has a projectile/double jump) may be easier.

The bonus game is "hit Fungie" to get points. He'll counterattack if underground, and it's game over when the time's up. 500 is high score. Booby prize is a Bronze Coin.

- Big Swings... This game has a lot of horribly placed enemies, so instead of using jump-kicks -- which would suffice elsewhere -- use projectile magic instead. There's one block towards the end that will fall (like a donut lift in Mario games) so time a jump onto the last swing to hitch a ride out.

Bonus game: ball pick-up. Pick up balls for points, double points if they're the same color. Black ball results in point loss, game over when time limit is up. 500 is high score. Bronze Coin is booby prize.

After three mini-games, the front door can be unlocked and Mel's atelier can be entered. She'll examine the cube but only if Rue finds her missing Poppul Purrel, a dwarfish helper. Return to Carona and talk to Marco near the town fountain; he says they like the forest. Go back there to where Blood/Smokey were fought and...hey, they're there again!

```
|-----|
| BOSS: Blood & Smokey |
|-----|
```

They use the same tactics as before, except Rue should be much tougher with the stat-upping equipment he (should have) bought. Use any kind of magic and just Air Kick (X + O) away.

Afterwards, it's sundown in Carona. Get the [Bronze Coin] and [Gold Coin] at the docks, talk with Rod to hear his life story, and sleep back at the inn ("Go to Room"-wise). The next morning, return to Fancy Mel's and get [Mel's Report] and the Cube back.

```
=====
CHAPTER 4: Starlight Duke
=====
```

When walking back to Carona with Elena, keep pestering her to make her give up Rue's secret...sort of. Duke will be dressed up as a star a little ways down the glittery road.

```
|-----|
| BOSS: Starlight Duke |
|-----|
```

This battle is as stupid as the scenery it takes place in. Duke will spin around like a sawblade, but evasion is easy -- just jump out of the way and force him to change directions. When he falls down flat, hit him. Eventually he spins his starsuit around horizontally, which follows the same maneuvers to evade. Kicking him when he's down is the only way to get by in this fight, odd as it is. Air-slicing does the most damage. He'll deal 20 damage with his final falling attack; jump up before impact to evade damage (I think).

After entering, check either of the doors to find the right one opening by itself. Some puppets patrol the next hallway, but Rue avoids them. Throw them into the door they take then kill them; double-back to the hallway and take the previously locked door straight down the corridor. Continue to the puppet-infested hallway where gigantic mace-heads drop down. Jump the abyss and enter an antechamber that contains a Saber Tiger. Use this transformation to get across the large pit in the main hallway. A fake puppet will be standing on a pedestal. Kill it, transform into a Puppet, stand on the pedestal until the real statue turns, and continue.

```
|_____|
| BOSS: Chimera |
|_____|
```

This multi-headed freak attacks with a scythe. Keep jumping around, which'll probably avoid the attack in and of itself, and attack in midair as Rue goes around the boss. It's very vulnerable when throwing a weapon as a projectile, which gives plenty of time for hack-n'-slashing. As its heads grow, its attack patterns seem to as well.

Afterwards, Rue gets the Left Solleret. Continue through the next room filled with Skeletons to find an HP recovery point on one side, the exit across the room. This leads to a mixed-elevation area with poisonous ground and raised platforms. Cross to the third and enter a sideroom with 3 [Bronze Coin]s and [Silver Coin]s. Rue must be a skeleton, stand on the pedestal, make the real statue turn, and leave via that way. Whew!

```
|_____|
| BOSS: Chimera |
|_____|
```

It's back for more! It ceases to do its quick-slice scythe attack and uses a bolt-from-the-sky trick. Rue can avoid by running around randomly and getting in a few potshots when it's inert. When low on HP, it have a 2-hit firebreath attack, so wait for that before moving in for th' kill.

Afterwards, Rue will have to transform into an Ootang to get past the large height difference in the Specters' hallway. Don't have one? The location is marked on the map. Past there, kill the fake skeleton and use its Fall Apart ability on the pedestal...this'll unlock the door. Surprise, surprise...

```
|_____|
| BOSS: Chimera |
|_____|
```

This time, its defense is weaker but its attacks are harder-hitting. It's quick, uses its scythe as a projectile, and breathes fire in a semi-circle around it. Jump-slash it when possible and wait for an opening, either when its breathing fire or hesitating after an attack. Its evasion powers have a bit of experience now, so don't be surprised to see it float away before Rue can land a hit! It drops a gauntlet.

In the next area, use the Specter's Water ability to douse the four torches near the locked door. This opens back into the first hallway where Rue saw the puppets. Continue into the dungeon's very first room to see the locked door is now open.

Elena will 'join' the party, and Rue can call her with Triangle when he's sure its safe. Pull a nearby lever to lower a gate, and follow until there is a pit. Call Elena across and she'll trigger a trap that sends monsters; she won't jump across until they're all gone from behind the doors. Go there and kill all of them, making sure to get the Stinger (mouse) transformation near a [Moon Stone] chest. Toward the end of the passage she's in, transform into said monster and go through a little hole.

Crawl through, get the [Night Stone], hit the lever, advance. Further on, a scene will play where a switch breaks when hit. Elena gets locked in after trying to leave. Transform into a puppet and find the only white-circle warp platform, which will lead back towards Elena's locked location.

Enter inside to see Elena kidnapped! Backtrack a short ways to the room where Elena would not budge into the monsters behind the doors were defeated. She will be on the right side, behind a fake wall -- it's where the Moon Stone should've already been obtained.

After rescuing her, continue FORWARD to the room with the broken lever. The door can be broken by transforming and attacking (I used Skeleton form). Past there, the two white floating steps by the previously locked door will be spinning. Cross with Rue and try to call Elena to guide her through -- this uses Triangle also. Enter the iron door and follow the enemyless, straight-forward passage way to...

```
| _____ |
| BOSS: Duke |
| _____ |
```

Duke will have read 'Fist of Fire' and uses that technique at close-ranges. When he unleashes his barrage of fiery punches, jump over him and unleash a combo. Standing on vases or boxes works for evading temporarily, but Duke's sunrise uppercut will destroy them.

Afterwards, Rue will have to manually beat down the door. Keep slashing at it no matter the circumstances, and it will give way.

09) CARONA V

[R-09]

```
| ITEMS |
| • Strength Up [4] • The Last Hero |
| _____ |
```

CHAPTER 6: Raging Mountain

```
| _____ |
|          | | After arriving back with Elena, visit our
|          | | good doctor to learn the phantomite needed
|  EXIT--. Equipshop | | for Prima Doll's amulet can be found at
| |_____|Inn ____|_| / Bar | | Raging Mountain. Meanwhile, Mint will go
| |  |  \ /      \ /  _ \ | | get the tiara back from its thieves.
| |  |__|  _  |  _| |__| | |
| |_____|_  |__|  _|__|_| | |
|          | |_____| | | Tonio's shop will now carry Platinum
| Elena-' \____  __/\  |__| | | Bracers/Belts, and given how many enemies
|          /| | Hotel / | | that were in Ghost Temple, Rue should've
| Church-' |__|  Hobbs' | | gotten enough to buy both (9000G). Don't
|          |__|  Shop | | leave for the next destination without
|          ____| |____ | | 'em!
|          |  |  |  | |
```

```

|          | DOCK AREA |          | Now is a good time to get "The Last Hero"
|          | _____|          | previously mentioned. The Specter's Water
| _____|          |          | ability can be used to water the withered
|          |          |          | plant in the Carona Forest tree-stump
|          |          |          | tunnel to get access to it. The reward: 4 [Strength Up]s!

```

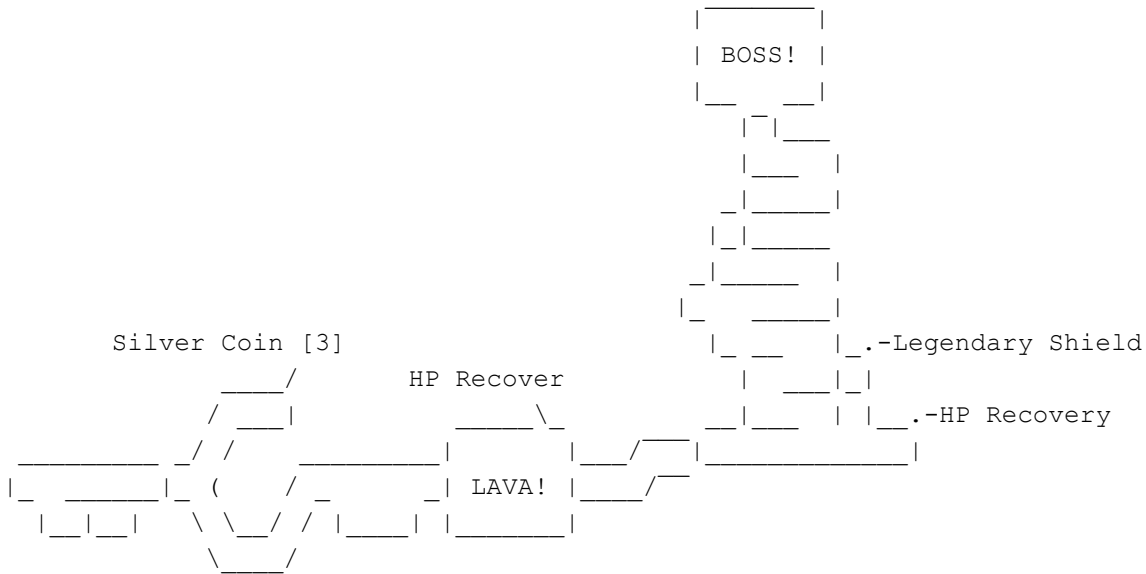
10) RAGING MOUNTAIN

[R-10]

```

| ITEMS |
|       |
|       | • Silver Coin [3]       • Legendary Shield       •
|       |
| _____|

```



In the first room, take the highroad, jump the first gap, and near the 2nd. Fall down this one and move left in midair, landing by a boulder. Jump right across the screen to where a gigantic mallet-wielding foe (Bubba) is found. Kill it, take its token, and transform into it. Its hammer will be used to smash rocks! Get across the highroad this way and into the forked room, where 3 [Silver Coin]s can be found on a dead end.

There's an HP recovery font on the background's platforms, but moving across the teetering floating ones is the necessary avenue. Bubba sinks; use Rue to cross. Next: a windy path for Rue to take! Use the lee side of the boulders on the path as rest spots, and gradually move forward to the exit. Avoiding the Bubbas to get through in time is recommended. Then...

```

| _____|
| BOSS: Belle, Duke, Hexagon |
| _____|

```

The three plan to get revenge. Mint's path will have already introduced the robot that tries to vicegrip Rue, but Rue's a newbie in this field. Jump over Hexagon's advances, attack Duke when Belle's machine is drifted away from the main path, and jump-slash her when in range. Duke can be defeated after a little time, and makes the procedures a lot smoother. When Hexagon is done in, Belle jumps off and fights woman o mano. She prefers a fire stream attack and firing orbs that temporarily make her invulnerable -- both can be jumped over like nothing happened.

Afterwards, use the next HP recovery point and continue up the cliffs. On one side, some fire blobs are perched on small pillars. Use "Bomb" black magic to destroy them without falling off, and get the [Legendary Shield] beyond. Continue up the slopes like usual from here, avoiding the fire blobs when cautious jumping is called for. At the top of the mountain...

```
|
| BOSS: Wylaf
|
```

Wylaf will blow whirlwinds on the flat summit, which can launch Rue into the air. When the dragon comes close to the ground, land a jump-slash or two. His flamethrower breath can damage when it's a stream and when the impact forces it into a lot of different directions; knowing the spread pattern helps with evasion. Having a Platinum Bracer can really help here, just as using the whirlwinds for a springboard to get in a cheap shot if Wylaf is nearby. The battle gets a li'l harder as flame spouts spring up on the mountaintop and don't fade. Luckily, the battle ends when half of Wylaf's HP is depleted.

The [Phantomite] is received afterwards. Yay!

11) CARONA VI

[R-11]

```
| ITEMS
| • 50G
|
```

CHAPTER 7: Bond with Prima

```
|
| EXIT--. Equipshop | After getting back, Blood and Smokey issue
| | Inn ___| | / Bar | a challenge in Carona Forest. Talk with
| | | \ / \ / _ \ | Klaus first to get him making the amulet,
| | | _ | | | | | | | then head for the forest's 2nd screen.
| | ___| | | | | | | | | |
| | | | | | | | | | | BOSS: Trap Master |
| Elena-' \ ___ / \ | |
| | / | | Hotel / |
| Church-' | | Hobbs' | Not hard at all; it's the 9-block field
| | | | Shop | that can be annoying. When he appears on
| | | | | | | a platform, jump to it and use Triangle
| | | | | | | for a spin-around attack. Platforms that
| | DOCK AREA | | will explode flash white, luckily. Jump
| | | | | | | over any projectiles and repeat! Using
| | | | | | | Bubba form's hammer helps close-range!
```

```
|
| BOSS: Smokey & Blood
|
```

These guys should be simple as pie, with the only difficult thing about it being the HP/MP values from the last boss fight...they're the same.

Everyone seems to be talking about Poppul Purrels or Fancy Mel, so that is the tipoff to go there. Once there, talk with Mel, then go outside to talk

with the Poppul Purrels. Instead of suffering through stupid minigames, find the one in the back of the house that Rue saved. He'll warp our hero up to where Gorotan is. Once in the dark setting, run around for awhile and 'talk' at the flying catbat creature to start the fight.

```
|_____|
| BOSS: Gorotan |
|_____|
```

Being an electrical user, it can shoot homing sparks and use a gigantic thunderclap attack. Run around in circles to avoid, waiting until the tiny stars encircling it branch out in a wider orbit. That's the cue to get in a few attacks before its thunderbolt tries to strike Rue for ~15dmg.

Afterwards, return back to Klaus' basement, then visit the tavern and the Lakeside. Talk with Klaus after all the activities and Prima will want to view the lake ruins from the shore. At this time, talk to the merchant by the Carona fountain for [50G] before leaving.

```
=====
CHAPTER 8: Lake Ruins
=====
```

Once back in town, visit Klaus one more time then talk with Rod about taking his boat for a ride. Best him in battle (he'll use his warhammer, which gives easy vulnerability when it's slammed) and talk to Klaus to leave!

```
=====
CHAPTER 9: Maya's Arrival
=====
```

See the scenes at the Lake Ruins and, afterwards, talk with everyone in the tavern. Sleep in Carona using the "Go to Room" option; in the morning, visit the Lakeside tower. Rue will arrive home night again. "Go to Room" again for some scenes involving Claire. Visit the tavern area, docks, Rod's camp, and finally the church.

```
|_____|
| BOSS: Psycho Master |
|_____|
```

Frontal attacks will only make the strike miss and the boss counter. Rue must attack from aft (behind) to inflict any actual damage. Psycho Master warps around the room, so Rue'll have to run around to get into position. When the boss follows our hero around the room, simply run out of reach until his pattern changes.

Afterwards, the invitation to the tower is granted. FINALLY, this longtastic section can end! Get the Mythril equipment at Tonio's before setting out for the...

12) TOWER OF MAYA [R-12]

```
| ITEMS |
| • Gold Coin [2] • Gold Coin [2] • Star Stone [2] |
| • Legendary Helmet • Gold Coin [3] |
```

=====
CHAPTER 10: Claire's Shadow
=====

After entering and talking with Trap Master, start running up the stairs. The spiky-haired lout rigged the door to deal 15 damage each time Rue tries to escape, so don't bother. Climb the staircase until it reaches an open-aired 2F, where 2 [Gold Coin]s can be obtained. Kill a pumpkin and gain the ability to transform into one before entering the door.

This indoor area has floating green pumpkin platforms. A witch in the back will shoot pumpkins, and if one hits Rue, he falls underneath and has to fight 3 pumpkins (can't escape 'til they're dead). A few of the platforms will automatically initiate battle, also. Luckily, the path is abundantly clear at that point.

_____	After making it across, get the 2 [Star Stone]s and
	use the healing droplets for an instant cure. Get up
	the stairs and jump to the large circular platform.
	Pumpkins will stream down but an X-X-X attack will
	(well, should) kill them. At the top, jump off into
	a similar outdoor walkway where two more [Gold Coins]
	can be found.
	The indoor room tries to replicate the annoyances of
	the pumpkin puzzle, but it ain't so hard. Use any type
	of projectile to knock the enemies off their perches,
	and leap on over to the [Legendary Helmet] chest near
	the healing font.

In the next spiral staircase, search the bottom area for 3 [Gold Coin]s this time. Move on up, avoiding the pumpkins and witches, and heal up near the next door.

BOSS: Doll Master

Rue HAS to be defeated here. This is just a cruel joke considering how Rue can inflict damage almost endlessly.

BOSS: Atenacius

Attack the boss from the small platform, knocking him back across the screen. Jump across the smaller platforms, dodging the huge waves of electricity or guarding the tiny projectiles, and get to where the boss resides, attacking him some more. Incredibly easy as it is, Atenacius takes 50+ damage and is a glutton for punishment, apparently.

ITEMS _____
There ain't any!

CHAPTER 11: Aim for the Sky

EXIT--. Equipshop Inn / Bar \ / \ Elena-\ / \ / Hotel / Church-' Hobbs' Shop DOCK AREA 	After arriving home with Maya, visit the good doctor in his basement -- he suggests talking with Fancy Mel for a way to get up to Valen's Fortress. She suggests talking with Wylaf at Raging Mountain. Go there... BOSS: Trap Master Same strategy as last time. The difference is that Rue probably won't have the Bubba transformation, which is the easiest way to get through -- stand in the middle tile and hammer him to death wherever he teleports to. Otherwise, the Witch's Pumpkin Cannon will suffice just the same.
--	--

Further on in...

BOSS: Mode Master

She changes into Rue's image at the start, and will use Bubba and Behemoth transformations also. She's not really hard, considering she only has powers of the monsters she transforms into. Jump-slashing and knocking her down as Rue, and following suit against the beasts is all that needs to be done.

At the mountaintop, Wylaf allows Rue to change into him for the trip.

=====

CHAPTER 12: Soar Into Battle

=====

In Carona once again, talk with Klaus and buy the best equipment now sold in Tonio's shop (Brave Bracer/Black Belt). Sell some Gold Coins if y'can't afford it all at once, and make sure to sell any "stones"! Valen's Fortress will now be accessible from the town gate. (There's a funny scene with Mint/Maya at the hotel to be watched also, if y'want to listen).

14) VALEN'S FORTRESS

[R-14]

ITEMS
• B/S/Gold Coin

HP Recovery

ARENA I	/	After teleporting into this dump, Rue will receive
	### /	locate Prima Doll on the outskirts of the building.
	###	A few scenes later, Rue is rearin' to wreck this
	--- ###	place's bosses!

This one can be complicated if only because the places look so alike. Take the furthest north warp, and to the following: north, north, south, north, south, north. That's counting the tiny passages also. This will spit him out in the arena's abyss room. The new factor now is that two platforms spew a dose of fire now. Correct timing is all one needs to get through this 'un, son. :p

```

|_____|
|_ _ _| ARENA IV
|_ | | | | | | | | |
| | | |---|-----|---| | |
|_ _ _| |_____| |START| |_____| |_ _ _|
| | |
| | | |
|_____|
|#####|
|#####|
|#####|---'
|_____|

```

This one's a whole lot easier if y'know the trick. Each of the two warps on either side of the start point lead to dead-ends where 2 Behemoths spawn. Kill them (4 in all) and return to the starting point.

Kill the Behemoth at the point of entry, then use the lift to get to the abyss room. This one moves faster and there are two (optional) fire platforms. Remember: there's no HP recovery point if you don't finish in the time limit!

A savepoint will be found after that, in the form of a spinning gyroscope thing. Use the nearby elevator.

```

|_____|
|          Rock
|          \
|         /\
|        / /-----|-----\ \
|       / /      START  \ \
|      | \ /          \ / | | |
|      | |              | |
|      | | -Rock      Rock- | |
|      | | \          / \ |
|      | | \ \          / / |
|      | | \ \-----/ /
|      | | \ \-----\ /
|      | | /
|      | | Rock
|_____|

```

There are eight rooms, fashioned in the shape of an octagon; four of them have torches, four simply have hellhound enemies. The object of this torch puzzle is to collect four rocks and bring them back to the "START" room.

N ROOM: Extinguish and relight the 2 middle torches
E ROOM: Light the two middle torches.
S ROOM: Only two middle lit (use "Tornado" on 3rd)
W ROOM: Extinguish leftmost/rightmost torches

Fighting is not possible while Rue has a rock on his head, so simply breeze through each room and avoid the enemies. Back in the initial room, Rue will automatically be teleported to the next floor above. Someone is waiting for him...

```

|_____|
| BOSS: Psycho Master |
|_____|

```

Like before, he will evade & counter all attacks if a direct assault is put up by Rue. Instead, circle around him and airslash him in the back for the best effect. Sometimes he will catch Rue in midair and attack him. Try not to hit the invisible arena edges either, which will damage Rue. When he floats around and tries to grab Rue (succeeds if at close-range), run/jump around in a circle until he changes his attack.

```

|_____|
| CURSED CROSSWAYS | 1 - Skeleton, Puppet, Specter |
|_____| | 2 - Chimera |

```



```

| |3      4      5| | 3 - Sabre Tiger, Mandola, Pollywog | | | | |
| | |___| |___| | | 4 - Nightmare |
| | |___| |___| | | 5 - Bubba, Fire Blob, Gudon |
| |2  START  6| | 6 - Skull Beast |
| | |___| |___| | | 7 - Witch, Pumpkin, Wabbit |
| | |___| |___| | | _____ |
| |1      7| |

```

This part is very easy, but Rue should be selective in the fighting order he chooses, if his HP is hurting. Fight the crappy teleporter enemies (1/3/5/7) to earn a little magic and health before tackling the bosses. All enemies are the same strength as normal, meaning Rue can easily overpower those that appear early in the game. After 7 fights (any combination I guess) a savepoint and exit appears. Continue to...

```

| _____ |
| BOSS: Doll Master |
| _____ |

```

No fancy setup this time -- just a fight on a walkway. He'll use his large hand to slap Rue around, and will shine temporarily before he lunges and grabs our hero for large damage (30+ usually, even with best equipment). This can be avoided by running from the advance. Attack him after he fails in his technique, and a few more potshots can be fit in as he gets up (use airslash to knock him down again). He can fire a homing projectile that'll do minor damage a few times, and a surging aura attack at extreme close range. Transforming is unnecessary in this battle, actually.

Afterwards...

```

| _____ |
| BOSS: Valen |
| _____ |

```

Valen sends his black-colored "evening dew" monster to do the attacking, and floats around himself doing nothing. His lackey can heal him if left alone, or use homing magic for hard-hitting damage, so never let him stand still and charge the spells. The other attacks Evening Dew does is jumping around (each tremor can hurt Rue no matter where he is) and spinning around like a buzzsaw; timed jumps'll evade damage. When Valen's body floats near the walkway, jump up and attack it.

```

| _____ |
| BOSS: Valen II |
| _____ |

```

Ahaha, the light of the universe looks like a freak who fell into boiling acid. Valen's attacks are like so: a cut-'em-up suction spell that also fires projectiles; an attempted hover-n'-grab; and a stream of homing projectiles. After that stream of homing projectiles -- which Rue will know is coming as Valen floats upright -- he will momentarily overheat and redden. Attack then, as its his only weak spot! Guard (w/ Triangle) against that projectile stream to minimize damage...that's about all there is to do. HP/MP refills will fall into battle for some reason, so abuse 'em when they appear. Four or five hits at its weakspot will complete the final boss.

```

| _____ |
| \_  _/|\  /|(  ___ \ (  ___ \|(  /|(  ___ \ ( ) | | | | | | | | | | |
| ) ( | ) ( || (  \ / | (  ___ \ / | \ ( || (  \ ) || |
| | | | (___) || (___ | (___ | \ | || | ) || |

```

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| | | ___ || __) | __) | (\ \) || | | | | |
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)_ ( | / \ | (_____/ (_____/|/ )_) (_____/ ( )

```

Enjoy the final chapter ("I'll see you soon"), by visiting Klaus' house, the tavern, and Rod's campground. Return back to Klaus' to see the happy ending! ^___^

VI. APPENDICES

[APPN]

EQUIPMENT LIST

[EQPT]

Bronze Bracer	+04 Strength	Bronze Belt	+04 Defense	COST 1000G
Silver Bracer	+08 Strength	Silver Belt	+08 Defense	COST 3000G
Gold Bracer	+12 Strength	Gold Belt	+12 Defense	COST 3500G
Platinum Bracer	+16 Strength	Platinum Belt	+16 Defense	COST 4500G
Mythril Bracer	+20 Strength	Mythril Belt	+20 Defense	COST 5500G
Brave Bracer	+24 Strength	Black Belt	+24 Defense	COST 6500G

Equipment selections in Tonio's shop are unlocked automatically during plot events (often chapter changes). Once bought, they're instantly equipped and cannot be taken off; they cannot be repurchased either. Lesser equipment that has not been bought will be removed from the selection, also.

VII. FREQUENTLY ASKED QUESTIONS

[FAQZ]

[Q] - Is there any reason to fight Rod?

[A] - If beaten, there's a 900G profit and he can give out Gold Coins after a bunch of losses (per weapon upgrade). These can be sold for extra cash, to.

[Q] - How do I get 'The Last Hero' for Rod?

[A] - During Chapter 3, sleep in the hotel or inn (using "Go to Sleep option) and dream about a monkey in a Carona Forest stump. Go there and use the character's water attack to make the withered plant grow, obtaining the item on a ledge. Mint can do this in Chapter 3; Rue has to wait until Chapter 6 when he can use the Specters' water attacks.

[Q] - I see an Oolong in Carona Forest and it climbs a tree! What the heck?

[A] - Rue can turn into an Oolong and get a Moon Stone up there.

VIII. UPDATES & CONTRIBUTIONS

[UPDT]

03-25-08 -----+ Error corrections

05-29-08 -----+ Cannon orb correction (thanks to Jean M)

CONTRIBUTIONS

- Jean M, for a tip on getting a Cannon Orb for less cash

IX. LEGALITY

[LGLT]

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