

Wild ARMs 2 FAQ/Walkthrough

by Shotgunnova

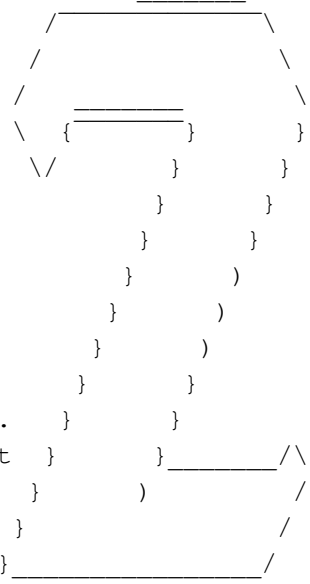
Updated on Mar 8, 2016

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[FAQ / WALKTHROUGH]
[by: Shotgunnova (P. Summers)]

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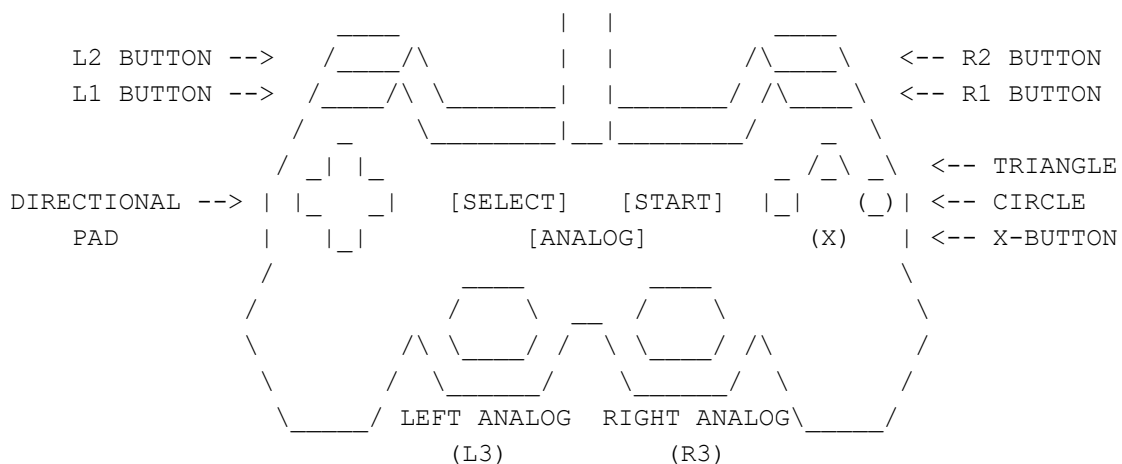
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I. CONTROLS

[CTR1]



BUTTONS	USAGE ON THE FIELD	USAGE ON MENUS/IN COMBAT
DIRECTIONAL BUTTONS	Move current party leader	Choose options with cursor
TRIANGLE	Display/retract menu screen	Give item/attack descript.
X-BUTTON	Inspect button/hold to dash	Select option cursor's on
O-BUTTON	Use Encounter Cancel System	Cancel cursor's selection
SQUARE	Use party leader's tools	
L1 or R1	Rotates camera	Toggles character
START BUTTON	Changes party leader	
SELECT BUTTON	Display/retract world map	

II. TH' BASICS

[THB1]

Here's where someone should be able to turn for that mostly-bland, boring information that keeps a game in working order.

i. CHARACTERS

[CHR1]

[ASHLEY WINCHESTER]-----

Ashley is a young man belonging to a musketeer brigade in the seaside town of Meria. Strong-willed with a fierce sense of righteousness, Ashley set out to battle the crisis facing Filgaia after being chosen to be a member of the Agile Remote Mission Squad (ARMS). Contrary to his gentle demeanor, he has become quite skilled at wielding a huge bayonet. His stats are all-around, for the most part, meaning he's got no major pitfalls in battle.

--- TOOLS ---

- * Hurl Knife - Projectile that can trigger far-off switches, hit enemies
 - Found: Withered Ruins [prologue, mandatory]
- * Booty Call - Search the room/section for treasure items
 - Found: Telepath Tower
- * Flare Gun - Lights up dark areas / triggers overhead switches
 - Found: Spiral Tower

--- SKILLS ---

Ashley has no original skills of his own; instead, he wields his bayonet with much nonpareil, using its various ammunition to inflict damage (like Gene Starwind!). He only starts off with one ability for his ARM, but by searching chests in dungeons, he can find cartridges to upgrade and master.

- * ShotWeapon - Bayonet attack [single]
 - Found: ---
 - FP: 06

- * MultiBlast - Attack with special shells [group]
 - Found: Under Traffic
 - FP: 10

- * BoltAction - Shoot-slash combo attack [single]
 - Found: Raline Observatory
 - FP: 16

- * DeadOrAlive - Possible instant-death attack [single]
 - Found: Mt. Chug-Chug
 - FP: 20

- * ShockSlide - Burrowing shockwave attack [group]
 - Found: Closed Mine Shaft
 - FP: 24

- * PhantomFang - High-voltage energy shells [single]
 - Found: Lost Garden
 - FP: 30

- * Blast 'Em - Wide-range shockwave attack [all]
 - Found: Raypoint Muse
 - FP: 40

- * RisingNova - Extreme shoot-slash combo [single]
 - Found: Spiral Tower
 - FP: 50

--- FORCE ABILITIES ---

- Lv. 1 - Accelerator - Ashley acts before anyone, regardless of RES values
 - Learn: ---
- Lv. 2 - Combine - Uses the power of Pooka and equipped medium on all enemies
 - Learn: Hidden Trial Arena
- Lv. 3 - Full Clip - Uses all remaining rounds in a cartridge on enemy/s
 - Learn: Noel in Guild Galad (post-Sleeping Volcano)
- Lv. 4 - Access - Changes Ashley into Knightblazer form
 - Learn: Golgotha Prison

[BRAD EVANS]-----

Hailed as the "Hero of Slayheim" during the war, he was later hailed as a war criminal and jailed in Illsveil Prison. He was chosen by Irving Valeria to be the third member of ARMS based on his abilities to use Heavy ARMS (bazookas, rocket launchers, etc.) and his strategic know-how. For someone who resembles a meathead, he's incredibly smart and caring.

--- TOOLS ---

- * Kick Boots - Use to kick stuff over, off its hinges, etc.
 - Found: Greenhell [prologue, mandatory]

* Bombs - Blow up stuff to trigger switches, demolish crates, and so on
- Found: Holst

* Earthquake - Destroy all crates in the room + destroy some platform types
- Found: Raypoint Geo

--- SKILLS ---

* Bazooka - Fire mini grenades [single]
- Found: ---
- FP: 06

* Pineapple - Natural frequency-based attack [group]
- Found: Telepath Tower
- FP: 11

* AM Cluster - Anti-monster missile unit [all/random]
- Found: Aguel Mine Shaft
- FP: 17

* Lawnmower - Attack with energy rounds [all]
- Found: T'Bok Village
- FP: 21

* Rail Gun - Ship-mounted rail gun [single]
- Found: post-Coffin of 100 Eyes
- FP: 99

* Mini Scud - Portable missile launcher [single]
- Found: Sleeping Volcano
- FP: 25

* Sky Eye - Satellite-ground beam attack [group]
- Found: Raypoint Geo
- FP: 31

* EZ Missile - Phase-shift missile weapon [all]
- Found: Spiral Tower
- FP: 55

--- FORCE ABILITIES ---

Lv. 1 - Lock On - Fire a cartridge at 100% accuracy + ramped-up attack power
- Learn: ---

Lv. 2 - Combine - Uses the power of Pooka and equipped medium on all enemies
- Learn: Hidden Trial Arena

Lv. 3 - ARM x 2 - Use two Heavy ARM shots consecutively
- Learn: post-Coffin of 100 Eyes

Lv. 4 - Boost - Use a Heavy ARM cartridge at three times as much power
- Learn: Raypoint Geo

[LILKA ELENIAC]-----

With her cheery disposition and glowing personality, Lilka is the face of hope and humor for much of the game. Just a foundling sorceress trying to be on par with her deceased sister, the Eleniak Witch-Girl, she joins the call

to "ARMS" and joins up. Her magickal powers are wide-ranging, from curative abilities to stat modifiers.

--- TOOLS ---

- * Fire Rod - A fireball mainly used for setting stuff on fire (candles...)
- Found: ---
- * Freeze Rod - A freezeball mainly used for snuffing torches/freezing things
- Found: Mt. Chug-Chug
- * Change Rod - Magic bullet changes large gems into cubes, and vice versa
- Found: Raypoint Flam

--- SKILLS ---

Lilka learns her abilities not through leveling-up or finding objects that immediately bestow her with power, but through engraving Crest items at the world's magick shops. Once engraved, she learns the ability permanently... or until she wants to erase it and use it for another ability. Her magicks aren't related to her level, so as long as she has a Crest, she can learn any magick available to her at the time. Possible magicks:

LEVEL ONE

- * Break
- * Protect
- * Rise&Shine
- * Revive
- * Shield
- * Flame
- * MageWeapon
- * Reflect

- * Air Screen
- * Spark
- * Vortex
- * Quick
- * Heal
- * Dispel
- * Freeze
- * Aqua

LEVEL TWO

- * Hi-Break
- * Irresist
- * Restore
- * Hi-Revive
- * Armor Down
- * Hi-Flame
- * HypeWeapon
- * Might Body
- * Field
- * Hi-Spark
- * Hi-Vortex
- * Slowdown
- * Hi-Heal
- * Saber
- * Hi-Freeze
- * Hi-Aqua

--- FORCE ABILITIES ---

- Lv. 1 - Mystic - Use one item on all allies in main party
- Learn: ---
- Lv. 2 - Combine - Uses the power of Pooka and equipped medium on all enemies
- Learn: Hidden Trial Arena
- Lv. 3 - Extend - One magickal spell is used on all allies in main party
- Learn: Island Outpost [Disc 2]
- Lv. 4 - DualCast - Use two magic abilities consecutively
- Learn: Raypoint Flam

[TIM RHYMELESS]-----

Tim is a boy with gentle features, and has the amazing power of being able to communicate with the Guardians. He's one of Ashley's acquaintances and joins the party when ARMS is bid to protect him as he trains to become the "Pillar" of Baskar. Like any mage, he's got weak defense and attack but comes chock full of nice magicks -- plus, he can learn unique skills through killing enemies with mediums equipped.

--- TOOLS ---

- * Pooka - Allows Tim to collect far-off chests or push far-off buttons
 - Found: Hidden Trial Arena
- * Air Ballet - Allows Tim to move far-off objects in straight lines
 - Found: Emulator Zone
- * Mist Cloak - Allows time to pass over gaps (1 grid) and thru mesh fencing
 - Found: Raypoint Wing

--- SKILLS ---

Tim learns new medium skills by attacking enemies with them equipped. He has to be the one dealing the attack, though, meaning it succeeds and does some damage. After a set number of attacks/kills, a notification tells that an ability has been learned. Some mediums have a few skills, some have one...but all have at least that many! [S] means single-target, [A] is 'all.'

ABILITY NAME	MEDIUM	DESCRIPTION		FP / KILLS
- First Aid	Odoryuk	Heals all allies	[A]	24 / --
- TurnUndead	Odoryuk	Turns undead with light	[S]	04 / 15?
- Red Beaut	Moor Gault	Guardian's fire attack	[S]	12 / 15
- Napalm Hit	Moor Gault	Guardian's fire attack	[A]	50 / 10
- Rock Bolt	Grudiev	Guardian's earth attack	[S]	12 / 03
- Graviton	Grudiev	Guardian's earth attack	[A]	50 / 15
- Water Gun	Schturdark	Guardian's water attack	[S]	12 / 03
- Submerge	Schturdark	Guardian's water attack	[A]	50 / 15
- Sonic Claw	Fengalon	Guardian's wind attack	[S]	12 / 03
- Tempest	Fengalon	Guardian's wind attack	[A]	50 / 15
- Lightnin'	Noua Shax	Guardian's thndr attack	[S]	12 / 10
- Plasma Tap	Noua Shax	Guardian's thndr attack	[A]	50 / 20
- Ice Beam	Aru Sulato	Guardian's ice attack	[S]	12 / 10
- Arctic	Aru Sulato	Guardian's ice attack	[A]	50 / 20
- Arrow Shot	Stare Roe	Guardian's light attack	[S]	12 / 10
- Nova Rain	Stare Roe	Guardian's light attack	[A]	50 / 20
- Black Gate	Leitea Salk	Guardian's dark attack	[S]	12 / 10
- Dark Star	Leitea Salk	Guardian's dark attack	[A]	50 / 20
- Arcana 13	Ge Ramtos	Drains life from enemy	[S]	20 / 30
- Thanatos X	Ge Ramtos	Protects from sddn deth	[A]	12 / 50
- Valkyrie	Rigdobrite	Non-elemental attack	[A]	50 / 10
- Cosmic Ray	Rigdobrite	Non-elemental attack	[S]	75 / 20
- Goldhammer	Chapapanga	...Gella?	[S]	77 / 50
- Lucky Word	Chapapanga	+1 to Luck in battle	[A]	07 / 77
- Full Heal	Raftina	Restores all HP	[S]	50 / 50
- Apocalypse	Zephyr	Non-elemental attack	[A]	99 / 99
- Bold Lance	Justine	Non-elemental attack	[S]	80 / 99
- Speed Down	Dan Dairam	Reduce RES & PRY values	[G]	70 / 20

--- FORCE ABILITIES ---

- Lv. 1 - FP Shift - Distributes some of Tim's FP among the party
 - Learn: ---
- Lv. 2 - Combine - Uses the power of Pooka and equipped medium on all enemies
 - Learn: Hidden Trial Arena
- Lv. 3 - Divide - Divides the target's power in half
- Lv. 4 - Hi-Combo - Pooka's ultimate-guardian attack with equipped medium

[KANON]-----

This female bounty hunter is hellbent on slaying Ashley, for reasons she is not afraid to divulge at many opportunities. Her steely personality is made up in part because she herself is a bit "steely" (play to figure it out!). Her abilities for "exorcism" are unmatched, and she's righteous to a 't'.

--- TOOLS ---

- * Wire Hook - When it hits a moor/stake, it pulls Kanon across divides
- Found: Coffin of 100 Eyes
- * Rad Blades - Nullifies ground damage and shoots user across room
- Found: Grotto of Lourdes
- * Jump Shoes - Allows Kanon to jump higher when standing on special symbols
- Found: Raypoint Muse

--- SKILLS ---

All of these attacks are single-target:

TECHNIQUE	LEVEL	DESCRIPTION	FP
* Left Edge	- Lv. 1	- Attack with built-in blade	- 20
* Pike Kick	- Lv. 1	- High-angle pike kick	- 40
* Drive Cut	- Lv. 1	- Double-cut w/ built-in blade	- 45
* Wire Fist	- Lv. 2	- Attack with a gimmick fist	- 50
* Arc Kick	- Lv. 2	- Double kick with energy arcs	- 70
* Vortex Cut	- Lv. 3	- Piercing Xenon vortex attack	- 75
* Phalanx	- Lv. 3	- Focused shockwave strike	- 90
* Eagle Claw	- Lv. 4	-	

The thing about Kanon's skills is that the new ones don't come from finding cartridges or ARMs, but by using (some of) her current skills. Since she's got bionic implants, she has a "governor" -- something that keeps her skills in check -- that prevents use of high-level abilities. But, when using the ones she already has, there's a chance a new one may "spark" in place of the attack chosen for that turn and she'll learn a new ability. She starts out with Left Edge, Pike Kick, Drive Cut initially. Here's how to get the newer techniques (Thanks to VeghEsther for the percentages):

USE	MAY LEARN....	PERCENTAGE OF LEARNING
Left Edge	Wire Fist	1/4 (25%)
Left Edge	Arc Kick	1/12 (8.333%)
Pike Kick	Arc Kick	1/8 (12.5%)
Pike Kick	Vortex Cut	1/24 (4.16%)
Drive Cut	Vortex Cut	1/16 (6.25%)
Drive Cut	Phalanx	1/48 (2.08%)
Phalanx	Eagle Claw	1/96 (1.04%)

NOTE: Learning skills is easier with high Luck ratings!

--- FORCE ABILITIES ---

- Lv. 1 - Gat Lv. 1 - Force-based multilevel attack (with Lv. 1 skills only)
- Learn: ---

- Lv. 2 - Gat Lv. 2 - Force-based multilevel attack (with Lv. 2 skills only)
 - Learn: ---
- Lv. 3 - Gat Lv. 3 - Force-based multilevel attack (with Lv. 3 skills only)
 - Learn: Grotto of Lourdes
- Lv. 4 - Gat Lv. 4 - Force-based multilevel attack (with Lv. 4 skills only)
 - Learn: Raypoint Muse

[MARIVEL]-----

The game's optional character (available on Disc 2) is a legendary Crimson Noble, a race of immortals who happen to have vampiric traits. Marivel's nice for the most part, although she can often be full of herself -- expect to hear about how awesome she is, how she helps everyone, and how she should be the ruler of Filgaia. Don't discount her sweet side, though -- her conversations with Tony are nice. <3

--- TOOLS ---

- * Electel - Shoot an electrical beam to power/blow things up.
 - Found: ---
- * Windup Key - Throw a twisting key to move smiley-face blocks
 - Found: Promised Catacombs
- * My Mike - Sing a beautiful song to summon monsters/boss creatures
 - Found: Lost Garden

--- SKILLS ---

Marivel is reminiscent of a "Blue Mage" in the Final Fantasy series, she who learns skills by getting them from certain monsters. By using the "Skill Drain" technique, she can suck (vampire joke!) the power right out of 'em. Of course, some monsters don't have anything and this can be a long search for the right ones if you've got no guide.

RED POWER	WHAT IT DOES		MONSTER	LOCATION	FP
* Life Drain	Drains HP from enemy [S]	-----		---	05
* Skil Drain	Get enemy's Red Power [S]	-----		---	05

* Booster	Up stats in autocombt [S]		Agion	Path to Sprl Tower	70
* Cremation	Fire-elemental R Powr [A]		Efreet	Raypoint Flam	55
* Def Down	Lowers DFP/MGR values [G]		Elbucky	Spiral Tower	85
* Demonangle	Instant death to foes [A]		BlackSabbath	Werewolf's Den	60
* Escdown	All foes' PRY to 0% [A]		Potatohead	by Pr. Catacombs	80
* Frigid	Ice-elemental attack [S]		Fleurety	by Sielje Region	12
* GellaCrazy	Last 4 G Digits = Dmg [A]		Melchom	S. Greenhell exit	99
* Guillotine	I. Death to one enemy [S]		Hope Diamond	Promised Catacombs	04
* Inspire	Thunder-element attck [S]		Furfur	Diablo Pllr Caina	12
* Megaton	Non-elemental R Power [A]		Nybbas	Pirate Warren Isle	55
* Power Seal	Casts Ability Block [S]		EarthenFigure	Plateau NW - Holst	08
* Rock Gazer	Earth-element R Power [S]		Alligatiger	Raypoint Geo	12
* Shadowbolt	Dark-elemental R Powr [S]		Twin Tail	The Quartly Desert	12
* Sleep	Casts Sleep @ enemies [G]		Man Trap	Sylvaland Area	08

* Status Lok	Status effect blocker [S]	Skid Lancer	Rd wtr by Pirate W	30
* Thunderbolt	Thunder-element attck [A]	Thunderdrake	Thunder Lion Cage	55
* Wildcard	Uses random Red Power [?]	Balloon	Meria Boule Area	04

[ANASTASIA]-----

A party member for a short while on Disc 2, Anastasia is known more commonly by another name (I won't reveal). Lucied is her guardian and together they help Ashley navigate the Memory Maze.

--- TOOLS ---

Doesn't have any, sadly.

--- SKILLS ---

- * Refresh - [35FP] Restore abnormal statuses and HP
- * Providence - [50FP] Ups DFP and MGR values on allies
- * Air Guard - [50FP] Ups RES value with wind protection
- * Salvation - [80FP] Prevents all allies from falling

--- FORCE ABILITIES ---

- Lv1 - Impulse - Sword attack with the power of friends
- Lv2 - BladeHeal - Argetlahm power restores all HP

[LUCIED, GUARDIAN OF DESIRE]-----

Showcased for only a short while on Disc 2, Lucied accompanies Anastasia in helping Ashley find his way through the Memory Maze. His form is that of a tusked 'werewolf,' although he's rather tame and not as aggressive as normal werewoles... Uhh..yeah. =p He also shows up at the Werewolf's Den.

--- TOOLS ---

Wolves don't have paws, so they can't use tools!

--- SKILLS ---

- Wolf Fang - [50FP] Lucied's fang attack on one target
- Last Fang - [70FP] Final attack of the werewolf on one target

--- FORCE ABILITIES ---

- Lv1 - BlackDash - Slash enemy in a high-speed dash
- Lv2 - Rage Moon - Moon power damages all enemies

i. BATTLING [BTL1]

Battle takes place after encountering the enemy. There are various kinds of

attacks one can get himself into:

[NORMAL]

This is when the fight begins, all selected characters are fighting, and no one has the initiative. If the (!) box comes up on the world map and you let the skirmish ensue, this is the type you'll get.

[INITIATIVE]

These types of battles are when the ally party (ARMS) gets the first strike, letting them begin before the enemy does. Given how beneficial this is, it takes place randomly. Use the "Elven Boots" accessory to boost the party's chances of getting this type to 1/3 (33.3%).

[SURPRISE!]

There are three varying types of this. The first is a normal back attack, when the members of ARMS get ambushed and the enemy goes first. Fleeing the battle at this point may have a reduced chance of success.

The second type is also a back attack, but the (up to) three members who ARE NOT IN your party have to fight. This is luckily rather rare and one can go an entire game without encountering one of these.

Third, a party member may be singled out and have to survive on his/her own for a few turns. Naturally this is a disadvantage, but the rest of the team will arrive eventually to back up the lone ally.

Equip a "Weathervane" accessory to "prevent surprise or fighting alone."

iii. SEARCH FUNCTION

[SFT1]

This ability is unique to the Wild ARMs series, and is either loved or hated, depending on who you talk to. Using the [] Button, you can search the lay of the land, looking for items on the ground or towns/dungeons. They all appear in the same fashion and there are few destinations that appear independantly of this function.

Often times, you will have to get directions before you can find a place, as it will not show up any other way. You'll know you've found the right person to tell you where to go because phrases will appear in yellow.

iv. STATUS AILMENTS

[STT1]

Status ailments are, of course, things that negatively influence a character's abilities, both in and out of battles. Here's the abnormality rundown and how to deal with 'em:

[POISON]

Poison is generally the same in any game, as it decreases HP by an increment after actions are taken. In WA2, the character inflicted loses 1/10 (?) of his/her HP at the resolution of all turns, both ally and enemy. The status leaves on its own, although Antidote items and Restore magic work. Moonstone accessories block 100% of the time.

[VILE POISON]

Just like the previous type of poison except this does a lot more damage to the user at the resolution of all turns. I believe it's one-fifth of a character's max HP, but I'm not sure. It may seem like I'm just lazy and not figuring this out, but this is actually a rarity among statuses so any players can probably go through the game without being smacked with this. It runs out on its own, and Antidotes/Restore magic cure it, too. Moonstone accessories prevent this variant as well.

[DISEASE]

Yeah, this is probably one of the worst in the game. Should a character be inflicted, s/he will not be able to be cured (regain HP) by any means, thus throwing a huge wrench in battle plans. Medicine items and Restore magic'll solve it on a single-serve basis, although Hazel Sprig accessories can sure prevent it 100% of the time.

[FORGETFULNESS]

Not too bad, and actually very useful in some user-made challenges, but it prevents a character from receiving EXP at the end of battle. Cure it 'fore then, with a Toy Hammer item or Restore magic, for the easy solution. Use a Memo Pen accessory to block this permanently.

[ABILITY BLOCK]

A sort of pseudosilence abnormality, it prevents characters from using any of their original commands, meaning special skills/magic or force abilities. Getting hit with this in the heat of battle can be a death sentence for the healers, so use a Violet Rose item or Restore magic to take it off. Silver Harp accessories prevent this 100% of the time.

[SLEEP]

This prevents a character from taking action turns, making them vulnerable to attack from the enemy. It eventually wears off, but the weird thing is that there is no equippable 100% prevention method for this -- you'll have to use Lilka's Rise&Shine magic /before/ you get hit with it, since it both cures the status and prevents it from happening in the battle's duration.

[NIGHTMARE]

This is the big brother to Sleep, and it works like that status as well as poison. So, essentially, the inflictee can take no action and loses some of his/her HP each turn resolution. Use Rise&Shine to cure it, or prevent it from happening.

[DOWNHEARTED]

In battle, getting hit, evading, or attacking builds up FP; when in this bad status, it makes all FP gain reduced to +1 per. This prevents condition green on a character (when all statuses automatically alleviated) in its

own way, so use a Peppy Acorn/Restore magic to take it off ASAP. Heart Leaf accessories prevent it permanently, while equipped anyway.

[CONFUSION]

A staple in many RPGs, Wild ARMs 2 is lucky that the person inflicted only uses physical attacks with indiscriminant targetting. This only wastes a character's turn (usually), and if allies have the Up P Defend skill maxed all the way out, they can usually take zero damage. Still, this isn't any infliction that's needed, so use a Pinwheel/Restore magic to take it off. The Clear Chime accessory prevents anyone from going bonkers.

[PARALYSIS]

Yes, the bane of many, many battle strategies, paralysis prevents the character from taking action much in the same way that sleep does. This'll wear off after awhile, too, but should get alleviated when possible. Use a Pixie Dust item/Restore magic to take it off, or equip a Blue Anklet and never let a character get hit with it at all!

[PETRIFICATION]

A petrified character can't fight, so it's much like sleep/paralysis. This wears off after a time, but is generally such a rare abnormality that one can play the normal storyline without seeing hide nor hair of enemies that use it. Softener items/Restore magic removes it, and the Gaze Mirror equip will prevent it.

v. MENU OVERVIEW

[MNV1]

#####

[BATTLE MENUS]

#####

1	On the battle screen, you'll notice a plus-shaped series
__ __ __	of icons (not unlike Lufia 2) with various options upon
4 2 3	them. This is the battle menu and each option has its own
__ __ __	sub options. "1" is Equipment, "2" is Fight, "3" is Escape,
5	"4" is Auto-Battle, and "5" is Party Formation.
__	

[EQUIPMENT]

Here is where one can change armor on the person(s) in or out of battle. If you do this, it doesn't take up any time in battle and you can do it as many times as you like. Sometimes certain allies will not be in the party -- they may be elsewhere, temporarily out of the party, etc. -- and that's when their equipment cannot be changed.

[FIGHT]

This is the option where the characters offensive abilities are subdivided and sectioned off. There are a few options in this regard:

- * Items -----> Use an item from inventory that turn
- * Attack -----> Deal physical damage based on STR and weapon's ATK

- * Defend -----> Hold ground that turn and reduce damage incurred
- * Custom Command --> Use the equipped medium's ability, if there is one
- * Original Powers -> Use the character's unique skills/force abilities.

[ESCAPE]

This option lets the party flee from the current enemies. There are times when this cannot be used or has a low chance of success, when mandatory or player-initiated fights occur and when the monsters are of a much higher LVL than the party, respectively.

[AUTO-BATTLE]

Auto-battle is a feature that lets the characters fight on their own without player control. This is where it's switched on/off and the characters can have their three settings adjusted:

- * Manual ---> Character acts as directed by player
- * Normal ---> Character does only normal attacks
- * Balanced -> Character acts like him/herself

Unless you've got a reason to use this, don't use it. =p

[FORM]

This changes the current party formation. At most, ARMS is composed of six party members. The three current party members make up the "Forward" party and do the normal attacks, while the "Back" party (three unused characters) don't do anything. However, in certain surprise attacks, the "Back" party'll be thrown into battle. There are also two other options:

- * Change Places -> Manually select characters to switch, one-by-one
- * Change Party --> The current party is switched for the "Back" party

#####

[FIELD MENU]

#####

The "field" is when you're moving your character around manually, i.e. when not in battle. Press the triangle button (default) to display a menu with a few different options.

[ITEMS]

This is where the player can use healing items on characters and see the inventory proper. S/he can also reorganize the items by commonly-used, event, and equippable categories.

[EQUIP]

This is where all allies in the party can be equipped with their helmets and such. Every character can equip four pieces of gear with one medium, being

- * Weapon -> Character's weapon
- * Gear ---> Character's accessory
- * Body ---> Character's armor
- * Head ---> Character's headwear
- * Guard --> Short for "Guardian." Equip with mediums party has in inventory.

[AUTO]

Auto-battle feature, again. It's the same as when used in the battle menu, and the players can be tweaked for their usage in skirmishes.

[FORM]

Also a duplicate of the battle feature, this lets ARMS' ranks be formed into two groups, "Forward" which does the main fighting and "Back" which doesn't do anything much.

[STATUS]

This is where each character can be looked at in-depth, with many pages on them, including:

- Pg1 - Stats - the character's strength, vitality, sorcery, response, etc.
- Pg2 - PSS - The character's personal skills are displayed here
- Pg3 - Skills - Available battle-ready abilities are shown here
- Pg4 - Force - Unique force abilities
- Pg5 - Custom - The skills bestowed by equipped medium is shown

[CALL]

Awhile into the game, ARMS' employer Irving gives them a communicator and this option lets them keep in touch. Use this feature to learn information at times, as well as brush up on what the current destination/mission is. Sometimes Amy and Kate will talk to you and give info, too. There are some places where the frequency is scrambled and there's a breakdown between the parties.

[ALBUM]

This option is only gained after finding the "AlbumCoupon" in the Thunder Lion Cage and exchanging it for a Monster Album at Odd Headquarters. Doing so lets the player inspect monsters they've already fought anywhere the menu can be used, and new monsters will show up with a green (!) bubble at the field. Things that can be looked at here (in alphabetical order):

- * Enemy LVL
- * Enemy HP (boss HP is not displayed)
- * Gella dropped upon defeat
- * Item that can be dropped
- * Attributes (elemental weaknesses, what they absorb, etc.)
- * Stealable items

[SYSTEM]

This is where the player can tweak various aspects that are incidental to gameplay, such as:

- * Controller ----- Change button setups on the controller
- * Sound ----- Toggle Stereo/Monaural settings
- * Compass ----- Toggle compass on/off
- * MotionView ----- Changes the motionview system (battle camera, I think)
- * BattleCommand -- Toggle cursor memory on/off
- * CursorLocation - Toggle menu cursor memory on/off
- * ScreenLocation - Reposition the screen for your TV's best viewing
- * Screensaver ---- Toggle screensaver on/off
- * WindowDesign --- Change window display types to 4 custom or make your own
- * IconDesign ----- Change the framing for the various icons in WA2

* Load ----- Load a WA2 save off of a memory card in a PS2 slot

III. TIPS AND TRICKS

[TPT1]

Here's stuff I know with a bunch of trickery thrown in from the members of the WA2 board at GameFAQs. If they sent it in, their names'll be listed after the entry.

- o Max out the Up HP skill as soon as possible to start getting more health at level-ups. The downside is that by raising levels, future party members are weaker because /they/ haven't been able to use Up HP yet. So, try to keep one's level low, at least in reference to gratuitous power-leveling.
- o Stock up on medicinal items so you're carrying a good load -- twenty or more of each should do it. This helps in the early stages when enemies can inflict poison/paralyze/nesia/disease and magickal means won't do the trick. Even later on, when there a few accessories that prevent things are obtained, this is still a very good idea.
- o When in doubt, call Valeria Chateau. There are a few places that scramble the transmission, but overall, you can contact them at any time for hints and confirmation on the current objective/destinations. This is particularly useful for players who pick the game up after periods of inactivity and want to know what they're supposed to be doing.
- o A full slot of Up P Defend abilities makes enemies, even those you meet a long ways down the line, do zero damage. This buys one time in fights one has to heal a lot in, and accounts the enemy as a wasted turn! This should be maxed out after Up HP.
- o "Using the defender skill on some of the early bosses means you will never get hurt." - Random_Person06
- o "Make sure the entire party (ie: those also in the "back") is equipped and healed because of ambushes and for when one character gets stranded by him/herself." - Becca
- o "If you don't need healing, save the gems in dungeons for later" - Becca
- o "You should only use the full carrots with Lilka's mystic." - Artema Dragon
- o "You should always use the mini carrots with Lilka's mystic. This is a cheap way to raise the party's FP without expending Lilka's. This is also a really good way to get the 100FP for Knightblazer ASAP in a boss battle, especially after you unlock the secret market where you can buy them." - Artema Dragon
- o "A little trick I use to help make the Kanon Fight's easier, is to bind Slow to a crest cap, and quick to a crest graph, in the first turn have ashley use the crest cap slow, and lilka cast quick on herself, this should allow Lilka to act before Kanon, and thus make healing about 398479012734091794027 times easier." - Random_Person06

IV. DISC ONE WALKTHROUGH

[WLK1]

Welcome to the exciting world of Wild ARMs 2! Start up the first disc, pop it in the loading tray, and start a new game. After the breathtaking FMV that can make grown men weep, you'll be given the choice to begin the game with a trio of prologues. The first one is...

```
o-----o
| 01) Withered Ruins (a.k.a. A Young Man Ready for Action) [PRL1] |
o-----o
| ITEMS      _      _      | ENEMY:      | | | | | | |
|   |__| Gimel Coin   |__| Mini Carrot |   _      |
|   |__| Heal Berry   |__| Heal Berry  | |__| Stirge   4 EXP, 16g |
|   |__| Heal Berry   |__| Heal Berry  | |__| Kobold   4 EXP, 16g |
|   |__| Str Apple    |   |   |   |__| Gagison  10 EXP, 50g |
o-----o
```

This is Ashley's prologue!

As the military transport rolls on, the musketeers learn they're going to be involved in a hostage rescue operation at the Withered Ruins. The player'll be able to name the blue-coifed man [Default: Ashley] before the ride ends. And, you enter the destination automatically.

Ashley starts in a plus-shaped room with his peers in there -- no encounters can be fought in here. Take note of the prismatic diamond-shaped thing on the field screen. That's tells the player what direction is which, with the red tip indicating north. This'll be referenced a bunch of times in the near future.

Anyway, head left from where Ashley enters and go in the open door. There'll be a treasure chest with a [GIMEL COIN] in it. Follow the next door to a stairway, which leads to the first room's balcony. Follow it west (mind the compass point) to another door. Rob the chest for a [MINI CARROT] then get back down to the ground floor. Just goes to show you how crappy the mercs who looted this place were. :p

Exit south from the initial room to find a man staring into a pit. The man says a musketeer fell down the shaft, so Ashley can play firefighter -- jump down into the darkness. He lands by the "clumsy fool," and after a demo of a neat knife-throwing trick, he gives Ashley the [TOOL: HURL KNIFE] for use. It can trigger far-off switches with the [] button. Watch the "Oops!" tutorial as you go to the ledge then jump off.

Enter the doorway by the switch the man opened and claim the [HEAL BERRY] inside. Take the previous room's stairway out, after. Continue along the path until Ashley happens upon a torch-lit room. At the top of the stairway there, is a second [HEAL BERRY] to stuff in his pocket. Continue back into the room overlooking the abyss.

Instead of jumping in for another go-'round, use the Hurl Knife to trigger the switch -- this will open a door on the other side of the room. When you get to another torch-lit corridor, ignore the first doorway and take the one in a dark corner. This leads to a stone overhang you can walk on. Follow the perimeter to a third [HEAL BERRY] and spot the other chest in the east -- take the long way around unless you want to fall through to the ground below. It's another [HEAL BERRY]...yay! Use the doorway nearby.

ASHLEY: Lv. 2

This is Ashley's first boss fight, and in case you shut your eyes when a nice tip came on the screen, killing the body parts nets you more EXP and gella, but only killing the main body wins the battle.

Kalivos will use Blade Claw L/R continuously and eventually use Laser Breath. This shouldn't be a problem unless Ashley's HP dips below 30, and there's no way you should have used all his Heal Berries by now. In any case, even at Lv. 2 Ashley is faster than Kalivos, so play it safe and it should have a favorable outcome. Just be careful because it will use only Laser Breath when both its arms have been killed off! In that case, start slinging ShotWeapon slugs its way. I'll also note that defending can make its claw attacks do zero.

Ashley single-handedly saves everyone, even the kidnappers, and manages to escape from the collapsing ruins with nary a scratch. After being reprimanded for being insubordinate, the prologue ends and a save prompt appears.

```
-----o
| 02) Greenhell (a.k.a. A Former Hero Now War Criminal) [PRL2] |
-----o
| ITEMS      _      _      | ENEMY:      | | | | | | |
|   |__| Heal Berry   |__| Heal Berry |   _      |
|   |__| STR Apple   |__| Heal Berry | |__| Barghest   4 EXP, 16g |
|   |__| VIT Apple   |__| Heal Berry | |__| Spawn      5 EXP, 20g |
|   |__| Big Berry   |__| Heal Berry | |__| Balloon    6 EXP, 12g |
|   |__| Bullet Load |__| Heal Berry |-----o
|   |__| RES Apple   |      |
-----o
```

This is Brad's prologue!

On a cold night, some guards with their dogs search a forest in the middle of a downpour. After a short flashback, the buff male character gets to be given a name [Default: Brad]. Like before, take note of which way is north and head that direction. Going south's a dead end. Oh, and any items you've collected on the previous prologue(s) carry over, so Brad can use that STR Apple [etc.] if you'd like.

In the next forested area, Barghests will appear. Their "Hunting Time" attack can do 20+ damage initially, but they die in two attacks (Spawns take three physical attacks). Conserve all of the ammo Brad has unless you're in danger of wasting a Gimel Coin! When you get to a ring of healing gems around a tree trunk, there are two [HEAL BERRY] chests in the west and east.

There's a fork this time that bends around a large rock. Take the west path to some more healing gems and a [STR APPLE]. Take the path you ignored back north and out. Follow the gem-laden footpath and think about getting to Lv. 2 here. Upon reaching it, Brad will be able to one-shot Barghests.

Anyway, break the crates you see until you find three more under a tree's eaves. The middle one has a third [HEAL BERRY] inside, but the others are full of nothin'. When Brad approaches the cliff in the next screen, a chest is clearly visible. Jump down to it with some careful camerawork to get the [VIT APPLE]. At the bottom of the cliff, the middle box in the formation covers a fourth [HEAL BERRY]. Keep going north.

Brad will encounter a little dog and hide when it runs off. When the guards leave, the pup gives brad a fifth [HEAL BERRY] and starts following him. When you get to a path filled with boxes, head east to the next screen where a vacant lodge sits. There is a save point here and in the adjacent room, the Slayheim Soldier's [TOOL: Kick Boots] sits. Press the [] button to kick objects, shaking the target and moving things (sometimes). Head back outside.

On the south side of the house, kick the gate off its hinges and enter the doorway nearby. It contains a [BIG BERRY], which you should definitely save for when you Heal Berry's have become obsolete. If you continue around the house, a [BULLET LOAD] clip chest comes into view. Head west out of the area back to the previous screen, then head north.

NOTE: Try to stock up on ReviveFruits, which are dropped by Spawn enemies!

The next path has boxes all over it. When you get to a lone box, break it and pocket the [HEAL BERRY]. There's a lift nearby -- use the Kick Boots to take the ride down across the abyss to the next cliff. Use the string of healing gems nearby, because a boss launches a sneak attack on some soldier recruits.

BOSS: Parasite Colony Monster Gremalkin

Gremalkin ~	HP: 600	EXP: 60	GELLA: 250	DROP: -----
Belly ~~~~~	HP: 225	EXP: 40	GELLA: 250	DROP: Big Berry

ATTACKS:

Chest Buster -----> WEAK physical damage (~ 8-10)
Roaring Burst -----> Med. physical damage (~30-37)
Parasite Battalion ---> Weak physical damage (~19-23) [L: Belly]

BRAD: Lv. 2

The Belly is a pushover and killing it stops the Parasite Battalion skill from coming your way. This also makes it spam Roaring Burst most of the time, so if you're looking to kill all parts, weaken Gremalkin as you also weaken its Belly. If you need a pick-me-up, use Brad's Bazooka attack coupled with Lock-On so that there's no chance of it flying astray. Eat a Heal Berry if Brad's HP dips below 40. NOTE: However many bullets Brad uses up will be the amount he starts with later on.

Weakened from the attack, Brad limps off onto the world map with his canine companion. You'll be able to use the "Search System" by pressing [], which reveals locations of places. T'Bok Village is nearby, but you will never be able to find it until you read the nearby sign. Balloons also appear on the world map.

Southeast of Greenhell's exit is a forest where you can find a [RES APPLE] with the search system. Take it and head northwest, searching the map for a second sign. It says that T'Bok is NW from there. When you get to the cape, search the dirty-brown patch to find the village.

the upper position to hit a switchblock, opening the western crystal.

[WESTERN EXIT]

Lower the wall with the switchblock, cross, then shoot a fireball back at that switchblock to raise the chain of blocks. The other switchblock on Lilka's side raises it even further, bridging the gap to another crystal. Cross under the pillars here (collect healing gems) and exit in the west. The next room has an elevator block, and the one after that puts you back on the highroad above another path. Jump down from here and use the platform to take you to the crystal. There's an orange pillar here, elevation: 5. Ride it up to get back in the first room. Trigger the switchblock to open up the eastern exit.

[EASTERN EXIT]

There are two northern and southern exits here, and one in the east. Have Lilka explore the four side-exits and observe the heights of the pillars that are there -- this is vital information. When all have been recorded, take the eastern exit from the initial room to find a replica of the plinth where the pillars are. It's up to Lilka to replicate their heights, which are as follows:

RED --> 1
GOLD -> 2
BLUE -> 3
GREEN > 3

To remake the heights seen elsewhere, stand on the colored tiles to make the pillars rise, then jump off when they're the right height. If you mess up, re-enter the room and they puzzle will be reset. If you do it right, the wall nearby splits and you can exit. Take it to the next pillar-vator and you can trigger the third and last switchblock.

This opens the locked door in the Millenium Puzzle and the scene shifts to the present time. A man tells Lilka about the village being ravaged by some monsters at night. When possible, go outside and look for a person in the north who'll let you save (he's by the town weathervane). Talk to the three men outside and eventually Lilka will summarize what facts are known about the monsters (this doesn't seem to occur until you talk to the the watchmen a few times...?). Just then, a big ol' lumbering monster makes his way for the town's.....! WHEAT! Eek!

BOSS: Boundless Glutton Monster Olivier

Leg ~~~~	HP: 220	EXP: 40	GELLA: 250	DROP: -----
Olivier ~	HP: 500	EXP: 60	GELLA: 250	DROP: Big Berry

ATTACKS:

Bufooooooooooh! ----> Med. physical damage (~29-33)
Olivier Juice ----> Med. physical damage (~20-23)
Horse Field Kick -> Med. physical damage (~20-23) [L: Legs]

LILKA: Lv. 2

This shouldn't be too hard, since Lilka is faster than the monster...and can use Heal with 5 FP. Its legs are weak to Freeze, and can be taken out in two turns. This lets it use "Bufooooooooooh!" which can do thirty-ish dmg so alternate attacking with Flame and healing to win. Really, there's no way you can lose this with both a speed advantage AND heal. =p

So, it's a happy ending for Palace Village. "V for Victory, sucka!" is right! After the mayor and town wishes her off, the scene goes back to...

```
o-----o
| 04) Town of Meria                                     [TWM1] |
o-----o
| ITEMS      _      _      |
|      |_| Bullet Load      |_| RES Apple      |
|      |_| Crest Cap        |_| SOR Apple      |
|      |_| Heal Berry       |_| VIT Apple      |
|      |_| Gimel Coin       |_| 10-Gal Hat     |
|      |_| Heal Berry       |_|                |
o-----o
| IN MERIA BOULE CASTLE:                               |
|      _      _      |
|      |_| Big Berry        |_| Full Revive     |
o-----o
```

After some scenes, you can name Ashley's significant other [Default: Marina] when she opens the curtains in his room. Search the barrels in the room for a [BULLET LOAD] and [RES APPLE]. In the room next door, search the barrel for a [SOR APPLE], then go downstairs. Search the barrel by the window for a [VIT APPLE] and go outside.

Tony and some kids [Defaults: Scott, Tim] want Ashley to help them recover a special something. Choose 'Yes' and they'll start to explain just what has happened.

```
*****
NOTE: Choose to not help them and you will miss out on the Crest Cap reward!
*****
```

They want Ashley to help them recover something from a cat who made off with their treasure. Go back into the bakery and take the ladder on the second story, which leads to the roof. Once outside, chase the cat onto the inn's roof. It's way to fast for you, and eventually hops some light poles back to the bakery roof when you corner it. Talk to the man on the inn's roof and agree to his help for catching the cat. Repeat the process of chasing the feline and the man will frighten the cat into the hole he's fixing. Jump in after it and Ashley'll return the treasure to the orphans. Tony gives the treasure -- a [CREST CAP] -- to Ashley for helping him, while Tim donates a [MEDIUM: Grudiev] to Ashley for his good work. The medium is received whether or not you help the kids, by the way.

Marina comes over and gives Ashley a letter from a musketeer, which reads that he's not confined to quarters any longer and...has been assigned to the special squad that's just been formed! Ashley will be able to leave the next morning, with the clue the Sword Cathedral (destination) is "at the foot of a mountain far to the northwest."

Ashley leaves automatically, but re-enter town to explore the place.


```

| _____PALACE_____ | In House #1, search the barrel and steal the
||                          || old man's [HEAL BERRY]. House #3 full of cats,
|[H#2]                      [H#3] || search the barrels for a [GIMEL COIN]. House
||                          [H#4] || #4 has a [10-GAL HAT] headgear for Ashley in
|[H#1]                      [H#5] || a barrel. Yes, everything in this world gets
|| [INN]                    [BAKERY] || stored in barrels... The last house (#5) has
||                          || another [HEAL BERRY] in a barrel. That's all
|[ITEM]                     [MAGC] || the stuff that can be scrounged up in town,
|| [PSS]                    [ARMSMTH] || but you can still hit up the palace!
|'-----'-----'|
|_____|_____|

```

Enter inside the palace and take the left (west) exit. Travel north down the hall to the exit. Take the stairway in the next area to a guardroom. Search the barrels for a [BIG BERRY]. Double-back to the previous area and take the east exit. Take the offshoot path from the red-carpeted corridor which leads to find the musketeer garage. There is a [FULL REVIVE] chest up in here. No other stuff in here, though...

Back in town, enter the P.S.S. (personal skills shop) shop and put all the points you have into the "Up HP" skill. This is incredibly important and is the best investment you can make early on. When you get other characters who have low HP, like Lilka, max this one out first!

```

o-----o
|      TOWN OF MERIA ITEM SHOP      | Ashley should have accumulated enough
o-----o gella by now to buy anything in this
| Antidote.....20 | shop, so stock up:
| Medicine.....20 |
| Rhino Shot.....110 | * Rhino Shot x 1
| Hammer Fist.....120 | * Hard Jumper x 1
| Flumrella.....90 |
| Hard Jumper.....90 | Get a few Antidotes/Medicines as well,
| Ti Plate.....100 | for safe measures. The other weapons in
| Mage Robe.....80 | the party are for, you guessed it, Brad
| TeleportGem.....100 | and Lilka. Don't bother buying any of
o-----o those at the moment, though. Also stop
by the magick shop and the ARMsmith to
upgrade the attack of Ashley's ShotWeapon attack. Use the Crest Cap if you
got it for a useful spell: Heal, MageWeapon, etc.

```

NOTE: ARM Upgrades are permanent! Think carefully before making selections!

On the world map, head northwest along the coast to the "foot of a mountain" and use the search function to find the Sword Cathedral. Enemies Balloon and Pill Bug [8 EXP, 32 GELLA] appear on the world map, with the former showing up in the forested regions.

```

o-----o
| 05) Sword Cathedral | [SWC1] |
o-----o
| ENEMY: |
| _ |
| |_| Protoblazer 30 EXP |
o-----o

```

After some scenes involving the Argetlahm, a sword stuck in stone that each new recruit tries to pull out, the story of the Sword Magess plays. A banquet follows, and when Ashley can move again, talk to the sergeant at the southern

table.

Suddenly, a demonic gate opens up on the far wall and recruits start turning into...well, demons. Everyone runs to the exit, which as it would have it, is locked. Enemies close in and Ashley undergoes a transformation. Go northward and fight the once-human foes as you encounter them. They deal 0 damage to Ashley, so there's no real strategy involved. There's a save point in one of the side-rooms, but since there's no boss, you don't need to use it. After reaching the sword ceremony room, and inspect the Argetlahm.

After some scenes, Ashley changes back and a man with a crutch enters the area [Default: Irving]. Outside, and high above the cathedral, the person responsible for the demon summoning (Caina) reports to her boss, Vinfield... Ashley wakes up back home.

```
o-----o
| 06) Town of Meria                                     [TWM2] |
o-----o
| ITEMS: |
| See section "TWM1" for previous items |
o-----o
```

After waking up, the baker's wife tells Ashley that Irving Valeria carried him back to town (despite crutches!) and saved his life. That was a week ago, however. Marina says he was the only survivor of the "terrorist attack" on the cathedral. Exit the bakery.

Lilka shows up here and goes beat-red when her stomach growls (>_>), and once she's got some munchies, she joins Ashley's party. It turns out she's go to go to the Valeria household, too.

```
o-----o
| TOWN OF MERIA ITEM SHOP | Now that Lilka's joined up, head back
o-----o | to the item shop and pick out some
| Antidote.....20 | equips for her:
| Medicine.....20 |
| Rhino Shot.....110 | * Flumrella x 1
| Hammer Fist.....120 | * Mage Robe x 1
| Flumrella.....90 |
| Hard Jumper.....90 | The Mage Robe is more important, since
| Ti Plate.....100 | no one should be using Lilka for her
| Mage Robe.....80 | attack (un-)prowess. Also use her skill
| TeleportGem.....100 | points to upgrade the Up HP ability for
o-----o | her -- she'll need it! Leave town once
| you're ready.
```

The next destination is the Valeria Chateau. To get there, head southwest to where there's a huge rock formation between the forest, Withered Ruins, and Sword Cathedral. One one of the little cliffs in the east, search out the villa.

```
o-----o
| 07) Valeria Chateau                                     [VLC1] |
o-----o
```

Ashley and Lilka meet with Irving at the third-floor parlor. The lord of the chateau says that everyone thinks ARMS has been disbanded due to the incident at the Sword Cathedral, but it's not so! -- the Valerias will use it as a personal fighting force, with allegiance to no nation. When Irving's sister enters, she can be named [Default: Altaecia].

The first mission as ARMS is about to arrive, so Irving asks everyone to wait inside the chateau. Take the elevator to the second floor. In a southern room, take the [MEDIUM: Schturdark] and equip it on whoever. Nearby is a room with healers inside, too. All of the doors in the middle corridor are locked, except one with a [MEDIUM: MOOR GAULT] in it. Take the 'vator down to the first floor now.

There's a save point here on the first floor, right by the lift.

```
o-----o Take either of the two side-doors to find an
| ARMS QUARTERMASTER'S SHOP | item shop. Sorry, no weapons this time 'round.
o-----o Back by the lift, head east through the large
| Antidote.....20 | door. Continue through the hallways until the
| Medicine.....20 | way outside becomes clear.
| Violet Rose.....20 |
| Pixie Dust.....20 | A "Childish woman" will say the area is under
| Pinwheel.....20 | restriction and cannot be entered. The "Calm
| Toy Hammer.....20 | Woman" say it's only for emergency. They drop
| Softener.....20 | the hint that Irving was heading back for his
| Peppy Acorn.....20 | room, which, if you've forgotten, is on the
| TeleportGem.....100 | third floor. Get back there.
o-----o
```

Irving will ask if the preparations have been completed -- answer "I'm ready." if you are. The first mission is to join up with the third member of ARMS...at Illsveil Prison Island! Some odd events take place and Ashley and his companion are hauled off.

```
o-----o
| 08) Illsveil Prison Island [LLP1] |
o-----o
| ITEMS _ _ | ENEMY: | | | | | | |
| | | Heal Berry | | Cute Ribbon | | |
| | | Jail Card | | Heal Berry | | | Empusa 10 EXP, 40g |
| | | SOR Apple | | Mini Carrot | | | Beast Pillar 10 EXP, 40g |
| | | Heal Berry | | Crest | | | Barghest 4 EXP, 16g |
o-----o
```

After the warden's "never get out ever" sermon, Ashley is incarcerated. Lilka isn't, however, and she agrees to find his confiscated weapons. An explosion that just happened somewhere on the island is a good cover, too... Lilka will now be on her own. Ashley can heal Lilka, by the way... A general rule for fighting in these parts is to defend until she's got enough FP, and run away if you get in too deep. Luckily, she's faster than most things here. =)

Head north along the cells until you find a console. Choose to "kill it" and open a locked door further north. It's a locker room with an enemy robot in it -- destroy it with a fireball. Search the lockers to find two [HEAL BERRY] items and a [CUTE RIBBON] headgear for Lilka. Once you've stolen people's possessions, return to the previous room and take the stairway down.

Destroy the enemy robots with fireballs as you and head south. A console by the wayside says that there's an inmate rebellion...scary. In the next room, ignore the first door at the top of the incline and continue to the eastern door. Scrap the robot gunners again and enter the adjacent cell block. At the far end, destroy the console to open the door by the stairway. Enter it and destroy the two robots by the console, which deactivates the security to open the nearby door.

Next to the save point, Lilka can find the stolen equipment and a [JAIL CARD]

in a locker. Another has a [HEAL BERRY] within. Return to Ashley's cell and use the keycard item (like, select it in the inventory) at the door to free Ashley -- he rejoins the party now. You'll also notice that you have an Army Vest and Iron Fist in the inventory... Hmm...

Head down the stairs again and enter the room beyond. Remember the part where I said ignore the first door at the incline? Mosey on in there. Take the stairs to a balcony overlooking a soldier guarding a door. Toss Ashley's Hurl Knife tool at the wall above him, which drops the knife on his noggin. Use the nearby stairs to get down to the incapacitated soldier's level and enter the door he guarded.

This corridor is guarded by a bunch of gunnerbots, but they're dispatched as all the rest. Take the northern door and steer a westward course to the exit (guarded by bot, *sigh*). A security console in this next room tells that the escapees are just two men, hiding somewhere on the island... Cross the guarded bridge to another cellside stairway.

By the messed-up console, use the Jail Card to open Brad's cell. He'll join up after some miscommunication...it turns out that he was the liaison Irving set up! Use his Kick Boots tool to knock some sense into the console nearby, which opens up the No. 1 Waiting Area. Give Brad the leftover medium you've got, if you have one (AND YOU SHOULD!).

Knock a hole in the robot with a fireball and search the lockers -- there's a [MINI CARROT], [HEAL BERRY], and [SOR APPLE] in there. Leave and go down the stairs, cross the bridge, and find the rusty-colored door at the incline. Use the Kick Boots again and enter.

The Warden is in the next area, but you can avoid him for a moment and enter the side-room. Search the lockers for a [HEAL BERRY] and [CREST]. The Crest lets Lilka learn a skill for her repertoire, so make sure to get this! Go back and talk to the warden who sics his pet on the party...

BOSS: Escapee Capture Robot GAONIM

GAONIM	----->	HP: 2000	EXP: 300	GELLA: 600	DROP: -----
Right Claw	->	HP: 1000	EXP: 150	GELLA: 300	DROP: Big Berry

ATTACKS:

Attack	----->	Weak physical attack (~17-25)	
Chew Up	----->	Med. physical damage (~58-63)	
Hammer Swing	----->	Med. physical damage (~55-60)	[L: Right Claw]

BRAD : Lv. 3
LILKA : Lv. 3
ASHLEY: Lv. 3

Attack the claw first, with one of the men using Moor Gault's Smash Hit and the other using regular attacks. Save the ammunition for plugging GAONIM, although you can spare a few slugs. If you've upgraded ShotWeapon some, use that to take out the right claw. Once that's out of the way, it just becomes a matter of healing after each attack and slice-'n'-dicing. Remember to use Lock On in conjunction with Bazooka to save whatever ammo Brad has left (he's got the same bullet count from Greenhell!).

Hopefully this battle put everyone up to Lv. 6, which means everyone can add another slot in the Up HP skill! Anyway, after everyone splits, a "Guy With Glasses" comes and kills the warden for his incompetence. Meanwhile, the party's made their way to the shore where Irving's waiting. Ashley ends up socking the cripple for "moving them around like pawns." <3

Back at Valeria Chateau, with all three ARMs members organized, Irving asks the party to check out the cave-in at Under Traffic south of the chateau. Irving hands over a communicator so the party can keep in touch. Get back onto the world map. The destination is west from Withered Ruins, along the cliffs.

 REMINDER: Refill ammo, get Lilka new magicks, and upgrade equips and Up HP!

09) Under Traffic		[UNT1]
ITEMS	ENEMY:	
Moonstone	Crest	
Map Scope	Gob	15 EXP, 60g
	Dryad	15 EXP, 60g
	Tatzelwurm	15 EXP, 60g

Follow the path west and when you find a skull-and-crossbones crate, throw a fireball at it to clean the doorway of debris. In the next room, kick the crate closer before detonatin' it. The third area has a bunch of cave-in dirt and crates (3) littered around it. Destroy the middle crate to carve a path for the northern crate. Kick it west a bit (BUT NOT TO THE WALL) and move it south. The object is to shove the crate against the southernly landslide, so you can move it. It looks like:

		Easy-peasy stuff. The next passage is divided by
		a landslide, so take the east door into a watery
<- <- [C#1]	N	area. Stand on the rafts and use the Kick Boots
	W + E	to navigate around. The southeastern corner has
	S	a [UPGRADE: Multiblast] for Ashley's bayonet.
'-----.		Make sure to get it, since it hits all enemies
		unlike ShotWeapon. Exit in the SW corner this
	V	time. Make sure to use the cartridge on Ashley!

Back in the passage that was blocked, blow up the crate to clear the way once again before leaving to the SW. You'll find a single crate here next to a roadblock. HOWEVER, once you kick it off, push it back north and look for a stuffed-up entrance on the west wall. Blow it up near there to find a secret room with a [MOONSTONE] accessory and a second [CREST] for Lilka in there. The moonstone nullifies all types of poisons, so equip that on someone! You can blow up the road debris as before, since the room resets. =)

The next area has a treasure chest blocked by two dirt deposits, so Brad'll have to kick the explosives off, push them towards the piles, and detonate 'em. The treasure is a [MAP SCOPE] which lets the player see the world map on the field. Re-enter the room after getting it and push both crates into the ditch, then walk over 'em to the southern exit.

Save in this room and head into the next winding corridor, where the party finds a collapsed peddler. The communicator rings, so answer it by going into the menu and selecting the 'Call' option. Valeria suggests taking the man to Damzen, which is in the southeast. Hooray for no boss!

On the world map, the party can fight Gob, Kelaeno [15 EXP, 30g], Dakleit [20 EXP, 80g], and Trilobite [15 EXP, 60g] enemies. To find Damzen, head straight southeast and look for a small discolored spot (beige?) where the city shows up once searched for.

```

o-----o
| 10) Damzen City                                     [DMZ1] |
o-----o
| ITEMS      _           _           |
|           |_| Mystic Word   |_| Heal Berry |
|           |_| Mittens      |_| Heal Berry |
o-----o
| W.MAP      _           _           |
|           |_| Lucky Card   |_| 5 Gella   |
o-----o

```

You can already find a bunch of items even as you enter town! Look on the south side of the ARMsmith shop for a [MYSTIC WORD] accessory that ups one person's SOR/MGR stats. Check the barrels on the south side of the Gunners Heaven bar for [HEAL BERRY], and across the street in front of the Gallows Pole, another [HEAL BERRY]. Inside the bar, search a barrel for a [MITTENS] accessory that ups defense.

```

o-----o Stop by the weapon shop
| DAMZEN CITY ITEM SHOP | DAMZEN CITY WEAPON SHOP | and think about loading
o-----o up on the following:
| Antidote.....20 | Riot Ram.....500 |
| Medicine.....20 | Flak Jacket.....450 | * Riot Ram    x 1
| Violet Rose.....20 | PixyParasol.....450 | * Punch Drunk x 1
| Pixie Dust.....20 | Mist Blazer.....300 | * Mist Blazer x 1
| Pinwheel.....20 | Punch Drunk.....600 |
| Toy Hammer.....20 | Travel Vest.....500 | Lilka's defenses should
| Softener.....20 o-----o be lent the priority when
| Peppy Acorn.....20 |                   buyin' stuff, for obvious
| TeleportGem.....100 | reasons. If you didn't upgrade someone's equipment
o-----o back in Meria, make sure to pick up the slack here.

```

Anyway, the clinic is in the very north of town and the doctor will admit the peddler into his care. Apparently the cave-in was deliberate, done by gunpowder and humans... Hmm... Call Irving back to learn he wants everyone to investigate.

Sniffing out a clue is as easy going to the Gunners Heaven bartender and asking if he knows anything. He feigns ignorance but mentions something about "coming in reguarly"... Buy the most expensive (100g) thing on the menu to learn there's a strange building in the NE. Everyone also talks about the Telepath Tower nearby. To learn its location, talk to the man in the house next to the P.S.S. shop -- he says his family is the caretakers of said tower and someone's broken into it! The old man upstairs tells you the location -- S of Damzen.

Irving says the tower is vital for the broadcast messages, so they should go there pronto. There are a few items on the world map, though. Head SE-ish

[TR][10][09] Go in this order:
[08][07][06]
[05][04][03] 01 -> 02 -> [REVIVEFRUIT] chest -> 05 -> 04 -> 02 -> 03 ->
[TR][02][01] 07 -> 09 -> 03 -> 04 -> 03

| |
S ENTER You'll notice that there's a white box nearby, containing an
E+W ammunition upgrade. To get it, exit the room through the new
N exit and re-enter, then: 10 -> 06 -> 04. Kick open the box
with the Kick Boots to get the [UPGRADE: Pineapple] for Brad.
Unlike Ashley's ammo, this is automatically learned by Brad. Hit the 04 switch
and exit south. Thereafter, follow the two staircases up to a scene where a
familiar face transmits a resolution to everyone on the planet. Oh, and there
is a boss.

BOSS: Mysterious Phantom Being Vagesta

Vagesta ~~~~~	HP: 2500	EXP: 600	GELLA: 600	DROP: -----
Left Claw ~~~	HP: 1000	EXP: 300	GELLA: 300	DROP: Lucky Card?
Right Claw ~~	HP: 1000	EXP: 300	GELLA: 300	DROP: Lucky Card?

ATTACKS:

Distortion ----> Nullifies all attacks for one turn
Disease Cloud -> Inflicts disease on all allies
Life Returner -> Refills 270 HP back to "Vagesta"
Poison Bubble -> Med. physical damage + % of vile poison (~50-55)

BRAD : Lv. 9
LILKA : Lv. 9
ASHLEY: Lv. 9

Have Brad and Ashley concentrate on one claw at a time while Lilka uses
Defencer, which nullifies regular attacks against the rest of the party.
Poison Bubble can inflict vile poison but seems to have a crappy chance
at doing so, so it shouldn't be much of a problem (Antidote if it does!)
Distortion nullifies all attacks, so use Ashley's Accelerator ability to
get attacks in before it can set it up. Should anyone be inflicted with
disease, spend everyone's turn removing it -- it prevents healing from
having an effect. If it uses Life Returner, use ShotWeapon, Bazooka +
Lock On, and Freeze.

Ashley suggests returning to Damzen, so go back.

o-----o
| 12) Damzen City [DMZ2] |
o-----o
| ITEMS |
| Check "DMZ1" for previous item lists |
o-----o

Inform the engineer family about the clandestine broadcast and exit. An odd
girl in a witch hat (^__^) will say a Gull Wing-class plane was seen going
east of Damzen. You can then name this girl who "hates ultraviolet rays"
[Default: Marivel] before she teleports out.

REMINDER: Update Up HP (if you haven't already) and also everyone's equips!

To find the next destination, head east from Damzen and go up the ramp by Odd Headquarters (if you found it). The rocks should resemble brown pavement a bit now, and are completely flat. Keep heading east and search the dead end to open up...

```

o-----o
| 13) Mt. Chug-Chug                                     [MTC1] |
o-----o
| ITEMS      _      _      | ENEMY:      | | | | |
|      |_| Head Gear      |_| Crest      |      _      |
|      |_| Empathite      | |_| Kelaeno      15 EXP, 30g |
o-----o      |_| Shrieker      30 EXP, 90g |
|                                     |_| Spudhead      30 EXP, 90g |
o-----o

```

The door that leads to the Sielje Region is locked, so take the northern one out. Once the party gets out of the long tunnel, take the east exit right by where they come out. There'll be two elevators in the next area.

Keep going north and look for a dead-end with a [HEAD GEAR] chest for Brad. Neither of the lifts work, so find the east exit and continue on. There'll be a suspended mine cart nearby, which should be smashed (w/ Kick Boots) down the hole. Don't jump down, though -- take the exit near the pit.

A [CREST] chest is here, but nothing else. Take the previous hole or the one in the next room to land near the mine tracks in the third room. Kick the cart to end up by a console that starts the lifts all around; just inspect the sparkling part first. This gets you the [EMPATHITE] stuck in a crack. Get back to the room where you found the Head Gear...the one with two lifts.

Take the one on the ground floor to get back into the room above with a hole in the floor. Jump down that hole to land by a 'vator, then take it up to find a save point. Follow it outside and...

=====

BOSS: Special Cocytus Squad Member Ptolomea

Ptolomea ~ HP: 3000 EXP: 750 GELLA: --- DROP:

ATTACKS:

- Iron Saber -----> Heavy damage to one ally (~300)
- Ptolomea Dynamite -> Heavy damage to all allies (~200)

=====

- BRAD : Lv. 10
- LILKA : Lv. 10
- ASHLEY: Lv. 10

This is one of the reasons to have a maxed-out Up HP skill, the first boss to give you a run for your money. Ptolomea Dynamite hits everyone for decent damage, but *can* be used infrequently, at least compared to Iron Saber. Sometimes "Dynamite" is all that's used, however!

This means that Lilka will sometimes be able to manage upkeep well enough to survive. Don't be afraid to have one of the men throw a Heal

Berry around, though. If you've been upgrading ShotWeapon and Bazooka, you can be churning out 800dmg a round, so this isn't the end of the world. It helps that everyone is faster than the one-eyed giant, at least.

Ptolomea says that if they were facing Judecca, they'd be toast already... then he leaves for an airship. Everyone in Cocytus -- four lieutenants -- makes an appearance before leaving on the Varukisas.

Back at Valeria Chateau, Irving says he has a plan and everyone's dismissed for the moment. The party disbands temporarily, so take Ashley back to town.

```
o-----o
| 14) Town of Meria                                     [TWM3] |
o-----o
| ITEMS      _ |
|           |_| Letter                               |
o-----o
```

After being "accosted" by the orphans about him and Marina, Ashley returns to the bakery and gives Marina the empathite crystal. The rest of the party meets up with Ashley at the gate and returns to the Valeria manse.

Irving says that the border problem needs to be taken care of, and Sylvaland is on friendly terms so they should deliver a letter of permission to there first. To get there, they are to take a "Live Reflector" southwest of the chateau. The destination (Sylvaland Castle) is located in some woods on the other side. A [LETTER] is handed over and it's time to scoot!

```
*****
REMINDER: Refill ammunition + Crests, and upgrade personal skills at Meria!
*****
```

To find the Live Reflector, head into the area's forest and search.

```
o-----o
| 15) Live Reflector                                     [LVR1] |
o-----o
```

In the first section, take the side-room to find the orphans from Meria have broken-and-entered inside. They can't be sent back because of the dangers, so Ashley has to escort 'em for awhile. Enter the room at the bottom of the ramp and inspect the operating display to start up the machine...and also...

BOSS: Thunderbolt Battle Monster Elebart

Elebart ~~~~	HP: 2500	EXP: 1400	GELLA: XXX	DROP: -----
Left Claw ~~	HP: 1400	EXP: 700	GELLA: XXX	DROP: STR Apple
Right Claw ~	HP: 1400	EXP: 700	GELLA: XXX	DROP: STR Apple

ATTACKS:

Attack -----> Med. damage to single target (~150)
Stun Gun Blow ----> Med. damage to single target (~125) [L: either Claw]

Elebalt Corrida --> Med. damage to single target (~250) [L: both Claws]

BRAD : Lv. 11
LILKA : Lv. 11
ASHLEY: Lv. 11

Fairly pathetic for a boss fight, it mostly relies on Stun Gun Blow. It can't use that skill once one of the claws is dead, but it will start to use its Corrida attack to deal even more damage. Luckily, every one of Elebart's attacks are single-serve so as long as Lilka remains alive, it is quite a step down from the Ptolomea skirmish. Just heal every turn until the claws are dead and use Defencer while the men attack. Simple!

The reactor works in its correct capacity, once Tim's Odoryuk medium gives the drained machine a pick-me-up. When the party moves (auto'ly) to the teleportation room, select the left portrait and step on the pad.

Leave the next Live Reflector and head into the immense forest nearby. The awesome-lookin' castle can be found there. If you want to fight stuff in the territory, though, Man Traps [50 EXP, 150g] are around.

There's also [1 GELLA] on the field south of the castle. Whoopee, huh? Go for the [DUPLICATOR] a little southwest from there, though -- that's very useful.

```
o-----o
| 16) Sylvaland Castle                                     [SLV1] |
o-----o
| ITEMS           _           _           |
|           |_| Blue Anklet      |_| Clear Chime  |
|           |_| Silver Harp      |_| Hazel Sprig  |
|           |_| Red Cap          |_| Scapegoat    |
|           |_| Crest            |_| Crest        |
o-----o
| W. MAP         _           |
|           |_| Bullet Load     |
o-----o
```

After greeting the queen and giving the royal letter to her, she expresses a doubt that giving them free reign of the country's live reflector will make them no different than Odessa. So, she cannot accept. Suddenly, a soldier enters and says the town of Halmetz has been attacked...and Odessa's behind all the ruckus! Time for the ARMS army to get in gear.

Before leaving, head into the area immediately south of the throne room -- the library. One book sticks out of the shelf...push it in and the table can be used as a secret elevator. Below, are four chests: [BLUE ANKLET], [CLEAR CHIME], [HAZEL SPRIG], and [SILVER HARP]. Push the jutting book in the other shelf to go back up.

In the east wing of the castle is a sleeping soldier, and the party leader notices that he guards a treasure. To get this "garbage heap" away (as Lilka so eloquently puts it), head to the west wing and ring the pulley-bell to make the guy rush in. Then, go back and get the [RED CAP] for Ashley! Also, inspect the weirdly-colored part of the wall near the chest to find another secret entrance! Inside is a [SCAPEGOAT] and two [CREST]s! Good show, huh?

Exit one of the wings into the purple-carpetted area. The soldier on duty

says Halmetz is "far to the east" of the castle. Save and exit.

Head east from Sylvaland Castle, towards the northern beaches. When you get to the large shoal, search south for a [BULLET LOAD]. Helmetz is on the cape east of that shoal. A few new enemies appear around here, being Dwerger [50 EXP, 150g] and Peryton [50 EXP, 150g]

If you have to restock ammo, go back to Meria and do it!

```

o-----o
| 17) Halmetz                                     [HLM1] |
o-----o

```

After searching the town, it seems to be abandoned. A trap almost sends the town belltower onto the party, but Ashley's quick save prevents any squashed tomatoes (to quote FF7). Judecca laughs from a rooftop and sends Trask the party's way...

=====

BOSS: Poisonous Armored Dragonoid Trask

```

Trask ~~~ HP: 3600    EXP: 1500    GELLA: ---    DROP: ---
Crystal ~ HP: 1800   EXP: 750     GELLA: ---    DROP: ---

```

ATTACKS:

```

Attack -----> Weak physical damage to ally (~70-100)
Biomissile ----> Med. physical damage to ally (~230-250) [L: Crystal]
Counterattack -> Weak physical damage to ally (~70-100)
Poison Breath -> Inflicts all allies with poison status

```

=====

```

BRAD   : Lv. 12
LILKA  : Lv. 12
ASHLEY : Lv. 12

```

Gun for Crystal's demise immediately, as it's Biomissile attack is the creature's best attack. Once it's gone, Poison Breath is all that's left and that's easily tolerable. Regular attacks can be taken care of with Defencer, not that it's necessary... Make sure to save as much ammo as possible since you'll want to save Bullet Clips for the upcoming area.

Even though you defeat Trask, it's just like the enemy to have an ace up his sleeve. A flare of darkness comes from within Trask and swallows the party, which renders everyone unconscious. The "person" within Ashley ends up using Trask as an ashtray, though, and blows it away, saving the party. Judecca captures everyone and saves a cell for 'em in...

```

o-----o
| 18) Golgotha Prison                               [GLG1] |
o-----o
| ITEMS      _      _      | ENEMY:      | | | | |
|      |_| Lucky Card    |_| Heal Berry  |      |
|      |_| Crest        | |_| Ghoul      60 EXP, 180g |
o-----o |_| Wight      60 EXP, 180g |
|_| Bonedrake  60 EXP, 180g |
o-----o

```

After Ashley wakes up, the party tries to find a way to escape. Luckily, the cocky Cocytus crony didn't confiscate their weapons. If someone is poisoned, cure it now. Examine the row of square blocks on the west side of the room; the northern one is tilted. Use the Kick Boots on it and pull it out, which shows a hidden passage underneath.

Follow the passage to a bridge and keep a look out for tiles with four holes in 'em -- spikes shoot up and knock everyone off. At the T-junction, take the east path to a [LUCKY CARD] chest. Take the west footpath from there.

The next room has a lever all around a door switch, which isn't such a hard puzzle to figure out (the spikes retract...doh!). The next room has lancer traps, where spears poke out of holes -- they're discolored and are easy to spot. Make sure to get the [HEAL BERRY] chest before exiting south.

The next path is twisted with drop-offs + lancer traps. Slow and steady gets through 'em, although you can walk safely just as they're retracting. The next room tightens the walkway even further, and you'll have to sprint to keep the traps at bay. Sprint all the way east and skid to a halt in front of the abyss -- use a Hurl Knife to trigger the door switch, then doubleback to the door in the middle of the traps.

Heal up, save, ignore everything in the next room, and exit north. The eastern side of the wall here has a bunch of trapdoors on the wall, which shoots lancers out. The third one from the south has a [CREST] behind it. An exit hides behind the second-from-north door.

A plaque here says something about "it may happen twice but not three." Go down to the wooden 2x4 in the pit and kick it back and forth three times. This opens the door, believe it or not. The next room has a similar trick, where Lilka has to shoot a fireball through some spears to light a candle past them. This takes awhile, but if you just have Lilka fire them one after another, it's no sweat. Exit east.

Past the gem room, you can find the villagers' cells. Use the lever a few times to open the gate. Ashley says he'll go on ahead and check to see if the coast's clear...alone. The nearby room looks like:

						Some floor traps prevent access in a few
	08	07	06			directions, and those boundaries are
						drawn into the map already. Just follow
						the numbered sequence.
	10	09		05		Enter the door across the hall to find
						a mess hall for some of Odessa's crew.
						It seems that Judecca is up to
						W no good and is staging some...
	11			04		S + N execution. Well, that'll have
						E to be spoiled!
						Re-enter the hallway and pass under the
	12	13		03	02	guillotines -- this means you cannot go
						back the way you came.
						Enter the outside execution ground, and
		14	15		01	Judecca welcomes Ashley. Mostly because
						he's captured his comrades and is ready
						to crucify 'em, Roman-style. The rescue
						was staged! Grr... Looks like Winchester

will have to bring the smackdown all by his lonesome. "This is so thrilling my glasses are about to fall off," says Judecca. Hah!

BOSS: Poisonous Armored Dragonoid Trask

Trask ~~~ HP: 3600 EXP: 1500 GELLA: --- DROP: ---
Crystal ~ HP: 1800 EXP: 750 GELLA: --- DROP: Mini Carrot

ATTACKS:

Attack -----> Weak physical damage to ally (~70-100)
Biomissile ----> Med. physical damage to ally (~100-108) [L: Crystal]
Counterattack -> Weak physical damage to ally (~70-100)
Poison Breath -> Inflicts all allies with poison status

ASHLEY: Lv. 14

Our hero will be in a new form, so start using Hot Fencer on Crystal. It should be doing almost...700! Ignore Poison status if you want, at least until Crystal's out of the way. After that, alternate using Hot Fencer and healing if the need arises. This battle is even more of a cinch if you have the Moonstone accessory lying around. Use Banisher for stylish finish!

NOTE: Ashley'll now have the [ABILITY: Access] (100FP) available for usage!

Everything turns out the best and the Queen of Sylvaland grants free access to the country's live reflector. Irving appears in the royal chamber to talk with the queen while the party goes to find the "person below the castle." Return to the entrance to find the Halmetz villagers waiting to thank ARMS for their good work.

Back at Valeria Chateau, Irving explains that Marivel is an authority on lost technology and has been deeply involved in ARMS already. She says that Ashley is the Death Knight "KnightBlazer" and that coming in contact with Argetlahm have combined the evil/holy powers to make him that way. "Another you," as it's put.

Anyway, the mission is to counter the Varukisas flying machine Odessa has by acquiring the Aguelite and Germatron gems -- they can power the EMMA motor. What's this motor for? Irving won't say... The Aguelite's found in the town of Holst, and the Germatron's at the defunct Raline Observatory. Both are in Sylvaland, too, for convenience.

REMINDER: Refill ammunition + Crests, and upgrade personal skills at Meria!

Once at the Live Reflector, touch the portrait that takes the party to the Ruins Mine section of Sylvaland, where everyone ends up on an island. Enemies around here include Berserker [70 EXP, 210g], Cockatrice [80 EXP, 240g], and Assassin Bugs [70 EXP, 210g]. The latter can use "Dead End" to instantly kill a party member, and since they appear in twos and threes, multi-hit abilities

like Pineapple/Multiblast should be used.

On the southeast part of the island, near the coastline, a [STR APPLE] can be found sitting on the ground. Holst can be found in the western part of the isle, on the ridge (i.e. not near the beaches an' stuff).

NOTE: You can due the ore-finding missions in any order you want.

```
o-----o
| OPTIONAL: Halmetz                                     [HLM2] |
o-----o
| ITEMS      _      _      |
|      |__| Lucky Card      |__| Memo Pen      |
o-----o
```

Now that Halmetz is back to normal, the shops are being minded again.

```
o-----o
| HALMETZ WEAPON SHOP | This is the best weapons selection at the moment;
o-----o | buy everying, since the armors are in Holst. =)
| Greyhound.....1450 |
| Sunshade.....1200 | The house furthest west from the former belltower
| Knuckle Arm...1600 | contains a [LUCKY CARD] stuffed in a barrel. The
o-----o | next-door neightbor has a [MEMO PEN] in a similar
| receptacle. Nothing else to do here currently...
```

```
o-----o
| 19) Holst                                             [HST1] |
o-----o
| ITEMS      _      |
|      |__| Gaze Mirror      |
o-----o
```

Ahh, who doesn't love the smell of coal dust in the morning? Holst is a town of miners and mines, if you didn't get the hint, and the Aguelite is located here...somewhere.

```
o-----o The weapon shop doesn't have any weapons in it, which
| HOLST WEAPON SHOP | is why you were directed to Halmetz since they've got
o-----o | the best weapons for now. Buy each of the armors, w/
| Ti Jacket....1300 | priority given to Lilka. If you can't afford all of
| Purple Vest..1000 | 'em, go outside and fight some monsters -- they can
| Camo Vest....1400 | drop 800+ if you get a party of four. Refill the ammo
o-----o | while you're near the ARMsmith.
```

Talk to the man near the mine entrance to say he kicked a bomb maniac outta the inn. Go upstairs and search the beds until you find the [TOOL: Bombs] that Brad can use for himself. What a nice "subtle" clue. -___-

Search the eastern house nearest the mine for a [GAZE MIRROR], in a 1st-floor barrel. Then, enter the mine...with the bombs. >=p

```
o-----o
| 20) Aguel Mine Shaft                                     [GLM1] |
o-----o
| ITEMS      _      _      | ENEMY:      | | | | | | |
|      |__| Crest      |__| Heal Berry      |      |
|      |__| Heal Berry      |__| Heal Berry      | |__| Giant Crab      90 EXP, 270g |
|      |__| Aguelite      |      |      | |__| Galeion      2500 EXP, 0g |
o-----o |__| Water Leaper      90 EXP, 270g |
```

Get ready for a bunch of unblockable encounters here. Running still works. =>
Watch out for the Leprechauns, too, which have a bunch of HP -- 2000+! They
halt the use of ARMs, which makes it a tedious task to kill 'em. Ozom Pulse
inflicts Confusion too; use Defencer to make allies' attacks easier to take.
Access helps also.

In the second room (tunnel), use Brad's bombs to clear the way through. Keep
going to the next tunnel where there's a fork -- take the northwestern path.
Clear the rubble with bombs and enter the doorway. Take the [CREST] in the
chest and break the crates for two [HEAL BERRY]s, then take the fork's other
path.

It leads to some cart tracks and a save point. At the railroad fence, break
the crates with some bombs and toss the lever to clear the tracks. But don't
enter the tracks' entrance yet -- take the other one in the room. It leads
to a debris-covered entrance, which hides a [HEAL BERRY] crate and one of
Brad's cartridges -- [UPGRADE: AM Cluster]. Go back and save it, mayhap, and
enter the formerly fenced-off part of the traintrack room.

Everyone stumbles upon a massive drill in one of the preceding room. Put
a bomb at the striking point behind it, and the force will push the drill
forward to shatter the boulder blocking the exit. Behind it, put a bunch
of bombs against the "strange material" wall section until it blows apart.

The next section has four floor-pads. Placing a bomb on one of them raises
it into the air for a short while. Place one, dash to the nearest and put
one there, too, etc. It has to be done in near-perfect form, but there's
all the time in the world to perfect it -- no monsters in here. Continue
north when the puzzle's solved.

...and take the [AGUELITE] chest! Everyone appears back in Holst.

Now that the party's got one gem, it's time to get the other. Get back to
the live reflector and head for the Dragon's Vein section -- all end up at
a peninsula with dormant volcanoes. There's a [SCAPEGOAT] on the tiny cape
northeast of the live reflector, and north of there's the Raline Observatory.

o-----o

21) Raline Observatory	[RLB1]
o-----o	
ITEMS	ENEMY:
_ Barrette	_ TeleportGem
_ Germatron	_ Jelly Blob 75 EXP, 225g
o-----o	
	_ Pas de Chat 75 EXP, 225g
	_ Lilly Pad 75 EXP, 225g
o-----o	

Soon after entering, a "mournful cry in the dark" helps...and is ignored. The
boss monster Undines appears in the next room and starts kicking a lizardian
duo in a funny scene. Well, the duo's probably one of the best EVER! Kekeke!

BOSS: Elemental Spirit Undines

Belly ~~~ HP: 2000 EXP: 900 GELLA: 450 DROP: Gimmel Coin
Undines ~ HP: 4000 EXP: 1800 GELLA: 900 DROP: -----

ATTACKS:

Attack -----> Weak physical damage to one ally (~ 75)
Intifada -----> Med. physical damage to one ally (~300) [L: Belly]
Hooky Bust -----> Much physical damage to one ally (~500)
Counterattack ----> Weak physical damage to one ally (~ 75)
Shocking Guinea! -> Cancels all party's actions
Reject All Fools -> Reduce Lilka's magic/effects accuracy

BRAD : Lv. 15
LILKA : Lv. 15
ASHLEY: Lv. 15

Pretty easy going here, although all attacks are damaging -- nothing a dose of Heal can't recover for the most part. Still, using Shield on Lilka is a good idea if you have it; she should stick to using Defencer and healing otherwise. Once its Belly is dead, it will stop Intifada'ing and start using Hooky Bust, which is more damaging. Use Access when possible and have him take the lion's share of fighting; this helps to conserve ammo, which you should already be doing whenever possible. >_>
It just sucks that Undines is faster than everyone (sans Defencer) which means one has to anticipate healing. It's weak to fire, also, but that's not much of a biggie.

The two Lizardians introduce themselves as...Liz and Ard, and Ashley agrees to have them help navigate the lab. Next door, after some switch antics, go north and flip the bridge to get Liz off the platform.

Two rooms down, there's a wall trap that crushes those advancing along the way. Reset the trap (glowing blue thing on the wall), and after some more events, everyone makes it across but Ard. Move the broken statue nearby into the path of the 'pincer' trap to clear the area. Take the west corridor to the next happy-slappy room. >_>

Get the [BARRETTE] chest and equip it on Lilka before jumping down to the fractured path. Liz gets tossed to another lever, which allows the party to go south. Save and get the [TELEPORTGEM] in the torch-lit area adjacent. Move the stone cube around to make a path west and take the downstairs way in the hallway beside there.

Move the two cubes north to make a walkway around the statues. This reunites the party with the odd scientist companion. Backtrack two rooms to the stair passage and go to the other end. Here, inspect the gigantor face stuck betwixt the walkway. Ard sticks his tail in the mouth to find a secret lever but gets stuck in the process... (lol?) Move Brad behind the wall carving and kick it until Ard's released.

After another set of goofy scenes in the subsequent room, continue along to a room with a bridge overhang. Take it north and definitely make sure to get the chest here as it contains the [UPGRADE: BoltAction] cartridge for Ashley (also the author's favorite!). Don't delay teaching it to our hero! At the bottom of another passage, the party find Liz who, surprisingly, still breathing after the fall! He's still stunned, so throw a fireball to slap him back into reality.

Heal up at this point and get the [GERMATRON] chest nearby. Unfortunately, it turns out Liz and Ard are on Odessa's payroll and are searching for the same exact crystal.

BOSS: Lead Scientific Researcher (Self-styled) Liz

BOSS: Assistant Ard

Liz ~ HP: 2000 EXP: 750 GELLA: ----- DROP: -----

Ard ~ HP: 3000 EXP: 750 GELLA: ----- DROP: -----

ATTACKS:

[ARD] Attack -----> WEAK physical damage to one ally (~ 50)

[ARD] Bomb Punch -----> Med. physical damage to one ally (~250)

[ARD] Counterattack -----> WEAK physical damage to one ally (~ 50)

[LIZ] Homemade Bomb -----> Physical damage to all allies/enemy (~250)

[LIZ] Blue Bug Liquid ---> Inflicts poison on Ard; lets him use D.T.Tckl

[ARD] Dump Truck Tackle -> Med. physical damage to one ally (~150)

BRAD : Lv. 17

LILKA : Lv. 16

ASHLEY: Lv. 16

This is a battle where the difficulty depends on how much you've milked Up HP for. If you've maxed it out early, everyone should have 1000+ HP and the battle's mostly easy; without it, it's rather annoying and can result in some hangups. Either way, Liz's Homemade Bomb attack hits all in battle for around 250dmg, so unload the guys' most powerful weapons attacks on them (ShotWeapon/Bazooka, probably). Lilka should heal and stat-buff with Shield if possible, since Defencer doesn't really make much of a difference here. Ard, in a word, sucks -- his attacks are junk and Dump Truck Tackle wasn't as good as Bomb Punch. If Liz is defeated, there ain't any problem. These guys will get a lot tougher later on, so pat yourself on the back while you can. >=p

The two lizard-dorks flee...err, make a "brave withdrawal" and both crystals should be in the party's hands. If you did this one first, read up on the Holst/Aguel Mine Shaft section above. Go back to Valeria Chateau now, by way of TeleportGem if you got the one in the dungeon.

NOTE: Regarding skills, concentrate on having Lilka learn Up P Defend and the men learning Up M Defend. Do this while the levels roll in easily! Also rest and reload applicable ARMs since you won't get a chance before the next boss.

o-----o
| 22) Valeria Chateau | [VLC2] |
o-----o
| ITEMS |
| For previous items, see section VLC1 |
o-----o

Irving mentions that the next mission will include contacting the Guardians, but everyone is dismissed until then. Direct Ashley back to Meria where some

thugs seem to be after the orphans; more specifically, Tim. Kate calls in a report of a large flying object over the town -- the Varukisas! Irving calls him back to the chateau. In the enemy aircraft, Ptolomea unleashes a creation for ARMS to play with down below...

Back at Irving's place, the party sees what the EMMA Motor was for...raising the chateau and using *that* as the pursuit vehicle! All hands on deck!

BOSS: Progenitor Bird with Wings of Light Aphael

Alphael ~~~~	HP: 5000	EXP: 2700	GELLA: 2700	DROP: -----
Left Leg ~~~	HP: 2500	EXP: 1350	GELLA: 1350	DROP: RES Apple
Right Leg ~~	HP: 2500	EXP: 1350	GELLA: 1350	DROP: RES Apple

ATTACKS:

Leg Claw ----->	Med. damage to one ally	(~250)	[L: L & R Legs]
RF Blade ----->	Med. damage to all allies	(~200) + % of instant death	

BRAD : Lv. 17
LILKA : Lv. 16
ASHLEY: Lv. 17

Gun for the legs first with ShotWeapon/Bazooka, which, if you've boosted their ATK four or five times, should be able to take out each leg within two turns (if they don't miss). RF Blade is pathetic as well, doing less than Liz' Homemade Bomb a short while prior -- it can sometimes inflict Instant Death, though. No cause for alarm -- it doesn't seem able to kill everyone all at once so Lilka can use Revive most of the time. Use a Lucky Card for it, if you want, and use Access to slap of this butterball out of the sky.

Back in town, Ashley tells Tim that someone may be after his mystical powers and he should come to the Valeria household for awhile. Irving suggests going to where Tim was born to calm his fears about controlling the Guardians.

o-----o
| YE SECRET RING SHOPPE | Meanwhile, Tim's friends Tony and Scott make like
o-----o stowaways and manage to get into one of Valeria's
| Earth Ring.....12000 | compartments (Odessa could learn a thing or two
| Water Ring 12000 | from these rascals).
| Fire Ring 12000 |
| Wind Ring 12000 | By the way, the elevator now goes to B1/B2, and
| Thor Ring 12000 | on B1 is a ring shop that sells accessories for
| Light Ring 12000 | elemental damage (i.e. imbue user's weapon with
| Dark Ring 12000 | element). There's nothing to do on B2, however,
| Ice Ring 12000 | except talk with engineers and see a launching
o-----o pad. That'll be used later on... <cackle>

Talk to Altaecia [2F] to learn about a cave "far to the northwest, by a Landing Pad no one knows about" if you want to do an optional sidequest involving the Wind Tiger's Den (see section "

Anyway, Valeria Chateau is now a maiden o-----o
of the skies and is the first transport | VALERIA CHATEAU FLYIN' CONTROLS |
the party gets! It even comes with an o-----o
auto-pilot, meaning no one has to seek | O-BUTTON.....Bring up menu |
out the destination, being the village | X-BUTTON.....Propel forward |

of Tim's tribe, the Baskars. The place | R1 / R2.....Swivel lft/rgt |
 is due southwest from the chateau's old o-----o
 resting place. Why is there a landing
 pad in the middle of a lush forest? Who knows? Irving rings the party to
 tell 'em Baskar's in the middle of the woods (as if it wasn't obvious).
 Follow the verdant ridge north and search near the seaside.

By the way, enemies around here include Owlbears [90 EXP, 270g], Tabangas
 [90 EXP, 270g], and Balloons [6 EXP, 12g].

 REMINDER: Upgrade PSS skills since Baskar does not have that option available

```

o-----o
| OPTIONAL: Wind Tiger's Den [WTD1] |
o-----o
| ENEMY: |
| _ |
| | Gargoyle 90 EXP, 270g |
o-----o
  
```

To find the hidden pad Altaecia spoke of, head northwest from where Valeria
 Chateau once was and fly until you see a massive inactive volcano. Head west
 from there, to the end of the string of islands, to find the pad. Search past
 the li'l hill and the hole-in-the-ground den opens up. Enemies on the world
 map include are...well, just a Gila Monster [90 EXP, 270g].

Head north across the bridge into a windy room with two candle-holders. When
 the wind stops, quickly light both of them. Situating Lilka at a right angle
 between the two helps make "light" work of them (nyuk nyuk). The next room is
 the same thing, with three of them this time, like this:

```

      N
W + E
      S
_____ | _ |
| _ | [3] |
| [1] _____ |
| | _ | |
| _ [2] _____ |
  ||
  
```

Move by [2] first and light it as soon as the
 wind stops, move up a little ways and fire one
 off at [1] (you don't need to have a visual to
 light it!) and get [3] really quickly. If all
 goes well, they'll disappear like the last ones
 and let the party proceed north.

The next room has five of these candle-holders,
 but basically operates in the same way. There's
 a trick to doing them here, though, as always.

```

_____ | _____ |
| _ [4] | N
| _ [3] | W + E
| _ [2] [5] | S
|[1] _____ |
| _____/ \_ |
|_| | |
  
```

Stand by [1]. As the wind dies
 down, fire one at [1] and then
 NE at [2], which should light
 [3] and [4] as well. Then, just
 run and get [5]. If you're slow
 at firing, remember you DO NOT
 need a visual to light things!

Enter the last room to find a floating, crystalline monolith. Talk to it and
 learn that it's the Guardian of Wind, Fengalon, inside of it. He bestows the
 party with the [MEDIUM: Fengalon] and says he's tired of being cooped up in
 the holder. This now lets a user use "Pickpocket" as a Medium skill, robbing
 enemies of their juicy items! There's nothing else to do here, however, least
 for now... <cackle²!>

```

o-----o
| 23) Baskar [BSK1] |
o-----o
| ITEMS      |
|   | Hard Gear |
o-----o

```

Everyone finally lands at the Guardian-worshipping village. Tim's left to his own devices in the village, while the chief tells everyone else that Tim is a person with the inborn ability to be a "Pillar," someone who can embody the Guardians.

As Tim, walk west of the chief's house and find the [HARD GEAR] chest. Then, enter the house in the east part of the village. Inspect the glimmering item on the table and Tim will meet a lass (who has funny stream-of-consciousness thoughts!), the village's other Pillar candidate [Default: Colette].

Back at the chief's house, he says Tim must undergo a trial to become the "Pillar." Tim doesn't want to, but accepts so that Colette isn't put into any danger. After all, if the Guardians don't accept the candidate, s/he will... Thus, chiefly asks ARMS to protect Tim as he heads for the trial arena, back in the forest.

Talk to the green-suited man standing by "Stonehenge" in the village square to buy items if you need 'em, and the man near the pond is an ARMSmith. When you're ready, speak with Colette at the entrance to learn the location is south of the village.

'Tween the mountain and the landing strip, search for the destiny-ation! ^_^

```

*****
NOTE: Tim has NO PSS skills set! Go back to Meria and use Up HP + Up P Defend
      for him, since he's a weakling mage in the same vein as Lilka! This'll
      also be wise for the upcoming boss.
*****

```

```

o-----o
| 24) Hidden Trial Arena [HTR1] |
o-----o
| ITEMS      | ENEMY: | | | | | |
|   | Crest  |   | Heart Leaf |   |   |
|   | Crest  |   | Mini Carrot | |   | Rafflesia 100 EXP, 300g |
|   | Crest  |   | Mini Carrot | |   | Fairy Light 100 EXP, 300g |
|-----|   | Squirm 100 EXP, 300g |
o-----o

```

Colette warns that ARMS can only go so far into the temple before Tim has to set out alone. Continue north and talk to the floating teddy-bear thing, identifying itself as a sub-spirit who is Pooka as well as [TOOL: Pooka]! It has no sense of self, so just go with that explanation.

In the next room, there are two buttons on a column. Have Tim push one in by standing next to it, then use Pooka to get the other one. Continue into the next room and find the movable platform/orange button combo in the north. Take it into the next room (by using Pooka) where there's the course calls for another simultaneous button-push -- it leads to the [HEART LEAF] chest nearby. Return to the previous area.

Operate the platform in the south and exit. This takes the party back a room,

where the treasure chests stand on top of pillars. Use Pooka to get the two [CREST]s and enter the northern side of the bridge. Two rooms later is... more buttons and lifts!

These ones are timed, however, so stand by the ground-floor ramp when you push the button and hotfoot (w/ Dash) it across the first uplifted platform, then turn around and do it to the second one also. The third one is a little easier, where you stand as close to the ramp as possible, use Pooka to push the button, then run across the cobblestone lift. This one has a shorter timer, but shouldn't matter.

The next room has two new entrances -- south and east. Go south first and get the two [MINI CARROT] chests then opt for the other exit. Everyone feels the vibrations of the Guardians

BOSS: Compound Plant Monster Reguleus

Reguleus ~ HP: 5000 EXP: 2000 GELLA: 2000 DROP : -----

ATTACKS:

Attack -----> WEAK physical damage (~65-85)
Eleweed Extract ---> Med. physical damage to allies (~200) + % confuse
Napweed Extract ---> Med. physical damage to allies (~200) + % sleep
Wormyweed Extract -> Weak physical damage to ally (~60) + % poison

TIM : Lv. 18
BRAD : Lv. 18
ASHLEY: Lv. 18

This is rather easy for a "trial," despite the monster's penchant for throwing status effects the party's way. Tim should use First Aid when able (i.e. every turn) while the men conserve ammo and attack normally. If you got the Fengalon medium, try to steal a Big Berry from it. To have an easier time, give Tim the Clear Chime accessory so he can get in more turns (Eleweed Extract used when boss HP apx. <50%).

Continue east to a save point near the Wall, the point where Tim's to proceed alone. Everyone hands their mediums to Pooka (unequipping them) before seeing the candidate off. The next room has another Pooka-button puzzle with timed platforms. Stand near the middle of the path as the sub-spirit hits the wall button so that Tim can dash straight down the way -- if he's too far on one side he'll fall off the edge. Repeat it once more to exit.

The next room is the same, except one can't see too far down the path. Stick to the middle of the walkway and dash when the platforms create the makeshift bridge. Repeat it once more to get into the third room.

There's a treasure here but it's on a ledge; enter the next room and jump off to the button below. Before you press, use the platform's default position to get to a corridor that leads back to the chest, being a [CREST].

Two rooms back, the platform is ready to haul Tim to the northern door. This can be a little tricky however, as he'll have to run diagonally to make it through. Change the camera in a northeasternly direction, use Pooka to hit the switch, then have Tim run when the platform's making its trip back.

Heal up and follow the next two corridors to...

BOSS: Transforming Ninja Monster Gehenna Neros

Gehenna Neros ~ HP: 3000 EXP: 2000 GELLA: 2000 DROP: -----

ATTACKS:

Pill -----> Refills HP (single)
Attack ----> WEAK damage (~ 0)
Lullaby ---> WEAK damage (~60) + % nightmare
Replicate -> Summons another 'GehennaNeros' into battle

TIM: Lv. 18

Pooka says at the battle's beginning to build up the force gauge to level two which will let Pooka transform into a powerful shape. The 'Combine' ability will now be usable on Tim, so Defend until he has 50FP and let'er rip. Just make sure an OFFENSIVE medium is equipped, being any one other than Odoryuk (which heals). Cope with Lullaby as best as possible until then, since there's no more challenge -- whatever elemental guardian Tim summon will kill all enemies. It should be noted that if Tim has magicks of an element (i.e. he learned them from offensive meduim), he can keep farming the GehennaNeros ranks and build up the same amount of EXP/GELLA for each! Use this if you want to give him some gimme levels; if not, go in for a quick kill. If you've already boosted his Up P Defend, he might not be taking ANY damage from regular attacks, even while nightmare-ing.

And, in case one doesn't know how to change mediums in-battle, go into the equipment change option (orange vest icon) and go from there.

[ABILITY: Combine] becomes Tim's official second-level force attack...but did someone mention a Sacrificial Altar? Huh? Back at the Wall, Pooka says anyone can use Combine -- and gives it to everyone -- as long as he's in the party. Enjoy the flower-field scenes. Back at Baskar, the chief congratulates Tim on a job well done by giving him ten [HEAL BERRY]s, three [BIG BERRY]s, and a [MEGA BERRY]. Some odd scenes take place back in Baskar before everyone returns to Valeria Chateau.

o-----o
| 25) Valeria Chateau | [VLC3] |
o-----o
| ITEMS |
| For previous items, see section VLC1 |
o-----o

After confronting the village elder about his nonchalant decision to let Tim be the one who dies for Filgaia's sake, an alarm goes off signaling a breach somewhere. Save outside and enter the elevator to find the intruders -- it's Antenora and Judecca! Ladies first...

BOSS: Special Cocytus Squad Member Antenora

Antenora ~ HP: 6000 EXP: 1500 GELLA: ----- DROP: -----

ATTACKS:

Attack -----> Med. damage to ally (~200)
Ephemeron --> Med. damage to ally (~550-600) + % of poison, silence,
downhearted, sleep

BRAD : Lv. 18
LILKA : Lv. 18
ASHLEY: Lv. 19

Start unloading ammo into her face (aren't you glad you conserved back in the trial arena?) and try to dispose of her as quickly as possible, since Ephemeron can deal annoying status abnormalities. If you need to heal, don't forget about Odoryuk + Combine! Steal a Mini Carrot if you can.

Antenora lets it slip that they're after the "Pillar" boy before escaping in typical disappearin'-villain fashion. Elsewhere, Judecca encounters Tim in the Baskarites' cabin

BOSS: Special Cocytus Squad Member Judecca

Judecca ~ HP: 4000 EXP: 1500 GELLA: ----- DROP: -----

ATTACKS:

Attack -----> WEAK physical damage (~ 0)
Miriam -----> Med. physical damage (~250)
Douglas -----> WEAK physical damage (~ 0) + % of paralyze
Sidewinder --> Med. physical damage (~ 50)

TIM: Lv. 19

This battle should be a cinch with Combine, and if you've upped defensive resist on Tim, he might even be taking 0 damage! All attacks are pathetic except for Miriam which is the only one that may be doing triple digits; even then, First Aid erases it. Just make sure to equip a Blue Anklet for good measure, since Douglas does paralyze more often than naught. Judecca might be taking it easy on the kid, but who knows? This one's pretty easy as it is. Steal a Bullet Load if you can...those are always valuable!

But hey, it's not over just yet. Judecca sets a Blastodon somewhere in the ship, which Kate radios as the catapult room on the B2. As Irving says, the monster itself is the bomb!

BOSS: Explosive Red Thunder Toad Blastodon

Blastodon ---> HP: 6000 EXP: 2500 GELLA: 2500 DROP: -----
Left Pouch --> HP: 3000 EXP: 1000 GELLA: 1000 DROP: VIT Apple
Right Pouch -> HP: 3000 EXP: 1000 GELLA: 1000 DROP: VIT Apple

ATTACKS:

Attack -----> Med. physical damage to ally (~200)

Paralyzer -----> % of paralyze on single ally [L: Left Pouch]
Evil Quasar ----> Dark(?) damage to all allies (~200)
Poison Bubble --> Med. physical damage to ally + % of vile poison
Terrible Shade -> Med. magickal damage to ally (~200) [L: Right Pouch]

TIM : Lv. 19
BRAD : Lv. 19
ASHLEY: Lv. 19

The left pouch is the one that uses paralysis, so make sure Tim's still got the Blue Anklet on -- First Aid helps out a lot here. It's also weak to fire, so if Tim knows Red Beaut, he can use that -- it's essentially the same as Lilka's fire spell. Evil Quasar is only used if the pouchs are dead, and since it completely and utterly SUCKS, going that route is highly recommended. First Aid makes this battle quite a cakewalk.

Irving launches the organo-bomb out into space with Ashley still on the catapult. Luckily, Access' form saves his hide and everyone gets a happy ending. Tim officially joins ARMS soon after, and it's back to Meria Boule!

The king knows that to match Odessa's capabilities, the war has to be fought on a global scale; but, ARMS is restricted by boundaries and different types of authority. Solving the bickering between nations must be done first, which is where Irving's idea for a Filgaia Summit comes into play. Meria Boule, Sylvaland, and Guild Galad must gather to discuss the upcoming fights with Odessa and the most secure location for the peace talks...Valeria Chateau! So the mission: protect the 71st Filgaia Summit.

As the summit rolls on, the mention of Slayheim comes up -- the fourth once-kingdom that's now encased in salt. Kate calls into the conference room and says that the Varukisas is approaching, so ARMS is dispatched out into the 'flying' pan. Nyuk.

```
o-----o
| 26) Warwing Varukisas [WVR1] |
o-----o
| ENEMY: |
| _ |
| |_| Odessa Man 150 EXP, 500g |
o-----o
```

The two tasks:

- * Silence the enemy's flying machine
- * for everyone to escape safe and sound

At least that's what Valeria says. Disruption of the power functions is what the main goal is, essentially, at which time everyone is to return to the harpoon (!) and get pulled back aboard the chateau. Head north to the hallway where an object blocks the way -- kick it with Brad to demolish it. The console nearby says that there are three power; incidentally, there are three passageways to take north of the save point room! I'll start in the west, I s'pose.

[OBJECTIVE: DESTROY POWER PLANT 'A']

Heading west, take the first door you see. Pull the block here south one space and go up the ramp to walk diagonally to the console. Use it to turn off the 'barrier' and flick the terminal switch 'on.' Leave and continue west.

Here, take the highroad along the northern perimeter and jump down to the three crates situated like:

```
  _ _ _  
  |_|_|1|  Move "3" left one and push/pull it north all the way. Then, push  
  |_|_|2|  "2" left and into the other northern slot. The way west is now  
  |_|_|3|  usable. Go back to the power console at the south and turn on the  
           lift, then take the bridge to the other console -- here, one can  
learn the power code for the power plant: "TA2360". Stupid villains leaving  
integral info 'round like that... <tsk, tsk> Exit west over the bridge  
made of crates.
```

There's a crane-operating unit here, but will only work if you've turned the two 'terminal switch' options on previously. Deploy it to open the way to the power code input. Type in 'TA2360' (case-sensitive!) to turn the first plant off. Backtrack to the four-fork room, save in the south if you want, and head north.

[OBJECTIVE: DESTROY POWER PLANT 'B']

Climb up the incline on the east side to find a lift with some crates on it, and a few more nearby. Pull five more onto it so it can drop down further. Ignore the door in the west and go north.

Here is a long catwalk, and if you turn the camera a bit, you'll see some sections have "bolded" edges -- these parts will fall down if you walk on 'em, so avoid them. Go north into the next room and maneuver to the console near there, which deactivates a barrier (floor panels still fall!) nearby.

Return two rooms back, to the one with the push-crates, and enter north. The display tells the power code -- "TB8180" -- to shut off the plant, so return to the second falling-walkway room. See that string of generators underneath by the doorway? Jump down onto that and follow it to a console. Enter 'TB8180' to shut the dang thing off. You'll want to save at this point, probably, because...well, you'll see. =)

[OBJECTIVE: DESTROY POWER PLANT 'C']

After heading east from the four-fork room, kick some generators back into oblivion and make for the computer. Deactivate the barrier and commit the power code to memory: 'TC6503'. Exit room, continue east through to another room. Don't worry about walkways here; they won't fall. Climb the nearest one and push the button to lower a bridge, then jump down and pass through. Use Pooka to push the button again, giving access to the power terminal. Put in 'TC6503' and return to the four-fork room. Before you can retreat back to the chateau...

BOSS: Special Cocytus Member Ptolomea

Ptolomea ~ HP: 8000 EXP: 3000 GELLA: ---- DROP: -----

ATTACKS:

Attack -----> Weak physical damage to ally (~100)
Iron Saber -----> Med. physical damage to ally (~400)
Counterattack -----> Weak physical damage to ally (~100)
Ptolomea Dynamite -> Weak physical damage to allies (~200)

TIM : Lv. 20
BRAD : Lv. 19
ASHLEY: Lv. 20

Same method of operation as last time and no new attacks. But, they're a bit more...lacking this time around. That is, unless you've managed to use Up P Defend on Tim/Lilka and they'll be having smooth sailing. Just have Tim use First Aid every round which will erase any leg-up Ptolomea gets with 'Dynamite'. Steal a War Respite from the boss if you can.

After Ptolomea flees and Irving is updated on the situation, take the 'vator the one-eyed giant used up to the cockpit. Brad belly-lands the plane and everything turns out just dandy.

At Meria Boule Castle, the king says that the Guild Galad Master did not cooperate COMPLETELY, but gave them the use of a Hovercraft so they could explore the inland sea. Irving says that there may be data tablets from the wreckage around and that there should be three in total.

REMINDER: Refill ammunition + Crests, and upgrade personal skills at Meria!

The hovercraft's on the beach near the Sword Cathedral, and when entered, it says that the Guild Galad technology allows the Map Scope (which you SHOULD have) to link up to the onboard terminal. Meaning, all of Filgaia shows up instead of the local area. Enemies can still be fought in the transport...

o-----o
| HOVERCRAFTING DIRECTIONS | Remember, the party can only get off at shores
o-----o so the inland sea's the only place to navigate
| Up/X-Button...Go forward | at the moment.
| L1/R1.....Swivel l/r |
| Get off.....O (shores) |
o-----o | ENEMY: |
| | |
Tablet 1 is located near the 'claw' | |_| Cuttlefish 150 EXP, 300g |
of the peninsula due west from the o-----o
former location of Valeria Chateau,
near a tiny island. Tablet 2 is near the northern beach that's situated in
between the two reefs preventing further passage north. Tablet 3's near the
western beach that leads to the Thunder Lion Cage. When all are recovered
from a watery grave, contact Irving (the game makes this VERY clear ^____^)
who asks all to return to Meria Boule Castle.

Now that all three tablets have been collected, Irving wants them to be taken to the Sielje Region for decryption and analysis. Of course, this is Lilka's hometown and she ain't in the mood to go back. Somewhere near Damzen is a tunnel that takes coal to Sielje, though, as the king mentions. A TeleportGem

gets everyone to Damzen City.

In the Gunners Heaven bar, talk to the blue-haired man to learn that Mt. Chug-Chug's tunnel gets to Sielje. He gives the party the [BOSS SYMBOL] for showing them that the king hasn't forgotten about them. So, off to the old mountain, then.

OPTIONAL: Thunder Lion Cage		[TLC1]
ITEMS		ENEMY:
_ AlbumCoupon	_ Crest	
_ Crest Cap	_ Bloody Cape	_ Thunderdrake 150 EXP, 300g
_ Mecha Boost		

To find this area, head to the western area of the inland sea and disembark at the cliff overlooking the "salt sea". The area is a little west of that shore.

In the first area, use Pooka to get the [ALBUMCOUPON] item, then look near the dungeon's entrance for an Electel symbol. Later, when one gets a certain teammate who has the Electel tool, hitting this opens up a special passage to the [BLOODY CAPE] and [MECHA BOOST] items. Until then, it's a no-go. Pity.

Anyway, from where the coupon was obtained, face south. Take the rightmost of the three passages to a room with a lever. Flip it to make a switch on the floor below rise up a bit. Go back two rooms and take the leftmost of the three south passages, to another lever -- this should raise the floor switch to its highest point. But don't jump down yet. Double back two rooms and take the middle of the southern passages to a watery corridor. The highest of the two passages leads to a [CREST] and duplicator chest -- if you have one, open it for a [CREST CAP].

Now, jump into the pit, trigger the switch, and continue south. It leads to another medium, being Noua Shax, the Guardian of Lightning. Naturally, the party gets the [MEDIUM: Noua Shax]. Leave at this point.

NOTE: Trade the AlbumCoupon at Odd HQ to view monsters' stats anywhere you go

27) Mt. Chug-Chug		[MTC2]
ITEMS		ENEMY:
_ Heal Berry	_ Migrant Hat	
_ Duplicator	_ Cave Torus	150 EXP, 310g
	_ Vacuumon	150 EXP, 310g

REMINDER: For previous Mt. Chug-Chug items, refer to the "MTC1" section! #
#####

Now that the party's collected the Boss Symbol, they can use the Boss Symbol (select it from inventory near door) to use the lobby's southern entrance. In the room with the candles and ramps of different heights, take the eastern

entrance for the [UPGRADE: DeadOrAlive] cartridge for Ashley. It can deliver instant-death attacks, although not 'definitely' as the description says.

Back in the maze-atorium, travel the highroad south to a dead-end room with Lilka's [TOOL: Freeze Rod] inside. It can extinguish flames with [], provided they're blue/purple; and, they can freeze some objects. Once all three of the candles are snuffed out in the prior room, the lowroad's southern exit will open.

There's a switch room, now. Go down the earthen ramp to the crate and situate it below the hole in the wall. On the flat walkway, use the Hurl Knife to drop the crate like a bag o' bricks. Enter through the hole in the wall and get the [HEAL BERRY] near the avenue's abyss.

In the south, jump down to the chest on a lower platform for a [MIGRANT HAT]. Follow the path to see a [DUPLICATOR] chest, which you'll have to get by walking back up the ramp and jumping down a feeble tile's hole.

The adjacent room's got some switches in it. Pull the box sitting on the floor north to a switch, then east to the other, which lets the crate on the retractable platform down. Move the second box onto the free switch and push the other one into the raised path's open slot to continue east to get back on the world map. Now that you've gone through, it's pretty easy to see why no one used it for coal transportation anymore, ain't it? <spits>

In the snowy shadows of the mountains, Fleurty [165 EXP, 330g], White Fear [165 EXP, 330g], and Wendigo [165 EXP, 330g] enemies lurk. On the west coast is a [SOR APPLE] deposit for the taking, also. To find the Sielje entrance, search the icefield's middle part where the colors are more blue than white. The cave shows up without much of a hassle...

```
o-----o
| 28) Sielje Region                                     [SLJ1] |
o-----o
| ITEMS      _      _      |
|      |_| Serenade      |_| Eagle Quill |
|      |_| Eat My Dust   |_| Bridge Key  |
o-----o
```

The town itself is inside a forcefield as everyone finds out. When a kid walks over and accuses Lilka of being a runaway, he [Default: Terry] can be named. He recommends they go to McGregor's classroom to have the tablets analyzed before leaving for there himself.

```
o-----o Check out the market bazaar nearby, where all the
| SIELJE REGION WEAPONS | shops are wrapped up in a neat proximity. Things
o-----o that should be bought if one's coinpurse is big
| Raid Blast.....3100 | enough (item shop is same as always):
| Chain Mail.....3000 |
| Gay Parasol.....2500 | * Sand Poncho x 1
| Silky Robe.....2100 | * Silky Robe x 1
| Crisis Arm.....3500 | * Raid Blast x 1
| Metal Plate.....3200 | * Crisis Arm x 1
| Dream Wand.....2300 |
| Sand Poncho.....2000 | Special favor given to Lilka and/or Tim, whoever
o-----o you're using more than the rest. Get their armor
than normal, but you can go without for a little while, right? Upgrade PSS
```

points here if you've still got Up P Defend/Up M Defend territory to cover.

The magic college is in the north, but you can use the thin walkways on one side to get to some secret chests! One is a [SERENADE] and the other is an [EAGLE QUILL], for Lilka and Tim, respectively. McGregor is located in the western room, off the hallway with the green carpet. After some analyzin', it appears the tablets contain information on Odessa's hideout, which appears to be a massive energy plant.

That night, after a trip to the Museum of Wonders, an alarm goes off -- the tablets! McGregor says they've been stolen and the ID patterns are moving southwest of Sielje! That's near the Gate Bridge, apparently, and McGregor forks over the [BRIDGE KEY] so that it can be entered. Before the party can teleport to the world map, Terry gives them the [EAT MY DUST] bomb (that has an icon curiously reminiscent of Butz from FF5). Save up!

To find the destination, head back towards Mt. Chug-Chug and when you get to the eastern seaboard, take the thin path southwest a ways. No need to search for it, either -- the entire span is already visible! To enter, select the appropriate key from the inventory and press the action button.

```

o-----o
| 29) Gate Bridge                                     [GTB1] |
o-----o
| ENEMY:                                             |
| _                                                 |
| |_| Iron Maiden  175 EXP, 350g |
| |_| Clay Puppet  175 EXP, 350g |
o-----o

```

The burglars are...Liz and Ard! When Brad lowers the bridge after they raise it, a five-minute timer appears for the party to cross. Continue west and out -- there are security bots aloof 'round here. Touching one encounters an Iron Maiden enemy, although this does NOT run up the clock. ^__^

In the second room, fling a knife at the switch by the door. It will stay shut so long as you don't touch certain tiles. If you look at the space in front of the iron door, you can see tiny 1x4 strings of tiles (SMALL ONES) that are a little bolded around the edges. Make sure to avoid these as you proceed.

The next bridge span is the same, except bright-red orbs engage the party in battles with Clay Puppets. The second room with a switch has a pressure pad on the floor that closes the door -- it reaches all the way across. To avoid it, stand near the door and shoot the Hurl Knife diagonally, then leave.

When you get to the room with nothing in it, heal up and continue west.

BOSS: Lead Scientific Researcher (Self-styled) Liz
BOSS: Assistant Ard

Liz ~ HP: 3500 EXP: 1750 GELLA: ---- DROP: -----
Ard ~ HP: 4000 EXP: 1750 GELLA: ---- DROP: -----

ATTACKS:

[LIZ] Attack -----> Med. damage to one ally (~350)
[LIZ] Strange Bomb -----> Magic damage to all (~500-600)
[LIZ] Red Bug Liquid ----> Disease on Ard; Antitank Punch now usable
[ARD] Antitank Punch ----> High damage to one ally (~1000)
[ARD] Dump Truck Tackle -> High damage to one ally (~ 700)

TIM : Lv. 21
BRAD : Lv. 20
ASHLEY: Lv. 21

Antitank Punch get a huge boost in damage now, so focus on taking Ard out of the picture with hi-damage weapon slugs -- Dump Truck Tackle also gets a huge renovation in the ATK aspect. Strange Bomb is more tolerable with First Aid going, however. If you're using Tim in this battle, one might have to be tossing him a Heal Berry each round to keep his HP above 1000. When Liz is the only one left, everything's far easier, since his hit-all bomb attack is sometimes forsaken for a regular attack turn. Keep your HP high toward the end of battle -- you'll see why soon.

Instead of fleeing as per their usual fare, they spout some fun words and rip a page from the annals of the party's past -- it's time for an UPGRADE!

BOSS: Biogenic Dragonoid Trask 2.0

Crystal ~~~ HP: 5000 EXP: 3500 GELLA: 3000 DROP: Full Revive
Trask 2.0 ~ HP: 3500 EXP: 1750 GELLA: 1750 DROP: -----

ATTACKS:

Sonic Howl ---> Med. damage to allies (~400)
Biomissile ---> Hi damage to ally (~1000) + % paralyze [L: Crystal]
Blink Around -> Hi damage to ally (~1000)

TIM : Lv. 21
BRAD : Lv. 21
ASHLEY: Lv. 21

Yes, he's back and with a bit more RAM (^_^). Make sure to equip the Blue Anklet on Tim since Biomissile can now inflict paralysis, and there is definitely what you do NOT want on your main healer. Luckily, the all-ally attack "Sonic Howl" is a piece of crap so one just has to mind the upkeep on the other ends. Take out the Crystal to stop Biomissile, and Trask 2.0 second. Group attacks like Pineapple/AM Cluster go well paired off with Brad's Lock On here. Use Combine + Odoryuk to regain the HP edge; just make sure to have enough left over for First Aid! Steal a Bullet Load if you get the chance.

Again, Liz curses not having his Bulkogidon monster finished -- that would've decimated the party! And they flee! There is a treasure chest inside the mesh fence nearby, but can't be gotten for quite some time. Save and re-enter the world map to get a communication transmission about the tablets location, NW of the current position. Brad says it's back through hell...Greenhell, that is! And it is -- go back through!

Melchom [180 EXP, 500g] enemies appear around these parts and have stealable Lucky Cards -- y'know, things that double gained EXP/GELLA in battle. Try to get a few if you encounter said monster (they have an afro!?). Urchin Bugs also lurk near here...

I'm not going to retell how to get through here since it's just northbound walking and you've already done it. See section "PRL2" for items one may have missed. One noticeable change is the inclusion of two new enemies, the Triffid and Stolas, both [185 EXP, 370g] apiece. When you get to the lift, remember that you have to kick it to get it moving.

Go back to T'Bok Village (in the NW) when you emerge on the other side.

```
o-----o
| 30) T'Bok Village                                     [TBK1] |
o-----o
| ITEMS      _           _           |
|           |_| Crest      |_| Data Tablet |
|           |_| TeleportOrb           |
o-----o
```

The man standing next to the memory-service person is an ARMsmith, thank the stars -- you're probably spent from the boss battles. Enter the barndoor in the west and get the [UPGRADE: Lawnmower] cartridge for Brad. Word around town is that Liz and Ard stole the only boat and headed for the desert on the west continent.

Talk to the dog outside a house and Merrill will come over. Recall the dog's name [Default: Rassyu] if you can and she'll introduce Brad to one of his old Slayheim war buddies, [Default: Billy] Pilder.

```
*****
NOTE: Whether or not you recall the dog's name is irrelevant to everything!
*****
```

After some talk about the war five years past, Brad mentions that the town of Quartly was near where Slayheim used to be (that giant ocean of salt by the Thunder Lion Cage). Search the barrel in the chief's house for a [CREST]. Talk to Rassyu again and he'll fetch a "piece of junk" for Brad -- it's none other than the [TELEPORTORB] and a [DATA TABLET]! The former item lets the party teleport to any town they've been to before.

To get to Quartly, teleport to the Hovercraft and head towards Halmetz. The river nearby can be traversed in a few directions. Go south, then west at the first change, then north to find a conveniently-placed desert! Northwest of where you park, search by the abyss to find the bridge town.

Enemies in the desert include:

- * Antlion - 195 EXP, 390g
- * Sandcrab - 195 EXP, 390g
- * Twin Tail - 195 EXP, 390g

```
o-----o
```


o-----o
| ITEMS _ _ |
| | _ | Weathervane | _ | High Crest |
o-----o

Here's a little back-and-forth sidequest to make Lilka learn better magicks!

- 01) Talk to Karayan in the Sielje magic college's library. He'll tell them about a guy named "Mr. Day" who was sent accidentally to a place where no one could get to him, land OR sea.
- 02) Make Lilka the party leader and use the TeleportOrb. Instead of going to the selected destination, she'll mess up (duh!) and end up at an isolated island in the middle of the ocean. Search to find the outpost. Enter.
- 03) Walk clockwise around the fence and get the [WEATHERVANE] accessory and go inside. It's none other than Mr. Day's house! He says he's secretly been researching Crest Sorcery and has finished the lineage of High Level Magic recently. He gives them the [HIGH CREST] and asks them to deliver it back to Karayan. Day says after you're done, to come back and he'll have some magick for 'em by then.
- 04) Deliver the High Crest back to Karayan, then return to the outpost.
- 05) Mr. Day will now let Lilka learn high-levelled magic. If you don't have enough crests, erase some of the little-used ones. Stuff you should get is:

- * Hi-Revive (revies with full HP)
- * Hi-Heal (heal medium amt. of HP)
- * Field (halves elemental damage)
- * Restore (removes status abnormalities)

- 06) But it ain't over yet! Return to Karayan and talk to him to learn he's spread the knowledge of High Level magic all over the world. Magick shops will now have the option of learning both levels! Speaking with Karayan MUST be done before the shops 'learn' of the finds.

o-----o
| 31) Quartly [QRT1] |
o-----o

Quartly stretches across Big Valley, a huge fissure in the earth, so naturally a route this vital is packed with information and stores. The weapons shop (again, item shop is same as always) carries powerful new items. Give precedence to Tim/Lilka, or the one you're using the most, when buying:

* Dual Shot x 1	* Full Metal x 1	Dual Shot.....4200
* Mirage Hand x 1	* Ferdinand x 1	Full Metal.....4000
* Shield Cape x 1	* Cute Bolero x 1	Elf Parasol.....3900
		Shield Cape.....3500
		Mirage Hand.....4600
		Ferdinand.....4500
		Rune Staff.....3600
		Cute Bolero.....3300

o-----o

Like usual, the mage weapons are skippable, but should get an upgrade every so often so they're not completely lacking should they need to attack on their own. Buy what your wallet will allow.

Walking around town, people give advice on who they think is a "spy in your

midst," which may be the case since Odessa knows the party's every move. A one-eyed female merc approaches as the party heads north, wanting some help exorcising some monsters at nearby Slayheim Castle. She ALMOST leaves without revealing her name [Default: Kanon], but Ashley makes sure no strangers get in his party. After a shifty scene, the location of the castle is revealed: northeastern edge of the salt flats. Remember to reload ammo 'fore you leave.

ALSO, I recommend the physical fighters learn Up M Defend and the mages work towards maxing out the Up P Defend PSS skills. After they're completed, and they CAN be by now, go for Up P/M Attack to make them even more potent. The four-point allocations can take a long time later on, so do 'em now while they help out more and aren't terribly hard to do.

Enemies 'round here include Necrosaurus/Macabre/Remnant [195 EXP, 390g] per. Remember how Brad said there were ghosts? Well, Tim's TurnUndead skill kills 'em instantly!

```
o-----o
| 32) Slayheim Castle                                     [SLH1] |
o-----o
| ITEMS      _      _      | ENEMY:      | | | | | | |
|      |_| Adult Mag      |_| Secret Sign | _      |
|      |_| Elven Boots    |_| Duplicator  | |_| Nachtgeist  200 EXP, 400g |
|      |_| Lone Wolf      |_| Plus Band   | |_| Blood Ruby   200 EXP, 400g |
|-----| |_| HelterSkelter 200 EXP, 400g |
|-----o-----o
```

Kanon isn't here when ARMS arrives...hmm...

The middle door is locked here, but is flanked by two traversable passages. Take the left of the northern ones, and after entering, continue north into a library. See that pink book above the shelf? Kick it down with Brad to get the [ADULT MAG] (descrip: "Don't look, kids!" XD) and insert it into the other shelf where a magazine's missing. This has to be done manually, as per usual. Get the [SECRET SIGN] accessory behind the case when it moves out of the way. Double-back to the previous passage, and take the west fork.

Follow it to a room with a weird hammer-shaped swing. Stand north of it and kick it, which will wallop the party leader across the divide. Obtain the [ELVEN BOOTS] accessory chest nearby and go back to the three-door room. Now, take the right side, which is a mirror image of the west wing pretty much.

Continue north to the deserted meeting room, and straighten the picture on the wall to open a west door. Take the [DUPLICATOR] chest and go back two rooms, taking the east fork. In the ensuing room, blow up the rubble in the tiny floor groove and keep goin' north. Use the door switch to enter the next room with the save point, and take the large doors to a [LONE WOLF] chest. For some reason, this opens up the middle door back in the castle's lobby -- return there.

You'll notice a blue-colored switch up on the wall. To trigger it, kick the stairtop column on the same side, which has a domino effect. Take the [PLUS BAND] for Brad and leave again. Heal up before you go, however, as Kanon has some of her own demons to "exorcise."

BOSS: Kanon ~ HP: 5500 EXP: 3700 GELLA: ---- DROP: -----

ATTACKS:

Attack ----> Weak damage to ally (~ 400)
Pike Kick -> High damage to ally (~ 900)
Left Edge -> High damage to ally (~1000)
Drive Cut -> HIGH damage to ally (~1700)

TIM : Lv. 22
LILKA : Lv. 22
ASHLEY: Lv. 22

Lilka's useful here for three reasons -- her HP which is higher than Tim's and her use of Hi-Heal and Hi-Revive, which you SHOULD have if you've been following the FAQ closely. Give her a Mini Carrot so she can use it right off the bat, and have Ashley/Brad plug some ARMunition into Kanon's face. Left Edge is powerful, but Drive Cut blows it out of the water -- this is where Hi-Revive helps out immensely so even if Ashley gets smoked by the skill, Lilka should be able to survive with a maxed-out Up P Defend skill. Not too sure on her AI, but as long as Ashley is alive, most of her fury's pointed his way. Although high HP is always helpful, this is one of the first battles where it can really pull a person out of a big disadvantage.

Kanon leaves and says that Vinsfield's "hero" was left-handed. What does that mean? Progress to find out, I s'pose. Teleport to Quartly.

After some scenes in town, Irving says that the chateau's detected an odd jamming signal from the desert. Combing the desert environment is the only way to find it, though, what with the weak waveform. To find the destination, head north of the beach where the sandcraft's parked usually and the Alchemic Plant shows up.

```
o-----o
| 33) Alchemic Plant                                     [LCM1] |
o-----o
| ITEMS      _ | ENEMY: |
|      | _ | Recorder |      |
o-----o | _ | Shanzen   200 EXP, 400g |
|      | _ | Blackou   200 EXP, 400g |
|      | _ |           |
o-----o
```

There are numerous bots here, as you experience first-hand when entering, so it's not incredibly different from the Gate Bridge. Luckily, the Shanzen foes drop Big Berries, so it's not a complete waste of time. They can be avoided for the most part, if you wait for an opening. =)

Enter the hallway nearby and head downstairs to find two more doors. Take the one near the dead-end to get into the maze portion in the first room. When you get to the elevated crossroads, descend on the northern side. At the next junction, jump east and follow the passage to the exit.

After a straightforward "monster box" room, ARMS will be on the balcony opposite the one they came in (first room, natch). Two rooms later, the party becomes Lilka/Ashley/Tim -- Brad stays behind to display his prowess with a machine and confuse the enemy. Everyone will meet up at the darkest depths...

Jump off the next catwalk onto a route guarded by a robot. For the moment, however, go the way opposite the 'bot. This leads to a room with a radio operator in it ('A'), but the party leader can't get inside. Instead, use your 'Call' function to listen into the message -- the robot has a radiator that's a piece of crap! Return and inflict a sharp temperature change on its

front -- Fire Rod -> Freeze Rod! Exit north.

There's another radio man here, who says he left his code book in a locker somewhere. Take the room next to the booth and search the lockers there for an 'important memo':

```

      Z S U G H I O Q B L F T U      _ \
      A J K P R S N O A C E G Q      <- CODE REEL
      M V W X I K M W Y D E Y C      _ /
```

This doesn't mean anything now, but is important later. Double-back a room and go up the stairtop door. There's a third radio operator beyond with a call being transmitted. Apparently, "ONM" is the current password and a commander says "change it according to the codebook." Two rooms back, there is a door with a red light on it and a password-style lock. The transition of the passwords goes from right to left (as the convo showed earlier), so enter "ISK" to enter the door -- case-sensitive!

Save at the four-fork junction and go east. Listen to the operator's convo in the first room ('F') then the convo in the second room. Listen once more in the first and the man in the second will have vacated the room. Search the lockers therein to get a [RECORDER]. Backtrack to the save point. =p

Inspect the northern locked door to learn that it's voice-print verification. You won't be able to get in, suffice to say. Exit west two screens to a radio booth where an operator is speaking with Antenora. The party leader'll remark that they can record her voice for other uses -- stand next to the door and use the Recorder device. The locked door can now be opened by selecting the Recorder in front of it. Heal up and continue north.

BOSS: Special Cocytus Squad Member Antenora

Antenora ~ HP: 7000 EXP: 3700 GELLA: ---- DROP: -----

ATTACKS:

Shockwave -----> Med. physical damage to allies (~550)
Counterattack -> Weak physical damage to ally (~ 50)
Ephemeron -----> High physical damage to ally (~1000) + % of silence,
downhearted, poison,
sleep

TIM : Lv. 23
LILKA : Lv. 23
ASHLEY: Lv. 23

With Hi-Heal, Live Horn (Odoryuk summon), and First Aid, this shouldn't be TOO hard, especially with a maxed-out Up HP skill on everyone. Antenora will be faster than everything except First Aid, so make sure that Tim's got some kind of protection accessory against Downhearted (Heart Leaf) and defend against the rest as is possible. Keep Restore and Hi-Heal on-hand -- you'll just have to anticipate which ally to target. If you can get Ashley into Access state this battle becomes a bit easier to stomach.

Watch the awesome scenes afterwards and the party returns to Valeria Chateau.

NOTE: Have Ashley learn Up P Defend at this point, even if it's just once!

Guild Galad's son needs to be guarded for the next mission, and taken back to his mother country. The long-distance subway is being used for this mission, and is at the foot of the mountains north of Quartly. Teleport to the bridge town and exit into the sand flats. In the northwest corner is a mountain and, at the foot, is Urartu Station. Talk to the son (Noel) and watch what ensues on the train...

```

o-----o
| 34) Emulator Zone                                     [MLZ1] |
o-----o
| ENEMY:                                               |
| _                                                    |
| |_| Odessa Man 2  225 EXP, 450g |
o-----o

```

It appears that the tunnel doesn't want to end, thanks in part to one of Odessa's Cocytus members...but which? The conductor can save your game, but no free healing.

NOTE: Only save if Lilka/Tim have maxed-out Up P Defend PSS skills, or if you want a challenge. The last boss can cream both of them, which is reason to have maxed-out Up HP PSS skills as well! If you save, you're stuck here without any shops, so THINK WISELY FOR CRAPSAKES.

Leave the train and head down the crystal-block walkway to Puzzle #1. Pull the cube from doorway and onto the pink/red pressure pad -- this changes the doorway's color, now; enter.

```

_____ |X|   |X|_ The "X" marks stand for dead ends that return one to
|X      |   |   | #2| the second room, which is the beginning of the maze
_ | _ | _ | _ |   | for the most part. Follow the path to the room marked
_ | | _ | | _ | |   | "#2". Here, as soon as you enter, go back the way you
| #1  ||X   |   X| came to encounter a new room. Use Pooka to get the
|_   _| _____ | _ | chest off the platform which contains Tim's newest
| |           _ | | [TOOL: Air Ballet], which can hit move objects from a
| |   N   | RED | distance -- use with the square button. Push the cube
| | W + E | CUBE| nearby onto the purple pressure panel, changing the
| _ |   S   _____ doorway's color to a different hue. Heal up and exit
TRAIN                                     back where you came to find the only Cocytus member
you haven't severely clobbered...

```

BOSS: Special Cocytus Squad Member Caina

Caina ~ HP: 7000 EXP: 3700 GELLA: ---- DROP:

ATTACKS:

- Attack -----> WEAK damage to ally (~400)
- 4D Hypo Blast --> High damage to ally (~900)
- Counterattack --> WEAK damage to ally (~400)

Gate of Isolde -> Med. damage to allies (~400) + % of poison, ability
block, sleep, downhearted

TIM : Lv. 23
LILKA : Lv. 23
ASHLEY: Lv. 23

Gate of Isolde is the only attack one has to watch out for, truly, since its status effects can really delay one's curing plan. Lilka's Restore ability helps out, but 4D Hypo Blast can weaken the lot some, so use a few Heal Berries to manage upkeep. Unlike previous Cocytus enemies, her best ability only damages one person, so it's pretty easy if luck is on your side. Which, frequently, it will be, as Gate of Isolde rarely hits more than one or two people with status effects. Conserve as much ammo as you can by relying on Access form. Oh, and don't forget Rise&Shine magick can prevent sleep once its cast on someone, whether or not they have it -- use this to anticipate the "Gate"! Ability Block accessories also help, but that goes without saying.

She teleports out once she's been beaten, but not before mentioning (in her thoughts) that the emulator keeps the zone running.

NOTE: If you want to go back and save, this is possible. Enter the northern door in the "#2" room to reappear back at the start of the puzzle. Go south to reach the "#1" puzzle that leads back to the rain. Navigating the area is the same as before, afterwards.

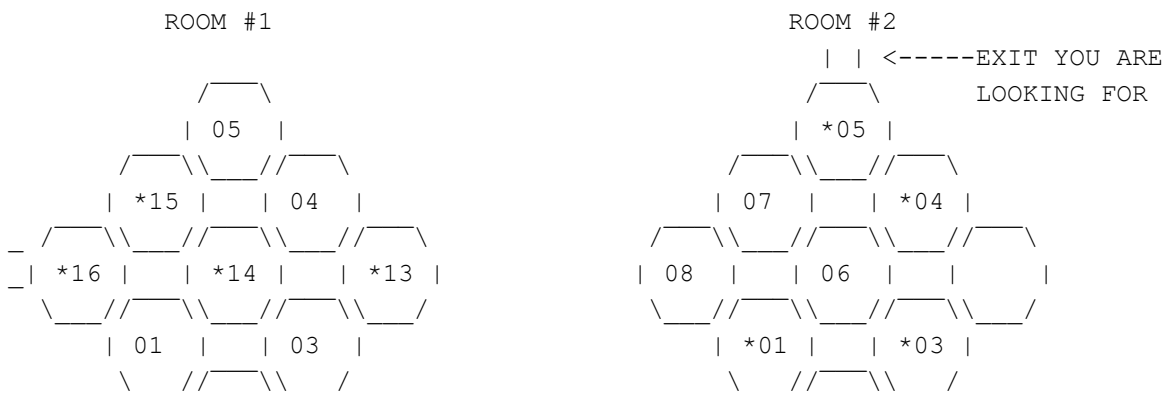
In the "#2" room on the map, head east into a room with teleporter pads. Here there is a bunch of confusing teleport blocks; luckily, the solution involved is pretty simple. From where you begin, take the first warp device to a section by a doorway and a stairway/warp-pad combo. You'll notice there is a platform connected to that stairtop, that leads to another door. Jump down and go through there. That's it.

You should be in a room full of octagons and more warp pads. It's shaped something like this, although the configured map can be found here:

http://db.gamefaqs.com/console/psx/file/wild_arms_2_emulator.png

[LEGEND]

01, 02... ----> Teleporter
*01,*02... ----> Teleporter destination



when in doubt, anticipate healing on Ashley. If you find that you're far too weak to contend with her, well, I hope you didn't save...

After battle, Kanon calls a Truce with Ashley because the quasi-space they are all in is ready to collapse. The only method, she explains, is to ram the train through the self-repairing dimension at maximum speed! A five-minute timer is the only amount of time you'll have (battles don't run the clock)! Back in the octagon teleportation room, take this method to get back to the first room (you SHOULD be in Room #3):

11 -> 16

...Okay, that's really short. Back in the regular rooms, take the first warp pad to a door platform. Ignore the door and jump off, taking the other door in the west. This leads back to the regular map ("#2" on it). Head north into a "wrong way" ("X" on map) to be set back at the map's start. Go south past the first puzzle location and you'll arrive back at the train. This can all be done within the confines of a minute, so you've plenty of time.

The train barrels out, but isn't fast enough to break through the Dimensional Seam on its own. Noel calls for the rear cargo cars to be detached, and that allows the velocity to escape the Emulator Zone. In the destination station (^_^), Noel says Guild Galad is northeast of there. Before you go, head to the east part of the station and use Pooka to get the [LUCKY COMB] chest for Tim. Save on your way out, if you choose.

To find the industrious industrial city, head northeast and look for the tiny outstretch of land, in which the surrounding flatlands curve around it. That is where the town springs up...

```
o-----o
| 35) Guild Galad                                     [GLD1] |
o-----o
| ITEMS      _           _           |
|           |_| Crest Cap   |_| Crest   |
|           |_| Crest     |_| Crest     |
|           |_| Crest     |_| Crest     |
o-----o
```

Although the master's son was returned safe and sound, he's still fuming from the train-car detachment. It turns out he was trying to acquire a superweapon banned under the Treaty of Iscariot...and THAT is what Odessa was after, not his son! However, they're only using it as a deterrent, for appeasement, that type of deal -- no one wants to rule an uninhabitable wasteland.

Guild Galad Master updates the hovercraft with an aport feature, similar to the teleport orb. When you can walk around again, head south to a wall 'tween some stairs. There is a switch there, so press it -- it opens a yellow door elsewhere. To find it, locate the entrance of the guild and head onto the second floor from there (north). There will be a door with a yellow fringe, instead of the green button you usually see, and it should be open. Inside is a [CREST CAP]!

If you start circling the guild's hallways on the ground floor, you'll arrive at a red-diamond door in the north. Use a Duplicator to gain entrance, and steal the four [CREST]s. It's the motherlode, alright.


```

o-----o
| GUILD GALAD WEAPONS SHOP | The weapons/item store or, rather, all of the
o-----o shops are located in or connected to the first
| SniperShark.....5500 | area in the guild. Weapons are sold on the
| Bounty Gard.....5300 | ground floor, and if you can afford some, get:
| Geranium.....4800 |
| Maygas Robe.....4200 | * SniperShark x 1
| Magic Wand.....4500 | * Maygas Robe x 1
| Sun Poncho.....4300 | * Sun Poncho x 1
o-----o * Bounty Gard x 1

```

Make sure to use those four crests up at the magicker's shop, and I suggest emptying any Crest Caps you have and making use for better Lv. 2 spells, like the eternally-useful Hi-Revive.

Also, you'll notice the girl outside the inn says "something good" will occur if you stay there. Well, nothing does at first, but if you stay there four or five times, talk to her again and she'll thank ARMS for being good customers by telling them the location of some ruins -- on an island in the southwest.

Outside, the hovercraft will be on a beach nearby and ARMS can now cruise the open seas. What this also means is that when you teleport somewhere, the boat will be on the nearest beach! If you call Valeria Chateau, Amy lets the party in on a tip: if Odessa is after a mine, they'll probably go for Damzen or Holst.

Teleport to Holst and talk to the man standing in front of the mine entrance. He speaks of Odessa as "amateurs," after the mine in the northeast instead of the town's central deposit. Using the sandcraft, steer north 'round the isle and land at the beach. Search the green area to find "Dark Reason," a medium depository, and east of there you can find the mine shaft against the wavy coast...

```

o-----o
| OPTIONAL: Abandoned Icebox [ABX1] |
o-----o
| ITEMS _ _ | ENEMY: | | | |
| | STR Apple | SOR Apple | _ |
| | Lucky Card | Lucky Card | | Mystical Pot 230 EXP, 460g |
'-----| | Kerberos 425 EXP, 850g |
o-----o

```

To find this place, teleport to Halmetz and the hovercraft will be on the beach by the tiny lake nearby. Take it to the tiny strip of beach nearby and search the dark-colored land to find the 'box.

Head north two rooms and take the western wrap-around passage to double-back. There are two chests here, so use Pooka to get the [STR APPLE]/[SOR APPLE]s within. Further down the way (it's pretty straightforward), there is another treasure room, accessed in the same way as before. Pooka will claim both the [LUCKY CARD]s for your inventory.

Anyway, the adjacent room has six floor tiles, all of different colors. The

order you push them in is alluded by the plaques you've passed throughout, but to make things short and simple, go:

Blue -> Green -> Yellow -> Red -> Black -> White

The door to the [MEDIUM: Aru Sulato] then opens up. That's all there is to do here.

```
o-----o
| OPTIONAL: Shining Garden                                     [SHG1] |
o-----o
| ENEMY:                                                     |
| _                                                         |
| |_| Brandt          230 EXP, 460g |
| |_| Sadas           230 EXP, 460g |
o-----o
```

To learn of this place, stay at the Guild Galad in four/five times and talk to the girl standing outside -- she'll mention this place. After, warp to Valeria Chateau to make the hovercraft appear on the beach by the cathedral. From there, take it to the northern rim of the sea and park on the beach between the two reefs. Search to find.

There are teleport orbs in here. Take the yellow one to a locked door, a plaque, and three doors side-by-side. If you get the sunrise/sunset reference you'll know you have to:

- 01) Enter through rightmost of western doors
- 02) In new room, enter through leftmost of western doors
- 03) In new room, exit through door you just entered through

You'll now be in a room with a dead-end staircase. The next room has an input device for a password. If you didn't get the plaque's hint nearby, it alludes to looking for the truth. Climb the staircase and face the eastern wall -- the tiles are configured to spell "RAY". Input it as the password (exactly as shown) and you'll be permitted to enter further. Take [MEDIUM: Stare Roe] and leave.

```
o-----o
| OPTIONAL: Dark Reason                                       [DRK1] |
o-----o
```

Teleport to Holst and pick up the 'craft at the beach. Disembark on the north side of the isle and use the search function around the greened area. Inside, this place is all dark. Head into the first door in the north.

There's a walkway here but you don't have full view of it all. When you step on a red tile, the pathways to the north and south fall in on 'emselves. To be sure, this is only hard in theory -- the paths aren't complicated at all. The more tiles that fall, however, the thinner the vision becomes...

To reach the destination:

- 01) Take the SW path of the 3
- 02) Take the SW path again of the 3
- 03) Take the SSE path of the five

04) Continue south across all the tiles and enter the only door.

Get the [MEDIUM: Leitea Salk] and backtrack out (have fun...).

36) Closed Mine Shaft		[CMS1]
ITEMS	ENEMY:	
Blue Ribbon	Crest	
Captor		250 EXP, 500g

In the second room, bats will start swooping -- damage "traps" of sorts -- so avoid those or the party leader is -100 HP per! Use the detonator to blow a hole in the rock north of there, and follow the straightforward passages to another detonator, leading south. Eventually you'll come to a room with a powder fuse and water spouts on 'em.

Obviously, you'll need to stop the drips or it'll put out the fuse. There are valves that turn the water off for about 6-7 seconds before it starts right back up, so you have some leeway as you move from place to place -- running is rather imperative, though. When the four spouts are bypassed, the boulder in the north blows and ARMS can continue.

Past the room with the minor "bat problem" is a save point -- use it! Beyond is a room with three chests. Get the [UPGRADE: ShockSlide] for Ashley in the middle, and use Pooka on the rest to get a [CREST] and [BLUE RIBBON]. You'll see why that method's used as soon as the rigged statues topple; this also opens the way north on one side. Cure up if you've been hit by bats!

Two rooms past, a familiar face once again demands a confrontation.

BOSS: Kanon

Kanon ~ HP: 9000 EXP: 4200 GELLA: ---- DROP: -----

ATTACKS:

- Attack -----> Med. damage to ally (~ 33 - 500)
- Left Edge -----> Med. damage to ally (~ 600-1300)
- Pike Kick -----> High damage to ally (~1000+)
- Drive Cut -----> High damage to ally (~1500+)

TIM : Lv. 24
LILKA : Lv. 24
ASHLEY: Lv. 24

This battle is a replica of the previous one, just with improved HP and each dealing a couple hundred more damage per (NOTE: min. values above represent maxed-out Up P Defend characters; max is Ashley's take). One can still get through this battle with Hi-Heal + Ashley's ARM + First Aid. Once in awhile, Tim will be in critical health, but Accelerator + curative item helps a lot. As before, anticipate healing with Lilka as that's basically her assigned role (MageWeapon doesn't affect ammo dmg) here. Tim seems to be targeted a lot here, which is one reason to keep him alive -- if he dies, the First Aid strategy gets kinked. If you've got a Blue Anklet equipped, take it off -- you'll see why soon.

After battle, Ashley extends an olive branch and asks Kanon to join the team, and to cut him down when his "Other Me" gets out of control. Judecca appears thereafter and sets off an explosion, causing a cave-in. Kanon conks out and ARMS carries her back to Holst.

```
o-----o
| 37) Holst [HST2] |
o-----o
| ITEMS |
| For previous items, see section HST1 |
o-----o
```

Marivel greets the party at Holst's entrance, saying that no one can heal Kanon but her. "Her illness is very interesting, uh...I mean severe!" she says. =p

Later, an explosion rocks the town and Judecca claims that ARMS is his accomplices. Unfortunately, Kanon ain't having that and initiates a solo battle with the dork who needs a pince-nez...

BOSS: Special Cocytus Squad Member Judecca

Judecca ~ HP: 5000 EXP: 4200 GELLA: ---- DROP: -----

ATTACKS:

Attack -----> Weak damage to ally (~200)
Miriam -----> Med. damage to ally (~800)
Douglas -----> Weak damage to ally (~250) + % paralysis
Sidewinder -> Weak damage to ally (~250)

Kanon: Lv. 24

This battle's rather easy, but Kanon cannot use a medium. Still, you should equip one regardless -- Leitea Salk's Counterattack is decent -- and also a Blue Anklet so that "Douglas" can't inflict paralysis. Build up Kanon's FP so that she can use her Gatling Lv. 1 + any technique you want, it doesn't matter. It's incredibly easy to build up FP, obviously, and each time you use one of her skills (Left Edge/Drive Cut/Pike Kick) you may "unlock" one of her hidden techniques for permanent use. Miriam's the only damaging attack here, so use Big Berries to heal if you have to.

Judecca retreats when Kanon can't finish him off, Ashley officially "hires" Kanon into their team, and the party returns to Valeria Chateau. After some talk, Irving divulges that the Alchemic Plant's supply pipeline leads to another place in the desert south of Quartly. Irving even calls Kanon by her real name...man, he knows everything. >=p

A tutorial on Kanon's "Bionic Arm" abilities ensues. Her original powers are special commands that use her concealed weapons in energy bursts, and on some occasions, her bionic governor will release and let her learn new skills. In addition, her eye has a sonar function for finding items and map symbols. The world map'll now have yellow dots that signify items, while the green ones'll mean there's a destination there.

 NOTE: Kanon does not have any PSS skills set in! Have her max out Up HP, Up P
 Defend, and Up M Defend in that order! Upgrade equipment in Guild Galad
 if you can afford it, and also reload Ashley's ammo. Duh, right? >=p

Teleport to Quartly and head south. Now that Kanon is a full-fledged member,
 her Sonic Eye will show the destination as a green dot on the map. Just go
 south and save some time searchin'.

```

o-----o
| 38) Coffin of 100 Eyes                                     [CFN1] |
o-----o
| ITEMS      _      _      | ENEMY:      | | | | | | |
|   |__| D Bison      |__| Trench Coat |   _      |
|   |__| Duplicator   |__| Big Berry   | |__| Mushussu   300 EXP, 600g |
|   |__| Big Berry    |__| Crest Wand  | |__| Gremlin    300 EXP, 600g |
o-----o-----| |__| Buckbaird   300 EXP, 600g |
o-----o
  
```

The stillness is penetrating!

Descend on the northern lift and follow the two-way corridors to a N/S fork;
 go south and exit. The chest you passed a short moment ago contains Kanon's
 first [TOOL: Wire Hook]. Press [] to shoot hooks ahead of her, and use them
 to hook onto posts, at which time she'll be pulled across. In fact, pull
 the party across in this very room. There are two western exits; take the
 northern for a [TRENCH COAT] chest (jump in a pit to avoid backtracking) and
 then take the southern of the two.

Use the hookshot, err...I mean Wire Hook to move west and take the [D BISON]
 weapon for Ashley from the nearby chest. Following, inspect the next room's
 blue control panel to hear something about "Diablo Pillars" and the "Heimdal
 Gazzo." The door opens nearby, so follow it to a fenced-in switch (trigger
 with Hurl Knife) and keep going east.

Here, use the Wire Hook to get to a Pooka-only chest: [DUPLICATOR]. Save in
 the northern room and continue two rooms down to one with some switches.
 Hit 'em both (you can fire over the li'l raised part) and exit.

There is a west/north fork here. Before you leave, you CAN use the Wire Hook
 to hit the post on the small balcony, pulling to a [DUMBRELLA] (lol) weapon
 for Lilka. Exit to the north via the door nearby. Post-hop to the two chests
 -- two [BIG BERRY]s -- and get 'em with Pooka. Keep heading west to an exit,
 leading into a similar "corner" room with two exits. Get the [CREST WAND] in
 the same fashion as the Dumbrella and exit north.

Inspect the blue console to learn the Diablo Pillars are designed to function
 depedantly, to restnoate and amplify the "output." As long as all four are
 standing, the generator can still function. What is this generator? Hmm...
 Go in the newly-opened door.

Hit the switch, pull across, etc. to reach east. Heal up before entering the
 nearby door because our favorite incredible, zesty lizard shows up with his
 assistant. "I can't even get mad, I feel so sick" Kanon says. XD!

BOSS: Lead Scientific Researcher (Self-styled) Liz
 BOSS: Assistant Ard

Liz ~ HP: 4500 EXP: 2250 GELLA: 2250 DROP: Tiny Flower
Ard ~ HP: 5000 EXP: 2250 GELLA: 2250 DROP: Tiny Flower

ATTACKS:

[LIZ] Attack -----> Med. physical damage to ally (~ 500)
[ARD] Attack -----> Med. physical damage to ally (~ 500)
[ARD] Alter Ego Punch ----> High physical damage to ally (~1350)
[ARD] Dump Truck Tackle --> Med. physical damage to ally (~ 800)
[LIZ] Mixed Bug Liquids --> Disease/poison @ Ard; Alter Ego Punch usable
[LIZ] Chef's Whimsy Bomb -> High physical damage to all (~1000)

TIM : Lv. 25
LILKA : Lv. 25
KANON : Lv. 24
ASHLEY: Lv. 25

Both of these lizards are potent enemies, but Liz' hit-all Whimsy Bomb is a killer -- gun for his removal ASAP. Ard is easier to handle once Liz is gone, but until then, it's rather tough going. I suggest having both Lilka and Tim here for the healing effect, plus Hi-Heal/Revive/Mystic. Two more reasons you'll want to kill Liz first: Ard is slow so you Lilka's slow Hi-Heal/Hi-Revive spells will always get in first, and because a boss fight immediately precedes this one and the party upkeep is easy to do, in this case.

One thing I've noticed is that the attacks are really luck of the draw -- I've fought this battle and died countless times because of Whimsy Bomb + Alter Ego Punch, but have sometimes incurred the bomb once and got their regular attacks two or three times in a row.

After the "cruel things" you do to the lizard duo, they've no choice but to bring out the mean machine!

BOSS: Robotic Monster Assassin Arms Killer

Left Claw ~~~ HP: 5000 EXP: 2500 GELLA: 2500 DROP: Bullet Load
Right Claw ~~ HP: 5000 EXP: 2500 GELLA: 2500 DROP: Bullet Load
Arms Killer ~ HP: 8000 EXP: 5000 GELLA: 5000 DROP: -----

ATTACKS:

Biolaser ~~~~~ High physical damage to ally (~1000)
Rayxander ~~~~~ Med. magickal damage to allies (~ 800)
Black Heart ~~~~ High magickal damage to ally (~1500)
Fire Crystal ~~~ Med. mgc-fire damage to allies (~ 900)
Capillary Ray ~~ Inflicts poison onto an ally [L: Both Clws]
Coldray Gimlet ~ High mgc-ice damage to allies (~ 900)
Repulser Blast ~ High physical damage to ally (~1500)

TIM : Lv. 25
LILKA : Lv. 25
KANON : Lv. 24
ASHLEY: Lv. 25

Two healers works well here, too. Lilka will probably get her turn after the monster, though, so you'll want to cast Quick immediately so you can use Hi-Heal on the target that got damaged the previous turn. The baddie also uses a few elemental attacks, so cast Field on allies to halve the damage incurred (mostly because they're hit-all, too). Be careful when the claws are dead, because that allows it to use Rayxander and Black Heart. Definitely a battle to use a Lucky Card in.

Liz and Ard flee instead of saying why they're allied with Vinsfield, leaving the party to inspect the gigantor blue computer nearby. It says the Diablo Pillars support the Heimdal Gazzo and there is no way to counter its destructive force until all four are destroyed -- it's the Gazzo's "lifeline" in a word. ARMS decides to return to the chateau, but something's up. Contact Irving via the 'Call' option to learn there's a huge heat source above the plant -- wizardry stealth function, Amy says.

Watch who turns up from the grave -- with a RAIL GUN -- to stop the Heimdal from destroying ARMS at the Coffin. A flashback occurs, back to that day when Brad went to destroy the Alchemic Plant with the 'Gias' bomb in his neck. A fight ensues.

BOSS: FakeBrad

FakeBrad ~ HP: 3000 EXP: 5000 GELLA: ---- DROP: Uppercut

ATTACKS:

Attack -----> Weak physical damage to one ally (~ 300)
Bazooka -----> Med. physical damage to one ally (~ 900)
Lawnmower --> Med. physical damage to one ally (~ 800)
Pineapple --> Med. physical damage to one ally (~ 800)
AM Cluster -> Med. physical damage to one ally (~ 800)

BRAD: Lv. 23

Use your most powerful ARMs attacks and use the "ARM x 2" ability should you not have decimated your counterpart already. Brad's faster than the fake one, so use a Big Berry if you have to heal. Worst case scenario, you have to use a Scapegoat accessory (revives upon KO) to pull it off. Of course, there's no way you should be able to paint yourself into a corner here -- two or three ARM attacks takes this fool out.

Afterwards, Brad throws the dead doppleganger into the generator and uses the simulated Gias to blow the plant while he blows the joint. Watch Brad's good aiming as he knocks the Heimdal off its bearings and makes 'em retreat. Mr. Evans now rejoins the party at this point, with the [ABILITY: ARM x 2] now available.

Irving wants ARMS to destroy the Diablo Pillars, now.

REMINDER: Reload ammunition + fill in PSS skills + buy equips in Guild Galad!

I'll go in order of difficulty, starting with the easiest, which is probably Diablo Pillar Antenora. Remember how the green dots on the world map signify destinations? Teleport to Sylvaland Castle and take the hovercraft upriver a bit, towards the green dot. Disembark at the virgin forest beneath the Baskar plateau and you'll find...

```

-----o
| 39) Diablo Pillar Antenora                                     [DPL1] |
-----o
| ENEMY:                |
| _                      |
| |_| Necromancer  375 EXP, 700g |
| |_| Harvestman   375 EXP, 700g |
| |_| Balphon      375 EXP, 700g |
-----o

```

This is incredibly straightforward but annoying for the most part. Use the teleport crystal in the first two rooms to get to a maze-like third. There is a Millenium Puzzlesque walkway here, and when you step on certain blocks, they rise up. To solve:

```

                EXIT
                /\
                ||
[15]--[16]--[11]--[10]
  ||   ||   ||   ||
[14]--[13]--[12]--[09]
  ||   ||   ||   ||
[03]--[04]--[05]--[08]
  ||   ||   ||   ||
[02]--[01]--[06]--[07]
                /\
                ||
                S T A R T

```

That's just one of the solutions, of course -- you can do a mirror image as well. So long as you end up at the "16" or "11" block, you can take the exit, which appears when all pillars are raised. Follow another spiral corridor to a room with nine panels like:

```

[08] [02] [03]   Antenora tests your memory with a nine-panel
  ||===||===||   input you have to do. Since this is random and
[04] [05] [06]   there's no way this walkthrough can list all the
  ||===||===||   permutations (nor would that be useful anyway),
[07] [01] [09]   I suggest taking a piece of paper and marking
                  the route with a series of lines. Make dots at
                  the strokes' end to represent stopping points

```

and hope for the best. It can be hard either way, but having some sort of record is better than the alternative -- hope you penmanship is up to snuff. When the input's correct, a bridge forms to the west.

```

*****
NOTE: The first solution is always 03, 05, 07, 01, 08, 09, 06, 04, 02!
*****

```

After the next passage, heal up and approach the pink, gassy puffball to fight Antenora's...uh, pet.

BOSS: Humanoid Mirage Prisnum

Chest ~~~ HP: 10000 EXP: 2500 GELLA: 2500 DROP: Azure Vest
Prisnum ~ HP: 10000 EXP: 5000 GELLA: 5000 DROP: -----

ATTACKS:

Tidal Wave -----> High magickal damage to allies (~1400) [L: Chest]
Coldray Gimlet -> Med. physical damage to allies (~ 600)
Kirlian Buster -> Med. physical damage to allies (~ 650) [L: Chest]

TIM : Lv. 26
BRAD : Lv. 26
KANON : Lv. 26
LILKA : Lv. 26
ASHLEY: Lv. 26

Prisnum is a slow fool, so there's no real reason that anyone should be dying when Hi-Heal/First Aid is involved. Should you somehow be slower, use Quick the first turn and set things right. Mystic also helps, for when Tidal Wave shows up. A party of Lilka/Tim/Brad works well here, so you can use Brad's "ARM x 2" ability. Using Tim only is NOT a good idea, since the monster has only hit-all attacks and he'll quickly fall behind on the healing end. Kill the Chest portion to start making it use Coldray Gimlet, which lets you play catchup on the party upkeep end, at least in comparison to Tidal Wave. You can try Field here to halve some elemental damage, but there's no reason once the Chest is dead. Matter of fact, you can switch out one of your healers for another attacker. Don't waste all your ammo, though...

Save two rooms from the battlesite if you want (YOU WILL NOT BE ABLE TO LEAVE IF YOU DO THIS) and continue on two rooms from there. Antenora notifies you that you have to hit right switches on the pillar and none of the wrong ones. This is random, so you'll have to do trial and error to figure it out (sorry, not even the starting configuration is the same!). A bridge forms when you've singled out the "red" tile and you can leave.

Take the last crystal to the top floor, heal up en route, and find one lucky lady waiting for a lashin'.

BOSS: Special Cocytus Squad Member Antenora

Antenora ~ HP: 16000 EXP: 7000 GELLA: 7000 DROP: War Respite

ATTACKS:

Attack -----> Weak damage to ally (~ 50)
Shockwave -> Med. damage to allies (~800-900)
Ephemeron -> High physical damage to ally (~1500) + % of silence,
downhearted, poison, sleep

TIM : Lv. 27
BRAD : Lv. 26
KANON : Lv. 26
LILKA : Lv. 27

ASHLEY: Lv. 27

Using two healers again is the best strategy, with Ashley as the good third man (for Access). Put the Heart Leaf on your main healer so that s/he doesn't get hit with Ephemeron's downhearted status (Hi-Heal is more useful in this case) and at least use Rise&Shine on Tim. Either way, Antenora should act last, so as long as Ephemeron doesn't mess up someone's face, this battle is very tolerable. As said, shoot to get Access out as early as possible. Make sure to equip Lilka with that Azure Vest, too, if you won it last battle.

The generator crumbles, and Antenora tells her story of her motives working for Vinsfield. When Antenora leaves, use the crystal to get out.

REMINDER: Reload ammunition + fill in PSS skills + buy equips in Guild Galad!

```

o-----o
| 40) Diablo Pillar Caina                                     [DPL2] |
o-----o
| ENEMY:                                                    |
| _                                                         |
| |_| Rock Buster    90 EXP, 270g |
| |_| Furfur         375 EXP, 750g |
| |_| Mimic          375 EXP, 750g |
| |_| Tiny Gem       375 EXP, 750g |
| |_| Okypete        375 EXP, 750g |
| |_| Sibylla        375 EXP, 750g |
o-----o

```

To find the second pillar, fly Valeria Chateau towards Guild Galad and steer to the southwest. There is a landing pad visible on a small cheatau, and the green dot's the destination.

You'll notice the teleport crystal and long winding stair "theme" is back for another go-'round. Two of these rooms later, ARMS ends up at a platform where some objects are moving back and forth -- there's a crystal beyond. Hit the far-off object three times with Hurl Knife to make the bridge appear. It's another two stairwells to the second chromatic walkway.

The bridge falls apart at the center, so someone with a projectile tool will have to shoot out the switch cubes that circle around. Hit any switch thrice to make the walkway re-connect; head west and up the next spiral ramp. Heal after the crystal, 'cause...

=====

BOSS: Shapeless Slime Monster Drawdo

Drawdo	~~~~	HP: 10000	EXP: 5000	GELLA: 5000	DROP: Blue Wind
Left Head	~~	HP: 5000	EXP: 2500	GELLA: 2500	DROP: -----
Right Head	~	HP: 5000	EXP: 2500	GELLA: 2500	DROP: -----

ATTACKS:

Attack	----->	Weak damage to ally	(~400)
Gas Pressure	----->	Med. damage to allies	(~450)

Optochemical Bomb -> Med. damage to allies (~450) + % poison, confusion
Mercury-Cadmium ---> % disease, downhearted, nightmare, sleep, ability
block, amnesia to allies

TIM : Lv. 27
BRAD : Lv. 26
KANON : Lv. 27
LILKA : Lv. 27
ASHLEY: Lv. 27

Equip Tim or Lilka (whichever you're going to be using more) with the Clear Chime, to prevent confusion, and the other with Lilka can double as a potent fighter here with Saber, and with Tim at the helm in regards to healing, one can save ammunition quite a bit. Build up Ashley's Access state and try to deal with Mercury-Cadmium which can be incredibly vexing with its reasonably normal infliction rate -- Mystic a War Respite if you can or use Odoryuk's Live Horn summon. The one thing the battle drops in your favor is that the boss acts last, so if you find you need to use Live Horn, switch the medium onto someone who's not status-effect'D and proceed from there (NOTE: can't use Combine when in Access form!). Sadly, all of the monster's attacks are usable throughout the battle, so you can't narrow down the repertoire any. Use a Lucky Card if you get the chance!

Save two rooms later (YOU WILL NOT BE ABLE TO LEAVE IF YOU DO THIS) if you feel up to it, and follow to a room with some floor switches. Stepping on a switch lights up the room, but luckily the labyrinthine passages are just for show. For the easy exit (facing north), head west to the dual switches, south to the corner, then all the way west to the next corner, up a bit, and the crystal's in plain sight.

Heal up when you get to Caina's cylindrical platform and top it to start the battle royale.

BOSS: Special Cocytus Squad Member Caina

Caina ~ HP: 18000 EXP: 7000 GELLA: 7000 DROP: -----

ATTACKS:

Attack -----> Weak damage to ally (~400)
Counterattack --> Weak damage to ally (~400)
4D Hypo Blast --> High damage to ally (~1700)
Gate of Isolde -> High damage to allies (~1000) + % of poison, ability
block, sleep, downhearted

TIM : Lv. 28
BRAD : Lv. 27
KANON : Lv. 27
LILKA : Lv. 28
ASHLEY: Lv. 28

Once again, Caina should act last, so take this opportunity to cast a few doses of Rise&Shine on your party. Equip the Heart Leaf on Tim and the Silver Harp on Lilka, so you can minimize the chances of having no one able to cure. Unlike previous times, Caina seems to utilize regular attack commands a bit more, which should give you a bit of time to gain

health back. Shoot to use get Access opened up early and this isn't too much of a struggle (it is without the aforementioned two accessories, though!). Keep HP above 2000 -- everyone should have this amount by now, yo -- and the Hypo Blast is cake. Don't forget to use Odoryuk's Live Horn combination summon if the status abnormalities start to take hold. Lucky Card the fight if you can.

The second pillar's generator crumbles and Randolph the Magic Key throws Caina into a space-time warp along with himself (itself?). Only two more of these Diablo Pillars to smash up, and the hardest is yet to come...sorta.

REMINDER: Reload ammunition + fill in PSS skills + buy equips in Guild Galad!

```
o-----o
| 41) Diablo Pillar Judecca                                     [DPL3] |
o-----o
| LOST CITY ARCHEIM ENEMIES:      |
| _                                | This one takes a bit longer, mostly due
| |_| Dust Man      325 EXP, 650g | to the pillar's availability. One has to
| |_| Reanimator    325 EXP, 650g | travel through Snake Road to get where
| |_| Evil Dead     325 EXP, 650g | Judecca's hiding out, and the only route
o-----o                                to take is through a proxy of sorts, the
                                         Lost City Archeim.
```

To find this junky old ruin, teleport to Quartly and find one of the women on the street, talking to another. She tells about the "city to the north," once Slayheim's largest. Almost due north of Quartly is the destination.

In the west of town, look for a doorway stuffed-up with plaster. Bomb it open and go inside to find none other than [MEDIUM: Ge Ramtos], death's ruler.

```
o-----o
| LOST CITY ARCHEIM ITEMS:      | In one of the western buildings, there are
| _                                | a few crates that contain a [CONDUCTOR] &
| |_| Conductor                 | [BIG BERRY]. You'll need the conductor, so
| |_| Big Berry                 | be sure to get it.
| |_| Mini Carrot               |
| |_| Conductor                 | In the east, by another two-door building,
| |_| Missanga                 | destroy some more crates, taking the [MINI
o-----o                                CARROT] from underneath 'em. The adjacent
                                         room has a duplicator door and two crates
                                         by a stuffed-up passage. Use it to get on
```

the roof and Wire Hook your way to the middle building, where there's a hole you can jump into. Pull the switch and put in the Conductor to power the lift up.

There's still some more things to do, however. Enter the northern building and search the east room for a save point; the west has another [CONDUCTOR] chest you can get with Pooka. Double-back a room to the pedestal and take the lift down, opening a wooden gate.

Save if you haven't already and return to the other lift. As soon as you're at the bottom, you get attack'D!

BOSS: Aggressive Poltergeist Jasoul

Jasoul ~~~~~ HP: 9000 EXP: 5000 GELLA: 5000 DROP: -----
Left Claw ~~ HP: 5000 EXP: 2500 GELLA: 2500 DROP: SOR Apple
Right Claw ~ HP: 5000 EXP: 2500 GELLA: 2500 DROP: SOR Apple

ATTACKS:

Spark -----> Weak mgc-lightng damage on ally (~200)
Armor Down -----> Reduces phys-defense power of all allies [L: Claws]
Caloric Nova ----> High fire-elem. damage on allies (~1400)
Life Force -----> Drains ally's HP to regain 'Jasoul' part by same amt.
Kirlian Buster -> Med. physical damage to allies (~400)

TIM : Lv. 28
BRAD : Lv. 28
KANON : Lv. 28
LILKA : Lv. 28
ASHLEY: Lv. 28

Whatever you do, do NOT attack Jasoul until its arms are dead. Should you err, it will immediately counter with Life Force, which drains an ally's HP to restore it -- i.e., it may be able to kill you if you did too much. Besides that, it mostly uses Armor Down, so take your time killing the claws. Note that it can still use Life Force even when its arms are dead, but it also uses Kirlian Buster a lot at this point (instead of Caloric Nova). ARM x 2, Stare Roe + Combine, and Banisher are all good ways to seal the deal against this baddie (Stare Roe can do 6000+!).

I suggest going back to Quarty and refilling ammo before entering beyond the wooden gate. It leads into a Live Reflector -- search the sideroom for a [MISSANGA] luck-boosting accessory! -- where you can take the warp to Snake Road. The real portion is about to begin, now. Get the [HOLY GRAIL] accessory in the destination Live Reflector and continue onto the overworld. Follow the dark-colored (straightforward) ridge to a li'l cul-de-sac of a bluff, where Judecca's wicked pillar stands.

NOTE: Grimlok enemies can kill everyone instantly! Equip that Holy Grail immediately!

o-----o
| DIABLO PILLAR JUDECCA ENEMIES: | The same layout of walking up ladders and
| _ | | using teleport crystals is evident here
| |_| Catoblepas 375 EXP, 750g | again... <sigh>
| |_| Grimlok 375 EXP, 750g |
| |_| Girtabryl 375 EXP, 750g | Two rooms later, is a platform that moves
o-----o on a rail of sorts. Maneuvering on it is
essential, since barbed balls float in
the path and can knock you off. There's no way to coach one through this
part -- it takes practice and hand-eye coordination more than anything. Not
to make it sound extremely hard or anything, 'cause it most certainly ain't.

Putting the next passage behind, heal up and approach the swirling, whirling ball of pink cotton candy that is...

BOSS: Red-Hot Lava Monster Magmalizer

Head ~~~~~~ HP: 10000 EXP: 5000 GELLA: 5000 DROP: Lamellar
Magmalizer ~ HP: 10000 EXP: 2500 GELLA: 2500 DROP: -----

ATTACKS:

Attack -----> Weak physical damage to ally (~50)
Mirror Coat ----> Puts 'Reflect' status on Head portion
Fire Crystal ---> Med. fire-elem damage to allies (~600)

TIM : Lv. 29
BRAD : Lv. 28
KANON : Lv. 28
LILKA : Lv. 29
ASHLEY: Lv. 29

This battle's basically a gimme compared to Jasoul. Its main method of mayhem is Fire Crystal, which even for someone with poor Up M Defend, sucked twenty hours ago. Kill off its head first with ammo and physical attacks (Saber can reflect) and use HypeWeapon on your main attackers in order to do so -- if you're an ammo-conserver, that is. Otherwise, Combine + Schturdark really defrosts this fool.

Equip Kanon with the Lamellar armor and proceed through the next area to a save point. There's a second (and last) conveyor-maneuvering puzzle to do, and if you thought the last was pretty easy, this one doesn't differ that much -- just twice as long with more obstacles.

Two rooms past, there's a walkway puzzle that insults your intelligence to a high degree -- you have to walk in one direction and make sure not to get hit off by rotating barbed-balls. Just keep the camera point of view at a west/east and this is cake.

Another room later, it's high noon with our favorite violent gunman.

BOSS: Special Cocytus Squad Member Judecca

Judecca ~ HP: 18000 EXP: 7000 GELLA: 7000 DROP: War Respite

ATTACKS:

Attack -----> Weak physical damage to ally (~ 400)
Miriam -----> High physical damage to ally (~1500)
Douglas -----> Weak physical attack on ally (~ 500) + % paralyze
Sidewinder ----> Med. physical attack on allies (~ 600)
Counterattack -> Weak physical attack on ally (~ 400)

TIM : Lv. 29
BRAD : Lv. 29
KANON : Lv. 29
LILKA : Lv. 29
ASHLEY: Lv. 29

Since Lilka has Hi-Revive/Hi-Heal, give her the Blue Anklet, which, as you know by now, protects against Douglas' paralyzing tendency. Quickly

build up the ability to use Hi-Heal because Miriam gets showcased more than usual, now. Can't go wrong with two healers, here anyhow -- just build up Access and Hot Fencer this meanie to death. Judecca can be hit with Armor Down, also, not that it matters.

The third generator shatters and Judecca kills himself rather than be caught by ARMS. Just one last obstacle...

REMINDER: Reload ammunition + fill in PSS skills + buy equips in Guild Galad!

```
o-----o
| 42) Diablo Pillar Ptolomea [DPL4] |
o-----o
| ENEMY: |
| _ | Get the Hi-Heal and Hi-Revive abilities
| |_| Decarbia 375 EXP, 750g | before you come into this pillar! Should
| |_| Virsago 375 EXP, 750g | have 'em already, but this is a very timely
| |_| Land Lamprey 375 EXP, 750g | reminder if you don't. GO FOR IT! >=p
| |_| Okypete 375 EXP, 750g |
o-----o
```

Teleport to Meria to make the hovercraft able to traverse the outer-land sea. Head south along the continental shelf until you find a landmass (?) under the sea, which gives the area a dark color. Search there to find the pillar we're lookin' for.

Yay, last time you'll have to do these annoying run-around-the-twirly-path type of runs. Two rooms in leads to a room where some gigantic cubes move in to stomp you down. Bombs can blow 'em up but if they hit you, you can pass right through 'em, also. There's one with two of those blocks, but it isn't too hard to smash the things apart.

Two rooms down, a square-shaped walkway is filled with those cubes that are "stalking" you. Blow 'em up like before to make a bridge appear. Falling off the walkway does NOT reset the thing, too. ^__^

Another two rooms down, heal up and approach the stinky-pink gas cloud that everyone in the world hates for a reason...

BOSS: Explosive Emperor Monster Belleclaire

Chest ~~~~~	HP: 5000	EXP: 2500	GELLA: 2500	DROP: -----
Drill ~~~~~	HP: 5000	EXP: 2500	GELLA: 2500	DROP: -----
Belleclaire ~	HP: 10000	EXP: 5000	GELLA: 5000	DROP: Best Vest

ATTACKS:

Attack ----->	Weak phys. damage to one ally	(~ 150)
Weakness ----->	Lowers allies' DFP/MGR values	
Drill Drager ---->	HIGH phys. damage to one ally	(~2000) [L: Drill]
Megaton Attack -->	HIGH phys. damage to one ally	(~2500)
Resonance Quake ->	High phys. damage to all allies	(~1000) [L: Chest]

TIM : Lv. 30
BRAD : Lv. 29
KANON : Lv. 29
LILKA : Lv. 30
ASHLEY: Lv. 30

The two healers suggestion is almost requisite here -- people hate this fight for a reason. Almost all of its attacks can cause 1000+ damage and what doesn't only helps /make/ them do that much (see: Weakness). Thus, the reason to break out Hi-Heal/First Aid every turn. Belleclaire is rather slow so you should be able to heal, and with your Up P Defend skills all maxed out for the most part, this battle can be taken down a notch (now you see why I saved it for last!).

Aim for the Drill first, to stop Drill Drager's reign of terror. Should you be going for a kill on the Chest, be forewarned that it will start using Megaton Attack EVERY turn after that, so do so at your own risk. Weakening both parts helps a lot, especially if you've build up a nice dose of Banisher once the chest's dead. [christoph771 suggests using a Lucky Card while just defeating the body, which should earn EXP values similar to the base values without drawing the battle out.]

So, all in all, it's still a hard fight, but if everyone has 2500+ HP to contend with all the boss' skills, success is a lot easier to come by. If Tim is dying, have him defend until Resonance Quake's used. =)

Equip Brad with the Best Vest, and save two rooms after the battlesite. NOTE THAT YOU WILL NOT BE ABLE TO LEAVE as I've said with the previous three of these hunkajunk pillars. The next room has a wall of blocks coming at you. They can pass over you and you'll take a little damage, so this isn't much of an imperative, but if you want to blow your way out:

1st Row = Blow up second block from north
2nd Row = Blow up the southernmost cube
3rd Row = Blow up the middle block

Continue on, heal up when you get to the generator room, and approach the top of the mount to find our ol' one-eyed friend.

BOSS: Special Cocytus Squad Member Ptolomea

Ptolomea ~ HP: 20000 EXP: 7000 GELLA: 7000 DROP: War Respite

ATTACKS:

Attack -----> Weak damage to 1 ally (~ 200)
Iron Saber -----> High damage to 1 ally (~1500)
Counterattack -----> Weak damage to 1 ally (~ 200)
Ptolomea Dynamite -> High damage to allies (~1000)

TIM : Lv. 30
BRAD : Lv. 30
KANON : Lv. 30
LILKA : Lv. 30
ASHLEY: Lv. 30

Ptolomea Dynamite is his best and most-used attack, so eventually you

will either (1) catch up to his damage when he uses Iron Saber (2) have to use Mystic to cover the damage (3) dual heal every turn! But, either way, Ptolomea isn't nearly as annoying as Cocytus brethren, and when Ashley gets to use Access, this fight is as good as gone. It's times like this that make one wonder why Belleclaire wasn't in Cocytus' group.

The last generator breaks and Ptolomea meets his end, wishing that his men will get granted leniency (to which Brad agrees). If you talk to Irving at this time, he'll say Heimdall Gazzo has stopped south of Sielje.

REMINDER: Reload ammunition + fill in PSS skills + buy equips in Guild Galad!

Fly south of Valeria Chateau to get to Seilje, and continue to fly south of there. The Heimdall is in the air and may not very visible at long-range due to the curved surface of the earth (simulated), so swivel left and right to find it. It may actually be a little SSE of Seilje, but it's in the southern sea, alright.

```
o-----o
| 43) Heimdall Gazzo                                     [HGZ1] |
o-----o
| ENEMY:                                               |
| _                                                    |
| |_| Doppelganger 400 EXP, 800g |                    |
| |_| Odessa Man 3 400 EXP, 800g |                    |
o-----o
```

After a blast-in, the infiltration begins! As Ashley says, not having all of ARMS would be a loss, and anyone can return to Valeria Chateau from the hole in the wall. Thus, if you need items and upgrades, don't be hesitant to get the heck outta there.

The 3rd room north of the entry point has three doors, two red and one blue. Enter the blue and use the console to switch the security mode -- this will unlock all the red/blue doors and clampdown with the green. In the previous hallway, take the left of the two red ones.

After the mini-walkway's red door, ARMS'll be in a darkened room with some maze-type features. A light-switch console in the SW can brighten the place up, though; make your way to the upper east wall and exit through the red door (use the small green teleport pad nearby). There will be a security console again, that locks all blue doors and opens the red/green -- flip that thing on! Backtrack through the maze to the three-door passage and take the middle this time, entering the green dor.

Beyond, take the mini-stairs to the eastern room. There are a bunch of pads here to teleport with. Proceed as such (point compass to north):

- 01) Northern of the two warp pads
- 02) Southeast of the three warp pads
- 03) On the railing, jump ledge twice to eastern wall, take north of two pads
- 04) Northwest of the three pads

You should now be by a console that operates the security locks again. Switch over to 'green' status which opens the red-blue doors and locks the others. Jump off the raised platform and go west, to the only pad. With the compass

point to the north, take the pad in the SE corner. The party ends up on a little ledge with a solitary pad on it -- take it and go to the blue door.

Save up here. The teleport pad will take everyone back to the entrance, but you don't want to do that, right? Head into the red door to reach, switch the security mode to red, and north through the green door. Vinsfield stands nearby and is ready to kill those "cutting into Odessa's ideals."

BOSS: Leader of Odessa Vinsfield

Vinsfield ~ HP: 25000 EXP: 10000 GELLA: ---- DROP: ----

ATTACKS:

Attack -----> Weak damage to ally (~ 50)
4D Hypo Blast --> Med. damage to ally (~800)
Incur My Wrath -> Med. damage to allies (~1000) + % instant death

TIM : Lv. 31
BRAD : Lv. 30
KANON : Lv. 30
LILKA : Lv. 31
ASHLEY: Lv. 30

You'll probably want Lilka here for Hi-Revive's sake, although one can get by with Tim as main healer. All of Vinsfield's attacks are pretty crappy -- even Caina did more with 4D Hypo Blast! -- compared to even stalling bosses like Belleclaire, but he is definitely fast, so throw Quick around if you're not using Tim (First Aid IS faster). Building FP for Access isn't so hard when Incur My Wrath gets used so often. Seems to have a low percentage of instant death, luckily, and that's about the way this fight can throw you for a curve. Equip the Holy Grail on Lilka or Tim, or switch them in every so often...doesn't matter, really. Two at once is good. =)

Vinsfield teleports away instead of dying like the dog he is, and the party has to find some escape pods before the Heimdall Gazzo is gone-zo.

REMINDER: Heal up Ashley since his HP values will be the same later on! ^__^

Enter the green door near the central monitor. There are five escape devices and one person needs to control the main panel, so no one can escape at once. Ashley stays behind while his comrades work towards the exit.

Now you'll control each character in their portion of escaping. They may have to fight alone, so heal up as necessary. Switch back and forth by going to the tool selection screen (press Start) and they'll show up wherever they are currently. I'll separate the parts.

[LILKA:]

- * Go east
- * Push block onto floor switch to lower barrier nearby
- * Go through newly-opened door in east
- * Use computer console to switch open Red/Green doors + close blue doors

* Move Lilka through red door nearby

[TIM]

* Enter east through red door

* Step on floor pad to lower barrier, quickly step on barrier, continue east

* Continue east through room to green door

* At crossroads, go south to next room, step on blue switch to lower barrier

* Use Air Ballet ability to push block onto switch near where Lilka is

[LILKA]

* Move Lilka onto barrier Tim raised

[TIM]

* Use Air Ballet to push block off, raising Lilka up

[LILKA]

* Exit through green entrance nearby

* Step on floor panel across from where Kanon will soon be =)

[KANON]

* Exit east

* Step on blue switch

[BRAD]

* Exit east

* Go east past switch Kanon is holding open, step on blue switch for Kanon

[KANON]

* Go past switch Brad is opening, exit east.

* Step on switch to lower far-off barrier, dash across before it raises

* At t-junction, exit south through red door

* Move Kanon to blue switch

[TIM]

* In t-junction room (not crossroads), use Pooka to flip security mode to green, locking green doors and opening red/blue ones.

[BRAD]

* Move through door in room where he/Kanon once were

* Move block one space south, one space east, then onto the switch.

* Exit through blue door

* Step on blue panel, get on lowered barrier, jump to blue door nearby

* Push block onto lowerable barrier, so it's in line with switch. Push it east one more space, jump down to get to switch platform, then push it back west to line it back up. Step on platform's pressure pad to lower the barrier

[TIM]

* Exit through blue door

* Exit through next blue door

* Use Air Ballet on block Brad pushed, moving it onto the switch.

[BRAD]

* Step on switch further east to lower barrier near Tim

[TIM]

* Exit through red door, into the control panel room

[KANON]

* Exit from panel part (she took root! ...almost)

* Enter through blue door

* Block-moving puzzle. Pull it north once to move it off switch and raise the barrier. Jump off, stand on switch, push it north until it falls off, stand on blue switch. This lowers the console near Tim.

[TIM]

* Use console to turn off red doors and turn blue/green ones on.

* Exit nearby into escape pod

[BRAD]

* Exit through green door, into escape pod

[LILKA]

* Exit from panel part (where she and Kanon stood)

* Take eastern blue door into escape pod room

[KANON]

* Enter green door into the escape pod

Ashley attempts to make for the escape pod, but Vinsfield demands one last showdown. High noon, twelve o'clock high, all that.

BOSS: Leader of Odessa Vinsfield

Vinsfield ~ HP: 12000 EXP: 10000 GELLA: ---- DROP: -----

ATTACKS:

Attack -----> No damage...

Void Effect ----> Dispels positive statuses

4D Hypo Blast --> Med. damage to ally (~600)

Life Returner --> Refills some of Vinsfield's HP (+1300ish)

ASHLEY: Lv. 31

He's fast, but if you've put at least two Up P Defend points on Ashley, he should be taking zero damage from physical attacks. Vinsfield himself is noticeably weaker and his attacks show it. However, Ashley will have to anticipate healing until he gets into Access form, so use a Big Berry if your HP falls past 1000 HP. Once you use Access (defend until FP is

Trigger the switch in the center, dropping another. Hit that one, too, and run up the west side to the exit. Inspect the memory crystal to learn about Anastasia's desire. In the next room, hit the first switch, then hit the far-off one diagonally to make the exit clear.

Talk to the vampire-girl after dropping a few more switches. Proceed through the next switch room and Ashley will return to the normal world, his signals being picked up by Valeria Chateau. Irving says a time-space gate is needed, which means Lilka will have to jump head-first into the much-hated, insipid and boring...Millennium Puzzle!

```
o-----o
| 44) Millennium Puzzle                                     [MPZ1] |
o-----o
| ENEMY:                                                  |
| _                                                      |
| |_| Targum      410 EXP, 820g |
| |_| Grabsk     410 EXP, 820g |
| |_| Primevals  410 EXP, 820g |
o-----o
```

This one has five paths instead of the three before. That just means it's one and two-thirds times the fun! Yeah, believe that. >__> I'll separate the paths into sections like before, so put the compass north towards the locked door.

[WESTERN PATH]

- * Five moving blocks in this first part. If you can't get to the exit crystal with normal walking (last one may be wonky), use the Freeze Rod to change the positioning a bit -- this way if one block is ALWAYS out of reach as the one you're on comes around, it can start closer when frozen, etc.
- * Jump down to the next crystal.
- * On the upper walkway, hit the two switchblocks to lower two barriers. Jump down and hit the northern switchblock to move two tiny platforms. Get to the center one, hit the switchblock, get on the second block, then hit the switch once again to get to the crystal.
- * Head on the northern archway to the crystal.
- * Jump down to the platform where the switchblock can raise three elevator blocks. Take the eastern of the two northern elevator blocks to the exit crystal.
- * Use the Freeze Rod to block moving east/west and get onto it when the other one comes in between there and the path. Freeze the other one if you keep falling off.
- * Winding path to the crystal...
- * Straightforward path to the crystal...
- * Winding path to the crystal. The red pillar is made of three blocks, which you should pay attention to.
- * Hit the switchblock aligned with the SW passage.

[SOUTHWESTERN PATH]

NOTE: Enter from the west like before.

- * Five moving blocks in this first part. If you can't get to the exit crystal with normal walking (last one may be wonky), use the Freeze Rod to change the positioning a bit -- this way if one block is ALWAYS out of reach as the one you're on comes around, it can start closer when frozen, etc.
- * Jump down to the next crystal.
- * On the upper walkway, hit the two switchblocks to lower two barriers. Jump down and hit the southern switchblock to move two tiny platforms. Get to the center one, hit the switchblock, get on the second block, then hit the switch once again to get to the crystal.
- * Go to the crystal nearby.
- * You'll be by some crystals now. Take the little moving block to the one nearest Lilka (west).
- * Follow to the west crystal.
- * There is a one-cube blue pillar here. Exit on the winding path.

[SOUTHEASTERN PATH]

- * Cross the two moving blocks to the crystal.
- * There are a bunch of square walkways here. Jump down to the nearest purple, then the nearest green. One can jump off west or east here, and get towards one of the crystals. Go east to the purple and jump west to the green, then take the warp crystal. If you mess up, fall off the ledge to reappear at the top.
- * Walk across the two moving cubes to the crystal.
- * Up around the two-way footpath...
- * There is a two-cube green pillar here. Keep going...
- * Hit the switchblock aligned with the southeast in the main room.

[EASTERN PATH]

- * Hit the first switchblock off the path to lower a barrier, then hit the next down the way. Cross the second barrier, hit the second switchblock, and go to the exit.
- * Throw a projectile at the switchblock to move the purple tile at the end of the path. The next switchcube moves an elevator block, while the next moves the second-to-last in the above string of tiles. Hit that same block once you cross to move a purple tile to the crystal. Yawn!
- * Take green path to the crystal.
- * Hit the switchblock to lower the purple barrier, cross over it, then hit that same switchblock. The other switchblock SW a little moves to the west so take it. Across, hit the NW switchblock to move west more and hit it again once on the other tile, to move east. On the other platform (which


```

|      |_| Light Flash      |_| Zephyr Claw | |_| Mold Gnome  425 EXP, 850g |
|      |_| Snowflake       |_| Water Drip  |-----o
o-----o

```

To find this large place, go to Sielje's telescope and talk to one of the scientists inside. He mentions that the island southwest of the region has a big ol' crater made by a meteor. Teleport to Meria and take the hoverboat down the eastern continental coastline. The destination is that huge island at the very south of the world map. Search inside to find the entrance.

Enter into the second room (hallway) and jump into the hole you find. Stand near the chest across the way and use Pooka to get the [FIRE RAGE] item. Jump down to the doorway nearby.

Take the [THUNDERCLAP] on a lower ledge and go in the door to the southwest (on ground floor). It leads to a [PITCH DARK] item. Jump down into the blue water and go up the southern part of the room where an [EARTH GROAN] chest sits silently. Go up the western slope to exit.

There is a room with five holes in it here.

```

                                "[1]" and "2" lead to nowhere, but
                                "[3]" leads to that switch platform
                                you saw earlier. Flip it on to open
                                a door across the room.
      [6]
E
N+S      [5]
W              [4]
              [2]          [3]
              [1]
                                "[4]" leads to a [LIGHT FLASH] chest
                                and that doorway you opened earlier.
                                "[5]" and "[6]" are dead-ends. Up in
                                the holes' level, look for an exit at
                                the south side that leads to a bunch
of ledges. Jump down from level to level and use Pooka to get a [SNOWFLAKE]
item. There's also a [WATER DRIP] chest at the holes' level.

```

Go back and jump down hole #4 and appropriate the [ZEPHYR CLAW]. Up from the Zephyr Claw item is the [MEDIUM: Rigdobrite]. Leave afterwards.

```

o-----o
| 46) Grotto of Lourdes                                     [GRT1] |
o-----o
| ITEMS      _      _      | ENEMY:      | | | | | | |
|      |_| Mega Berry    |_| Crest      |      _      |
|      |_| Big Berry     |_| Lucky Card  | |_| Wise Man   425 EXP, 850g |
|      |_| Big Berry     |_| Mini Carrot | |_| Voidra     425 EXP, 850g |
|      |_| Main Gauche   |_| Duplicator x4 | |_| Horn Monster 425 EXP, 850g |
o-----o

```

As many of the villagers around the world tell you (Damzen, Holst, etc.), the Grotto is a place to learn about the Sword Magess and the world's war. Switch the party leader to Kanon in the first room to gain access with the retinal scan door. Weird how anyone knows about the place considering only someone with Valeria blood can enter...

Two rooms down, a door opens by itself in the north. Wire Hook along the room's sides until you can jump down to the chest, containing Kanon's second [TOOL: Rad Blades] inside. Press [] to erase ground damage (lava, poisonwater etc.) and allow rapid motion. Direction cannot be changed while doing this, however, so make sure you know where you're going; running into stuff stops

Kanon, obviously. Zoom back to the entrance, re-enter, and blaze straight north to the switch that opens the door in the back. Enter, watch some of Kanon's flashback, and exit back two rooms. A western door should rise of its own volition.

Skate across the lava then wire-hook through the next abyss-filled area. Stand on the belighted platform, watch the scene about Kanon's mother, and double-back two rooms to the savepoint area. A doorway in the south opens on its own, now.

Slip-'n'-slide across the lava to one side, not the middle -- you'll fall in a water puddle that way (laff!). The next room has a bunch of water and lava. On the western side is a Pooka-type chest for a [MEGA BERRY]. Skate towards the lever platform, flip it on (might have to touch the lava omg), and keep truckin' south. One flashback scene later, return to the save point room to find a new door opening in the east.

Rad-blade it through the lava and get up on the dual chest platform, finding the [BIG BERRY] and [CREST] inside 'em. Pooka can get the other [BIG BERRY] and [LUCKY CARD] chest. The Lucky Card can be hard to get, though. Once you get to the enormous wooden crate in the water, hit the door switch and use the Kick Boots on the wall to move south into range. Another flashback and retreat to the savepoint lobby, where the last door opens in the west. Don't worry about healing up and stuff -- there isn't a boss here.

Follow to a room with a [BIG BERRY]/[MINI CARROT] chest combo, and use Pooka to get the [MAIN GAUCHE] weapon a ways further down. Watch the last flashback and Kanon will awaken the [ABILITY: Gat Lv. 3]. Rosenistheman writes in and says that there are four [DUPLICATOR]s to be found by jumping down a secret passage in front of the Main Gauche chest.

Teleport to Baskar to kickstart some automatic scenes. Tim volunteers to take the will of the Guardians so that they can better understand exactly what is happening to the world, and the village chief directs them to the Sacrificial Altar. However, no one knows the exact location 'cept that it's by the Urartu Mountains. In case you've forgotten, that's near the underground railroad you took to get to the Emulator Zone way back when.

Locating the altar is a little out of the way, but not too much. Teleport to Guild Galad and use the hovercraft to get to the peninsula's eastern side. Look for a small inlet where a beach is (second beach you locate, probably) next to a green dot. It's about due west from the Island Outpost, if you're using the world map as a navigation tool.

```
o-----o
| 47) Sacrificial Altar                                     [SCF1] |
o-----o
| ITEMS           _           _           | ENEMY:           | | | | | | |
|   | _ | Sunbird Hat   | _ | Hyper Gear   | |           |
|   | _ | Stone Drago   | _ | Stone Lion   | | _ | Gespenst   425 EXP, 850g |
|   | _ | Mir Feather   | _ | Stone God    | | _ | Hydra     900 EXP, 500g |
o-----o-----| | _ | Roper           425 EXP, 850g |
o-----o
```

In the second room, use a Hurl Knife to hit a pillar's switch and continue to the next floor gap. You'll notice a circular portrait (hubcap? XD) almost at floor level...odd. Have Brad kick the pillar it's on to reveal another switch, letting you exit once triggered.

The next room seems like a waste-of-space hallway, yeah? It's not! Look by one of the pillars near the exit -- see that in the dark, there's still a space to jump? One by the door has a door there. Follow to a stairway, and arrive in a room with zodiac symbols on the floor. The plaque says stand on the spot opposite the "four eyes" -- so stand on the bowman (Sagittarius) one for a few seconds to open the door. Take the [STONE DRAGO] item and warp back to the room.

The next room, get the [SUNBIRD HAT] for Ashley by the barrier lever, which you should smack into an 'off' position. By the next abyss, two of the cubes at the pillars' base can be moved. Push it into the middle of the gap to make a walkway forward. Once that's done, move the other cube into position at the missing section of the stairway. Slap the switch, lower the barrier, exit.

Get the [HYPER GEAR] with Pooka in the next room. Underneath one of the eaves of the flat plywood-looking platforms is a doorway. There's another puzzle to do here. The plaque says "The path is higher than the evil eye. It severs everything. A lower chin-biting steel starts a fire. The leaping flame opposes the flow of time splitting open the eye's pupil." You'll notice one statue is a bit taller than the rest. Use the stairs to get on one side of the room, jump down on the dragon face and then a lower eagle head. Shoot a fireball with Lilka at the taller's head to open the door. Take the [STONE LION] and warp back two rooms. Exit north.

Save and continue on. Step on the red switch to move some barriers, then the one in a SE corner to move some some more blocks. When you get above a chest, jump down and get the [MIR FEATHER]. Reset the second moving puzzle portion with the nearby switch, then redo the above to get back on the highroad. You need to jump from the overarching bridge onto the floor switch to trigger it this time. Proceed into the statue room.

Near the statue, a little east of it, have Brad kick the two cubes stuffing up a passage (easy to miss this!). Follow it to the third and last puzzle. Don't let the floor tiles fool you -- they don't do anything. Push the stone heads into the water-filled corners to open the door. Get the [STONE GOD] and warp back to the statue. Exit east, up the stairs.

The light that is "Gaia" says the sky being screwed up is a symptom of an invading presence -- "The Other World" -- devouring the planet. Kanon says it is "ridiculous" (lol) but it's very true. Physical attacks can't harm this "world" because...well, it's a world. Tim gains the [ABILITY: Divide] and can cut the enemies' powers in half. Answer the communicator to learn that Marina has been abducted! Everyone heads for the chateau.

It appears Caina is the culprit, still alive from Randolph's magic carpet ride through time, and she invites Ashley to the "Lost Garden" on the inland sea's lone island.

```
o-----o
| 48) Lost Garden                                     [LTG1] |
o-----o
| ITEMS      _          _          | ENEMY:      |
|      |_| Crest S      |_| Mega Berry |      |
o-----o |_| Gizmo          450 EXP, 900g |
|      |_| Eurynome     450 EXP, 900g |
|      |_| Chimera      1000 EXP, 200g |
o-----o
```

Teleport to Valeria Chateau with the TeleportOrb and head onto the darkened island right nearby.

In the second room, step on the red-button tile near the door to raise the similar one nearby. Move to the other to make it rise, then exit. Ignore the block with a smiley face on it and head east, up the longest passage. There is a duplicator chest here containing a [CREST S]! Exit back and take enter the shorter hallway's point.

You'll have to leave a "mental jammer" in the green circle due to Randolph the Magic Key's powers and stuff. You'll need Ashley later on, so leave s/he who you don't really need. Kanon's a good choice here. Pick someone and go through the newly-opened exit.

Two rooms later is another red-button puzzle. Jump on the lowered red one to get across, first of all. You'll see a lone blue one off the path -- jump on that one. You'll be able to proceed across the two blues side-by-side now. You'll have to leave another mental jammer -- I chose Lilka, 'cause Tim can cover most healing expenses.

Step on the lone red block already sunken into the floor by the entrance and jump onto the three red blocks next to each other. When you get to the third of the red ones, go west to the other red, rise up, and move to the exit. Two rooms down is another puzzle.

Jump on the red block already sunken into the floor, then move to the chest with the [UPGRADE: PhantomFang] for Ashley. Exit to the west. Leave another mental jammer here -- Brad is a good choice. Leave again.

Save here if you want, and continue to a room with moving platforms. Step on the circling platform that has the blue tile on it (jump on that) and wait until it's at the western part of the room. Jump onto one of the blue blocks, step on another blue block, then step on the lone red block. Bum a ride on the moving platform again and step onto the row of red blocks. The second moving platform coasts by here, so jump onto it when you can. Use it to gain access to the western door containing a [MEGA BERRY], then the south door to exit. Leave the last party member who IS NOT Ashley here and make like a tree.

This leads to another multi-block room. Jump on the lone red one near the "carved challenge" and go down the red-blue-blue-red aisle to a green block. Go back to the other green block, step on it, use Hurl Knife to hit the switch, then continue south.

After a scene involving Caina and Marina, Ashley fights Caina as...as... Overnight Blazer! Yeah, his shiny gold paint is cool.

BOSS: Special Cocytus Squad Member Caina

Caina ~ HP: 17000 EXP: 7500 GELLA: 7500 DROP: War Respite

ATTACKS:

Attack -----> No damage.....

4D Hypo Blast --> Weak damage to ally (~600)

Gate of Isolde -> Weak damage to ally (~300) + % statuses?

ASHLEY: Lv. 32

You'll notice Ashley now has some new special attacks -- Gun Blaze and Last Burst. Last Burst does a lot of damage but leaves Ashley with 1 HP, so make sure you know he'll do a coup d'etat that turn or he'll get his rear end kicked (most likely). Anyway, Ashley should have 4000+ HP by this point and Gate of Isolde doesn't seem to inflict any status effects in this state, so there's no reason Ashley should be dying here. Just use Hot Fencer repeatedly and knock this goofball out of the park.

Afterwards, Caina meets her end and Marina is upset with Ashley because he can...uh, well, transform into an ugly-looking monster. >=p

-----o
| 49) Valeria Chateau [VLC3] |
-----o

NOTE: If you save onboard, you will NOT have a chance to restock supplies or any of that stuff.

Meanwhile, in Sielje, the astronomers see what appears to be the Nuclear Dragon Grauswein in the stars. Seems that nuclear landing pad Odessa set up is actually gonna work... A meeting of the nations sees that Grauswein will need to assimilate high-energy sources before exploding, which means they can possibly lure it to where they want it to go. Guild Galad's factories will be the hook while ARMS goes to meltdown the ol' draggy. Irving forbids Ashley from participating, though, due to his "fury". Go to Erwin in the cockpit and tell him want to go to Grauswein's droppoint when ready.

BOSS: Nuclear Dragon Grauswein

Belly ~~~~~ HP: 8000 EXP: 5000 GELLA: ---- DROP: ----
Grauswein ~ HP: 8000 EXP:10000 GELLA: ---- DROP: ----

ATTACKS:

Attack -----> No damage...
Meltdown -----> Med. damage to allies (~ 800) + % poison, paralysis
Killer Maser ---> Med. damage to allies (~ 800)
Counterattack --> No damage...
Nuclear Sphere -> High damage to allies (~1700)

TIM : Lv. 32
BRAD : Lv. 31
KANON: Lv. 31
LILKA: Lv. 31

Suggested party is Brad/Lilka/Tim here, with the latter two having to heal every round since Nuclear Sphere is often spammed. Counter it with Mystic+Big Berry when you need to. It's incredibly easy to store up FP

on everyone since its attacks are mainly hit-all, so use Mystic like no tomorrow (Divide does NOT work, btw). Everyone is faster than the nuke dragon, so you shouldn't have any healing problems, hopefully. Use the Live Horn to heal if you can, since when the belly is dead, Grauswein'll start using Meltdown -- equip Lilka with the Blue Anklet to protect from paralysis. Armor Down does work here! Lock On + Rail Gun is a good way to finish this, if you can. Steal the Bullet Load if you can.

NOTE: Try to take the Blue Anklet off before the end of battle!!!!

After defeating the thing, Irving says Grauswein is accelerating its nuclear reaction. He's prepared to sacrifice the chateau if it'll save Filgaia. But Ashley is no longer in his room...

BOSS: Nuclear Dragon Grauswein

Belly ~~~~~ HP: 8000 EXP: 5000 GELLA: ---- DROP: Full Carrot
Grauswein ~ HP: 8000 EXP: 10000 GELLA: ---- DROP: -----

ATTACKS:

Attack -----> No damage...
Meltdown -----> Med. damage to Ashley (~ 700) + % poison, paralysis
Killer Maser ---> Med. damage to Ashley (~ 700)
Counterattack --> No damage...
Nuclear Sphere -> High damage to Ashley (~1600)

ASHLEY: Lv. 32

Ashley solo battle, but he's in shiny-gold Overknight Blazer form. Since he starts in the form, it means he can immediately begin walloping the dragon without FP building up. And boy will he do a lot. Use Gun Blaze here, which does twice as much as Hot Fencer. Ashley'll also be faster so don't worry about anticipating healing -- still, if you fall below 2000 HP, using a Big Berry would be wise. Also remember that using the Final Burst attack does major damage but leaves Ashley with 1 HP -- do not use it unless victory is assured. Meltdown can inflict its statuses freely here since you can't equip anything in this form -- if you had the Blue Anklet equipped before for some reason, that will help quite a lot.

Touching scenes ensue...

Irving reports to the nations that Grauswein bit the big one. Guild Galad Master reports that, in fact, all of the dragons may not be gone. There's a legend in his area that Lombardia, the Dragon Caliber, and last Dragon once ruled the skies. If ARMS can possess a dragon of equal power to Grauswein, then they might be able to match any Grauswein Jrs. that fall from the sky at some point. The "Sleeping Volcano" just might be the best place to find one, since they feed off magma. It's near Raline Observatory.

REMINDER: Reload ammunition + fill in PSS skills + buy equips in Guild Galad!

You should already know how to get to the observatory, but in case you've forgotten, use the Live Reflector near Sylvaland Castle and select 'Dragon Vein' as the destination. The green dot pinpoints the location near a long-dormant location.

```
o-----o
| 50) Sleeping Volcano                                     [SPV1] |
o-----o
| ITEMS           _           _           | ENEMY:           | | | | |
|           |_| Moon Pin           |_| Full Revive |           |
|           |_| Mega Berry           | |_| Geag Mantis 450 EXP, 900g |
o-----o           o |_| Salamandra 450 EXP, 900g |
|           | |_| Dendrobium 450 EXP, 900g |
o-----o
```

Continue north into the second room and you'll find some black natural gas spewing up. The sign says its flammable, so use the Fire Rod on it to break the rocks nearby and leave into the third room. Welcome to lava land!

Use the Rad Blades to skate north through the lavaflow by where you enter to find the [UPGRADE: Mini Scud] for Brad and exit to the west. Blow up the steaming pile of natural gas to lower a section of cliff and exit back one room. Rad-blade south through the 'flow to the exit. The next room has a [MOON PIN] for Lilka, and the room after has the save point.

Use the next room's natural bridge to get back to a "gassy" overlook. Fire a flamin' fireball at the gas across the way to lower another section of the cliff. Double-back to the previous room and exit in the south. Take the path through here and get the [FULL REVIVE] and [MEGA BERRY] in the adjacent. Exit by that last chest.

Blow up the gasworks here and walk across the flat cliffs (result of all your destroy-everything method from before) and inspect the monolith that says the path of destruction will open the way. Blow it up (XD) to release another gas spout and that will lower the path to the secret entrance.

The party asks Lombardia for help who refuses until they say there's still a chance to save Filgaia. It agrees, but only on one condition: kick its behind like no tomorrow! Well, not in those words...

BOSS: Dragon Caliber Lombardia

Belly ~~~~~ HP: 8000 EXP: 5000 GELLA: 5000 DROP: Full Carrot
Lombardia ~ HP: 8000 EXP: 10000 GELLA: 10000 DROP: -----

ATTACKS:

Attack -----> No damage...
Counterattack ----> No damage...
Dragononic Blaster -> Med. damage to allies (~800 to ~1700)

TIM : Lv. 33
BRAD : Lv. 32
KANON : Lv. 32
LILKA : Lv. 33
ASHLEY: Lv. 33

This boss is a definite letdown from the dual Grauswein battle, mostly because it relies on physical attacks and Dragonic Blaster does crappy damage...until you defeat the Belly, at which time it does double that! Lilka's Mystic can cover the damage, though, so it's not much of an edge to fight against. Try to steal a Bullet Load from the old gal.

Lombardia honors her promise to help ARMS, saving 'em before the volcano can explode up in their faces. Hooray for...uh, yeah.

Irving, after hearing Lombardia's tale of the encroachment upon the Dragons' universe, says that the conceptual world is the "Kuiper Belt," the birthplace of comets. Valeria theorizes that if the "life" could be put in a "vessel," it could be disposed of and combatted. Mana is released from raypoints, and if it can be shaped into an artificial life form, the encroachment might be able to get stuck in its web. It'll then live in the Trapezohedron, the prison. There are four raypoints scattered around the world.

```
o-----o
| LOMBARDIA CONTROLS | There are various clues around the world as to their
o-----o locations, it seems.
|
| X.....forward | As for Lombardia as the new aircraft, it can only go
| L1/R1.....turn | where Ashley can walk, meaning it can't land on some
| U/D.....altitude | water or a mountain, or in forests/rocky areas. Use
| O.....land | the O-button to disembark wherever; X is liftoff.
o-----o
```

```
o-----o
| OPTIONAL: Palace Village [PLC1] |
o-----o
```

Palace Village is on the gigantic island in the northeast of the map, a spot ARMS hasn't been able to land before. Check out the green dot on the plain to locate it. In case you've gone senile, there is one town in the game that has not been featured since the prologues, and that's Lilka's. =p

```
o-----o
| PALACE VILLAGE WEAPONS | The village has a great selection of equipment,
o-----o all of which is better than the party's current.
|
| Giving precedence to Lilka/Tim is good here, but
| Sonic Burst.....6800 | if you've been stockpiling your gella in miser-
| Cloth Coat.....7200 | -like fashion, buy everything here. Item shop's
| Bow Parasol.....6200 | the same as always, but you knew that forty-five
| Shiny Cape.....6800 | hours ago, yeah?
| 100 Knuckle.....6300 |
| Breastplate.....7200 |
| Holy Staff.....7500 | 'Sides that, there isn't any thing to do here.
| Safe Bolero.....6800 | The chief says that there's a place where flame
| Bright Edge.....8000 | was once worshipped to the north, but you already
| White Chest.....6500 | spotted the green dot out there, I warrant.
o-----o
```

Still, talk to the villagers as Lilka to hear some good reminiscing dialogue about before. =)

```
o-----o
| OPTIONAL: Guild Galad [GLD2] |
o-----o
```



```
| ITEMS |
|       For previous items, see section GLD1 |
o-----o
```

Rather short section, but if you talk to Noel he'll bestow upon Ashley the last force [ABILITY: Full Clip]. Its power varies depending on the rounds in his ARM, but using it expends ALL of the bullets in it, so use with caution!

```
o-----o
| OPTIONAL: Crimson Castle [CRM1] |
o-----o
```

```
| ITEMS | ENEMY: | | |
|   |   |   |   |
|   |   |   |   |
|   |   |   |   |
o-----o |   | Bodysnatcher 500 EXP, 1000g |
|   |   |   |   |
|   |   |   |   |
o-----o |   | Vermillion 500 EXP, 1000g |
|   |   |   |   |
o-----o
```

South of Guild Galad, and easily visible, is this castle made of...well, go inside to find out. If you've been wondering if there's a secret character, well, there is! Watch out for the Red Barney enemy, though, which can eat some (1/10?) of you gella!

Before you start the main stretch, go into the first room and take the west stairs into a room; take the balcony's door. From here you can get to chests containing two [WAR RESPITE]s. You'll have to get one at a time, though.

To start with, go up the stairs and take the east door. Follow it north one room and then take the stairs to a west door. You'll see two chests but do not descend yet; enter the doorway nearby and get the two [WAR RESPITE]s. Now, return and jump down to the two chests for two more [WAR RESPITE]s. Exit west, then south to find another stairway. Go up to find some levers that'll lower the barriers nearby. Flip the eastern of the two switches to lower one barrier. Go back two rooms and enter the newly-available door.

There's a long hallway and two doors in the north -- take the one in the small corridor. When you get to some massive stairs, detour to a sideroom in the west where there's a barrier-lowering lever. Flip it, return to the last room, proceed north a bit to find another sideroom to the east -- there's a savepoint there. Return to the long hallway and take the northernmost sideroom across a bridge, to the western side.

In the first corridor on that side, take the eastern sideroom to another barrier-lowering switch. Go south a room and exit into another stairway'D hall. Take the side door nearby to a bridge with the third and last barrier-lowering switch. Return to the eastern side, now, continue south through the massive stairway into the two-door corridor. Take the /other/ entrance this time.

Head due north over the three lowered barriers. Continue downwards and read the funny signs that are "frought with warning" and stuff. At the bottom of the staircases, approach the coffin to find...MARIVEL! She makes good on Ashley's promise to join up (remember Memory Maze) when the time is right, and joins with the [TOOL: Electel]. Use the [] button to zap things in front of her. She also upgrades the Map Scope "out of pity," allowing the images

to be projected directly into the retina. Meaning? The map is visible even when moving now.

You can also get Marivel's second skill here. From the first room, take the eastern stairtop exit and follow it to a dead-end room with library books in it. By the doorway is an Electel slot, and if you zap it, it demolishes part of the wall. Follow the staircase to a floating vail to have Marivel learn the [ABILITY: Asgard]. It's a modified Type '3' heavy armor attack Golem one uses to crush enemies.

REMINDER: Upgrade Marivel's PSS skills! She doesn't have a single one set in! Also, her Electel's needed also get a couple items back at Thunder Lion Cage.

```
o-----o
| OPTIONAL: Werewolf's Den                                     [WWF1] |
o-----o
| ENEMY:                                                     |
| _                                                         |
| | _ | BlackSabbath 500 EXP, 1000g |
| | _ | Amon          500 EXP, 1000g |
o-----o
```

Fly Lombardia southeast of Guild Galad and look for a small beach on the east side of the peninsula. The one just south of there has the Sacrificial Altar, so look for a green dot north of there. (Also, LOL @ BlackSabbath enemies.)

The second area is pitch-dark. The enemies aren't particularly hard, but the Gaze Mirror accessory (petrification-proof) is very useful here. Here's how to navigate this place:

- 1st Room = Go south
- 2nd Room = Go north (use Bombs to open stuffed-up door)
- 3rd Room = Blow up part of SW wall

In a fully-lit room, now, jump down onto the floor glyph. A rather funny "Voice from Nowhere in Particular" speaks up and asks you to say the Guardian of Desire's name. Write in "Lucied" in the text box and Ashley will warp out somewhere. Lucied questions Ashley for a moment and then Ashley will gain the [ABILITY: Mad Lucied] to be used in Knight Blazer form -- it replaces Hot Fencer from now on, actually.

Backtrack out. =p

```
o-----o
| OPTIONAL: Good Luck Zone                                     [GLZ1] |
o-----o
| ITEMS _ _ | ENEMY: | | | | |
| | _ | Crest          | _ | Texas No. |
| | _ | Amulet         | | _ | Golpa    500 EXP, 1000g |
o-----o
```

Talk to Merrill (as Brad) in T'Bok to learn that there's a good-luck spot on the southereastern coast. Fly to the green dot that's shown up and you'll see a special key is needed to open the doors. What to do! The answer lies in the enemy Golpa that appears here -- steal a "Secret Key" from it! You probably notice they have a key in their hand on their sprite.

Bubble Cluster ----> Med. damage to allies (~1300) + % Disease
Whole-Body Attack -> High damage to ally (~2000)

TIM : Lv. 44
BRAD : Lv. 44
KANON : Lv. 44
LILKA : Lv. 44
ASHLEY : Lv. 44
MARIVEL: Lv. 43

Equip the Full Libra (if you've already been to Glaive le Gable) on Tim and the Hazel Sprig on someone else. This takes care of the the Disease status; give Ashley the Zephyr Medium, too, 'cause he'll need to use Force Charge until he can transform. It's not that imperative, but there is two reasons for going for a quick change. One, cartridges and regular attacks often miss (w/o Lock On); Two, it's weak to fire-elemental stuff and Gun Blaze (18000+dmg) mows this thing down like pigeon grass. Beside that, this guy can't really muster up any hard attacks -- use a Lucky Card when the chance arises. Doesn't take much to put this squidlarkin into a bodybag.

Lightning attacks also work, if you want to "Shoot Item" the Thunderclap you've hopefully got in the Meteorite Crater.

```
o-----o
| 51) Raypoint Flam                                     [RYP1] |
o-----o
| ITEMS          _          _          | ENEMY:          | | | | | | |
|   |__| RES Apple   |__| SOR Apple   |   _           |
|   |__| VIT Apple   |__| STR Apple   | |__| Gigaflame  600 EXP, 1200g |
|   |__| Gimel Coin  |__| Holy Tablet | |__| Haborym    600 EXP, 1200g |
|   |__| Gauntlets   |__| Crest       | |__| Efreet     1000 EXP, 1500g |
|   |__| Lucky Card  |__| Blue Blazer | |__| Devonova   1000 EXP, 2000g |
|   |__| Pulbo Calbo          |-----o
o-----o
```

Why do this one first? Because it gets Lilka a new tool, which leads to a sidequest being finished that you'll want to do. Anyway, to find this place, go to the large talon-shaped island in the northeast of the world to find an enclosed town (Palace Village) near the raypoint, which is on the nearby ridge. You can find it no strings attached.

In the first room, jump over the orange cubes to get the [TOOL: Change Rod] for Lilka. Use the [] button to shoot magic bullets that change gems into blocks and vice versa. Change the orange cubes and use the Wire Hook to get across.

Follow two rooms down, to a pillar room with four floor candlesticks. Light the red ones with the Fire Rod and exit. See the switch down on the ledge's underside? Fire a Change-rod bullet across the row of gems nearest the ledge to make a solid block above it. Get the [RES APPLE]/[SOR APPLE]/[STR APPLE], and [VIT APPLE] chests nearby and get through the other row of gems to the opposite walkway. Hurl a knife at the gem above the switch to make the door open -- but don't go in yet. Instead, go up the far-off stairway which leads to the pillar room's bounty -- a [GIMEL COIN]. NOW, go in that ignored door.

There are some more floor candlesticks here. To light 'em, use the Flame

Rod on all of them, then use the Freeze Rod on the brown ones. In the next pillar hallway, use the Change Rod to stuff up the corridor; then, walk on the cubes to the [HOLY TABLET] accessory.

Blue candlesticks adorn the next locked-door area. They flicker out after a time, though, so light the one high up and jump down to get the other two en masse. In the stairwells adjacent, change the gems into cubes, then walk to the [GAUNTLETS] accessory.

Six more blue candlesticks are in this room in a circular fashion. You can't light two at once, so stand in the center and fire 'em off. There should be just enough time for you to light them all (w/o misses) to get all of them. At that point, they disappear and the door-in-the-floor opens. =)

Heal up, go downstairs, and approach the...uh, thingy.

BOSS: Spriggan Flam Knight

Shield ~~~~~ HP: 9000 EXP: 6000 GELLA: 6000 DROP: Mega Berry
Flam Knight ~ HP: 9000 EXP: 12000 GELLA: 12000 DROP: Tiara

ATTACKS:

Attack -----> No damage...
Blade Arm -----> Med. damage to ally (~1000)
Hi-Barrier ----> Increases DEF/MGR on target (self)
Mirror Coat ---> Gives 'Reflect' status to self
Caloric Nova --> HIGH mgc-fire damage to allies (~2000)
Counterattack -> No damage...

TIM : Lv. 34
BRAD : Lv. 34
KANON : Lv. 34
LILKA : Lv. 34
ASHLEY : Lv. 34
MARIVEL: Lv. 34

It's mostly easy going, but since it loves Mirror Coat, avoid using any offensive spells. Because of its own buffing and its nonexistent phys. attacks, this leaves much time to heal up. However, it would be in your best interest to damage both parts evenly because when the Shield's done with, it brings out the big guns -- Caloric Nova. Unlike incarnations a few previous bosses have used, this elemental baddie can bring the smite power so switch to Lilka and use Mystic to avoid getting deep-sixed. Use Access form or a Scturdark summon for an easy(er) win.

Save and head into the next lava-filled room. Tiny fireballs jump the path like they were in a Mario game, so avoid 'em with ease. When you get to a t-junction, there are some candlesticks. Light the red ones (go NW diagonally for the western one) to make 'em disappear. There is a chest in the west with a [CREST] in it -- use Pooka to claim it.

Heading east through the change-block passage is another lava room. Start lighting the red candle-holders and get the Pooka chest with a [LUCKY CARD] inside at the SW corner. There are three of those candlesticks, and when you get to one where you have to light a brown switch, you can remedy the error by shooting a frozen projectile diagonally (NE) at it. Then, enter in the NE!

In the following corridor there is chest with three candlesticks around it (i.e. you can't get it). Light the red one down the path to open the exit door, then go back and get that chest for a [BLUE BLAZER]. The following room has a [PULBO CALBO] weapon for Lilka, which one gets by rad-blading across the lava. Follow the long eastern passage to a bridge.

There are eight blue candlesticks here, and since you're familiar with the extent of the Fire Rod's range (~4), stand between the fourth and fifth and fire at the a 'ball down the two segments. You may have to adjust the screen a bit to view the far-off candlesticks, but it'll work out.

Lilka meets with the raypoint's flame spirit, and after a little affirmation, her magic does the trick and releases the mana. This also awakens "future possibilities" in Lilka, giving her the [ABILITY: DualCast]! This will allow her to activate two crest sorcery commands consecutively, and may even make a new magick! :o

And, that's all there is to do here.

REMINDER: Reload ammunition + fill in PSS skills + buy equips in Palace Vllg!

ITEMS		ENEMY:	
_ Shellwind	_ Fate Staff	_ Gigacloud	600 EXP, 1200g
_ Moon Piece	_ Star Piece	_ Briareos	600 EXP, 1200g
_ Cloud Piece	_ Sun Piece	_ Typhon	1000 EXP, 1500g
_	_		

This dungeon is floating in the air, so you'll have to keep an eye out for it like you did with the Heimdal Gazzo. Anyway, it's got no stealth wizardry so just fly west of Sylvaland Castle to find it.

In the first actual room, use Air Ballet to twirl the walkway plank into a horizontal position. Next door, use Air Ballet again, then throw Pooka at the alcove's chest for the [TOOL: Mist Cloak]. It turns his being into mist for a moment and can travel through the air some. Obviously, this is useful when spanning gaps, as well as passing through mesh-wire fencing. Float to the ledge nearby, use Air Ballet, then float back to the horizontal plank.

Two rooms down is a long gap and a wall vent. The plaque alludes to what you have to do -- stand on the ledge in front of the gap and use Mist Cloak to blow him across. The next room's a bit different.

There is a four-vent opening and some alcoves around it. By default, it goes to the east where there is a plaque you can read (Wire Hook back). Outside the room is a weathervane that can be spun with Air Ballet. Whichever way the chicken figure points, the /opposite/ direction's vent will work.

So, make the weathervane point north and go into the southern alcove for a [SHELLWIND] armor. Point it east and get the west alcove's [FATE STAFF]. Finally, make it point south and take the vent north to the door. Heal up and approach the northern doorway to be...SURPRISE'D...well, not really. We

all knew this was comin'.

BOSS: Spriggan Wing Knight

Shield ~~~~~ HP: 9000 EXP: 6000 GELLA: 6000 DROP: Mega Berry
Wing Knight ~ HP: 9000 EXP: 12000 GELLA: 12000 DROP: Nisaba Wing

ATTACKS:

Attack -----> No damage...
Blade Arm -----> Med. damage to ally (~800)
Hi-Barrier -----> Increases DEF/MGR on target (self)
Mirror Coat -----> Gives 'Reflect' status to one part
Counterattack --> No damage...
Spiral Typhoon -> HIGH wind damage to allies (~2000)

TIM : Lv. 35
BRAD : Lv. 35
KANON : Lv. 35
LILKA : Lv. 35
ASHLEY : Lv. 35
MARIVEL: Lv. 35

Same sprite, same parts, same strategy -- you knew that much, probably. Again, weaken both party simultaneously (AM Cluster, etc.) because when the Shield's gone, it'll break out Spiral Typhoon, although maybe not every turn. Summon Grudiev if you want a good time here.

Equip the Nisaba Wing on Tim and save, then go north. Stand on the vent and get rocketed vertically. There are five doorways around here: two left, one middle, and two right. Take the lower-left (SW) first.

```
  _____  _____  _____  _____  
  | NW | _____ | _____ | _____ | NE |  
  ----- . | ___ | MIDDLE | ___ | .-----  
  _____ | | _____ | | _____ | | _____  
  | SW ----- '          '----- SE |  
  _____  _____  _____  _____
```

[SOUTHWEST DOOR]

There are three vents here, a Wire-Hook moor and a button. Outside, turn the weathervane in any direction to turn the default vent off. Use the Mist Cloak to get to the button, making the rotatable plank go vertical. Return to the weathervane and put it at a south-facing stance. Use the vent to blow across to the isolated platform, then mist-cloak to the upright plank. From there, get to the alcove where the [MOON PIECE] item is. Fall in a hole to have Tim reset and leave the area for the northwestern of the five doors.

[NORTHWEST DOOR]

Hit both planks to make them horizontal and use the Mist Cloak to cross near the door. You have to Mist-cloak to the door platform on that thin stretch of plank near the wall (side away from entrance). On the terrace is a nice chest with the [STAR PIECE] inside! Yes, that's all. Double-back to the room and Mist-cloak off the plank to the doorway's strip.

[SOUTHEAST DOOR]

You'll see a chest here on top of a stone block. What you may not have seen is that this room has another entrance. Go around the side of the building to get in from a higher vantage point. Use Air Ballet on the stone block and Pooka to get the [CLOUD PIECE].

[NORTHEAST DOOR]

This one can throw a guy for a loop, but it has an easy solution. From the switch, Mist-cloak to the upright platform...then jump onto one of the li'l pillars beside it. Use Air Ballet to flatten the thing out. Outside, there's a [SUN PIECE] waiting for you.

So why so "hard"? If you flip the plank beforehand, the switch defaults its position so it can be a bit of a brainbuster. With all four pieces in hand, set out for the middle room.

[MIDDLE ROOM]

Those four holders on the ground aren't for lighting, as you'll see when you inspect them. The plaque gives a vague hint as the order of the pieces, but if you want the shortcut (from north to south):

Cloud -> Moon -> Sun -> Star

The "sea of wind" is the cloud and the "stars" is the Star Piece, so the journey the plaque speaks of is going from nearest to farthest. Duh, right? Beyond is the wing raypoint and after some soul-searchin', it gets liberated by Tim. Hooray for him, 'cause he's got the [ABILITY: Hi-Combo] now!

...Don't do drugs! >=p

OPTIONAL: Odd Headquarters		[DDH2]
ITEMS		
_ Odd Sandals	_ Scapegoat	
_ Teddy Bear		

You were here before but couldn't do anything, remember? Well, once you have Marivel, go downstairs and use the Electel tool on the robot...who'll then welcome you to the Black Market!

There's a treasure trove of good curative items here and since you opened this, you don't have to go and Pickpocket or wait for them to be dropped! Buying all the Big Berries and Mini Carrots is a good idea since you'll be needing those the most.

Heal Berry.....20	
Big Berry.....200	
ReviveFruit...2000	
War Respite...5000	
Mini Carrot.....50	

And, if you have completed both Raypoint Flam/Wing, you can go into the back room. First, use the Change Rod on the gems and Mist-cloak through the fence up on top of the orange cubes.

From there, throw a diagonal Hurl Knife to hit the lower switch, opening a switch nearby. Mist Cloak to it to drop a treasure chest containing the [TEDDY BEAR] accessory, which stops luck from dropping at an inn.

And, if you were wondering what those two duplicator chests were up on the

B1 floor, it's an [ODD SANDALS] and [SCAPEGOAT]. Get 'em if you have the required items.

OPTIONAL: Promised Catacombs		[PMC1]
ITEMS		ENEMY:
_ Ebony Shade	_ Crest	_
_ Mecha Boost	_	_ Agawogdent 750 EXP, 3000g
	_	_ Mycale 500 EXP, 1000g
	_	_ Scarecrow 500 EXP, 1000g

To locate this place, have Marivel (as party leader) go to the Meria Boule library and look for the book that talks about a Crimson Noble Sanctuary. This tells of a place on an "island south of masterless castle." Where's a masterless castle? It must mean south of Slayheim or something, because the destination is located on that large island in the southwest of the world map. Land in the heavily forested region and run to the other side of the isle for the castle.

Use Mist Cloak to get to the dual stairway, and use the Electel tool to zap the lightning bolt icon on one of the stairtops. Two rooms later, open the chest for Marivel's second [TOOL: Windup Key]. Pressing [] throws spring coils out in front of you; certain blocks will have certain results. Throw the windup key at the smiley-face block (where have we seen one of these...?) to turn the rotator bridge.

Get the [EBONY SHADE] armor for Marivel and go east. There is a darkened walkway here, but if you use the Windup Key on the block, it will make a path through the tangible part. Just follow its lead to get through, and if you happen to fall, the room only partially resets. When you get to the end, the Mist Cloak is needed. Get the [CREST] and [MECHA BOOST] chests before turning north.

In the coffin-filled room, use a Duplicator on the red door to find the lost [MEDIUM: Dan Dairam]! Two rooms down, to the north, a scene involving Marivel and her parents plays. <3

Then, it's back out.

OPTIONAL: Lost Garden		[LTG2]
ITEMS		ENEMY:
_ Duplicator	_ Crest	_
_ Full Revive	_ Mecha Boost	_ Gizmo 450 EXP, 900g
	_	_ Chimera 1000 EXP, 200g
	_	_ Eurynome 450 EXP, 900g

Now that you've got Marivel's Windup Key tool, you may remember that there was a smiley-face block back in this dungeon (in the third room). Use it on said cube to open the long-locked door nearby. Inside is a [FULL REVIVE], a [DUPLICATOR], [CREST], and [MECHA BOOST]. Oh, and the [TOOL: My Mike] for Marivel.

Her third tool unleashes a beautiful song and forces hidden monsters to fight. What are hidden monsters? They're the ones that can be found in those twirling triangular prism things, like the one in Halmetz, Mt. Chug-Chug,

etc. It can't be used on the field, obviously, since the [] button is already used for the search function.

Anyway, leave right this instant, young man/lady!

```
o-----o
| OPTIONAL: Lost City Archeim                                     [LCH1] |
o-----o
| ITEMS      _          _          | ENEMY:          | | | | | | |
|      |__| Life Orb      |__| Scapegoat  | |__|          |
|      |__| Big Berry    |__| Big Berry  | |__| Dust Man   325 EXP, 650g |
|      |__| Silver Circ  |__| Full Revive | |__| Reanimator  325 EXP, 650g |
|      |__| Ambrosia     |__| War Respite | |__| Evil Dead   325 EXP, 650g |
o-----o
```

If you recall earlier (in Diablo Pillar Judecca section), I mentioned a door that opens with a duplicator. Well, I didn't forget about it -- just didn't want you to waste one opening it. :p

Go back in that east room and open it to find some chests, crates, and a mesh fence. Now that you have the Mist Cloak, you can get the two items, being a [LIFE ORB] and [SCAPEGOAT]. Inside the crates are two [BIG BERRY]s and and [SILVER CIRC] for Kanon.

If you come back here when you get the Earthquake, you can demolish the three chests in the northern building's west wing, getting a [FULL REVIVE], an [AMBROSIA], and a [WAR RESPITE]. I'll refer you back to here when that time comes.

```
o-----o
| 53) Raypoint Geo                                             [RYP3] |
o-----o
| ITEMS      _          _          | ENEMY:          | | | | | | |
|      |__| War Respite  |__| War Respite | |__|          |
|      |__| War Respite  |__| War Respite | |__| Gigapoison  600 EXP, 1200g |
|      |__| STR Apple    |__| SOR Apple   | |__| Alligatiger 600 EXP, 1200g |
|      |__| RES Apple    |__| VIT Apple   | |__| Atlas       1000 EXP, 1500g |
|      |__| Cromwell     |__| Giant Fist |-----o
o-----o
```

This location is on the island northeast of the Island Outpost; or, if you've not been there yet, southeast of Guild Galad. It's a big, circle-shaped isle so it's pretty easy to find. Land on its mount, search, enter. Accessories that protect against petrification are useful here.

Enter the second room to find an open/closable barrier and a special switch (as the game calls it). Bomb it and Dash through the five barriers -- you're on the clock, with about five or six seconds to complete the run. From the next stairway, use Pooka to get Brad's third [TOOL: Earthquake]. Use the [] button to send shockwaves around the room and shock the foundation, breaking any cracked walls or crates. Jump down the ledges to the eastern doorway.

There are some hanging swings here, so use Earthquake to shrug their inertia off -- exit to the east. In the adjacent room, the southern statue's shadow swallows the [UPGRADE: Sky Eye] cartridge for Brad; go north when done. Here, blow up the crates and walk to the exit. This may appear hard to do (you are

"timed" in your movement, in a way) but remember that you can walk diagonal on corners without falling to either side. So...don't bother racing against the explosions.

This room's got four [WAR RESPITE]s, two on each side. Continue west into a room with many feeble-looking platforms. Walk as far west as you can (third platform) and use Earthquake to set them all sinking. Dash along to the one that would be the SW cornerstone and jump to the stairway. Exit south to a [STR APPLE], [VIT APPLE], [RES APPLE], and [SOR APPLE] room, and continue in that direction, stumbling upon another special switch/retractable block puzzle. HOWEVER, you don't want to finish it all the way, because it takes you back to a room you've been to already. Instead, go over the first barrier and use Pooka to get the [CREST], then fall in the hole to be reset by the doorway you came under.

Double-back to the falling-platform room and go north. From the stairway, walk onto the platform it touches and use Pooka to get the [CROMWELL] armor for Brad. Heal and enter the northern door. I'm sure you can already tell what type of creampuff you'll be eating for dinner shortly...

BOSS: Spriggan Geo Knight

Shield ~~~~~ HP: 9000 EXP: 9000 GELLA: 9000 DROP: Mega Berry
Geo Knight ~ HP: 9000 EXP: 12000 GELLA: 12000 DROP: Dead Heat

ATTACKS:

Attack -----> No damage...
Blade Arm -----> Med. damage to ally (~900)
Gaia Crash -----> HIGH mgc-erth damage to allies (~2000)
Hi-Barrier -----> Increases DEF/MGR on target (self)
Mirror Coat ----> Gives 'Reflect' status to one part
Counterattack -> No damage...

TIM : Lv. 36
BRAD : Lv. 36
KANON : Lv. 36
LILKA : Lv. 36
ASHLEY : Lv. 36
MARIVEL: Lv. 35

Yes...the exact same setup as before. But, you should be so lucky. Take out the Shield as before while simultaneously weakening the Geo Knight, so that you don't fall victim to its overpowered, earth-elemental Gaia Crash attack. Also, offensive magicks are a no-no as Mirror Coat makes the damage shift to the caster. Use Fengalon to do a hi-speed ripper on its ugly mug...err, her ugly mug. <3

Equip the Dead Heat on Brad and keep scootin' north, entering the eastern passage you find.

```

|   |   |   |   |
|   |   |   |   |
|___|___|___|___| <-- START
|   |___|___|___|___|
| 5 |___| 3 |___| 1 |___|
```

Yes, another stupid Earthquake mad dash you'll have to do. It's pretty easy, but the way I found is listed at left (there's a few ways to do it). Just run straight

```

      |__| |__| |__| |
S     |__| 4 |__| 2 |__| |
E+W   |__| |__| |__| |
N     |__|

```

east!

Once you get to the other side, enter the two-pronged path nearby. There's a huge stone carving that you need to knock over. And the best way to do that: Kick Boots!

Stomp that thing over to make a bridge...but you can't enter from your side! Backtrack to that first room past the save point, and take the north, which leads to another switch/barrier puzzle.

Bomb the switch and make it to the third barrier...then wait on top of it. This lets you get the [GIANT FIST] chest when it raises up. Fall in a hole to reset yourself, then bomb it again. Dash diagonally the entire way to _just_ make it through...not much leeway for mistakes. You'll be back in the two-pronged room, so use the walkway to go north.

This leads to the raypoint and after digging up some truth, Brad releases the mana. Brad then gets the [ABILITY: Boost], his last force skill. It delivers an ARM attack that does triple the damage of a normal.

Th'end!

NOTE: Now that you have the Earthquake, you can go get the items in Lost City Archeim you couldn't. Refer to section LCH1 on getting every last one.

```

-----o
| 54) Raypoint Muse [RYP4] |
-----o
| ITEMS      | ENEMY: | | | | | | |
|  |__| Bullet Load |__| Chest |
|  |__| Bullet Load |__| Quick Knife | |__| Leviathan 1000 EXP, 1500g |
|  |__| Bullet Load |__| Cuirass | |__| Gigafrost 600 EXP, 1200g |
|  |__| Mega Berry |__| Mega Berry | |__| Electrigger 600 EXP, 1200g |
|  |__| Ambrosia |__| Reflex | |__| Gorbash 900 EXP, 1800g |
-----o

```

This one takes a bit more effort to open. Head back to the Gate Bridge, enter from the Greenhell region's side, and Mist-cloak through the wire to a panel that controls the lifting bridge. Choose to raise it open, then raid the chest beside the computer for Ashley's [UPGRADE: Blast 'Em] cartridge. Teleport to Meria and drive the hovercraft south around the continent, under the open bridge, and into the Sielje Sea. The island nearby has a [FULL CARROT] on it, but you want to go to the beach SW of Damzen and search the stones there.

The first room has a locked door, but searching the north side of a pillar for a switch solves that problem. Continue onto the plus-shaped plank that floats in the water and enter the northern door. Stand on the stair and use Pooka to get the lonesome [BULLET LOAD] chest against the wall before going west.

'Next room has a block configuration which is easy to maneuver around, since they can be pushed/pulled more than once. There's a [CREST] chest nearby, then exit east to a boiler room. Tighten the valve to lower the water level three rooms back in the plus-shaped plank room. Which, you should head to

now, going in the next door.

Get the [BULLET LOAD] the same way as last time, and go through the nearby block puzzle. Get the [QUICK KNIFE] for Kanon and lower the valve in the next room, then return to the plus-shaped pond-floatin' plank. Westward door this time!

There is a third [BULLET LOAD] and another block-pushing puzzle. Get the [CUIRASS] armor for Kanon and turn the crank nearby. The pond will now have no water at all, and you can enter the lowest door. Save before you enter, 'cause its the last in the four-part miscreant series... This is one girl you definitely SHOULD beat up. ^___^

BOSS: Spriggan Muse Knife

Shield ~~~~~ HP: 9000 EXP: 6000 GELLA: 6000 DROP: Mega Berry
Muse Knight ~ HP: 9000 EXP: 12000 GELLA: 12000 DROP: Shamir

ATTACKS:

Attack -----> No damage...
Blade Arm -----> Med. damage to ally (~850)
Hi-Barrier -----> Increases DEF/MGR on target (self)
Mirror Coat -----> Gives 'Reflect' status to one part
Counterattack -----> No damage...
Water Catastrophe -> HIGH mgc-wtr damage to allies (~2000)

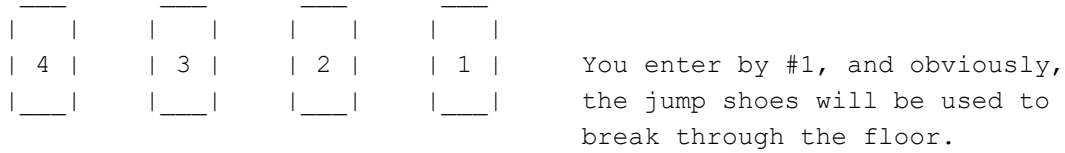
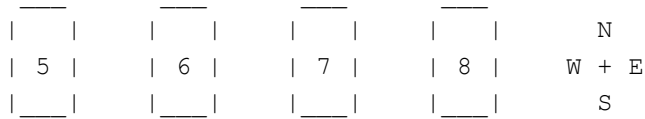
TIM : Lv. 37
BRAD : Lv. 36
KANON : Lv. 36
LILKA : Lv. 37
ASHLEY : Lv. 37
MARIVEL: Lv. 35

Once again, avoid using offensive spells since Mirror Coat can and will eventually end up sending the damage back to the executor. And, as the previous encounters've shown, defeating the Shield opens up its most powerful attack, being the Water Catastrophe. If you get into deep water (pun'D), switch to Lilka and mystic Big Berries. Use Mad Lucied if you have the attack (Access form only, remember), which can do 4000+ per strike and quickly even this thing out.

Equip the Shamir on Kanon and save, then enter the doorway between the two stairs. It leads to our favorite bounty hunter's [TOOL: Jump Shoes], which lets her jump slightly higher when standing at certain locations, namely the circular crests you find on the ground. The statues in the room at the top of the stair allude to a "lonely virgin," which, if you were paying mind to the rooms you were in, means a statue where there's usually two.

Return to the once-watery pond room and use the south jump shoes seal to get to the northern door. Enter the place where the block puzzle usually is to find the single statue. Near the treasure chests is a floor tile that's a little discolored, like it's a switch. Jump twice on it to fall through the floor.

Enter the watery room adjacent, and go east to the room where one has to use the jump shoes to get up the stairs. There are eight tiles here, as such:



Jump down on #2 to make part of the walkway connect, then get the three chests around via Pooka: two [MEGA BERRY]s and an [AMBROSIA]. Enter west to another jump pad room and get the [REFLEX] accessory, which boosts someone's DEF a huge amount. Use the other jump pad to get into the same "raft" room, just on the level with access to #5-8.

Stomp on #6 to land by the doorway to enter a doorway with a bunch of statues (sixteen in fact) that can be rotated. They have to face each other, and so you don't have to do a bunch of trial and error, here is how they pair up:

```

[01] [07] [07] [06]   You can do 'em in any order, but the same-numbered
[01] [08] [08] [06]   statues have to be matched up. So the "[01]"s both have
[02] [02] [04] [05]   to face each other, and so on.
[03] [03] [04] [05]

```

Beyond is the watery raypoint and after some powerful admissions, Kanon releases the last wellspring of mana needed for Trapezohedron. She also gets her last force skill, the [ABILITY: Gat Lv. 4]! It does a powerful attack on a target, and is needed if you want her most powerful ability, Eagle Claw. Answer the phone call from Irving to learn that mana increases are registered all over and that the attack on Kuiper Belt'll begin shortly.

The Trapezohedron is deployed while the encroaching lifeform is in space, and it crashes to earth. Unfortunately, the capture ratio is too low. But, it is now a "being" and not a "world," so it can be physically attacked! Go, go belligerent ARMS! >=p

```

*****
  REMINDER: Reload ammunition + fill in PSS skills + heal up in some town!
*****

```

Head for the salt flats of the Slayheim region to find the Trapezohedron's wreckage.

```

o-----o
| 55) Trapezohedron                                     [TRP1] |
o-----o
| ENEMY:                                               | NOTES:      | | |
|   _   |                                               |             |
| |_| Land Anemone   600 EXP, 1200g | * This is a one-time dungeon |
| |_| Asmodeus       1000 EXP, 2000g | * Asmodeus can inflict death to all!!!! |
o-----o

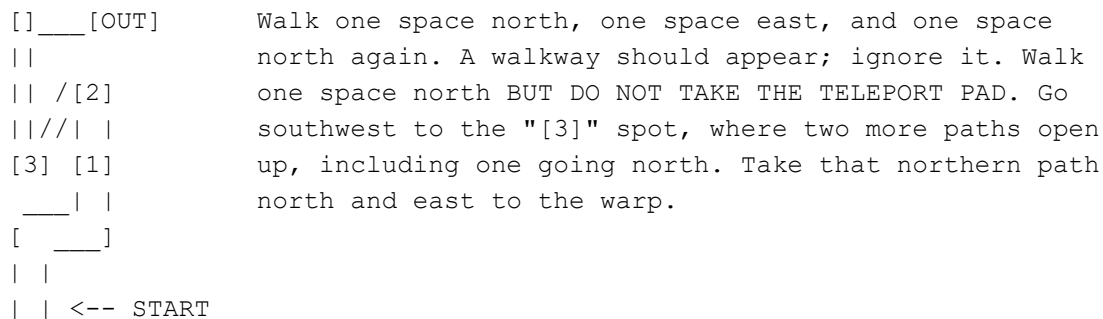
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 NOTE: Once you go in you cannot get out! Prepare beforehand with items, etc.!

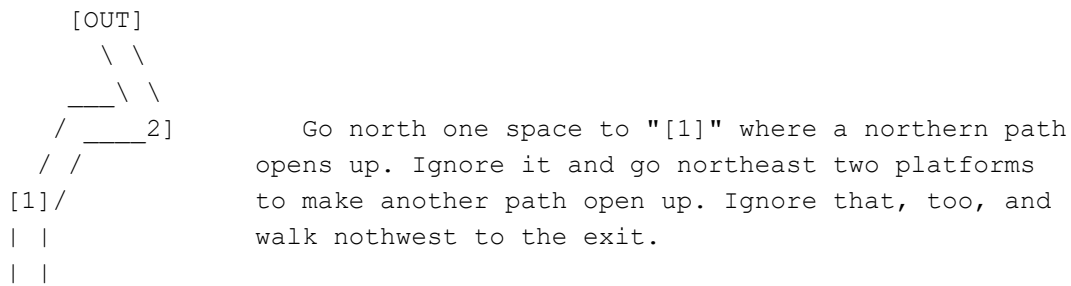
A trapezohedron is crystal-shaped object with trapeziums, four-sided figures with no parallel sides, as faces. Hard to understand? Yeah, well, there is a reason this is one of the most annoying, convoluted dungeons you'll face in a video game.

Here's a directional walkthrough to get through this hellhole. Not as good as a map, but then again, those can be awfully confusing, too. MAKE SURE YOU POINT THE COMPASS NORTH since that is your entire reference point -- don't get confused!

- 01) Head northeast down to the first teleport pad
- 02) Walk north as far as you can and take the western teleport pad out.
- 03) Here's the route you want to take:



- 04) Save if you want to (you cannot leave, remember) and continue north.
- 05) Here's the route you want to take:



- 06) Walk north to make two paths open up. Take the eastern.
- 07) Walk east to find a new path and a string of gems pointing down to a pad below. Jump down to that pad.
- 08) Trek west to make a path appear and follow it to the teleport pad.
- 09) Walk north to make three paths appear. Take the northernmost.

Whew, finally made it through that. The party will find the Kuiper Belt's Tip here and remark that it looks like an egg. And, whatd'yaknow, it begins to hatch right then and there.

Mouth ~ HP: 10000 EXP: 6000 GELLA: 6000 DROP: Gimel Coin
Larva ~ HP: 10000 EXP: 12000 GELLA: 12000 DROP: -----

ATTACKS:

Attack -----> No damage...
Ability Bind- -> Weak damage to ally (~300) + % of A. Block [L: Mouth]
Mega Crusher --> Weak damage to ally (~400-600)
Counterattack -> No damage...
Arc en Ciel ---> % of nightmare, amnesia, downhearted, disease,
Ability Block

TIM : Lv. 38
BRAD : Lv. 37
KANON : Lv. 37
LILKA : Lv. 38
ASHLEY : Lv. 38
MARIVEL: Lv. 37

This is one good battle to have Marivel's Status Lok in. Equip Lilka with the Silver Harp to prevent Ability Block, first and foremost, and equip the others with confusion/disease-proof articles. Arc en Ciel often misses, though, so cast Rise&Shine around when you've got the chance. Besides status effects (use Restore or Mystic+War Respite), the larva is pretty dang crappy. I've heard Mega Crusher is powerful, but for someone who maxed out Up P Defend, it's a piece o' crap. It's quite possible you don't even need to heal! Definitely use a Lucky Card if you have one.

Irving radios in to tell them that the Kuiper Belt was only the "tail of the lizard," so to speak, and definitely not the core. The Trapezohedron'll make like a bomb and 'splode soon, so everyone returns to Valeria Chateau.

Everyone rests when no new ideas are presented, and the next morning Irving says that monsters are appearing east of the Halmetz inlet. He sends everyone out to investigate this...small...small...thing... >__>

REMINDER: Reload ammunition + fill in PSS skills + heal up in some town!
Investing in "Restore HP" will be useful later on!

Teleport to Halmetz and fly Lombardia east a ways to the beach, where one can find the remains of the once-great Heimdal Gazzo...

```
o-----o
| 56) Fiery Wreckage                                     [FRW1] |
o-----o
| ITEMS      _      _      | ENEMY:                |
|      |_| Red Jacket      |_| Obelisk Gun      |      |
o-----o |_| Gel Gob          630 EXP, 700g |
|      |_| Sabretooth      630 EXP, 700g |
o-----o
```

Use Earthquake to blow up dirt-clogged doors, then Mist Cloak to the eastern one. Turn on the power console here. There's a [RED JACKET] just inside the

second room, then double-back to the outside wreckage. Ignore the lowest northern door (can't do anything in there) and walk around to the orange wingtip that's now a walkable incline. There's a gigantic door nearby.

Jump down to the chest and get the [OBELISK GUN], exit, and re-enter from the second-level door again. There are three doors on the northern wall; go to the side-rooms and turn on the two power consoles.

In the middle room, turn on the last two power consoles and inspect the big monitor. If it doesn't work, you forgot a power console somewhere. Anyway, a gigantic secret is revealed about an ARMS member! :o

Back at the chateau, Irving gives the party their final mission: to go to the heart of Filgaia, the center of the world and where the planet's life-roots are. After some meditation scenes, ARMS bands together for their last mission (Marivel's scene <3).

So, where exactly is the center of the world? Why, the CENTER of the WORLD! It's called that for a reason, it seems. To find the last destination you'll need, fly due west of Valeria Chateau into the inland sea and you'll find the green dot atop a high, high plateau. Unfortunately, you can't get to it as easy as that -- follow the twisting, dark-colored gorges south to a landing point on the desert-colored land.

There's a high enemy encounter rate going to there, so make sure you know you're ready. The treasure you can find in a dead end is a [VIPER FANG] item that can be used with the "Shoot Item" medium ability. When you get to the large central plateau, look for a tiny footpath leading up to the top. There you will find the Spiral Tower.

NOTE: Try to get a Necronomicon accessory drop from the same-named enemies outside of the tower! This boosts SOR by 100+ points and is useful later on!

○-----○
| OPTIONAL: Awakening the Three High Guardians [THG1] |
○-----○

There's no point in doing this unless you have:

- * Stone God
- * Stone Lion
- * Stone Drago

All of these are found in the Sacrificial Altar dungeon, so refer there on how to obtain them. Once you have them, though, you can make them into great mediums by doing some easy things.

- * Talk to Colette in Baskar as Tim to get the [MEDIUM: Raftina]
- * Talk to Marina in Valeria Chateau [2F] to get the [MEDIUM: Zephyr]
- * Talk to Billy in T'Bok Village as Brad to get the [MEDIUM: Justine]

○-----○
| OPTIONAL: Preparations for Spiral Tower / Glaive Le Gable [PRP1] |

Here are various things you'll want to get/do before approaching the final stretch of the game.

OBJECTIVES	CNTRL+F SECTION
* Get the three Guardian Lords	THG1
* Max out Up P/M Defend skills	----
* Holy Grail (deathproof) accessory	DPL3
* Get Lilka's third force ability "Extend"	SLT1 -> SLT2
* Get Ashley's third force ability "Full Clip"	GLD2
* Find Odd Headquarters and unlock the Black market	DDH1 -> DDH2
* Get Marivel, the optional sixth character, into party	CRM1
* Change Ashley's "Hot Fencer" ability into "Mad Lucied"	WWF1
* Collect various optional mediums	WTD1 -> TLC1 -> ABX1 -> SHG1 -> DRK1 -> MTC1 -> GLZ1 -> PMC1

| 57) Spiral Tower [SPT1] |

ITEMS	ENEMY:
_ Mega Berry	_ Balor 750 EXP, 2000g
_ Ambrosia	_ Pabilsag 750 EXP, 2000g
_ Mega Berry	_ Sun Flayer 750 EXP, 2000g
	_ Mercurius 750 EXP, 2000g
	_ Leprechaun 750 EXP, 2000g
	_ Aello 750 EXP, 2000g
	_ Elbucky 750 EXP, 2000g
	_ Coat1 1000 EXP, 2500g

Final stretch... Yay... Equip a Holy Grail here on your healer, which should be Lilka since she's got Hi-Revive (HOPEFULLY!!!). Equip Ashley with the Blue Anklet and maybe the Reflex on the third party member.

In the third room, use the Mist Cloak to get across the broken portion of the bridge. Get the [MEGA BERRY] chest on one of the dead-end stairways 'fore leaving. Two rooms later, is a puzzle with plaques on the wall, like so:

| 4 | Press them in this order:
|1 5|
|2 6| 1 -> 7 -> 3 -> 5 -> 6 -> 2 -> 4
|3 7|

|_ | The door will then open. So what did it all mean? The Norse gods refer to the days of the week, so Tiu's Day is "Tuesday," Thor's Day is "Thursday," etc. Kinda hard to figure out, I suppose.

In the following room, bomb the purple crystal-ball-lookin' thing and stand on the switch. When the explosion happens, the barrier will recede. Do the same thing for the next two switches and use the Mist Cloak to get to the doorway. Use Pooka to get the [MEGA BERRY] before leaving.

Alright, next room. There are three crystal-ball things and three switches.

Set a bomb and run around the central platform to the switch straight across from it. Do this three times (can be a little hard) to lower the pillars to a Mist-cloakable height. The fourth ball/switch puzzle is in the upper SW corner, where you have to set the bomb and dash to the switch -- this lowers the last barrier.

The next non-stairway area has some platforms with arrows on 'em. Mist Cloak to the first batch and make them go apart to reach the east side (Mist Cloak there also). Get to the center platform and enter the antechamber adjacent, to find a chest containing the last [TOOL: Flare Gun] for Ashley. Back one room, Mist Cloak (south) off the highest edge to get near the locked door. Fire the Flare Gun under the door's overhang to exit.

NOTE: Now that you have the Flare Gun, you can finish the Pirate's Warren
dungeon out in the real world. Refer to the "PRT1" section.

After, there's another chamber with arrow blocks. Here's how you navigate the place:

- 01) Enter the highest red-arrow blocks. Connect them, then go north so that they're split apart.
- 02) Go down the stairs to the lowest red-arrow blocks. Mist Cloak to the other stairs that lead to highest blue-arrow blocks.
- 03) Approach the nearest blue-arrow marking and Mist Cloak over it onto the other one, splitting them apart.
- 04) Do a diagonal (NE) Mist Cloak to land on the lowest red-arrow blocks.
- 05) Get back to that first stairway and back onto the highest red-arrow ones.
- 06) Jump down onto the blue-arrow block that's underneath and juts towards the east edge, letting you Mist Cloak to that far ledge.

ARMS should be able to get to the doorway now. >=D

Very dark is the next room, so use the Flare Gun. There's a configuration of torches here (barricaded) like so:

- [X] [LIT] [X] Remember the pattern 'cause it'll be used soon.
- [LIT] [X] [LIT] Use the Flare Gun in the next dark room to find a similar switch layout as before. Light all the switches and use the
- [X] [LIT] [X] Freeze Rod to snuff out the corners. Make sure you do the last one diagonally from the barrier (or outside it) 'cause the wall rises once it's complete. Exit north when done.

Heal up when entering the next stairwell, 'cause at the middle waits a big ol' thing who wants to bear hug you.

BOSS: Saucer Organism Grodine

Grodine ~~~ HP: 10000 EXP: 12000 GELLA: 12000 DROP: -----

ATTACKS:

Attack -----> No damage...
Counterattack --> No damage...
Giant Scissors -> Weak phys damage to ally (~300)
Bubble Cluster -> Weak phys damage to allies (~800) + % disease

TIM : Lv. 39
BRAD : Lv. 39
KANON : Lv. 39
LILKA : Lv. 39
ASHLEY : Lv. 39
MARIVEL: Lv. 39

This mutant freak is pretty timid compared to previous baddies, using Bubble Cluster to inflict most of its damage...which is pathetic anyway and not used that much. However, when its claw's dead, it's backed into a corner and that's all it'll have. I've heard that Bubble Cluster can inflict many status effects, but the only one I got after multiple hits was Disease... Steal a Full Revive if you can.

Save afterwards (you can still backtrack out of the Spiral Tower) if you want and continue south, down the stairs, into the next room. Inspect the eye crest on the door to open a fight with three Balors (regular enemies). They can use Evil Eye (instant death to all) and Paralysis Eye (paralysis to all). They're eat damage and die easily, so use Accelerator/Invincible to get a leg-up on 'em.

Once that first door is destroyed, you can skip the second by using the stair to get on top and jump to the exit. BUT, re-enter as soon as you do that and use the stair system to walk across that first enemy door (respawned) to get the [AMBROSIA] chest on the eastern side of the room. Then, jump back to the exit.

Following, the maze-like area has some enemy-encounter doors like before. Use the crystal ball/floor switch puzzle to lower the first wall and fight a few Balors/Aellos. Do the same at the next northern door to find the out door. There's a lot more to the "trick" here, but you can simply go up the stairs and onto the ledge that overlooks the exit and use the Mist Cloak to get on the platform. A little unorthodox, but who wants to do more work?

In the eighth or ninth room, whichever it is, there are four enemy-encounter doors stacked like dominos. Walk on the first one and Mist Cloak to the ledge so you can get to the eastern side of the room. There's an [AMBROSIA] chest sitting soundly. From there, Mist Cloak over the tops of the four enemy-encounter doors, to the west ledge, to the fifth "door," to the next ledge, and finally to the exit platform. Mist Cloak to the west from there and get the [MEGA BERRY] chest before exiting.

Okay, the next place is basically a warehouse for enemy-encounter doors -- there's a lot've 'em! On the west wall, before you do anything, hit the bolt mark with the Electel tool to blow up a secret door on the east wall. Doing this also lets you see the easiest path through the doors, which is the left (eastmost) corridor. Enter that secret room to find the [UPGRADE: EZ Missile] for Brad. If you're wondering what that chest in the eastmost corridor is, it's a [MEGA BERRY].

The floor below, here's how to navigate without doing anything unnecessary:

- 01) Break the two enemy doors in the western passage
- 02) Move to the adjacent eastern passage, destroy wall
- 03) Move north, south, destroy wall there
- 04) Move to easternmost passage and destroy two walls there.

Go up the stairs and make your way to the eastern side by walking across the top of the doors you (hopefully) didn't fight. If you fought even one you weren't supposed to, you have to do the whole thing over. =(Once at the eastern ledge, you can exit.

A couple of vacant rooms later, ARMS encounters a room walled with those dang enemy encounter doors. You don't have to bother with any, really, but check out the eastern wall and break the second-from-north one to find an Electel symbol. Zap it from the nearby stairway to blow up a sketchy-looking door on the opposite wall. It leads to Ashley's last [UPGRADE: RisingNova]!

Heal up on the stairway outside the stairbottom door and enter to find the welcome wagon...er, waggin'.

BOSS: Terrible Guardian Monster Manufestu

Manufestu --> HP: 10000 EXP: 12000 GELLA: 12000 DROP: -----
 Left Knee --> HP: 5000 EXP: 6000 GELLA: 6000 DROP: Mega Berry
 Right Knee -> HP: 5000 EXP: 6000 GELLA: 6000 DROP: Mega Berry

ATTACKS:

Attack -----> No damage...
 Death Parasite -----> % of instant death on ally [L: Knees?]
 Unmodified Spell?? -> Med. mgc-dark damage to allies (~800)

TIM : Lv. 41
 BRAD : Lv. 41
 KANON : Lv. 41
 LILKA : Lv. 41
 ASHLEY : Lv. 41
 MARIVEL: Lv. 41

Equip the Holy Grail on Lilka if you've taken it off, since she'll be using Hi-Revive here. The knees are weak (lol, weak in the knees?) and can be taken out with pure physical attacks; when they're dead, it'll start using the "Unmodified Spell??" that's nothing to crow about. Use a Lucky Card DEFINITELY!

Afterwards, approach the crystal ball to learn that the spiral tower leads down into the earth, a mirror image of the one above! It's a guarian...its Glaive le Gable! Yeah, the Guardian of Mud. >___>

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o-----o
| 58) Glaive Le Gable                                     [GLG1] |
o-----o
| ITEMS      _      _      | ENEMY:      | | | | | | |
|      |_| Braver Vest    |_| Bridal Gown  | _      |
|      |_| Labyrinthos    |_| Nine Lives   | |_| Will-o'-Wisp 800 EXP, 2000g |
|      |_| Coiste Bua     |_| Full Libra   | |_| Morlock      800 EXP, 2000g |

```


Route B = Brad
Route C = Kanon

Doesn't matter really, but getting through Lilka's first is the best way to do it. That means Ashley, Tim, and Marivel if you have her, will be taking on the body alone.

BOSS: Encroaching Parallel Universe First Root

First Root ~ HP: 15000 EXP: ----- GELLA: ----- DROP: -----

ATTACKS:

Blue Riot -----> Med. damage to ally (~ 600)
Hyperion Inferno ---> High damage to ally (~1600)
Galactic Explosion -> High damage to ally (~1500)
Atmosphere Reentry -> High damage to ally (~1500)

LILKA: Lv. 43

As Lilka, guard until you've got enough FP for Hi-Heal. She'll probably go first, but use Quick if she's not. Use Hi-Break/Hi-Spark/Saber to do the majority of the damage (physical attacks -> don't do 'em) and heal when needed. Since Lilka should have 4000+ HP, this ain't too hard. The other incarnations use Dark Star Bow which inflicts status effects, but I've never seen the first one do it. >___>

Immediately after, it's on to the next one!

BOSS: Encroaching Parallel Universe Second Root

Second Root ~ HP: 15000 EXP: ----- GELLA: ----- DROP: -----

ATTACKS:

Blue Riot -----> Med. damage to ally (~ 800)
Dark Star Bow -----> Weak damage to ally (~ 700) + % poison, disease,
Hyperion Inferno ---> High damage to ally (~1900) confuse, dwnhrtd
Galactic Explosion -> High damage to ally (~1700)
Atmosphere Reentry -> High damage to ally (~1500)

BRAD: Lv. 43

Brad has good enough RES to go first. =p

Hopefully you took my advice before Spiral Tower to buy a whole bunch of Big Berries from the Black Market, 'cause you can really expend a lot when you can't cure with FP. Equip the Odoryuk medium if you want to use Live Horn (cure + status restore), but guarding until he can use ARM x 2 is a good idea. Equip him with a Hazel Sprig/Clear Chime, because both Disease and Confuse can be ruinous here -- you'll just have to take your lucky pick. Boost + Rail Gun also works here (~7000dmg!)

It's on to the last of the roots, now...

BOSS: Encroaching Parallel Universe Third Root

Third Root ~ HP: 15000 EXP: ----- GELLA: ----- DROP: -----

ATTACKS:

Blue Riot -----> Med. damage to ally (~ 700)
Dark Star Bow -----> Weak damage to ally (~ 800) + % poison, disease,
Hyperion Inferno ---> High damage to ally (~1900) confuse, dwnhrtd
Galactic Explosion -> High damage to ally (~1700)
Atmosphere Reentry -> High damage to ally (~1800)

KANON: Lv. 43

Same thing as Brad's, except you'll have to make do with only the Hazel Sprig or Clear Chime -- Brad's probably got the other equipped on him, still. Defend until you can use her highest gatling; Gat - Arc Kick can do 3000 by itself, so anything higher than a Lv. 2 will do great. Plus, Kanon acts first, so this isn't so hard as long as the status effects go your way. Use Big Berries/Mega Berries to heal and build up the FP Gatlings...that's about all you can do.

If you're having trouble on this, and the Raftina medium is unused, equip it on her and use Invincible every turn to build up FP.

Congrats on beating the hard roots! But, it ain't over yet. As Ashley's party, enter the room with the six twisting pedestals, shaped like:

Solving this (making statues face north) is as simple
[1] [4] as going 1 -> 2 -> 3 -> 6 -> 5 -> 4. Do it twice and
[2] [5] the door will open.
[3] [6]

BOSS: Encroaching Parallel Universe Kuiper Core

Kuiper Core ~ HP: 40000 EXP: 50000 GELLA: ----- DROP: -----
L. Shoulder ~ HP: 20000 EXP: 50000 GELLA: ----- DROP:
R. Shoulder ~ HP: 20000 EXP: 50000 GELLA: ----- DROP:

ATTACKS:

Blue Riot -----> Med. damage to allies (~ 700)
Hyperion Inferno ---> High damage to allies (~1900)
Galactic Explosion -> High damage to allies (~1800)
Atmosphere Reentry -> High damage to allies (~1800)
Dark Star Bow -----> Weak damage to allies (~1000) + % poison, disease
confuse, dwnhrtd

TIM : Lv. 43

ASHLEY : Lv. 43 NOTE: Equip Ashley with the "Zephyr" medium!

MARIVEL: Lv. 43

If you followed my advice and got 99 Big Berries, the Necronomicon drop

from the same-named enemy outside of Spira Tower, Tim's SOR should be through the roof and can heal 1000+ now. Give it the Dan Dairam medium and it can almost be 800 SOR! Equip the Full Libra on Ashley and maybe the Heart Leaf on Marivel. It's important that you keep status effects off of Tim since he's the upkeep's focal point, so use Marivel to throw War Respite around -- not like you'll be using them later on. If she's got the Status Lok ability, this ball game just became a whole lot more easy.

Ashley should shoot for Access immediately, and use Gun Blaze on the L. Shoulder to deal weakness damage -- I killed it in one hit myself. But, killing the arms isn't truly important, but they do let you gain a lot of EXP. If you kill all the parts, you can get 300,000 EXP with a Lucky Card!

Note that when its shoulders are dead, it starts using Dark Star Bow a lot and not the others; thus, there's not as much need to heal. Switch the Full Libra to Tim so he doesn't get mucked up with Disease/Confuse/etcetera. Do it before Ashley's in Overknight Blazer form or it can't be removed!

If you equipped the Dan Dairam medium on Tim, and want to buy some time for healing and such, use the Hi-Combo "System Chronos" to give him three free turns where he can heal up everyone -- only Tim will get the turns, so use this if you have enough FP! Use a Mini Carrot on the 3rd so that he can use First Aid, though! If you manage to get 100 FP 'fore third turn, you can use it again! Nice strategy if you want some extra time for party upkeep.

But, this ain't over yet, sadly. There's still one matter that has to go and be resolved before this carnage can finally be allayed.

BOSS: Blaze of Disaster Lord Blazer

Lord Blazer ~ HP: 200,000 EXP: ----- GELLA: ----- DROP: -----

ATTACKS:

Attack -----> No damage...
Negative Flare -----> High damage to Ashley (~1500) + Dispel effect
Vermilion Disaster -> High damage to Ashley (~1500)

ASHLEY: Lv. 45

The object here is to use Impulse on the enemy. Since it uses "the power of friends," you'll see various scenes after using the skill. It inflicts 9999+ damage most of the time. Use Big/Mega Berries to heal if you need to, or use BladeHeal [50FP]. If you followed my advice and equipped him with the Zephyr medium, he'll be able to use "Force Charge" and gain 25 FP all at once. After using Impulse six times, the seventh time will do 99999 damage and win the battle. Congrats, that's the last boss in the game.

Enjoy the ending scenes 'cause you've earned 'em, folks. <3

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06) LISTS

[LST1]

[- SHOP LIST -] ~~~ [SHP1]

- 01) Town of Meria
- 02) ARMS Quartermaster (V. Chateau)
- 03) Damzen City
- 04) Halmetz
- 05) Holst
- 06) Ye Secret Ring Shoppe (V. Chateau)
- 07) Baskar
- 08) Sielje Region
- 09) Quartly
- 10) Guild Galad
- 11) Palace Village
- 12) Black Market

01) Town of Meria

02) ARMS Quartermaster (V. Chateau)

ITEM SHOP

ITEM SHOP

```

Antidote          20
Medicine          20
Rhino Shot       110
Hammer Fist      120
Flumrella        90
Hard Jumper      90
Ti Plate         100
Mage Robe        80
TeleportGem     100

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```

Antidote          20
Medicine          20
Violet Rose      20
Pixie Dust       20
Pinwheel         20
Toy Hammer      20
Softener         20
Peppy Acorn      20
TeleportGem     100

```

03) Damzen City

ITEM SHOP

WEAPON SHOP

```

Antidote          20
Medicine          20
Violet Rose      20
Pixie Dust       20
Pinwheel         20
Toy Hammer      20
Softener         20
Peppy Acorn      20
TeleportGem     100

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Riot Ram          500
Flak Jacket      450
PixyParasol     400
Mist Blazer     300
Punch Drunk     600
Travel Vest     500

```

04) Halmetz

ITEM SHOP		WEAPON SHOP	
Antidote	20	Greyhound	1450
Medicine	20	Sunshade	1200
Violet Rose	20	Knuckle Arm	1600
Pixie Dust	20		
Pinwheel	20		
Toy Hammer	20		
Softener	20		
Peppy Acorn	20		
TeleportGem	100		

=====
05) Holst
=====

ITEM SHOP		WEAPON SHOP	
Antidote	20	Ti Jacket	1300
Medicine	20	Purple Vest	1000
Violet Rose	20	Camo Vest	1400
Pixie Dust	20		
Pinwheel	20		
Toy Hammer	20		
Softener	20		
Peppy Acorn	20		
TeleportGem	100		

=====
06) Ye Secret Ring Shoppe (V Chateau)
=====

Earth Ring	12000	Antidote	20
Water Ring	12000	Medicine	20
Fire Ring	12000	Violet Rose	20
Wind Ring	12000	Pixie Dust	20
Thor Ring	12000	Pinwheel	20
Light Ring	12000	Toy Hammer	20
Dark Ring	12000	Softener	20
Ice Ring	12000	Peppy Acorn	20
		TeleportGem	100

=====
08) Sielje Region
=====

ITEM SHOP		WEAPON SHOP	
Antidote	20	Raid Blast	3100
Medicine	20	Chain Mail	3000
Violet Rose	20	Gay Parasol	2500
Pixie Dust	20	Silky Robe	2100
Pinwheel	20	Crisis Arm	3500
Toy Hammer	20	Metal Plate	3200
Softener	20	Dream Wand	2300
Peppy Acorn	20	Sand Poncho	2000
TeleportGem	100		

=====
09) Quartly
=====

ITEM SHOP		WEAPON SHOP	
Antidote	20	Dual Shot	4200
Medicine	20	Full Metal	4000
Violet Rose	20	Elf Parasol	3900
Pixie Dust	20	Shield Cape	3500
Pinwheel	20	Mirage Hand	4600
Toy Hammer	20	Ferdinand	4500
Softener	20	Rune Staff	3600
Peppy Acorn	20	Cute Bolero	3300
TeleportGem	100		

=====
10) Guild Galad
=====

ITEM SHOP		WEAPON SHOP	
Antidote	20	SniperShark	5500
Medicine	20	Bounty Gard	5300
Violet Rose	20	Geranium	4800
Pixie Dust	20	Maygas Robe	4200
Pinwheel	20	Magic Wand	4500
Toy Hammer	20	Sun Poncho	4300
Softener	20		
Peppy Acorn	20		
TeleportGem	100		

=====
11) Palace Village
=====

To find this country town, finish the Sleeping Volcano dungeon (Disc 2) and fly to the large talon-shaped island in the northeast of the world map. Search the green plain for the village.

ITEM SHOP		WEAPON SHOP	
Antidote	20	Sonic Burst	6800
Medicine	20	Cloth Coat	7200
Violet Rose	20	Bow Parasol	6200
Pixie Dust	20	Shiny Cape	6800
Pinwheel	20	100 Knuckle	6300
Toy Hammer	20	Breastplate	7200
Softener	20	Holy Staff	7500
Peppy Acorn	20	Safe Bolero	6800
TeleportGem	100	Bright Edge	8000
		White Chest	6500

=====
12) Black Market
=====

Heal Berry	20	To find the Black Market's shop, locate the Odd Headquarters near Damzen City. Then, get Marivel at Crimson Castle (Disc 2 Only). She joins up w/ an Electel tool to power the robot downstairs in the headquarters. It'll move to reveal the shop.
Big Berry	200	
ReviveFruit	2000	
War Respite	5000	
Mini Carrot	50	

#####

[- EQUIPMENT LIST -] ~~~ [EQP1]

Anything marked with an asterisk (*) raises MGR by 100.

ASHLEY WINCHESTER

WEAPON NAME	ATK	SHOP LOCATION / DUNGEON	PURCHASE
Longhorn	~~~	Initial equip	~~~~~
Rhino Shot	03	Town of Meria	110
Riot Ram	08	Damzen City	500
Greyhound	15	Halmetz	1450
Raid Blast	24	Seilje Region	3100
Dual Shot	35	Quartly	4200
SniperShark	48	Guild Galad	5500
D Bison	63	Coffin of 100 Eyes	~~~~~
Sonic Burst	80	Palace Village	6800
Obelisk Gun	120	Fiery Wreckage	~~~~~

ARMOR NAME	DEF	SHOP LOCATION / DUNGEON	PURCHASE
Jean Jacket	~~~	Initial equip	~~~~~
Hard Jumper	02	Town of Meria	90
Flak Jacket	06	Damzen City	450
Ti Jacket	12	Holst	1300
Chain Mail	19	Sielje Region	3000
Full Metal	27	Quartly	4000
Bounty Gard	36	Guild Galad	5300
Trench Coat	46	Coffin of 100 Eyes	~~~~~
Cloth Coat	57	Palace Village	7200
Red Jacket	82	Fiery Wreckage	~~~~~
Nine Lives*	180	Glaive Le Gable	~~~~~

HEADGEAR NAME	DEF	DUNGEON LOCATION	PURCHASE
Cowboy Hat	~~~	Initial equip	~~~~~
10-Gal Hat	05	Barrel in Town of Meria house	~~~~~
Red Cap	11	Chest in Sylvaland Castle	~~~~~
Migrant Hat	18	Mt. Chug-Chug	~~~~~
Lone Wolf	27	Slayheim Castle	~~~~~
Sunbird Hat	37	Sacrificial Altar	~~~~~
Texas No.	59	Good Luck Zone	~~~~~

BRAD EVANS

WEAPON NAME	ATK	SHOP LOCATION / DUNGEON	PURCHASE
Iron Fist	~~~	Initial equip	~~~~~
Hammer Fist	03	Town of Meria	120
Punch Drunk	09	Damzen City	600
Knuckle Arm	18	Halmetz	1600
Crisis Arm	28	Sielje Region	3500
Mirage Hand	42	Quartly	4600
Uppercut	96	Won by defeating "FakeBrad"	~~~~~
100 Knuckle	118	Palace Village	6300

ARMOR NAME	DEF	SHOP LOCATION / DUNGEON	PURCHASE
Giant Fist	144	Raypoint Geo	~~~~~
Army Vest	~~~	Initial equip	~~~~~
Ti Plate	03	Town of Meria	100
Travel Vest	07	Damzen City	500
Camo Vest	15	Holst	1400
Metal Plate	23	Sielje Region	3200
Ferdinand	33	Quartly	4500
Best Vest	69	Boss in Diablo Pillar Ptolomea	~~~~~
Breastplate	83	Palace Village	7200
Cromwell	99	Raypoint Geo	~~~~~
Braver Vest*	216	Glaive Le Gable	~~~~~
HEADGEAR NAME	DEF	DUNGEON LOCATION	PURCHASE
Bandanna	~~~	Initial equip	~~~~~
Head Gear	06	Mt. Chug-Chug	~~~~~
Hard Gear	13	Baskar Village	~~~~~
Plus Band	20	Slayheim Castle	~~~~~
Hyper Gear	43	Sacrificial Altar	~~~~~
Dead Heat	69	Boss at Raypoint Geo	~~~~~

LILKA ELENIAC

WEAPON NAME	ATK	SHOP LOCATION / DUNGEON	PURCHASE	
Mumbrella	~~~	Initial equip	~~~~~	
Flumrella	02	Town of Meria	90	
PixyParasol	05	Damzen City	400	
Sunshade	10	Halmetz	1200	
Gay Parasol	16	Sielje Region	2500	
Elf Parasol	25	Quartly	3900	
Geranium	33	Guild Galad	4800	
Dumbrella	44	Coffin of 100 Eyes	~~~~~	
Bow Parasol	56	Palace Village	6200	
Pulbo Calbo	84	Raypoint Flam	~~~~~	
ARMOR NAME	DEF	MGR	SHOP LOCATION / DUNGEON	PURCHASE
Breeze Cape	~~~	~~~	Initial equip	~~~~~
Mage Robe	01	03	Town of Meria	80
Mist Blazer	04	05	Damzen City	300
Purple Vest	08	08	Holst	1000
Silky Robe	13	11	Sielje Region	2100
Shield Cape	19	12	Quartly	3500
Maygas Robe	25	14	Guild Galad	4200
Azure Vest	32	18	Boss @ D. Pillar Antenora	~~~~~
Shiny Cape	40	21	Palace Village	6800
Blue Blazer	57	29	Raypoint Flam	~~~~~
Bridal Gown	126	200	Glaive Le Gable	~~~~~
HEADGEAR NAME	DEF	DUNGEON LOCATION	PURCHASE	
Hairband	~~~	Initial equip	~~~~~	
Cute Ribbon	03	Illsveil Prison Island	~~~~~	
Barrette	07	Raline Observatory	~~~~~	

Serenade	11	Sielje Region (behind the college)	~~~~~
Blue Ribbon	17	Closed Mine Shaft	~~~~~
Moon Pin	24	Sleeping Volcano	~~~~~
Tiara	39	Boss at Raypoint Flam	~~~~~

~~~~~  
TIM RHYMELESS  
~~~~~

WEAPON NAME	ATK	SHOP LOCATION / DUNGEON	PURCHASE
Magic Staff	~~~	Initial equip	~~~~~
Dream Wand	05	Sielje Region	2300
Rune Staff	13	Quartly	3600
Magic Wand	22	Guild Galad	4500
Crest Wand	34	Coffin of 100 Eyes	~~~~~
Holy Staff	45	Palace Village	7500
Fate Staff	73	Raypoint Wing	~~~~~

ARMOR NAME	DEF	MGR	SHOP LOCATION / DUNGEON	PURCHASE
Chic Poncho	~~~	~~~	Initial equip	~~~~~
Sand Poncho	05	04	Sielje Region	2000
Cute Bolero	11	07	Quartly	3300
Sun Poncho	17	11	Sun Poncho	4300
Blue Wind	24	18	Boss at Diablo Pillar Caina	~~~~~
Safe Bolero	32	25	Palace Village	6800
Shellwind	49	41	Raypoint Wing	~~~~~
Labyrinthos	118	121	Glaive Le Gable	~~~~~

HEADGEAR NAME	DEF	DUNGEON LOCATION	PURCHASE
White Plume	~~~	Initial equip	~~~~~
Eagle Quill	05	Sielje Region (behind the college)	~~~~~
Lucky Comb	12	Urartu Station (Guild Galad side)	~~~~~
Mir Feather	19	Sacrificial Altar	~~~~~
Nisaba Wing	34	Boss at Raypoint Wing	~~~~~

~~~~~  
KANON  
~~~~~

WEAPON NAME	ATK	SHOP LOCATION / DUNGEON	PURCHASE
Baserade	~~~	Initial equip	~~~~~
Main Gauche	23	Grotto of Lourdes	~~~~~
Bright Edge	37	Palace Village	8000
Quick Knife	52	Raypoint Muse	~~~~~

ARMOR NAME	DEF	MGR	SHOP LOCATION / DUNGEON	PURCHASE
Breast Mail	~~~	~~~	Initial equip	~~~~~
Lamellar	19	~~~	Boss @ D. Pillar Judecca	~~~~~
White Chest	30	~~~	Palace Village	6500
Cuirass	42	~~~	Raypoint Muse	~~~~~
Coiste Bua	130	90	Glaive Le Gable	~~~~~

HEADGEAR NAME	DEF	DUNGEON LOCATION	PURCHASE
Circlet	~~~	Initial equip	~~~~~

Silver Circ	09	Lost City Archeim	~~~~~
Shamir	29	Boss at Raypoint Muse	~~~~~

MARIVEL GRACELAND

WEAPON NAME	ATK	SHOP LOCATION / DUNGEON		PURCHASE
Hob & Nob	~~~	Initial equip		~~~~~

ARMOR NAME	DEF	MGR	SHOP LOCATION / DUNGEON	PURCHASE
Black Cape	~~~	~~~	Initial equip	~~~~~
Ebony Shade	12	04	Promised Catacombs	~~~~~
Bloody Cape	47	20	Thunder Lion Cage	~~~~~

HEADGEAR NAME	DEF	DUNGEON LOCATION		PURCHASE
Goggles	~~~	Initial equip		~~~~~
Mad Goggles	26	Defeat Mt. Chug-Chug Optional Boss		~~~~~

#####

[- HIDDEN BOSSES -] --- [HBS1]

Here is what you should have before taking these behemoths on:

- * Restore HP
- * Up P Defend
- * Up M Defend
- * 99 Mini Carrots (buy at Black Market)
- * The Life Orb (get in Lost City Archeim)

BOSSES: Vortex Monster Brothers Zyclus & Zetrim

Zyclus ~ HP: 60000 EXP: 50000 GELLA: 75000 DROP: Mad Goggles
 Zetrim ~ HP: 50000 EXP: 50000 GELLA: 75000 DROP: -----

ATTACKS:

[ZET] Attack -----> No damage
 [ZYC] Attack -----> No damage
 [ZYC] Red Gilas -----> Fire-elem damage to allies (~1700)
 [ZYC] Gilas Spin -----> Watr-elem damage to allies (~1500)
 [ZET] Gilas Spin -----> Watr-elem damage to allies (~1200)
 [ZET] Black Gilas -----> Dark-elem damage to allies (~1200)
 [ZET] 39,000 Tons -----> Weak damage to ally (~ 400)
 [ZYC] 40,000 Tons -----> Weak damage to ally (~ 600)
 [ZYC] Counterattack ----> No damage...
 [ZYC] Blood Brothers ---> Restore HP on one enemy (~2000)
 [ZYC] Whitewater Slash -> HIGH water damag to allies (~2400)
 [ZET] Whitewater Slash -> HIGH water damag to allies (~3000)

TIM : Lv. 46 LOCATED: Mt. Chug-Chug
 BRAD : Lv. 45

KANON : Lv. 46
LILKA : Lv. 46
ASHLEY : Lv. 46
MARIVEL: Lv. 45

It's suggested that Lilka take Tim's spot here, so she can Mystic the Life Orb and fully-heal everyone. Give her the Dan Dairam medium and the Necronomicon, and use Mystic each turn. When Ashley gets into the Overnight Blazer form, have him use Gun Blaze on Zyclus until the guy is dead. If you manage to get Zyclus out of the way, Zetrim will be a cinch -- all his moves are substandard except for Whitewater Slash. Since the turn order may be a bit messed up, max out the Restore HP skill so you can withstand some of the tougher attacks. Have the third character you're using feed Lilka Mini Carrots (buy in Black Market) for an easier time. Don't let her FP go below 25!!!!!! Use a Lucky Card when they're dead and revel in your own awesomeness.

07) FREQUENTLY ASKED QUESTIONS

[FAQZ]

Here's where some common questions come up. If you think I've forgotten some that are crucial and more common than these, write in and I'll put 'em in.

[Q] - Where can I get more Duplicators?

[A] - Steal them from "Babalou" on the southernmost island, where you can also find the Meteorite Crater.

[Q] - What's up with this book written in an ancient language?

[A] - Make Marivel the party leader and you'll be able to read it.

[Q] - Are there any never-dying monsters? I wanna learn Eagle Claw pronto.

[A] - Yeah, I can think of two at least. Agion enemies (look like pots) that show up around the Spiral Tower summon Agion Yellow/Red/Blue enemies into battle, and the Doomsday monster in Glaive le Gable uses Elixir to heal itself completely. They're good punching bags...if you want to wait that long. Equipping Kanon's worst weapon helps with the battle's longevity, too.

[Q] - What's the difference between Single/Group/All attacks?

[A] - A single-affecting skill only works on one target, while a hit-all one hits every enemy or ally (sometimes both!). Attacks affecting a group mainly apply to ally attacks used on enemies, since they can appear in certain groups. How do you know if they're in a group? Because when you select one to attack, it will look like (example):

Man Trap [A][B]

Man Trap [C]

There are two groups -- one of A/B, the other of just C. Such attacks only hit certain enemies based on their position.

[Q] - Why does Marivel know Ashley when he doesn't know her?

[A] - It's a little confusing, but this is my take on her placement.

The Memory Maze is composed of Anastasia's thoughts and will, apparently,

but those who have strong feelings for the outside world can leave. Ashley left, Lucied left (although he is a guardian), and Marivel left as well, it seems. What strong feelings would she have? The Blaze of Disaster wiped out her race for the most part and her parents as well (not too sure on this), as the events at Promised Catacombs suggest. There's also the book in Meria Boule with a CN author that confirms the race was wiped out at this time, and that writer seems to be Marivel's parents -- the book certainly dates back aways.

Anyway, her strong feelings allowed her to get to the real world and "rest" up for that time when she'd fight with Ashley. If I had to take a guess, after the Memory Maze, she returned to her own time while Ashley returned to his, thus why she remembers this and Ashley doesn't -- Marivel existed before he was born. The opening of the game where the comet seems to be a harbinger of disaster could just be that very "sign."

THE FOLLOWING Q&A SESSION WAS CONTRIBUTED BY: Horith, from the WA2 Board's FAQ!
#####

[Q] - Okay, where do I get Status Lok? I can't find that bloody Skid Lancer?

[A] - This is probably the hardest Red Power to find. In the sea south of Sielje, you'll find patches of water that are dark brown. Search around there, and you'll find one eventually. It takes a while.

[Q] - What is the best way to level?

[A] - First, you need to have Tim's 3rd Level Force Skill, Divide. It's also suggestible that you have Marivel's Status Lok ability, as what you're about to face has a nasty habit of inflicting negative statuses. Finally, I'd suggest you take some Lucky Cards with you (you can steal them from a monster named Melchom in the valley between the Gate Bridge and Greenhell). Now that that's taken care of, go to the Withered Ruins, Ashley's first dungeon, south of Meria Boule. Find an enemy named Gagison (Marivel's My Mike Tool is wonderful for this) and immediately use Status Lok on the three members you want fighting this thing. Once that's done, switch Tim in (unless he's already Lok'd) and use Divide. Use a Lucky Card and kill this thing (it'll take a few minutes). Once that's done, you'll get 30,000 Exp. and 50,000 Gella, 60,000 Exp. and 100,000 Gella with a Lucky Card! That's the best method, so get started!

[Q] - What are the best PS Skills?

[A] - ALWAYS go for HP Up in the first 9 levels. This can help the mages actually survive something, and make Brad a complete tank. After that, I usually go for Hp Restore #1 (never go for #2), but that's me. After HP Up, it's really up to you. Just a word of advice, never, and I mean never, go for the Status Resistance Skills. Against normal monsters they work, but it's bosses that inflict statuses, and these just plain suck against them.

[Q] - What good is 'LUCK'?

[A] - LUCK actually affects a lot of things. First and foremost, stealing. Characters with best LUCK will almost always steal. Second, Marivel's Skill Drain. If she was less than Good, it'll take a while to get the skill you want. It also probably affects the PS Skills Counterattack and Critical Attack, increasing the chances of activating them.

[Q] - Is Vash in this game?!

[A] - In Marina's room, there's supposed to be a picture that looks a lot like Vash the Stampede. Some say it's Vash, others say it's just a woman in a red dress. In all honesty, if you think Vash makes a very minor cameo,

then Vash makes a very minor cameo. It's up to you.

[Q] - How should I upgrade the ARMS?

[A] - First off, realize that each ARM can only be upgraded to Lv. 10, and it starts at Lv. 1. That's right, only 9 upgrades per ARM, and it can't be taken back. This, and a few other reasons, are why ARMS, well, to be honest, aren't that useful in this game. However, if you're set on using Brad, and don't want to rely on Access, each character follows a simple rule for ARM upgrades.

Ashley's ARMS are somewhat innaccurate, which means for them to be effective, you have to pump up the accuracy a little bit, maybe 2-3 levels. 4 at most. Spend everything else on attack, as bullets aren't a real issue for him, except for maybe Rising Nova, and even the three you start with is fine.

Brad has Lock On, so you should NEVER spend money on accuracy. In fact, your best bet is to pump up the attack as high as you can on every ARM. Get 2-3 more bullets for Rail Gun, however, as it only starts with one, and it is a very powerful ARM.

[Q] - Is Brad gay?

[A] - Okay, so this isn't how most people react, but it got your attention, right? Simply put, Brad is not gay. Looking at his conversation with Billy whilst getting Justine may make that idea spark in your head, but that's a spark you should ignore. I don't think that there's enough there to really support everything. And before you people throw Wikipedia at me, keep in mind that I've already seen that entry, and consider it exaggerated (very exaggerated) crap.

Now yes, in the Japanese version, there actually is a gay character. Cocytus Member Caina was originally male, but was changed to female during its trip over to America.

[Q] - Where are the Pyramid bosses?

[A] - This list was compiled by Becca (muchas gracias!) in alphabetical order. This is NOT in recommended fighting order, especially since Angolmois is one of the hardest bosses in the game.

- Angolmois (located at Golgotha Prison)
- Kobold King (located at Closed Mine)
- Ragu O'Ragula (located at Aguel Mine)
- Titanus (located at Halmetz)
- Xenon (located at Slayheim Castle)
- Zavorg (located at Meteorite Crater)
- Zolinge (located at Wind Tiger's Den)
- Zyclus and Zetrim (located at Mount. Chug Chug)

08) THANKS / CONTRIBUTORS / THE AWESOME BUNCH

[TCW1]

~ Many aspects of this guide I asked for feedback on, and the GameFAQs WA2 board was of great help with their answers. Some of their tips are featured in the appropriate section, but I'll name 'em here, too. Thanks to these cats for their sweet contributions:

* Horith

* Becca

* VeghEsther

- ~ Natwaf_akidna, for finding an unlisted monster in Millennium Puzzle 1
- ~ Tom Jerry, for Vortex Cut correction
- ~ Rosenistheman, for the location of the Duplicators in Grotto of Lourdes.
- ~ christoph771, for a Belleclaire tip
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- ~ buggr, for a puzzle correction at D.P. Antenora
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- ~ Master_Faust for Reject All Fools info + miscellaneous corrections
- ~ S.G. Fernández, for Raypoint Wing correction
- ~ Jean-Daniel Lyna, for correction at Aguel Mine Shaft
- ~ To any readers who put up with me, my sayings, and huge table of contents <3

09) UPDATES

[UTD1]

- 02-05-07 -----+ Added to GameFAQs
 - + Walkthrough 100% done
 - + Some optional sidequests / bosses done
- 02-06-07 -----+ Added Marivel + some skills to section
 - + Added equipment list (~90% done)
- 02-20-07 -----+ Error corrections, thanks to VeghEsther
- 04-12-07 -----+ Updated Jasoul portion
- 12-15-07 -----+ Updated Millennium Puzzle 1 section
- 04-22-08 -----+ Updated Grotto of Lourdes section
- 05-25-08 -----+ Updated Aguel Mine Shaft

10) LEGALITY

[LGL1]

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