

# Wild ARMs 2 Ragu O Ragula & Angolmois Guide

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WILD ARMS 2nd IGNITION:  
Ragu O Ragula and Angolmois Guide  
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Best viewed with Courier New font size 10

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IF THE LINES ABOVE AND BELOW THIS PARAGRAPH ARE STRAIGHT WITHOUT ANY  
CUT, YOU'RE READING THE GUIDE IN THE RIGHT SIZE OF WINDOW AND/OR USING  
THE RIGHT TYPE AND SIZE OF FONT.  
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2. FOREWORDS  
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First of all, thank you for reading another guide of mine. I always hoped that my writings are worthy of your time.

This is a guide to make your life easier when it comes to defeating the two most annoying bosses in Wild Arms 2nd Ignition game: Angolmois and Ragu O Ragula. You can say they're "Kings of all bosses" actually. I know there are other guides about Pyramid bosses laying around on the net, but I just can't help to write about MY way to defeat them.

Why only those two and not the other six? Because the others are pretty much like facing ingame's normal bosses, at least that's how I feel when fighting them. In any case, the other six is a walk in the park, just use your normal bosses strategy on them and it should work just as well.

Wild Arms 2 is one of my favorite RPG, but it goes the same for every other Wild Arms series. Me love all Wild Arms in all console, yay. I know it's ages ago since this game came out, but you can't tell me that no one played or replayed the game anymore. Who can resist of not playing or replaying a good RPG? Not me. Nope.

Anyway, Godspeed, boys. And girls too, if there's any other than me that is.

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3. PREPARATIONS  
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I must remind you that some of these preparations are a must to do and some are not. Please read carefully before anything.

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a. Characters

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There are only two charas that can sustain the damage done by the two bosses, actually: Ashley and Brad. This means using them in your main party is the only way this guide will work. The third chara didn't matter since he/she will either be dead on the first turn or can't be used till near the end of the battle, so just choose one you wanna kill incase you have some grudge against certain playable chara. ^^a

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b. Levels

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Thanks to some Forgetfulness and some deaths, I didn't have a uniformed level for my charas. But they're around level 82-84 when I fought the two. And the only reason they got that high was because I was too busy giving Tim his kills to learn the Guardians' attacks while I don't wanna make him kill enemies that gave nothing so I fought those that either gimme lotsa EXP or Gella or Mega Berries or Full Revives but let's not discuss my angst here. Lower than these levels are okay, as long the stats are met.

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c. Stats

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Actually, the most important thing here is HP. My Ashley and Brad got well over 7000+ HP, enough to hold the damage of 5000-6700 per some special attacks of the bosses. For Luck, the only one that had Best was Brad, Ashley's was Worst, while other charas either Worst or Normal. I didn't intentionally have everyone's Luck to be like that tho, just so happen that's what they get when arriving in front of the bosses. I only slept in the Inn when it needed for opening Good Luck Zone, otherwise never. So you can ignore Luck or you can try to give your charas the same luck as mine and see how it come. I've heard that Luck can affect your battle with them but I don't know how.

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d. Skills

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I really can't tell for sure if the Personal Skills I taught my charas were the key to winning, since I really didn't know about the coming of two incredibly hard to kill bosses. I gave them the skills in thought of not wanna get into the trouble of items. I hate buying items so I want my charas to survive battles without using items often. But, anyway, here's the list of PS that my charas learnt or mastered as your

reference. The list's based on my memory only tho, so eventho I know these ones for sure, but it's possible I've also learn other skill but I'm sure those are just leftover skills since I've already mastered the ones I really want.

--> Mastered (all charas):

- \* Up HP
- \* Up P Atk
- \* Up P Def
- \* Up M Def
- \* Up resistance to: Forgetfulness, Confuse, Paralysis, Petrified, Ability Blocking

--> Mastered (Ashley, Brad, Kanon):

- \* Critical

--> Mastered (Lilka, Tim, Marivel):

- \* Up M Atk

--> Learnt (all charas):

- \* Up resistance to Disease
- \* Up Param

These learnt skills are those that I just gave since I got spare PS. I don't really need them.

I ignored the near death skills since I never wanted my charas to be in the state of, well, near death, obviously. I prefer to keep them as healthy as possible. I also ignored skills that restores HP since I prefer to use the cheaper way of Gella to buy items. I ignored Counter since I KNOW bosses will rarely use direct physical attacks and normal enemies are just plain weak to worry about.

The order of how I learn the skills are:

First, Up HP <mastered at level 9, except for Tim, Kanon and Marivel>

Second, Up P Atk <mastered at level 21, except for Tim, Kanon and Marivel>

Third, Up M Atk (Lilka, Tim, Marivel) <mastered at level 30 except for Marivel>

Fourth, Critical (Ashley, Brad, Kanon) <mastered at level 27 except for Kanon>

Fifth, Up P Def <mastered after all of above>

Sixth, Up M Def <mastered after all of above>

and the rest of the skills are in no particular order.

Giving the mages Up P Atk too was because I want them not to be too weak when hitting something to gain FP. Those exceptions mentioned for Tim, Kanon and Marivel's were just coz of the fact that I obtained them after passing the said level.

So, what if you didn't have the same PS as mine? I honestly don't know. You can try to follow the guide and if it worked, good for you. If not, I'm sorry, but like what I've mentioned in the introduction, this guide is MY way to beat the bosses.

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e. Equipments

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I went all the way down Glaive Le Gable to get the best armors and ran back out to fight the bosses after. I also beat the other six Pyramid bosses first to get the charas' best weapon. Not sure if all of that's

necessary tho, try with your current equipment first if you wanna.

But, there are several equipments that are a must to have and those are:

--> Ashley

\* Gear: Power Boost

\* Medium: Zephyr

--> Brad

\* Gear: Talisman

\* Medium: Raftina

--> Third chara

\* DEAD so whatever

This setting is to have Brad as the main attacker. If only Over KnightB can use Custom Command, we can have Ashley as the main attacker. But you can still use Ashley as the main attacker tho if you prefer Mad Lucied than Rail Gun, just read the battle section to see what to do with who.

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f. Items

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These are a MUST. No win without them!

1. Mega Berry: Lots and lotsa them. Bring a full 99 if you can. Just go steal and kill to collect these before anything.
2. Full Revive: Read Mega Berry's.
3. War Respite: Around 20 is enough, but since it's buyable, stocking up more won't hurt you. You don't need money that much once you get to this part of the story.
4. Mini Carrot: Not much used, but incase of emergency, buy some. 20 or 30 would do.
5. Other items: just go buy/get anything you feel you would need. The ones above are all I need but should you feel you need more, just get them.

Okay, so, we're ready now.

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4. THE BATTLES  
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Now, I won't tell you a step by step battle, just the general idea. My guide is basicly a long ten-fifteen minutes battle with the two (even sometimes can last half an hour if something goes wrong) and with what probably be a boring way. Some might say it cheesy, I don't care. I just wanna have their names in my album, I'll do whatever it takes. If you still wanna do my way, read on.

Ragu O Ragula was the one I take on first eventho it had higher level than Angolmois (Ragu was 99, Angol was 87). The reason for that is because Ragu inflict lesser damage than Angol and Ragu can't heal while Angol can. But if you wanna mess around with Angol first, go ahead. There's this guide of mine that'll help you anyway, rite?

Don't bother with the Force Unit (if you fought Angol first and won it) and the SheriffStar (if you fought Ragu first and won it). What's with these items? Sheriffstar is a stronger version of Power Boost, Amulet

and elemental ring altogether in one. Practical and powerful, but useless to equip when battling the kings (and also the final boss, take note of that), thanks to the fact that they halved elemental attacks. Force Unit is an FP doubler, meaning this thing will double the amount of FP the wearer will receive, which in normal attacks rather than 16 FP you'll get 32. Pretty useful, but not much use against the kings also since their attacks pretty much will fill your FP fast enough. Long story short, I didn't use any of them against Ragu and Angol. They're no use for me, but if you want to use the gear in some part of the battle to improvise your battle, do so.

I use the same method, most of the times, for fighting both Ragu and Angol. So otherwise stated, just follow the same way to win against them.

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\* Here's how my battle goes against Ragu: \*

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- a. Before anything, please, don't forget to SAVE. There's an Amazing Stone inside Aguel Mine Shaft on the bridge before the room where Ragu's in, use it.
- b. It's a common secret that Ragu will cast 1 Trillion Degrees on the first turn, so replace Ashley's Power Boost and the third chara's gear with a Fire Ring, don't mess with Brad's equipment, for the first turn to minimize the damage. Since this first round is very much a deciding factor of the entire battle, there are two options of what to do during the first turn.

ONE: Have Ashley and Brad attack and have Lilka as the third chara to heal everyone with Mystic + Mega Berry (NOT Extend + Hi-Heal, it's a waste of FP big time). Coz everyone will go after Ragu, if Lilka survived then the three will have max HP by the end of first turn. If Lilka's dead, reset and look at option TWO.

TWO: Since the third chara will be useless either way, then have Ashley use a Mega Berry on himself on the first turn, have Brad attack with normal attack or an Arms (not Rail Gun tho, save that one for Boost) whichever he's stronger at (I say this coz my Brad's normal attack is stronger than his Arms other than Mini Scud, EZ Missile and Rail Gun), have the third chara to use Mega Berry on him/herself. At this case, the third chara might be dead before he/she can use the berry so you can also let him/her defend so he/she will live a lil bit longer or just let him/her died. If you don't care with the third chara's well being, sacrifice Tim or Marivel, keep Lilka and Kanon at the back. You'll understand why later on. By the end of first round, you would either have a party of full HP or have Ashley at full, Brad at 1/5 and third chara at 1/10 or full or dead.

- c. It's another common secret that Ragu will cast Black Nova on the second turn, so equip Dark Ring for everyone but Brad as always. There's a chance that Ashley will have a green condition on this second round, if that's the case then don't give him a Dark Ring but give him his Power Boost back and let Ashley Access. IF Ashley happen to be not having enough FP to Access (this will happen if your Ashley's level is below 84, if your Ashley's at 84 he'll have full FP for sure) or for some reason you don't want him to turn into the knight in shining armor (literally, actually), then give him the Dark Ring and either have him use another Mega Berry or let him attack. IF all three survived the first round and you're using Lilka, then have her Mystic + Mega Berry again and again for

the rest of her life, or at least for the rest of this battle, and Brad used Boost + Rail Gun if he's green or normal attack or other Arms of his if he's not green. IF the third chara's not Lilka but survived the first round, just let him/her use Mega Berry on him/herself again, and have Brad use Raftina's custom command of Invincible to refill his HP. IF the third chara's dead, don't bother reviving and just let that dead body stay there with Ashley Access/Attack/Mega Berry and Brad Invincible. Whew, that's a lot of IFs. By the end of second round, you'll either have a party of full HP (very unlikely tho), or Ashley at full or 1/5, Brad regaining HP from Talisman, and a dead or full HP third chara.

d. On the third round, there are another more of IFs coming. Prepare yourself.... IF Ashley is now Over KnightB (I know the "B" stands for "Blazer", I just don't feel like typing a name that long) then he'll be faster than Ragu now and can move first before Ragu. The one thing to take note now is Over's (okay, I'll cut the "KnightB" from here on, so try to remember who's "Over" is, please and thank you) HP will be only 1/5 or less. You can either have Over attack and died on this turn or have him Mega Berry to use Mad Lucied on the next turn. I prefer Mad Lucied next turn. Brad? Full HP = Attack (Boost + Rail Gun when it's available), not full HP = Invincible. Third chara: Mystic + Mega Berry (Lilka), Mega Berry on him/herself (not Lilka), or dead. IF Ashley is not Over, full HP = Attack (normal or Arms, whichever stronger), not full HP = Accelerator + Mega Berry.

e. The fourth and so on round, either Over use Mad Lucied and died or he's already been dead on third round or you're still keeping him alive with Mega Berries to save him for when Ragu decided to use a Smithereens (with hope it'll miss, which it did every time in my game) or Void Effect which is no effect. Remember the formula above? I'll repeat them here for you:

Ashley: Full HP = Attack

Not full HP = Accelerator + Mega Berry

Over: Full or near full HP = Attack or Mad Lucied (DON'T use other Specials of him since Gun Blazer's damage will be halved and Banisher will revert Over back to Ashley, and Last Burst is only as final move)

Not full HP = Mega Berry or Attack/Mad Lucied and died

Brad: Full or near full HP = Attack or Boost + Rail Gun or revive Over with Full Revive if he's dead and if you want to revive him or Heal Over with Mega Berry if you want

Not full HP = Invincible

Third: Lilka = Mystic + Mega Berry

Not Lilka = Mega Berry

DEAD (most likely)

f. Once Ragu begin to use Impact Bomber twice in a row, GOOD. You've survived long enough and whacked his HP much enough, he'll start using Impact Bomber every round, which is GOOD. Impact Bomber will do between 4000-4800+ damage to all charas, lesser than 1TD or Black Nova, enough for your third chara to survive it if they had 5000+ HP. So once you've made Ragu use Impact Bomber twice in a row (meaning it'll use Impact Bomber every round from now on), replace the dead third chara with someone that had 5000+ HP. This is why I told you to save Kanon and Lilka at the back. They'll be most likely the candidate to replace the dead chara since they should have 5000+ HP (Tim won't go higher than 4000+ so he's out of the list, permanent). Pull Kanon out and let her do a Gat lv. 2 or 3, then if the one's dead is Tim, switch Kanon with Marivel on

the next round if she had 5000+ HP and have her Red Powers or Golems attack. If Marivel's dead or didn't have 5000+ HP or have replaced Kanon and take damage, use Lilka as the third chara and have her Mystic + Mega Berry for as long as her FP permit so Ashley/Over and Brad can smack Ragu freely till it dies.

g. Congratulations! You've earned a SheriffStar!

What? No Viper Fang or the like? Nope. Even in the Angolmois' battle.

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\* Here's how my battle goes against Angol: \*

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- a. Remember, before anything, SAVE. Go to Halmetz and SAVE before heading off to Golgotha Prison.
- b. Unlike in battle with Ragu, Ashley could be your main attacker instead of Brad. Or should I say, Over KnightB. Read more if you wanna hear my reason of why Over KnightB is a better attacker than Brad in this battle against Angol.
- c. Most of the times, Angol will charge you full power using Great Disaster on the first round. This attack not only damaging but also had a chance of confusing one, or two, or all of your chara in one shot. If you mastered the PS that's up your resistance toward Confuse, like me, there's only a small chance for Angol to confuse you so no equipment change. If you don't mastered that PS, you might wanna give a Clear Chime to Ashley and Full Libra for Brad on first round to avoid them being confused. The third chara should be Lilka with Necromicon and Dan Dairam equipped. She should survive Great Disaster, if not then let her die. For first round, have Ashley and Brad attack, Lilka cast Mystic + Mega Berry. If Lilka survived, everyone's at full HP. If not, reset. If your Lilka can't survive Great Disaster, change your third chara with another sacrificial lamb, have Ashley use Mega Berry on himself and Brad attack.
- d. Second round, Access for Ashley and Invincible for Brad. If your Ashley's at level 84, The 7th Moon should made Ashley's HP to red but not killing him. If he didn't survive T7M (below 84 or just not strong enough to resist it), reset and change of plan. If your Ashley can't survive T7M, keep him in the back for Access on the third round. Over (again, cutting the "KnightB" from here on) should be able to survive a T7M, but if your Over can't, meaning you'll only have Brad to fight with and just ignore those that are departed.
- e. For third round and on, either you have Ashley/Over and Brad for the rest of the battle or just Brad himself. Either way, use the same strategy as Ragu. I'll copy them, again, here for you.  
Ashley: Full HP = Attack  
    Not full HP = Accelerator + Mega Berry  
    DEAD then let it be  
Over: Full or near full HP = Attack or Mad Lucied (DON'T use other Specials of him since Gun Blazer's damage will be halved and Banisher will revert Over back to Ashley, and Last Burst is only as final move)  
    Not full HP = Mega Berry or Attack/Mad Lucied and died  
    DEAD you can revive him or not. Don't revive if he died because he can't take T7M.  
Brad: Full or near full HP = Attack or Boost + Rail Gun or revive Over with Full Revive if he's dead and if you want to revive him or Heal Over with Mega Berry if you want

Not full HP = Invincible

Third: Lilka = Mystic + Mega Berry

Not Lilka = Mega Berry

DEAD (most likely) so ignore

f. There is one common thing would happened here after. Unlike Ragu, Angol can heal itself using Regeneration. This will refill its HP up to 15000. In my battle, I have Over and Brad alive to attack him. Brad attacked once every four or five turns and Over attacked once every one or two turns. What? My Over can attack every turn? I don't know if it's a pattern or not, but in my battle Angol rarely used T7M if it wanted to use Regeneration. GD and Aura Bomber hit my Over for only 1500+, while Smithereens missed most of the times, meaning I can made Over to attack twice and heal on the third. A Mad Lucied from my Over gave Angol 5300+ damage and a normal attack from my Brad hit around 3000+. Sure, Angol used Regeneration every five or so turns and heal some or all the damages, but then I found out that it CAN'T use Regeneration forever. After using it for around ten times, it stopped using it and began doing nothing but attacking. So don't fret when you saw it heal all the damage you've hardly done to him, just keep attacking (and healing too when needed, of course) and it'll eventually stop using Regeneration. If your Over can hit it as much or near as much or even more than mine, good. That means Over can hit more than 15000 before Angol heal, giving it no full healing. This is why I told you to have Ashley as main attacker rather than Brad on Angol's battle. Over's Mad Lucied is more reliable than Brad's Heavy Arms.

g. After you depleted enough of Angol's HP, there will be 2 most common thing happened:

ONE: Angol will attack you with nothing but T7M, which is a total annoyance.

TWO: Angol will attack you with all the attacks it've done so far (not only T7M).

If ONE was what happened to you, you'll never win if Angol still can use Regeneration. But if it has used up its Regeneration, your victory is slowly coming, no matter what attack it used. Keep hitting it and you'll win that Force Unit.

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## 5. LAST WORDS

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If you want an easier time to battle the two kings, just level up to 99 by using Tim's Divide force to the Gagison enemies in the Withered Ruins by summoning them using Marivel's My Mike tool. Dividing this enemy will change it into a Hyulkonton, the hardest normal enemy in the game yet also the biggest EXP giver (even bigger than some of the game's story bosses!) Use a Lucky Card each battle in which you can easily steal from the Melchiom enemies just after passing Gate Bridge (before Greenhell) so you can net 60000 EXP per battle, which will level you up once each time you won a battle against them. That should made your level gaining a LOT faster.

For those that said there's a better way to win against Ragu and Angol, you're probably right, but as I've mentioned early in the guide, this is MY way. Since it worked finely for me, I just thought of sharing it with the world. If it didn't work as well for you, I'm truly sorry.

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## 6. CLOSING

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The legal stuffs, the thankies, bla-bla-blas are all here, should you need to find anything about it.

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Credits

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- Sony Computer Entertainment and Conrail as the makers of Wild Arms: 2nd Ignition game for Playstation console.
- Neoseeker ([www.neoseeker.com](http://www.neoseeker.com)) for kindly providing the space to put this guide online.
- Me for making this guide. What, a girl can't thank herself for making her Angolmois-butt-kicking life easier?
- All other guide makers from Neoseeker.com in which made those guides that are earlier than mine and might have some resemblance somewhere with mine that most people will thought that I had my info from their guides which maybe true while I was typing this using my own brain without reading other's guide but just incase someone's asking: yes, that thing you asked might be taken from there, I'm sorry if I didn't credit it but I honestly can't remember if it really taken from there so please e-mail me with his/her name and guide link and/or a copy of the line in which you think the info is from so he/she can be fully and rightfully credited by me in this guide if he/she deserves it. Please and thank you.
- You for reading this guide. Really, thank you. It's not just some blab from someone, I literally smiled happily if I see an increase of hit of how many of you readers willing to read my writing. I'm a writer wannabe so of course I'm happy if lotsa people liked what I wrote. So, thank you.

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Legal Talks

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Questions? Suggestions? Additions? Corrections? Feel free to e-mail me at [zell\\_alwayz@yahoo.com](mailto:zell_alwayz@yahoo.com) with "Wild Arms 2 Ragu O Ragula and Angolmois" as the Subject line.

Thanks for reading, hope you enjoyed the game as much as I am.

\* \* \*    E N D    O F    G U I D E    \* \* \*

Blabs 1:

///*Ashley and Marina's kids' names are Irving for the boy one and Altaecia for the girl one. How come Ashley and Marina that didn't born as twins can have twin babies? Only Sony, Contrail and God knows.*///  
///*Blabs 2:*

Blabs 2:

///*Brad is 32 yet he got Merrill which is 16 or half of his age. Lucky Brad!*///  
///*Blabs 3:*

Blabs 3:

///*I think Irving and Altaecia are doing incest.... It's Japanese so don't bother surprising yourself hearing this.*///  
///*Blabs 4:*

Blabs 4:

///*If you don't know from the start of the game that Irving is the one behind Odessa, you're too naive.*///  
///*Blabs 5:*

Blabs 5:

///*Man, you're a persistent one, aren't you? It said End Of Guide there on top already, so stop reading will you?!*///  
///*This document is copyright GirlWithPigtail and hosted by VGM with permission.*