

Wild Arms 2 Pyramid Boss Strategy Guide

by Kilgamesh

Updated to v4.0 on Sep 28, 2000

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7th moon dosen't have anything to do with the guide, but who cares Besides, Wild Arms 2 Pyramid boss guide...don't fit.

WHOA, the MOON is terribly disfigured
(Note. Who cares)

Author: Kilgamesh

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Extremley large thanks to Victar, that strategy is holy.

Current version 1.0

Version 1.0 7/28/00
History The whole guide....

Version 2.0
History Supposedly someone said my field trick works against rago. Wont be written in stone till I test it.
Major grammar corrections
Another rago tip
NEW EMAIL ADDRESS, I CAN'T GET TO ANY EMAILS YOU SENT TO THE PREVIOUS ONE!
fixed a MAJOR problem.

Version 3.0 9/8/00
History Field debate continues.....Try Crest S.
Stuff from peepole. (-therSPOON)
I found out how to get boomerang, and if you belive it, you might want to come take a look at my waterfront real estate in Arizona, also, Xenon is hard to beat.
Also major grammar corrections, like uncapitalized i's *That I will remain there for historical purposes*:)
Idiot listing!!
Other stuff I think!!

gets quite low, I recommend that you go find Kobold king, put him to sleep with marivel, and just keep using left edge for the rest of the battle till you learn phalanx, if your lucky enough to learn it, use phalanx until you get...EAGLE CLAW. He has plenty of hps and plenty of weak attacks so you can sleep him without to much trouble.(dont forget to use a lucky card)

Good armor: This is probably quite unnecessary, but if your having alot of trouble, get to the last part of the spiral tower (glaive le gable) and pick up all that nice equipment.

My mike:Dont feel like explaining the location, were on gamefaqs...theres other faqs for this. You need to use this when your near a pyramid to summon its boss.

Weapons: Try and at least get the best weapons you can buy obviously :)

Power boost: Give it to kannon....For reasons that will be explained later. Dont give it to her if your trying to learn attacks.

Necromonicon: it helps.... Im not sure if Wa2 crew explained it so i will. First get chapapanga (Wa2 crew tells you where he be at). next, you should have tims hi combine by now. Go to the rocky looking path that leads to a huge moutain in the middle of the map. Get into Fights till you run into the necromonicon. Kill any enemies that arent necromonicons and use mini carrots till tims ready for a hi combine. give him chapapanga and use hi combine. You now have a 100 percent chance of getting the necromonicon.

Many Mini Carrots: You do know where the black market is.....right? Buy alot of carrots!

Full libra: Barely necessary, but mystic+Full libra = Everyones status ailments healed :) It has its uses in certain situations.

Food and drink: You need to eat man!

The other 4 golden mediums: Sorry, this is a pyramid boss faq, i aint gunna tell ya were ta git em.

Last, this faq is written for those who didnt get add hp at level up at the beggining of the game

. If you were lucky enough to get that, all the hype I give these bosses will be sadly for nothing if you did get hp add at level up, the guide still works fine obviously.

|4.Character choices |

Most of this faq is written for Ashley, Lilka, and Kannon. If you want to change kannon for someone else, you can do it, just remember the faqs not written for it and I am not responsible for damage done to yourself or others around you. Now listen before you put tim in. I hate tim. I Picked Kanon because shes naturally fast, can usually dodge dangerous things like tactless, does a minimum of 4000 damage (9000 w/ power boost) if your on an ok level, and has a good final attack (9000 usually, 200000 w/ power boost sometimes). I hate tim. Sometimes you SHOULD put brad on your team like lets say, you've had no luck at all with my Angol strat and you KNOW hes gonna hit you with a 7th moon, brad should be able to soak up the damage and you wont get game over :). Marivels ok for sleep magic, but I never used her much so I dont know whats shes fully capable of. I never use tim uless its part of the game. I dont know, or care, what kind of spells he has, but I do know that the hard bosses take halve damage from elemental spells I also know that tim has unreasonably low hps, and speed. And I also dont care about the time trick because, you need full carrots and you only get three(four?) and i doubt he can whip up 100000 damage in 3 turns to take out a mega boss. So just use kannon k :)

|5.General strategies |

The main thing I have to say about strategies is to think about everything that will happen in the next turn. Timing is important and youll have to use some acrobatic Berry throwing to

Recomended level: just make sure everyone has 3400+ hps

Attacks:Xenon Ray force(6000),Barrier,Physical attack,Some other stuff like smithereens(maybe)
Regeneration

Ps skills needed: Up m defense(only if you dont think you have enough to survive rayforce)

Strategy: Go buy some light rings, equip them,

- Ashley: Get access as soon as possible, use mad lucied forever
- Lilka: Mystic+life orb every round
- Kannon: Use eagle claw forever

THATS IT. THATS ALL THERE IS TOO IT. He can't possibly kill you as long as you have the light rings and enough hps. I dont see what the big deal is, Does he have some apocalypse star that kills everyone in one hit or something? How could there possibly be so many questions...I just dont understand.

*Ok, apparently, not many people remember the rings from part one. And not many remember that ring guy in valeria chatuea. So I understand about 14%.

Cheese method: he can be put to sleep ya know.

Zovarg - Giant Armored Insect	a.k.a Im fat, not skinny
	a.k.a I spend half the fight doing nothing!
	a.k.a Kill me
	a.k.a I am the product of game makers high on multiple narcotic substances

Hp 75000
 Exp 75000 (he has a belly, kill it)
 gella 75000
 Drops Black Queen (not a racial slang, Its an actual weapon, i dont want any weird emails..)

Recomended Level: As low as possible for a good challenge 35+ or -

Attacks: Unmodified spell???, Swartz Strahl(will kill you), Barrier, whole body attack

Ps skills needed:Up Phys Defend, Up magic defend (maybe)

Strategy:For the first couple hundred rounds, hes gonna use barrier until his def is maxed (does that mean he starts with 0 def?), Which is aproximatley 7 turns. I cant remember what I did, but I suggest you do as much damage to the main part as possible until his def is maxed(He dosent use barrier on his belly), Then conectrate on the belly. Hes really not that hard, really, but has an array of attacks that will kill you in one hit. Give somone (ashley) the reflex so he wont be low on life when a swartz strahl comes your way. When hes near death, He'll do about 4 swartz strahls in a row before changing back to weaker attacks, just do your best to KEEP YOU GUYS ALIVE during this part. He might do like 8 swartz strahls by the way, I just dont know, he was the first one I killed, so you can kill him too :). Also go crazy with gunblaze, hes not immune to it or anything. Kilg...why do you think hes harder than xenon...You see, He can actually kill one of your characters maybe! Xenon can't even blink his eyelids! He was simply beaten so badly his wife cant Reconize him!

*Found out hes weak against dark, also found out swartz strahl is a dark attack, if your actually having trouble, I guess you could pick up some dark rings.(Thnx to K Nearey)

Cheese method:Hes getting sleepy, very sleepy.

Hp 55000 and 50000
Exp Alot, with lucky card i think i got 300000
Gella ????? (who cares, your rich enough) 75000 each proolly
Drops Mad goggles (whoa marivel now has 30 more defense points, whopdee frikkin doo!)

Attacks: Black gilias, Red gilias, gilias spin(Evil attack) other attacks which i forget (I Went through years of theparry to forget these two)

Ps skills:Mag defense up.

Safe level: 52 ("Hey Kilg I beat them at level 35", good for you, notice how I wrote safe level)

*Weak against lightning apparently (Thnx to K Neary) Whip out Hi-Spark on those free turns

Strategy: I dont want to get into it, if you cant survive the double gilias at the start, defend and give Zetrim everything ya got. Once hes down just go for zyclus, its not an extrmeley hard fight, if you have levels over 50, its extremly easy

Cheese method: sleep dosent work very well, so there isn't any real cheese method.

|7.Hard bosses that will kill you and eat you, then proceed to nail your body to the ground|
| with a rusted screwdriver |

Angolmois - Demon King a.k.a God

Hp 99999
Exp 0 (if you want to use a lucky card, youll get 0x2 experience)
Gella 0 (money sucks)
Drops Force unit (not terribly useful,could be useful for cheating with tims time thing)
Also drops his fist on your face

Attacks: 7th moon(non elemental, your going to get killed, attack), Aurabomber 3400+ damage, Great disaster(causes worldwide panic, I mean confusion F/E too), void effect(takes off any unnatural stat boosts such as quick and hype weapon), Regeneration 15000 hps, Smithereens (Just might kill you)

Recommended ps skills: Confusion resistance is REQUIRED for my strategy to run smoothly.
Up mag def, up physical def, up param, hp up (hp up when force increases)
whatever else that will help you in battle.

Safe level: Ranges from 45 to 99, i did it on lvl 68.

Strategy: Its a complete hold your hand strategy, do whatever it says and by your 4th try, you should kill him. If your unlucky and it takes you 10 tries, just remember eventually, he WILL DIE.

(if you have raftina, have Ashley use a shuriken or something, perhaps even the viper fang)
1st round:

Ashley uses Big berry on lilka (ILL EXPLAIN SOON)

Lilka uses quick on herself

Kannon defends

(if your not on a very high level this is the only way you'll survive past the 3rd round, if it times right, next round lilka should be full, kannon should have only taken 800 damage, and ashley should be able to survive 7th moon next turn)

Angolmois uses great disaster (if someone got confused, just restart)

(If you have Raftina, Lilka should use Invincible here)

2nd round:

defend defend defend

Angolmois uses 7th moon

3rd round:

everyone should be alive and full force

Ashley access

Lilka mystic life orb

Kannon eagle claw

Angolmois Aurabomber

4th round:

Ashley uses either a carrot (mini or full if you want to be really safe) or attack so you have enough for Mad Lucied

Lilka Myst+Life orb

Kannon eagle claw

Angolmois Great Disaster - aura bomber

(if he used 7th moon, try aging, just have to keep trying till you get lucky)

5th - 8th round

Ashley Mad Lucied

Lilka Myst+Life Orb

Kannon eagle claw

Ok now, pray to god you can last long enough until you think he has about 45000-50000 hps. If he MOONS you try aging. O yea you might want to have a calculator handy so you know exactly how much you've done. Since Kannon has power boost, you might get him down to half life by 5-6th round. I know what your saying about how this strategy sucks because you have to try it a couple of times, but some people cant beat him period! No matter how many times they try, ive heard strategys that dont work on the 100th try, this strategy is confirmed to frikkin work, its a lifesaver for those who just cannot beat him.

Hes down to 55000-50000 hps

Ashley Last burst

(If you used the viper fang earlier, start doing some mass damage)

Now you have to make a huge decision, use the viper fang now, or save it for Rago, I would use it now though. Hes gonna start using 7th moon every other turn, maybe even every turn soon....

Give Lilka stare row and throw the viper fang (it should be all over right here, if you calculated wrong....)

Kannon eagle claw, thats it, its over, finished....

Nice work if you didnt use the viper fang

If your trying to beat him without the viper fang, all I can say is, block when hes down to 50000, cuz each time I tried and go past 50000 hp with him, he used 7th moon, it seems like hes programmed to do a moon when hes down to half life...I also got him down to 5000 hps... because of a calculator error, I imediatley put Brad on my team hoping he could do 5000 damage (Brad can survive 7th moons).He used 7th moon....I didn't do enough to kill him.Next round I had to use 2 other chars cuz ash and lil were dead. 7th moon before I could do anything. luckily I defended with tim. It was just marivel and tim. 7th moon.... Im betting at that low of life he constantly uses it....dont hesitate to use your last bursts and gat4's early, you DONT want to wait for him to be at 20000 hps.

*From K Neary, Yay you dont have to waste that viper fang.

Give Lilka Raftina and have her use Invincible every turn. (Unless she's healing or casting Quick.) This makes it much easier. =P Also, if she takes damage, give her the Talisman on her invincible turns, and she should be at full HP by the time you need her to heal again. =P One problem, though, is that you can't use items (namely, Mini Carrots) on her while she's invincible, so use them when she comes out if you think you'll need them. Heal after every 7th Moon

(this is why you want Quick up) and when Angolmois uses it twice in a row, that's your cue to whip out the big guns. If Ashley is Accessed, he should be faster than Angolmois, so use Last Burst if you've got enough FP, or Banisher otherwise, since that might just be enough. (After two consecutive 7th Moons, he should have at least 50 AP. =P) Of course, you can also throw the Viper Fang, but the strategy I just gave is how I beat him without it.

*Sounds like it should work fine. Cept for the part where he survives 7thMoon....

(fanfare)

Ragu O Raugula a.k.a My name keeps changing
a.k.a Im so bad I have my own music *frum Victah!!11!*

HP 999999999 (j/k) 99999
EXP 0
Gella 0
Drops Sheriff Star

Attacks: 1trillion degrees (6000+damage), Dark nova (6000+), Void effect(see Angolmois)
Smithereens(just might kill you), impulse bomber (4000+ non elemental)

Recommended ps skills: (see angolmois -confusion) + If you have 44 extra ps points, use them for gods sake, even if you put them on auto guard, just use them.

Recommended level: for my untested strategy, enough to survive till you can cast Extend+Feild

Strategy: This strategy has been tested, but not by me. It should work just fine.

First equip fire rings on anyone doing active battle.

1st turn

Ashley mini carrot himself

Lilka Quick herself (I have no idea how fast he is, if quick dosent help, forget it and just heal)

Kanon mini carrot herself

2nd turn

Equip dark rings on active fighters.

If you have enough, Ashley access if not, attack or something

Lilka heal

Kanon if she can, use eagle claw

3rd turn

I really have no idea what rago starts doing, I have seen him use void effect here if he does in fact use void effect, and if lilka is slower than rago, try out extend+Field, Field supposedly halves elemental damage, and according to people on the message board, the hardest part about this fight is guessing which elemental ring you should be wearing, but field halves elemental damage, therefore, the rest of this fight should resemble the xenon battle. It sounds a little too easy for me to beleive it but, there no evidence that this strategy dosent work. If something happens and you happen to be full on hps after rago does something (misses),thats your cue to use extend feild

Anyway

At some point in time, ragu will start dropping impulse bombers, and if you didnt do

the hp added per level thing, it should kill lilka, the only way to counter this is get lilka at least 4100 hps, also if I were you, I would be calculating damage. As always when it looks like you can use your final attacks to kill rago, by god just do it and kill him before something happens. Finally, you probably dont even need Lilka to survive impulse bomber, the minute you see it, do your final attacks and you just may get a lucky hit with the power boost and destroy him (This last sentence will only work if your characters start moving first because of up param, if there still moving last, just forget that last sentence)

*K Nearey says the feild thing dosent work very well. He says it seems to work better when you have the spell on a crest S, Just a theory but I think having SOR might help too.

*TtherSPOON says it dosent work too. SOR dosen't help, maybe you should try, bad luck.

*Angelstar thinks im spreading rumors, all I have to say is, IF YOU SEND KILGAMESH 5 DOLLARS, YOU CAN GET BOOMERANG!!!!WHOO!!

Res up

I guess if ragu is really fast, this could be a really really hard fight. After you get hit by his first impluse bomber, It probably killed lilka, and the rest of your characters are low on hps. So I think res up would be a good skill to have mastered. You will probably be in critical when he uses impulse bomber, and when your in critical, res up kicks in and will most likly cause you to move first. Take this turn to get lilka off the team and put somone else in who can do some damage. Use your final attacks, and remember, the fights not over until ALL your characters are dead.

Thats all I can tell you until I re rent the game

(I have somone testing this strategy as your reading this, ill update as soon as he tests it)

Incredibly deep Rago Strategy from Victar, do it, and you might kill him so badly, rago from your WAL save might just feel it.

One more option to getting prepared - I think one more useful thing to do is to get the two Shurikens (shooting item, level 7) in the game. This is not an easy job, since the Shurikens are dropped only by Bad News & Murdoch. They appear as a team on the Sielje Sea Island (just east of Raypoint Muse, reachable only by boat), they have 15,000 hp each, and they are unique - if you kill them and they don't drop their shurikens (this is what I did :-P), tough luck. The only way to make them drop their shurikens is to finish each one off with Chappanga's Lucky Shot. This is extra tricky because they like to heal each other, but if Power Seal works on them then it should be possible.

I don't know how much damage two Shurikens do, but if it's 10,000 each or even 5,000 each then they would help a lot against Ragu. Next highest shootable item (Grenade) is a 1,500 damage piece of garbage.

You may also need a lot of scapegoats. They are all over the place, mentioned in walkthroughs & the official strategy guide. There's 7 of them in the game total. They are NOT as powerful as they were in WA 1 (if you die and get revived by a goat before you were going to do an action, YOU DON'T GET TO DO THE ACTION) but still very, very useful against Ragu. However, they should not be needed against Angol Mois because your Viper Fang strategy seems to work pretty well (I didn't have to continue once, but I did fight him at level 99 and for some reason he refused to 7th Moon me after the 2nd round. Go figure.)

Raftina - this Guardian is very nice because you can use the Invincible power to perfectly protect one char against 7th Moon, 1 Trillion Degrees, Black Nova etc. Invincible is limited because the invincible character cannot gain FP, be healed, attack, or do anything else, but it beats defending and having 3,000 hp sucked away regardless.

Full Carrots - there are 4 of these in the game, and having at least 1, preferrably all 4 is very, very helpful against Ragu. Easy way to get 1 full carrot is to use Turn Undead to kill

Ghost at Fiery Wreckage (have Tim equip Nova Shax if he isn't fast enough first try).

GellaCrazy (Marivel Red Power, from Melchoms) - buy/sell stuff until the last 4 digits of your Gella are 9995. Then you can use this do 9995 damage in one hit. However, this does use up your 9995 gold, so it works only once per fight.

Asgard 2 (Marivel Force, touch Fab Lab hourglass) does a nice 8,000 after you've hit an enemy with GellaCrazy.

Kobold King - one more cheeze method is to use Marivel's Cancellor Red Power on him. Works about 50% of the time or more on high level. "Cancelled Action of Kobold King A"

Ragu O Ragula - a few extra things...

1 Trillion Degrees (fire) definitely does a little more damage than Black Nova (darkness). I got Mag Defend but never did get HP Up for Ashley (aaaargh) and so, at level 99 full HP, he can take a Black Nova without a darkness ring (as long as he's equipped Dan Dairam) but 1 Trillion Degrees kills him without a fire ring. My Kanon (who did get HP Up) is about the same. My Brad (did not get HP up) can take either at full HP.

Moral of the story? If you just can't make up your mind which ring to equip, or you're close to the edge pick fire - if Ragu uses Black Nova you either might soak it up or you're dead in the water anyway.

Ragu's attack pattern is:

1st round: always 1 Trillion Degrees

2nd round: always Black Nova

3rd+ round: randomly either 1 Trillion Degrees, Black Nova, Void Effect (i.e. you GET A FREE SHOT!) or Smithereens (here's hoping you've got Down Guard)*Kilgamesh: Smithereens isn't instant death :)*. He will continue to pick randomly from these four spells until you get him down below 20,000 hp, at which point he will do nothing but Impulse Bombers.

Ragu is faster than MY WHOLE DAMN PARTY even though we're level 99. Even Kanon when she equips Leita Salk. Even when Lilika casts Extend + Quick. The ONLY time anyone can count on being faster is if Ashley uses Accelerator, or when someone with the RES Up skill has their HP in the red. Sometimes Kanon strikes faster for some weird reason, her Up Param kicking in or something, but never in the first two rounds. This really interferes with your suggestion of Extend + Field, because by the time Lilika gets the field up we're all hurting anyway.

After messing around with strategies though, I found a non-Viper Fang way to kill Ragu pretty consistently (I've killed him 4 times so far). The one thing that makes it fail is if Ragu uses Smithereens to kill Ashley before he can get Last Burst or something (happened 1 time, but not too often because I've got Down Guard). I thought I would offer it.

Prerequisites: be at level 99

Mag Def & Auto Guard for everyone

GellaCrazy, make last digits of party gella be at 9995

at least 1 Full Carrot, preferrably 4

at least 3 fire & 3 darkness rings (duh)

lots of Mega Berries (Life Orb is nice too, but *you still need mega berries*)

plenty of Full Revives

as many scapegoats as you can get, preferrably all 7 scapegoats

Raftina

everyone at best luck (use tiny flowers)

also very nice to have are Dan Dairam, Justina, & Ge Ramtos (high magic resistance guardians), Asgard 2 Force (from Fab Lab), Rigdobrite & 2 shurikens (I actually didn't have these), a few gimel coins (just in case), Res Up for everyone but Brad (who is too slow anyway) & Tim (who is too weak anyway), Up Param for everyone, Critical for Ashley & Taki, and the healing PS for Brad, maybe for the Tim & others too.

Just be careful because the healing PS does not work well with Res UP - if you're knocked down into red hit points and you're not already condition green, the healing PS will give you 2000

back, which is not enough to survive Black Nova/1 Trillion Degrees but too much for Res UP to kick in. :-P

Round 1 - equip fire rings. Give Kanon the Guardian that boosts her attack power the most. Ashley shoot shuriken, or use an ARM or shoot a grenade
Lilika mystic + life orb
Kanon Eagle Claw

Ragu will attack first with 1 Trillion degrees. Kanon should pummel him for nearly 4500 with Eagle Claw, twice that if you're lucky and get a critical (this is why you want everyone at best luck). Ashley may get him for a little more, a lot more if you have a shuriken. Lilika will get everyone back to full HP, and everyone should be a full force.

Round 2 - switch Marivel for Ashley. equip dark rings.
Marivel cast GellaCrazy
Lilika mystic + life orb
Kanon Gatling 4

Ragu will attack first with Black Nova. Marivel will hit him for 9995. Kanon should pummel him for 9000 with her Gatling 4, twice that if you get even luckier. Lilika will get everyone back to full HP.

Why not just have Ashley access now? Because Ashley can't change equipment after he uses Access. He'd be either dead or stuck with a Dark Ring if he accessed now, and you want him to access with a Fire Ring because he can (barely) survive a Black Nova (and then his Res UP skill will kick in!).

Round 3

The key here now is to get Ragu down under 20,000 (impulse bomber time) while keeping Lilika at full health and high force. Even if the rest of the party dies and Lilika is the last one standing (by using Invincible - if the only live member of your party is in the back then YOU LOSE), Ragu is DEAD if he's down to the Impulse Bomber stage. But you must keep Lilika IN THE BACK and do NOT bring her out again until you see an Impulse Bomber (unless you're having her use Invincible!!!).

If Lilika is at full health & high force, then Ragu is DEAD once he starts using impulse bombers. But if Lilika's health goes down, her force runs out, or worse yet she dies, then you are screwed. You are totally screwed. You may get out of it somehow (perhaps by using Ashley's accelerator to get her back up to full health), but it's more likely that you won't. I know it's tempting to try Mystic Full Carrot or Extend + Quick or whatever but DON'T. You'll be sorry.

In the meantime, you want to wear Ragu down with a Last Burst and anything else you can throw at him. It's OK if some members of your party die (you get 0 exp anyway!) but you can always revive them once Ragu is doing Impulse Bombers, if you can't stand the thought of winning with some party members laid out. Here's a strategy that worked rather well for me:

Switch party to Ashley, Brad, and Tim
Ashley equip fire ring, Dan Dairam, access
Brad equip fire ring, Raftina, use full carrot on Ashley
Tim equip dark ring, Ge Ramtos, use mega berry (or cast Full Heal) on Ashley

(I picked the above guardians just because they give you the highest Magic Resistance boost).

Why use Tim? Because he's the most expendable member of the party. If Ragu does 1 Trillion Degrees then Tim WILL die, but Ashley and Brad will live (if Brad has the healing PS, Brad will hardly be singed). If Ragu does Black Nova then all three should live - Ashley should be in the red and then Tim will heal him, while Brad will be at half hp if he has the healing skill, less if not. Tim will also be hurting (tough break). Oh, and don't have Tim call Odoryuk, because the stupid unicorn won't get Ashley back to full health.

If Ragu does Void Effect, cheer. If he does Smithereens, hopefully you were able to dodge it. If not, tough break. If he killed Tim you're just fine; if he killed Brad you still have to

feed Ashley a full carrot somehow; if he killed Ashley you are in bad shape, you may wind up having to use a continue. But the odds are in your favor, especially if everyone has Down Guard.

When the round is over, Ashley should be transformed AND at full force. If you're lucky, Ashley will also be at full health, and Brad will be either full health or close to it.

Round 4 - switch party & equipment as you think you need. Just keep Lilika IN THE BACK, and have someone in front use invincible if you want to be really safe. If one of your party is dead, you may want one invincible person and one dead person up front rather than risk having Ragu kill someone in addition to Ashley.

Ashley last burst
second char attack with most powerful move or defend
3rd char invincible

Hopefully you got the Last Burst off - if you didn't (and Ashley's dead) you're in trouble. You may have to continue until you get lucky. If Ashley got Last Burst off and died, you're OK. If you're lucky, Ashley will still be alive at the end of the round.

If you've hit Ragu with the last burst, it should do some 28,000 in addition to the 23,500 or so you've already hit him with. You only have another 28,500 damage or so to go before he starts doing Impulse Bombers and you've got a lock.

If Ashley is alive, he'll be at 50 force and you can do a very cheap thing to easily whittle down Ragu. If Ashley got off Last Burst but he's dead now, make your party

Ashley - Kannon - Marivel (Kanon and Marivel should both be at full health)

have Marivel equip a dark ring while Kanon equips a fire ring (Kanon might survive a Black Nova if you got the Up HP skill for her early; Marivel will never survive either anyway) and have them both use a Full Revive on Ashley. One of them may die, but one of them is guaranteed to make Ashley live again. The round after that, have Ashley equip a fire ring (he should be able to survive a Black Nova) and either defend (if you want to be really safe) or use a carrot (preferably full) to build up FP, and you're ready to start cheating Ragu with Accelerator.

For the next several rounds:

Ashley equip scapegoat
Ashley use accelerator, feed mega berry to Brad
Brad equip a fire ring or something, Brad lock on & blast with a big Arm.
(if Brad is hurting then have him defend for the first round of this, then blast away for each subsequent round. Also, Brad can use that 2nd shuriken instead)
3rd party member just use invincible

What will happen each turn is that Ashley will get Brad up to full health before Ragu attacks. Ragu may blast them both, but then Brad will take the damage and not fall, Ashley will die but the scapegoat will immediately revive him. You can do this up to 7 times with the game's 7 scapegoats, more if Ragu wastes turns doing useless things like Void Effect, which should wear Ragu down considerably.

Instead of having someone use Invincible, you can risk having Marivel or Tim do their most powerful attacks (Marivel Asgard 2, Tim summon Rigdobrite or Justine), or have Kanon defend to build up force and try more Eagle Claw beatdown. But remember, Marivel or Tim WILL DIE if Ragu does Black Nova/1 Trillion and they don't equip the right ring. They can't soak up damage like Brad can. Note that if Marivel or Tim equip a scapegoat and it revives them, they WILL NOT GET THEIR ATTACKS OFF - scapegoats are much weaker than they were in Wild Arms 1. Only Ashley can truly abuse scapegoats, because only Ashley has the accelerator force to guarantee that he does something first. Other chars can guarantee that they'll do something first if they're nearly dead and have Res UP, but then the scapegoat will revive them with 2000-3000 hp, which is too much to use Res UP next round.

If Ashley runs out of scapegoats and Ragu isn't doing impulse bombers yet, have two chars use their most powerful attacks while the third uses Invincible, and have one of the two attacking

chars equip a fire ring & the other a dark ring. One of the attacks should get through.

Once Ragu is doing impulse bombers, Lilika had better be at full health and plenty of force (you DID keep her in back, right?) This is all you need to finish Ragu off. If Lilika is the only living person left then

Lilika use a Full Revive on Ashley (Lilika can take 1 Impulse Bomber)

Lilika use Invincible while Ashley uses mega berry on himself

(Ashley can take 1 Impulse Bomber, and he needs to build up force to use Accelerator)

Ashley uses Accelerator-mega berry on Lilika while Lilika uses mystic+lifeorb

Then both of them will be at full health, and you can do the pattern normally. (Note: if Lilika is the only person left alive and Ashley is in Knightblazer form, have Lilika revive him & keep using Invincible, while Ashley uses mega berries on himself until he has enough force for one more Last Burst).

With Lilika at full health & high force, and another person at 3000+ (i.e. enough hp to withstand an Impulse bomber if you defend), Ragu is toast. He will do nothing but Impulse Bombers each round. All you do is

Lilika mystic + life orb

Other person defend if wounded or at low force, attack if at full health and full force

each round, Ragu will do an impulse bomber, then one person will smack him while Lilika heals both of them. Use guns if the attacking member is Ashley or Brad, Erg Phasor if it's Marivel, Bold Lance if it's Tim, Eagle Claw if it's Kanon. Just keep smacking Ragu until he goes down.

Congratulations! You now have the Sherriff star, which is UTTERLY USELESS since you were bad enough to take down Ragu anyway. Hell, there's still Angol Mois, but guess what? You haven't even used the Viper Fang yet! If you did use the Viper Fang on Ragu then you probably have plenty of Full Carrots and Scapegoats left for for Angol Mois anyway.

If you managed to kill Ragu O Ragula with a party less than level 99 then :-PPP because I had to use 2 continues at level 99 before I figured this @#\$\$ pattern out.

Anyway, sorry to be so long-winded but I hope my ramblings amused you. Thanks again for writing such a great FAQ (I cracked up over several of the boss aliases. :)

Best regards,

Victar

On second glance, I notice, that is one mother, of a huge, evil, Strategy from hell. It looks so BIG on my small notepad thingy. *Bow to Victar* That thing is almost as big as my whole FAQ!!

(Ideas)

Yup, i'll never let my field theory go! It has to work somehow!!

- 1) Try having bad luck :)): If good luck is so bad, screw it!!
- 2) STATUS LOK!!: Field halves all elemental damage, so, shouldn't status lok make it stay forever?? Please someone test this out, I know there is now a strategy from hell for rago, but I will never rest until he is so easy, i'll have to take him off of my hard boss list!
- 3) Shurikens: I really want to know the damage on these things....
- 4) Good luck: Ya know how apples give a random number of stats to the character?? Well.... Has anyone ever tried using them in chapapangas room (luckiest room in the world)? This came to me because I was making a game on flash 4, and I had a spot called "the luckiest room on earth" That had the same effect... Maybe they'll give the Highest Stat boost possible....

(Note to the guy who claimed the invincibility trick. I lost your e-mail, if you read this Please re send that info, it was better than the one I had up currently...)

THNX: Angelstar :) for stuff on rago.

8. Idiot list

Well heres my idiot list, There are a variety of techniques used to get on this list

1. Sending mail that says "How do I beat xenon" or even worse "How do I beat titanius"
Everyone from the board gets enough of this, and if you dont have a very good excuse for sending such an ingnorant email (like if he has an attack i dont know about or something is continuously going wrong) your going on the list and once your on, you never get off
2. Sending me rumours. Im just tired of it, hearing it is bad enough, but having the rumor sent directly to my email is just hellish. I dont care if you got info from the game makers , if you have 100 people who will say its true, or even if you are the game maker, matter of fact, even if by some strange random possiblity I try it and it does work, I still dont want to hear it, and your still going on the list. I simply dont want any!
3. Iming me on Aol. First I would like to point out that aol is for peons. Second, never im me. I get enough ims from XXX porn sites and aim mass mailers. Third, I will never answer you so your wasting your time. If by some strange chance you im me and my ims are on, im eaiter talking with somone very important, or my brother is on the computer. If you talk to my brother your talking to a wall, he types 0.5 words an hour, hes an idiot, and hes a peon. Talking to him could indeed show you how dumb someone can be.
4. Asking me were to find certain items, monsters, or abilities. This is a pyramid monster faq. Wa2 crew has a guide for alllllll of that stuff and if you cant find it your looking in the wrong place.
5. Insisting my angolmois strategy dosent work. Your on the list forever. Im 100% sure it works becuase ive friggin done it. As long as you meet all the criteria and do exactly what I say you will win. I know it takes a couple of tries till you get lucky, but you cant be so unlucky that by your 10th try its still not working. If your not surviving the 3rd turn or if its not 7th moon but normal attacks that are killing you gain levels. if something else is wrong, just email me.
6. Stealing my work.
7. LoL, I got nice mail and the guy said "please don't put me on the list", This thing must be pretty intimidating

IDIOT LIST (In no particualar order, All here have an equal price on their head)

1. ZakAattck (Location: FFT Message Board)

Ok, heres a piece of my orginal message.

"I might even be mean enough to say FFT was a copy of TO(Tactics Ogre):

Couple of posts later,

"Kilgamesh, TO can't be a copy of FFT because Tactics ogre came out first!!!"

Ok ZakAttack, when you learn how to read, apologize and I will take you off if you ever see this FAQ.

2. MODERATORS (LOCATION: LEGEND OF MANA MESSAGE BOARD)

August 1

A man named Mana Knight created a topic called "A Gross abundance of idiots" or "The death of common sense". This may have been the most interesting topic on all of gamefaqs, Why it was started is still unknwn to me, but after 430+ posts, there were deep discussions about EVERYTHING from life to RPGs to love and school. Suddenly, September 6th, someone appeared atop the large hill by the LOM board, it looked only like a black sillouette against the heavy rain that day, with a huge two-handed blade of retribution, a runic symbol was carved into the air by the tip of the sword, it was the "off topic deletion spell", the sky opened up raining beams of white light, the hand of moderation appeared, the topic was vaporized, leaving not a record for tracing.

Rule: Intelligence is not appreciated

Rule: Don't say anything, youll get moderated

NEW Rule: Don't moderate the post of a moderator - It won't get moderated

Me and others who participated in the gross abundance topic have changed our signatures, they are all anti-moderation now, join the petition, make your sig anti-moderation.

- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.

9.FAQ

Q.Chapapanga...where....

A.Talk to merill in t'bok with brad leading the team. (note: you need to steal ONE secret key froom the enemies around there. To get in the last door, the person leading your team should be at good luck.)

Q.Elemental rings...where....

A.The guy near the elevator of bl Valeria Chatuea.

Q.Why is half of this FAQ jokes??

A.Looks bigger....

A2.I read a FAQ earlier, here what it consisted of.

STATISTICAL JARGON

STATISTICAL JARGON

MEANINGLESS DIRECTIONS

MEANINGLESS DIRECTIONS

NO EXPLANATIONS

NO EXPLANATIONS

10.Lists

Ahh, lists,*holy light appears from heaven, a choir sings*

Ahh, Ahh, Ahh, Ahhh listssssss. Lists, lists, ahh ahhhh. Ahhhhhhhh, Statistical.....Jargon..... ahhummmmmmm.....

Attack lists

All attacks hit everyone unless marked otherwise

Name	Damage	Effects
7th Moon	Worst of the whole game IMHO	Non elemental
1Trillion Degrees	6000	Fire elemental
AuraBomber	3000 3rd place	N\E(no element)
Barrier	approx. 200+ def& mag def	N\E
Black Gilas	1200	Darkness elemental?
Blade Arm	2500	Physical, single
Buried Alive!	2000	Earth elemental
Dark Nova	6000	Darkness Elemental
Gilas Spin	2000?	Its a big wave. Could be water
Great Disaster	2000-800	Fire Elemental/Confusion/good chance
Impulse Bomber	4000 2nd place	N\E
Red Gilas	1200	Fire elemental?
Regeneration	Heals 5000-74999	Power varies per boss
RF Blade	2000-800	N\E?
Ripper Boomerang	Instant Death	Physical, Single
Smithereens	Varies	Physical, Single
Swartz Strahl	4000	Dark ele, Single
Tactless	Smithereens+Worse	Physical, Single
Void effect	See Angolmois	N\E
Whole Body Attack	3000 +or -	Physical, Single
Unmodified spell???	1500	N\E?? Very weird spell
Xenon Ray Force	6000	Light Elemental

Location list

- 1.Rago - Aguel mine, keep making rights
- 2.Angol - Golgotha, search the entrance screen
- 3.Vort.bros. - MT chug chug?
- 4.Zolinge - Wind tiger den, can't miss it
- 5.Zavorg - Meteor Crater
- 6.Xenon - Slayheim castle, first room, make a right
- 7.Kobold King - Closed mine
- 8.Titanius - Halmets, Northeast part

11.Credits

!!Thanks to Arrawnt for

- 1)Being a trivia whore.(And subsequently, beating me everytime)
- 2)Putting me in the SOA creditz for no reason in particular.
- 3)Being a sega groupie(Note to self:Sega ownz you)
- 4)Not kicking me all of those times I said "godammed(Without knowledge of its illegallness)

!!Thanks to HHH, for not actually helping me, but just being in the right place at the right time

!!Thanks to many at the message board for answering some of my stupid questions

!!Thanks to angelstar for various info and testing the rago strategy(whenever he does test it)

!!Thanks to wa2 crew for making a total walkthrough and cuz there was one puzzle I simply could not pass :(

!!Thanks to K Neary for a whole mess of stuff.

!!-therSPOON, for some stuff im having trouble remembering. Like great disaster Fire elemental.

!!Victar, for some cool stuff(RAGO STRATEGY FROM THE PITS OF HADES).

!!Rest is all me (I think)

Oops, ive decided to make another name just for email.....

Little side note, the names Demon8Guidmail, PyraBossGuidMail, EightBGuidMail were taken? What kind of fools would Do this! Only on AOL will you see something that even bleakly resembles this kind of unrivaled CARNAGE!

After I recovered I was finally able to secure a name!

GameFaqPyraMails@Aol.com

Ack I forgot my password, just mail me at Geomedus@aol.com :(
IF YOU SENT ME A MAIL ON GAMEFAQPYRAMAILS@AOL.COM I DIDNT GET IT, SORRY.

Wow Thats unreal..Also everything about ims in the idiot list section, you can forget it :)

I know theres alot of uncapitalized stuff, but please inform me of HUGE grammar/spelling errors Also E-mail if you want to say thanks or if you want to send a flame. I love flames, im serious its kinda like combat cept its verbal, no idiot listing unless its an incredibly stupid flame. And finnaly Things that have one ? after them, is something that im not sure of. Two ? means im completley in the dark about it, Tell me :). Three ? means its the end of of the unmodified spell, Thats how they spell it in the game. I havent played this game for 2 weeks and only rented it for 5 days, everything here is from memory, I think thats inhuman because most people can't remember Zolinges title. Something is bound to be wrong, correct me :)

DISCLAIMER!!!!

I dont live in the indonesian region but I know theres frikkin indonesian publishing companies stealing loads of Guides/Faqs/whatever from gamefaqs(Vega...) So im putting AN INDONESIAN DISCLAIMER AND AN AMERICAN DISCLAMIER.

ok I cant find that indonesian disclaimer on gamefaqs, if you know where it is, mail me AMERICAN DISCLAIMER

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VERY IMPORTANT!

Things to e-mail me imediatley

- 1.Mp3 site with saga frontier music
 - 2.Download site for Module 2, 3, 4, and 5 of Dungeons of the Unforgiven
- Thats all

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???go up!
What are you doin

Ahaha, feel my wrath foolish mortals!!

Secrets

***** ** ***** * **** ** ***** ***** *****, ***** ***** *****.....
***** ** * ***** *****.....

