

Xenogears FAQ/Walkthrough

by Masamune167

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-- Xenogears --
FAQ/Walkthrough
Version 1.01

BY
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i. Table of Contents  
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1. Version Updates -----	X1000
2. Legal Disclaimer -----	X2000
3. Introduction -----	X3000
4. Character Information -----	X4000
5. Walkthrough -----	X5000
5a. Disc One Walkthrough -----	X5100
1. Lahan Village -----	X5101
2. Mountain Path -----	X5102
3. Doctor Uzuki's -----	X5103
4. Lahan Under Siege -----	X5104
5. The Blackmoon Forest -----	X5105
6. Dazil -----	X5106
7. The Aveh Desert -----	X5107
8. Aveh Transport -----	X5108
9. Stalactite Cavern -----	X5109
10. The Yggdrasil -----	X5110
11. Bart's Hideout -----	X5111
12. Bledavik -----	X5112
13. Rescue Margie! -----	X5113
14. Nisan -----	X5114
15. Kislev Mountains -----	X5115
16. Attack on the Border Fleet -----	X5116
17. Nortune D Block -----	X5117
18. Nortune Battling Arena -----	X5118
19. Nortune Sewer Search -----	X5119
20. Nortune Central District -----	X5120
21. Rescue Weltall and Rico -----	X5121
22. Kislev Weapon Factory -----	X5122
23. The Thames -----	X5123

24. The Ethos HQ -----	X5124
25. Orphanage -----	X5125
26. Reaper Ship -----	X5126
27. Ethos HQ Revisited -----	X5127
28. Ethos Dig Site -----	X5128
29. Babel Tower -----	X5129
30. Shevat -----	X5130
31. Shevat Emergency Shaft -----	X5131
32. Defend Shevat! -----	X5132
33. Nisan Revisited -----	X5133
34. Babel Tower Revisited -----	X5134
35. Sargasso Point -----	X5135
36. Solaris (Civilian Area) -----	X5136
37. Solaris (Soylent System and beyond) -----	X5137

5b. Disc Two Walkthrough -----	X5200
1. Taura's House -----	X5201
2. Defend Nisan! -----	X5202
3. Sufal Fight -----	X5203
4. Anima Relic 1 -----	X5204
5. Anima Relic 2 -----	X5205
6. Merkava -----	X5206
7. Zohar -----	X5207
8. Snowfield Hideout -----	X5208
9. Taura's House Revisited -----	X5209
10. Lighthouse -----	X5210
11. Nortune Revisited -----	X5211
12. Duneman's Isle -----	X5212
13. Preparations -----	X5213
14. Deus: The Final Confrontation -----	X5214

6. Item List -----	X6000
7. Weapon, Armor, and Accessory Lists -----	X7000
8. Character Deathblows -----	X8000
9. Gear Section -----	X9000
10. Character Abilities -----	X1001
11. Useful Facts/Secrets/Hints/Tips -----	X1002
12. Credits -----	X1003

1. Version Updates -----	X1000
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01/09/03 - Guide started.
01/11/03 - Updated up to Stalactite Cavern. Added Deathblows section.
01/16/03 - Added Items, Gears, and Abilities sections. Updated Legal
          Disclaimer. Corrected and updated Character profiles.
01/24/03 - Updated through to Nortune D Block.
01/30/03 - Updated through to Nortune Central District.
02/21/03 - Updated to the Kislev Weapon Factory.
02/22/03 - Updated to the Thames: Haishao fight 1.
03/29/03 - Updated to the Ethos HQ Revisited.
04/27/03 - Updated to Shevat.
07/21/03 - Updated to Solaris (Civilian Area).
08/06/03 - Updated to Deus: The Final Confrontation.
08/09/03 - Completed version 1.00.
12/23/03 - Reformatted entire document.
02/22/04 - Shinobi item/gold updated courtesy of Shervin Maddah. Other
          minor cosmetic changes made.

```

- * FAQ started and completed.
- * Complete Character Profiles.
- * Complete Items list.
- * Complete Gears section.
- * Complete Abilities section.
- * Complete Deathblows section.
- * Optimized for Wordpad or MS/Open Word in Courier New.
- * Optimized for Notepad or any browser with Western European encoding.

Version 1.01

- * Minor corrections made with regard to formatting, spelling, et alia.

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2. Legal Disclaimer X2000  
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3. Introduction X3000  
~~~~~

I picked up this game from my friend, who never plays any of the games he owns, and I loved it from the beginning. I am quite a fan of the RPG genre, a connoisseur per se, and can reasonably argue this game to have the finest storyline of any RPG I have played. The sprites in the game take some time to become accustomed to, but I quickly found them to be a superior form of graphical display compared

to...Final Fantasy 7(a great game). Regardless, you should find this game highly enjoyable and entertaining (and worth however much money you did or did not spend on it).

I strongly suggest talking to everyone in this game. Because the story is the strongest aspect of this RPG, you will want all the information you can possibly receive. You might hear some dumb, mundane things in these conversations, but even those can add atmosphere to a location, or personality to a character.

This FAQ will attempt to be relatively spoiler-free. This may seem counter-intuitive, but what I mean is that I will not tell you what happens in a cutscene, fmv, or dialogue between any characters. Do not worry about spoiling some aspect of game's story in your use of this walkthrough. I will be intentionally ambiguous and vague as not to reveal too much.

I also suggest not rushing this game. The first disc took me about 60 hours to complete the first time. Even on replays I doubt you will finish it in less than 40 hours. Needless to say, this game is long but very worth the time put into it.

Treat this game like an extremely long, involved, and encompassing novel. As such, you will want to absorb as much as you can initially, and then replay for finer details that you missed the first time due to a lack of knowledge.

I will occasionally put *NOTE*'s into the heart of the walkthrough. These are mostly anecdotal information that some players will find useful or interesting. I will only tell you to talk to people that are necessary for the continuation of the game, but again I suggest speaking to everyone possible.

- Masamune167 -

~~~~~  
4. Character Information X4000  
~~~~~

```
 / *NOTE* \ _____  
 |  
 | Any text in quotations is directly |  
 | copied from the manual of the game. Some |  
 | of the profiles *will* contain spoilers. |  
 | _____ |
```

Fei Fong Wong
=====

Birthplace: Unknown (It is known, but I'll let you figure it out)
Age: 18
Hair: Black
Sex: Male
Height: 5'7"
Weight: 147 lbs.
Specialty: Kenpo Karate
Gear: Weltall, Weltall-2, Xenogears

Rating: 10/10

"Fei is a young man living in the rural village of Lahan. Due to an incident from his past, he is unable to recall events from his life prior to arriving in Lahan. An active young man, he enjoys teaching martial arts to the kids and villagers who think fondly of him. A gifted artist, Fei seemingly paints with a skill from someone else..."

Fei is the protagonist of the game and the character you will use the most. Luckily, he is a very strong character with devastating physical capabilities and a powerful Gear. His deathblows are impressive, and some of the later ones are ridiculously powerful. His ether, or chi, abilities are inane and mediocre at best. However this is of very little consequence because of his impressive physical capabilities.

His gear is also very powerful albeit on the slow side. Later in the game the Weltall is upgraded substantially and Fei will be the strongest character in a gear in your entire party. Fei is a great asset in or out of a gear.

Elhaym Van Houten

=====

Birthplace: Solaris

Age: 18

Hair: Reddish Orange

Sex: Female

Height: 5'6"

Weight: 101 lbs.

Specialty: Rods/Staves

Gear: Vierge ('Virgin' in Latin), Regrs

Rating: 10/10

"A Gebler officer assigned to a post in Aveh as a spy, she stole the latest model Gear from the Kislev Army. Caught in the act, she was chased down and forced to make an emergency landing in Lahan. Her encounter with Fei, who had no interest in conflicts and battles, changed her destiny."

Elhaym (Elly) is, initially, a poor character in battle. However she is quickly able to defend herself and eradicate enemies. The first time she joins you, her physical abilities are lame but her ether abilities are constantly stellar. Later in the game, her physical abilities improve drastically with her powerful deathblows, and her ether attacks continue to expand.

Her gear, the Vierge, despite it's appearance, is a powerhouse. With a few "Ether Doubler"'s and "Power Magic"'s she can annihilate scores of enemies with her -Aerods- ability. The physical attacks of her gear are not wonderful, but not bad, and she has a nice speed. Her gear is, however, plagued with low defense, low fuel tank capacities, and weak weapons. Despite this, her gear is still superior to many others and her character quickly becomes a powerful addition to any party.

Citan Uzuki

=====

Birthplace: Solaris

Age: 29

Hair: Black

Sex: Male

Height: 6'1"

Weight: 150 lbs.

Specialty: Martial Arts and Swords

Gear: Heimdall (A Norse God), Fenrir

Rating: 10/10

"He runs a clinic in the hills of Lahan. Known as a gentle doctor and advisor who likes to tinker with machines, his true identity and origin from the Sacred Empire of Solaris are closely kept secrets. A wise man, his abundant knowledge and tactics have saved Fei on many occasions."

Citan is quite possibly the strongest character out of his gear. His physical abilities are phenomenal and his ether abilities are very useful. Additionally, when he joins your party, he starts with an insane 200 hp at level 5. Even his deathblows are amazing and probably have some of the most spectacular animations of any of them.

His gear is not nearly as stellar as the character, but it isn't bad. In all honesty, the Heimdall is just average in every aspect- except its strike animation, which shows very faint Japanese kana and kanji. Other than that, nothing is particularly exceptional about this gear. Use and overuse Citan in your party as a character, you will not regret it.

Bartholomew Fatima

=====

Birthplace: Aveh (Fatima Castle)

Age: 18

Hair: Blonde

Sex: Male

Height: 6'1"

Weight: 158 lbs.

Specialty: Whips

Gear: Brigandier, Andvari

Rating: 7/10

"While seemingly the leader of a group of desert pirates and captain of the submarine Yggdrasil, he is in reality, the prince of the Fatima Dynasty in Aveh. A brash and hot-tempered young man, his impulsiveness has gotten his friends into trouble more than once."

Bartholomew (Bart) is a relatively useless character in the presence of Fei, Elly or Citan. His physical attacks are above-average and some consider his status affect ether magic to be useful. I did not find him useful in any respect, except to take damage or heal someone.

The Brigandier is pretty much as useless as Bart. Don't use this thing unless you are forced to use it. The same advice follows

for Bart: avoid using him. I will say that this gear becomes more useful if you know more of Bart's deathblows- but that means you have to use Bart, and I don't recommend going to that extreme early in the game.

Billy Lee Black

=====

Birthplace: Mass Island Sea Area (Aquvy Islands)

Age: 16

Hair: Off-white

Sex: Male

Height: 5'7"

Weight: 130 lbs.

Specialty: Handguns, Ether Guns, Shotguns

Gear: Renmazuo, Omnigear Renmazuo

Rating: 8/10

"Seemingly abandoned by his father, and with his mother dead after a reaper attack, Billy turned to religion for stability. At the suggestion of his mentor Bishop Stone, he became an Etone, or fighting priest to combat the reapers. At the same time, he has devoted himself to raising his little sister Primera, who hasn't spoken since their mother's death."

Billy is a surprisingly useful character. His attacks are powerful with the right ammunition and his ether abilities are unparalleled for healing and support. His deathblows are relatively powerful as well. Billy also comes equipped with some very useful items when he joins your party, so take advantage of that.

Billy's gear is an avatar of his character in every respect. In other words, the Renmazuo is an all-around good gear and a good replacement for Citan or someone when they are unavailable. Use Billy in place of one of your other powerful characters or as a main character.

Rico Banderas

=====

Birthplace: Kislev

Age: 30

Hair: Orange

Sex: Male

Height: 7'0"

Weight: 352 lbs.

Specialty: Wrestling/Being Useless

Gear: Stier, Omnigear Stier

Rating: 1/10

"Created as an experiment, Rico is a muscular being that is half-man, half-monster. A champion of the Battling Arena in the capital of Kislev, he is also a prisoner of D Block, though his battle prowess has ensured that he live better than most."

Rico is the most useless character in the entire game. The

irony lies in his immense strength the first time you fight him (dealing circa 1200 damage to Fei) and after joining your party he deals a measly few hundred--if that. Pathetic.

Some people claim that the Stier is an excellent gear due to its high defense, offense, and low fuel consumption. This does not make up for its pitiful speed and overall stupidity. It sucks. I'm predisposed against it, so use it if you want, but I hated that piece of trash. Do not use Rico. Do not use Rico. Do not use Rico.

Maria Balthazar

=====

Birthplace: Solaris
Age: 13
Hair: Sable Silver
Sex: Female
Height: 4'8"
Weight: 90 lbs.
Specialty: Martial Arts
Gear: Seibzehn
Rating: 6/10

Maria, at the tender age of 13, is the sole protector of Shevat during the time of Fei's visit there. She is a distraught yet brave girl who believes in her kidnapped and supposedly deceased father.

Maria is even more useless than Rico in character combat. Her gear, on the other hand, is immensely powerful. The huge disadvantage to her is her inability to learn or use deathblows, but her gear all ready has special attacks like deathblows. The Seibzehn has a titanic defense and offense, but poor speed. This won't matter in the long run because of its high hp and endurance--it will annihilate enemies. Use Seibzehn, but don't rely on Maria as a character.

Emeralda Kasim

=====

Birthplace: Zeboim Civilization
Age: ~4000 (Appearance of a child and later of a young woman)
Hair: Emerald
Sex: Female
Height: 5'5"
Weight: 110 lbs.
Specialty: Martial Arts of a type
Gear: Crescens
Rating: 9/10

Emeralda is one of the more enigmatic characters. Even her discovery by Fei is troubled by Krelian's subordinates. Oddly enough, Emeralda recognizes Fei somehow, but calls him by a different name. Emeralda is an amalgamate of trillions of nanomachines that can perpetually repair and rebuild her.

Emeralda is an incredibly potent character in or out of a gear. Her physical attacks are very powerful and her stat boosts at levels

Level:

Fei: 1

Items:

400 Gold	RPS Badge
Aquasol (5)	Mermaid Tear
Spider Web	Power Ring
Eyeball	
Aquasol S	

Enemies:

(Name)	(Exp)	(Gold)	(Items Dropped)
Hob-gob	2	15	Hob-Jerky
Hopper	8	100	Fencing Gear
Lil' Kobold	3	35	Fencing Cap

Instructions:

You will arrive in this house after the introduction and various cutscenes. Note that you can look at the paintings in your room if you so choose. Go ahead and do the obligatory bed check to receive 200 gold. Leave this room and head WEST to the room there. In a corner of the room, near the door, there is a spider web. Jump up to it to get it. Each of the barrels in this room contains an Aquasol. Leave this room and go to the last unexplored room on this floor. Talk to the maid if you want information on Fei's history. Go up the stairs.

Once upstairs, talk to Timothy[in the blue shirt] for a short scene. Attempt to leave the house and after the conversation, go outside. Explore the town, check out the store if you want, just explore and get a feel for it.

/ *NOTE* \ _____
|
| I advise against buying tents in this game. |
| Omegasols are the same as tents in their effectiveness |
| and cost, yet they can be used at any time[outside of |
| battle], unlike tents which are only available for use |
| at save points. |
| _____ |

Head back toward your house and go behind it to the field with the man on it. Talk to man enough times to receive two Aquasols. Go SOUTH of this house to another one. This is the newbie area where you can learn about the game. Spend some time here and learn everything. Even Lucca[Chrono Trigger/Cross] is here, but if you talk to her and listen to what she has to say, it will cost you some money. Talk to the bald man about deathblows and receive 80 gold. Head EAST to another house.

This house holds within it the Rock-Paper-Scissors champion of Lahan[that's not very impressive, but still]. Frankly, this game is frustrating and tedious to win and yields a very small prize much later in the game. It's up to you to challenge this guy but do so at your own discretion, it'll cost 50 gold per game if you lose, +50 if you win. Look at the very good RPS guide by KMadoushi for information regarding this game. Go downstairs and talk to the old woman. Say that you like it[Lahan] and she will give you 120 gold. Leave this floor and this house.

You will see a well in the center of the town. Jump in it repeatedly and ignore Fei's ominous premonitions. Keep jumping into it until you receive an Eyeball[something weird], a Power Ring, and an Aquasol S. Now talk to the woman next to the well and tell her that her thoughts are not that strange to receive a fifth Aquasol.

Next, talk to Dan if you haven't already[Tell him whatever you want, it has no effect on the game, but if you agree he will like you more], and go to the bar NORTH of the house with the women standing in front of it[Alice's house]. Once in the bar, talk to the man in the blue coat and tell him that drinking doesn't solve anything to receive a Mermaid Tear. You will not use this until disc 2 so be patient. Head back SOUTH to Alice's house and talk to the woman in front of it to be let inside. Go upstairs and talk to Alice.

I suggest leveling by leaving town and walking around into some random battles. A safe level to reach before attempting the Mountain Trail is around 4. Additionally, the enemies around Lahan will sometimes drop Fencing equipment. This is superior to martial equipment and if you have excess, can be sold for a decent price. Remember to go back into Lahan and sleep in your bed if you need to heal yourself.

```
=====
===== - Mountain Path - =====X5102
=====
```

Level:

Fei: 4

Items:

Bird Egg

Spider

Aquasol(2)

Enemies:

Hob-gob 2 15 Hob-jerky

Jackal 3 14 ---

Instructions:

There is a save point NORTH of the entrance and a split path. If you go NORTH, you can see the path from an aerial perspective and

receive -(an Aquasol on the ledge EAST of the tree)-. Back at the save point there is a large rock with a tree on it. A small path leads up to the tree and if you jump into the tree you will find a bird's egg. You can choose to take it or leave it alone. If you take it, the mother bird will hound you and peck you for damage. Once you reach the Doctor's house, Yui will cook it for you and you will gain weight.

/ *NOTE* \

|
| If you gain weight you will deal slightly more |
| damage than usual, but your speed will decrease as well |
|. Be careful, because you can only lose weight by |
| ingesting particular foods, such as tea. |

Take the WEST path and follow it until you see a boy. Talk to him to learn about power jumps. Jump over the gap to the other side and cross the bridge up ahead. -(Underneath the bridge is an Aquasol)-. Not far from the bridge is a tree next to a big rock and signpost. Jump up into the tree to find a Spider and examine it to receive it. This will be useful much later in the game. Go NORTH to Citan Uzuki's residence.

=====
===== - Doctor Uzuki's - =====X5103
=====

Level:

Fei: 5

Items:

Aquasol

120 Gold

Midori's Ring

Enemies:

Instructions:

Don't enter the house immediately. First, go up the stairs of the house and open a door to the SOUTH. A chicken will appear in the room and there is an Aquasol in said room. Go upstairs and into the door here. Climb the ladder in this room to appear next to a telescope on the roof. Examine it if you want, but jump near the smokestack and examine it for 120 gold.

Go back downstairs to the ground and go to the EAST side of the house. Jump behind the flowerbed here, turn around and examine it to receive Midori's Ring. This is a special item that is used much later in the game and will not appear in any list in your menu or inventory. Enter the house.

Once inside, talk to Yui and Midori. Leave the house and enter the shack behind it to meet with Citan. You will be back inside and Yui will cook the egg, if you brought it, for you and there will be a scene. Afterwards, go back inside and examine the yellow box for yet another cutscene. Leave Citan's house and this area.

Back at the mountain path, progress over the bridge for a scene. Head back to Lahan with Citan.

```
=====  
===== - Lahan Under Siege - =====X5104  
=====
```

Level:

Fei: 5

Items:

Enemies:

Instructions:

A scene greets you upon your return to Lahan. Finally, a battle occurs--a Gear battle. There will be a short tutorial on Gear battle before you engage in combat with the enemy Gears.

```
_____  
//  B A T T L E  \\  
] `^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^` [ ]  
] [ ]  
]   Battle {Gear} [ ]  
] [ ]  
]   Musha Mk100 (2) [ ]  
]   ----- [ ]  
]   HP: 150 (2) [ ]  
]   Experience: 180 [ ]  
]   Gold: 100 [ ]  
] Items Gained: --- [ ]  
]   Difficulty: Very easy [ ]  
] [ ]  
] [ ]  
] This is a straightforward battle and not difficult at [ ]  
] all. Simply use 30 fuel attacks (X button) until both of [ ]  
] them are destroyed. Sometimes the 30 fuel attacks will [ ]  
] miss, so use 20 fuel in that case. Also, if you have any [ ]  
] deathblows, use them. A scene ensues. [ ]  
] [ ]  
]01 [ ]  
] `^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^` [ ]
```

Afterwards, you will be on the world map. Gain a level if you want, and head NORTH to the Blackmoon forest.

=====
===== - The Blackmoon Forest - =====X5105
=====

Level:

Fei: 6

Items:

Aquasol(2)

Arcane Rod

SurvivalTent

Enemies:

Armor Grub	35	7	Bizfruit
Dive Bomber	19	30	---
Forest Elf	21	40	Zetasol
Hob-gob	13	15	Hob-Jerky (Hob-Steak if killed with fire)
Hob-gob	2	15	Hob-Jerky (Hob-Steak if killed with fire)
Jackal	3	14	---

Instructions:

/ *NOTE* \

|
| I strongly suggest learning deathblows whenever |
| possible. This isn't to say that you have to max them |
| all now, but learn a few now and gradually learn more |
| as you progress in the story. The first time through |
| I didn't pay much attention to deathblows and boss |
| fights were tougher than they had to be. Later in the |
| game, you will receive a WizardryRing which boosts the |
| deathblow learn rate of a character. Don't wait until |
| you get this item to learn all your deathblows (like I |
| did the first time). |
|

As soon as you arrive, move forward for a very short scene. The forest can be quite confusing as the textures are indistinguishable at times. To combat this, keep your bearings straight.

Face SOUTH and hug the left wall and look for a fairly large rock that is next to a large, overturned tree trunk. Jump up and on to the tree and walk until you see another tree trunk on the ground. Jump down to the SOUTHWEST to receive an Aquasol. Walk toward the Hob-gob you see near the tree roots. It will jump upwards and leave when you near it- so follow it. When you catch up to it at the top, you will fight it.

Save if need be and continue along the path until you see a

Hob-gob in front of a large boulder. Fight the Hob-gob, but be careful, as soon as you defeat it, the boulder it was holding will tumble down the log. Jump to the ledge to your left, the one from which you leapt to the log. Once the boulder has passed, go to the new area and a scene takes place.

```
_.-._.-( New Party Member )-._.-_  
=====
```

Notice that you can obtain Hob-Steaks by killing Hob-gobs with Elly's fire ether spells. Hob-Steaks heal 150 hp compared to Hob-Jerky's 50 hp. They can also be sold for quite a price.

Head SOUTHEAST until you see a signpost and a path up. Follow the path to yet another signpost. Take the SOUTH path to see three Hob-gobs back away from you; follow the one that went SOUTHWEST, fight it and get the Arcane Rod. Jump SOUTHEAST for an Aquasol. Head back to where the Hob-gobs were and go the one that went SOUTH. Fight it and jump down near the save point and SurvivalTent.

There is a big slab of rock up ahead. Going to it will trigger a scene, but de-equip Elly of her accessories before you approach it because she will leave soon. She'll have new equipment the next time you see her anyway.

Walk to the slab to initiate a fight and a subsequent scene. Follow the path Elly took, the one heading SOUTHWEST, and prepare for a battle. The first part of the battle will be with Fei as a character. Just hit the dragon for 5 or so rounds.

```
_____  
// B A T T L E \\_____  
]````._.-````._.-````._.-````._.-````._.-````._.-````._.-````[  
]  
]          Battle {Gear}          ]  
]  
] Rankar Dragon                    ]  
] -----                         ]  
]             HP: 480               ]  
] Experience: 348                   ]  
]           Gold: 0                 ]  
] Items Gained: Scales              ]  
] Difficulty: Medium without Gear/Easy with Gear ]  
]  
] As a character, hit and heal. With your gear, use 30 ]  
] fuel attacks and Level 1 Deathblows to pound the dragon. ]  
] It should not be long before the Rankar dies.         ]  
]  
]02                                 ]  
]````._.-````._.-````._.-````._.-````._.-````._.-````._.-````[
```

There will be a cutscene after the fight. After that, head SOUTHWEST to the exit of the forest and another short scene.

```
_.-._.-( New Party Member )-._.-_
```

```
=====
=  -+-  Citan  Uzuki  -+-  =
=====
```

Upon your exit, you will be on the border between the desert and the forest on the World Map. Head WEST to the desert town of Dazil. I strongly suggest leveling Citan to at least level 8 before entering Dazil. Level 10 is preferred, though. Be sure to learn some deathblows as well. Take advantage of Citan's healing abilities as you fight.

```
=====
===== - Dazil - =====X5106
=====
```

Level:

Fei: 11
Citan: 10

Items:

Enemies:

= Desert =

Sand Man	60	50	---
Sand Shark	121	111	---

= Grasslands =

Hob-gob	2	15	Hob-Jerky
Hopper	8	100	Fencing Gear
Lil' Kobold	3	35	Fencing Cap

Instructions:

A scene takes place upon your arrival. As a general rule: do what Citan says. The Ethos workshop is the spherical, dome-shaped structure in the southwestern end of town. Go inside for a short scene. Go back NORTH until you see a buggy. Walk to it to inspire Citan to formulate an idea.

Go into the rental shop, but buy anything you need to and save before you do. You can go into the bar to see a scene with Big Joe, who you will see many many times in the game (kind of like Ultros...).

Once in the rental shop, speak to the clerk behind the desk to rent the buggy outside. Once Citan leaves, follow him and exit the town (save if you need/want to). When you arrive on the World Map, head WEST to look for Citan.

```
=====
===== - The Aveh Desert - =====X5107
```



```

] Items Gained: Eyeball [
] Difficulty: Easy [
] [
] This is probably the first tricky fight thus far. [
] The Wyrn has a very high defense so physical hits are [
] not effective. So use your ether attacks such as Guided [
] Shot to render this worm. It also has a tendency to [
] steal some of your fuel after each attack. Just be [
] careful and you should have no problems. [
] [
]04 [
]`^`-. _.-`^`-. _.-`^`-. _.-`^`-. _.-`^`-. _.-`^`-. _.-`^`-. _.-`^`-[

```

After that fight there is a scene and you'll end up in an...

```

=====
===== - Aveh Transport - =====X5108
=====

```

Level:

Fei: 13

Citan: 10

Items:

SurvivalTent

Leather Vest

Rosesol

Extra Ar+1

Enemies:

Aveh Corporal	75	60	Leather Hat
Aveh Soldier	75	60	Aquasol, Rosesol

Instructions:

After waking up in your prison cell, talk with Citan until he asks if you want to rest. Say, "Good Idea" for more cutscenes.

When the transport begins to sink, head EAST to the room next to yours. Be quick because the sand level will rise quickly. Head WEST, passing you cell, and into the next room for a Rosesol. Continue WEST to the engine room (fall down the hole).

In the engine room, head EAST to the ladder and go up it then WEST for an Extra Ar+1. Go back and then go to the SOUTH side of the room. Climb up the stairs here to a catwalk (careful: parts of the catwalk will break away). Follow the path to a Leather Vest and another ladder.

In this room, work past the boxes and to the other ladder. At the top, carefully climb to the top of the crane. At the top of the crane, there is a scene and then a Gear battle.

| _____ |
|
| / *NOTE* \ _____ |
|

| This cavern is a prime place to learn deathblows |
| (particularly for Bart). Simply have one person stay |
| in his Gear and the other member out of his Gear. The |
| enemies have a tendency to attack the Gear and not a |
| character out of Gear. Therefore the Gear has |
| priority over the character. Use this to your |
| advantage. |
| _____ |

.-..-(New Party Member)-._.-_
=====

After some time in the cavern, Bart will mention the giant boulder in the SOUTHWEST end of the cave as well as a cave beyond it. Run up to the boulder and examine it to make Fei and Bart push it out of your way. Get the Gold Nugget on they way and continue SOUTHWEST into a tunnel. Follow this long tunnel to another room.

Continue along the path until you see a Gear. Talk to the Gear for some information about your environs. Go WEST for now and jump on the ledges you will see. Keep jumping until you receive the IronGWhip (A Gear whip for Brigandier). You will also see a red sensor which you cannot manipulate yet, but remember this location. Go back to the informative Gear and take the SOUTH path.

The camera will pan to a house. Go to the house. Inside you will meet Ol' Man Bal. After the scene, talk to him again to learn about Gears, the sensors, and to buy Gear/character parts. Buy the best he has to offer. I also recommend leveling your characters until they can use 6 AP deathblows(~Level 22) as there is a difficult boss fight at the end of the cavern. You can level them after finding both sensors, however, so don't worry about it too much for now. If you don't know anything about Gears, go the Gears section of this FAQ. When you're done, exit the house and head NORTH.

Jump up to the land bridge and follow the tunnel to a sensor. Examine the sensor to disengage it. Return to the previous area and then head back to the informative Gear. Take the WEST path to the other sensor and disengage that. Head back to Balthazar.

Talk to Balthazar to open the barrier and to initiate a scene. After that, level as necessary and exit through the newly opened barrier.

Continue SOUTH until you see a gondola and an elevator. Leave your Gears and use the gondola to get the other side on which there is a power generator. Activate the generator and use the gondola to get back to the original platform. Get on and use the elevator.

In the next area, jump into the canyon and back up on the SOUTH side. Use the elevator here.

Become accustomed to the layout and design of the Yggdrasil because you will see this thing quite frequently. Note the small building to the far NORTH. This houses the Yggdrasil's Gearshop. You can upgrade, repair, and maintain your Gears there. You can also go the space behind each Gear (on the catwalk) and speak to a mechanic about the Gear. After the initial scenes, head to the NORTH side of the docking bay to a door.

In the next room, you will see a long hallway with 6 doors. The first EAST leads to a vacant room that will be important far later. The first AND second WEST(s) lead(s) to the quarters for the crew. The second EAST leads to the infirmary.

You can weigh yourself in the infirmary, rest in the quarters, and do nothing in the vacant room.

The room on the NORTH side of the hall is the Meeting Room. Maison is here and will sell you items and accessories. Downstairs from here are two vacant rooms (one is very special much later), and a passageway to the Engine Room. Head back into the hallway.

Take the only remaining door, the one cushioned away in a corner. This one is an elevator that takes you to another room. On this upper level, you can use the ladder to exit the Yggdrasil, or take the door with the insignia on it to go to the Bridge. Head to the bridge and talk to Sigurd (white haired) to advance the game.

```
=====
===== - Bart's Hideout - =====X5111
=====
```

Level:

Fei: 22
Citan: 18
Bart: 21

Items:

Iron Whip

Enemies:

Neo Tin Robo	1110	800	Extra Ar, Extra Ar+1
Sand Man	60	50	---
Sand Shark	121	111	---
Sand Trooper	1050	500	C Circuit+1
Trooper	250	800	Extra Ar

Instructions:

After the scenes, follow Maison to the upper level. This is the main floor. The door to the SOUTH, with the note attached, is Bart's room. Go in there for an Iron Whip. The EAST door leads to the Planning Room. The WEST hall leads to the World Map. Follow Citan and Maison to the residential dining hall.

Once the scenes are over, talk to the little girl near the exit of the room for a scene. Talk to her father for another scene. The woman behind the counter will sell you items/accessories/Gear parts, they are, however, inferior to what is available on the Yggdrasil. Follow Citan and Bart to the planning room for another scene. After you see the children go down to the lower level, go into Bart's room.

In Bart's room, grab the Iron Whip if you haven't. Now, try to leave the room. Head down to the Yggdrasil. When Bart asks to speak with you, respond with "Sure" for another scene. Leave the room and walk past the elevator to the catwalk and follow it to the Hangar Bay.

Jump up to the catwalk next to Weltall and talk to the man in front of the Gear for a scene. Head to the sleeping area.

Talk to the man in the brown coat/jacket and rest. After even more scenes, head back to the elevator and go down. Another scene and a Gear Battle will ensue. Be prepared for a series of Battles, none of which are particularly difficult.

```
// B A T T L E \\  
]```._.-```._.-```._.-```._.-```._.-```._.-```._.-```._.-```._.-```._.-```\ [  
]                                                                    [  
]                          Battle {Gear}                            [  
]                                                                    [  
]          Sword Knight                                           [  
]          -----                                               [  
]              HP: ~600                                           [  
]          Experience: 1500                                        [  
]              Gold: 300                                           [  
]          Items Gained: Extra Ar+2                                [  
]          Difficulty: Very Easy                                   [  
]                                                                    [  
]          Simply use 30 fuel attacks and level 1 deathblows.    [  
]          He is nothing to worry about.  If you bought the best  [  
]          Gear equipment from the Yggdrasil, then these fights will [  
]          be pathetically easy.  There is a scene, then a battle.  [  
]                                                                    [  
]07                                                                    [  
]```._.-```._.-```._.-```._.-```._.-```._.-```._.-```._.-```._.-```._.-```\ [  
]
```

```
// B A T T L E \\  
]```._.-```._.-```._.-```._.-```._.-```._.-```._.-```._.-```._.-```._.-```\ [  
]                                                                    [  
]                          Battle {Gear}                            [  
]                                                                    [  
]          Aegis Knight                                           [  
]          -----                                               [  
]              HP: 700                                           [  
]          Experience: 1500                                        [  
]              Gold: 300                                           [  
]          Items Gained: Extra Ar+2                                [  
]          Difficulty: Very Easy                                   [  
]                                                                    [  
]          Simply use 30 fuel attacks and level 1 deathblows.    [  
]          He is nothing to worry about.  If you bought the best  [  
]
```

```

] Gear equipment from the Yggdrasil, then these fights will [
] be pathetically easy. There is a scene, then a battle. [
] [
]08 [
]'`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^` [

```

```

//  B A T T L E  \ \
]`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^` [
] [
]          Battle {Gear} [
] [
]   Wand Knight (2) [
]   ----- [
]          HP: 650 (2) [
]   Experience: 3000 [
]          Gold: 400 [
] Items Gained: --- [
]   Difficulty: Easy [
] [
]   Simply use 30 fuel attacks and level 1 deathblows. [
] He is nothing to worry about. These Gears use Beam [
] attacks that can do ~300 damage to a single party member. [
] Be careful and these two will die quickly. [
] [
]09 [
]'`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^` [

```

```

//  B A T T L E  \ \
]`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^` [
] [
]          Battle {Gear} [
] [
]   Claw Knight [
]   ----- [
]          HP: 600 [
]   Experience: 1500 [
]          Gold: 300 [
] Items Gained: Extra Ar+2 [
]   Difficulty: Very Easy [
] [
]   Simply use 30 fuel attacks and level 1 deathblows. [
] He is nothing to worry about. If you bought the best [
] Gear equipment from the Yggdrasil, then these fights will [
] be pathetically easy. There is a scene, then a battle. [
] [
]10 [
]'`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^` [

```

```

//  B A T T L E  \ \
]`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^` [
] [
]          Battle {Gear} [
] [
]   Schpariel [
] [

```



```
] ----- [
]           HP: ~4700 [
] Experience: 17890 [
]           Gold: 1700 [
] Items Gained: Beam Coat [
] Difficulty: Semi-Medium [
] [
] This one isn't too bad. Utilize 30 fuel attacks and [
] level 1 and 2 deathblows. He can lower your defense and [
] deal decent damage to you(~300). Use some healing spell [
] to dispel the armor loss. Turn on boosters if needed. [
] [
]11 [
]`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^` [
```

Scenes ensue after you defeat everyone. Once you regain control, head to the Bridge on the Yggdrasil. Talk to Sigurd to leave the Hideout. Finally, you can control the Yggdrasil.

The next destination is Bledavik, the capital of Aveh. It is located SOUTHEAST of the Bart's Hideout. It is an isolated city in the middle of the desert and is also situated on top of a mountain.

```
=====
===== - Bledavik - =====X5112
=====
```

Level:

```
-----
Fei: 25
Bart: 24
Citan: 22
```

Items:

```
-----
H&S Badge
```

Enemies:

```
-----
Neo Tin Robo    1110    800    Extra Ar, Extra Ar+1
Sand Man        60      50     ---
Sand Shark     121     111    ---
Sand Trooper   1050    500    C Circuit+1
Trooper        250     800    Extra Ar
```

Instructions:

```
-----
```

This is one of my favorite areas in the game. It is one of the most plot-enriching places in the beginning as well.

When you enter Bledavik, scenes will start immediately. When you are able, walk into the marketplace and a woman will talk to you. Tell her you do not have a hotel room so that she will show you where the hotel is(there is only one you can go to anyway).

Head into the hotel. Talk to the man behind the counter and

tell him "you have a recommendation". This will lower the price. Don't stay unless you're hurt badly and instead, go upstairs and talk to the nun. Head back into the city.

East of the marketplace are two sets of stairs. Go up them and behind the armor shop to find an old man and woman. Talk to the man, it'll help later. Go back to the market.

Explore the marketplace. There are various produce items to buy, and you can usually haggle with the merchants by saying "Don't buy". Notably, there is a woman, in the northern side of the marketplace, that will buy Fangs, Eyeballs, and Scales for higher amounts of Gold than normal.

While you explore, you might see a scene in which two kids steal from a merchant. Follow the kids through the passageway (this is where the hide-and-seek kid is as well) and talk to them. If you give them 1000 Gold, they will pay you back in disc 2. Actually, they will give you 100 Gold everytime you leave the screen and talk to them again. This isn't much by then, but it is still funny.

Southwest from this stall is a passageway inbetween two other stalls. In there is a boy with whom you can play hide-and-seek. Talk to him and then leave the room and go back so the kid will hide. Now you have to find him four times. Make sure to talk to the old man and try to open the grate next to him before you find him all four times. I recommend talking to him after finding the kid twice.

Location

- - - - -

- 1 North side of the market. Behind an archway.
- 2 Next to the hotel and Ethos Workshop. Behind some barrels.
- 3 North of the hotel. Next to the building with a Mario's sign.
- 4 Near the SOUTH exit/entrance. He is in a corner on the eastern side. The camera does not help, so mash X until you find him.

Once you find him, he will hand over the H&S Badge. If you talked to the old man, the kid will tell you about his experiences in the waterways. He will also mention that the old man has the key. Go talk to the old man.

When you talk to him, tell him that you will "Rescue Margie". He will hand over the "Well Key" item. Exit the market through the NORTHERN exit to reach Shakhan Square.

- Shakhan Square -

=====

This area is interesting. Talk to the man WEST of the entrance to buy a miniGear. Now talk to the bird-boy near the stall twice. If you give him the miniGear, he will tell you how to get a Gold Nugget later.

You can learn to breathe fire from the girl who breathes red fire. There are also cakes to buy: the spiced cakes make you gain weight and the iced cakes make you lose weight.

Head to the northern exit (explore first).

- Fatima Castle -

=====

As you enter, a scene will take place. Like I said before: Do what Citan says. Head toward one of the booths and register for the tournament. Pick any name you want, it won't affect anything. Head back to the Marketplace.

- Bledavik -

=====

Go to the hotel and talk to the nun upstairs. After a scene, Fei will be the only member of the party. You can now go to all the amusement events in Shakhan square. When you're ready, talk to Bart/Citan and choose to rest to begin the plan.

=====
===== - Rescue Margie! - =====X5113
=====

Level:

Fei: 25
Bart: 24
Citan: 22

Items:

Hob-Jerky (2) Cobra Cracka
Hob-Meat Iron Mail (4)
Rosesol S (2) Gold Nugget
Aguasol S (2)
SurvivalTent

Enemies:

Aveh Guard	242	75	Aguasol
Aveh Guard II	242	75	Aguasol

Instructions:

When you wake up, there is a brief scene. Go to Fatima Castle where the tournament is being held.

- Fatima Castle -

=====

Talk to a guard that is guarding the entrance to the tournament, and then talk to another guard that is barricading the way. Citan will be left behind, go into the western tent and talk to everyone. Go into the eastern tent and talk to everyone. After another scene, control will switch over to Bart.

- Bledavik -

=====

Bart will have a scene. Leave the hotel and go to the barrels next to the Ethos Workshop. Examine the grate here to open it. Jump into the hole.

- Aveh Tournament -
=====

After another scene, Fei will be in control again and just in time to fight.

```
// B A T T L E \\  
]```. _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- [
]  
]                        Battle {Character} [
]  
]      Gonzalez [
]  
]      ----- [
]  
]      HP: 400 [
]  
]      Experience: 500 [
]  
]      Gold: 0 [
]  
]      Items Gained: Survival Tent [
]  
]      Difficulty: Easy [
]  
]  
]      Do no use deathblows against him. He counters all [
]  
] deathblows with a powerful ~80 damage counterattack. The [
]  
] easiest way to deal with him is to use a Triangle attack [
]  
] then cancel your turn to build AP. Build up to about 20 [
]  
] AP and let loose a horrific combo. I used 4 ->3 ->2 ->1 [
]  
] which dealt 583 damage and killed him. [
]  
]  
]12 [
]  
]```. _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- [
```

After he is defeated, the menu will appear. Use an Omegasol or such on Fei and cancel out to switch back to Bart.

- Underground Waterways -
=====

Note that the time you have as Bart is determined by the amount of time Fei spent defeating the last opponent.

Get off the ladder and start swimming (use the 'O' button to swim rapidly). Head up the tunnel, and ignore the SOUTHEAST path at the split. Watch for a pipe in the upcoming tunnel. Climb up it for the aforementioned Gold Nugget. Return to the tunnel and continue upstream.

Occasionally the water current will strengthen, but just go against it despite the fact that you won't move much. These bursts of water are due to the water gates opening. They are only temporary.

You will face another split. -(Take the SOUTHEAST path for a Rosesol S. Go back NORTHWEST)-. Take the northern path.

After an upwards slope, the tunnel will split again. -(Head

NORTHEAST and follow it to a split. Take the SOUTHEAST split for a SurvivalTent. Head back NORTHWEST, WEST, NORTHWEST, SOUTH, and SOUTHWEST to the first split)-. Take the NORTHWEST path.

Fei might have his next fight now. If not, that's ok, you'll have it later so don't worry. He also might have it earlier, which is fine if you stall a little in some other fights.

- Aveh Tournament -
=====

```
// B A T T L E \\  
]```. _.-`^`-. _.-`^`-. _.-`^`-. _.-`^`-. _.-`^`-. _.-`^`-. _.-`^`-. _.-`^`-. _.-`^`-. _.-`^`- [  
]                                                                                                                                            [  
]           Battle {Character}                                                                                                            [  
]                                                                                                                                            [  
]   Big Joe                                                                                                                                [  
]   -----                                                                                                                                [  
]           HP: 900                                                                                                                        [  
]   Experience: 1                                                                                                                          [  
]           Gold: 1                                                                                                                        [  
] Items Gained: Metal Vest                                                                                                                [  
]   Difficulty: Ridiculously Easy                                                                                                          [  
]                                                                                                                                            [  
]   Big Joe is, by himself, incredibly easy. However, he [                                                                                                                                            [  
] has the most dangerous fans in the world. Not only can [                                                                                                                                            [  
] they throw things at you dealing ridiculous damage for [                                                                                                                                            [  
] trash(~80), but they can also Heal Big Joe for ~140 hp. [                                                                                                                                            [  
] You can save up AP if you want, but that runs the risk of [                                                                                                                                            [  
] his fans throwing things at you. Regardless, he will be [                                                                                                                                            [  
] defeated after a few deathblows.                                                                                                        [                                                                                                                                            [  
]                                                                                                                                            [                                                                                                                                            [  
]   I stored 28 AP and used a 4 ->4 ->4 ->3 ->3 combo and [                                                                                                                                            [  
] dealt 1329 damage.                                                                                                                        [                                                                                                                                            [  
]                                                                                                                                            [                                                                                                                                            [  
]13                                                                                                                                           [                                                                                                                                            [  
]```. _.-`^`-. _.-`^`-. _.-`^`-. _.-`^`-. _.-`^`-. _.-`^`-. _.-`^`-. _.-`^`-. _.-`^`- [
```

I suggest equipping the Metal Vest on Fei and healing as needed.

- Underground Waterways -
=====

Yet another bifurcation. -(Take the SOUTHWEST path for an Aquasol S, and head back)-. Head NORTH to the final splintering.

The southern path takes you to Shakhan Square, the southeastern path leads to a dead end, and the northern path leads to the Castle. Take the northern path.

- Fatima Castle -
=====

At the Castle, head EAST to the ladder and climb up it. Talk to the old man for a nostalgic scene and climb up the ladder in the SOUTHEAST corner. You should now be in the center of a courtyard.

Soldiers will chase you if they see you and they are rather quick. If they catch up to you, you will have to fight them.

- Aveh Tournament -

=====

```
// B A T T L E \\
] ``_.-``_.-``_.-``_.-``_.-``_.-``_.-``_.-``_.-``_.-``_.-``_.-``_.-``_.-``_ [
] [
] Battle {Character} [
] [
] Scud [
] ---- [
] HP: 350 [
] Experience: 500 [
] Gold: 0 [
] Items Gained: Sampson'sHair [
] Difficulty: Very Easy [
] [
] Scud uses pills to cause status affects and such. I [
] suggest you keep your HP above 100 just to be safe. Use [
] deathblows or save your AP for a nice combo to floor this [
] quack. This is probably the easiest fight to stall. [
] Simply save 28 AP, and defend for dozens of rounds. Let [
] loose a combo when you are tired of waiting or whenever [
] necessary. [
] [
]14 [
] ``_.-``_.-``_.-``_.-``_.-``_.-``_.-``_.-``_.-``_.-``_.-``_.-``_.-``_ [
```

Head SOUTH from where you entered the courtyard. Go EAST after defeating two guards.

The first room contains a Cobra Cracka for Bart (although not the strongest Whip, it inflicts poison which is a powerful asset in Boss fights). The second room is empty. The third room contains 4 Iron Mails and a guard. Examine the pedestals of armor to receive the mails. Go back to the archway and head WEST.

The first room here contains 2 Hob-Jerky's and 1 Hob-Meat. Grab them from the ceiling above the stove. The second and third doors lead to the same room- the cafeteria. The cafeteria has nothing of value in it, unless you simply want to see it. Head back to the archway.

Go through the door to the SOUTH. This room has two staircases going to the upper level. Go upstairs and through the double doors to the NORTH. Turn EAST and go down the path. The first room is empty. The second room has many guards in it. The third room has an Aquasol S within it. Head back to the double doors.

Go WEST from the doors and into the third room, which has a Rosesol S. The first two rooms are empty. Go NORTH, then EAST, and through the door. Go up the stairs.

- Aveh Tournament -

=====

T o u r n a m e n t S e m i - F i n a l s

```
// B A T T L E \\
] `^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.- [
] [
] Battle {Character} [
] [
] Dan [
] --- [
] HP: 450 [
] Experience: 500 [
] Gold: 5 [
] Items Gained: Wedding Dress [
] Difficulty: Easy [
] [
] If you want the wedding dress, do not hit Dan at all. [
] Continually defend and heal yourself when necessary. Dan [
] will say some unpleasant things about you, but just keep [
] defending despite how tempting it is to deck this stupid [
] kid. He is unusually powerful and has a strong fireball [
] attack that causes ~60 damage. Eventually, the kid will [
] cough up the dress when he realizes you won't hit him. [
] [
]15 [
] `^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.- [
```

Equip the Iron Mail on Fei and heal if need be. Back to Bart...

- Fatima Castle -
=====

On this floor, you can go upstairs to Shakhan's room to meddle with his hidden camera by twisting the wine bottle. Go NORTHEAST to find a door. Open the door and follow the hallway EAST, then NORTH to reach Margie's room.

- Aveh Tournament -
=====

T o u r n a m e n t F i n a l B o u t

```
// B A T T L E \\
] `^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.- [
] [
] Battle {Character} [
] [
] Wiseman [
] ----- [
] HP: 999 [
] Experience: 0 [
] Gold: 0 [
] Items Gained: --- [
] Difficulty: Impossible [
] [
] Wiseman will not hit you in this fight. Just keep [
] attacking him; most of your hits will miss anyway. Even [
] if they do hit, it will do close to nothing to Wiseman. [
] After 5 or so rounds, Wiseman will speak to you and leave [
] , making you the champion of the Aveh Tournamet. [
```

] [
]16 [
]``-._.-``-._.-``-._.-``-._.-``-._.-``-._.-``-._.-``-._.-`` [

- Fatima Castle -
=====

Outside Margie's room stands a guard. Tear him asunder and go into the room to find Margie. There will obviously be a scene. Leave the room and run down the hallway. After another scene, you will get into a fight. Before you leave the room, however, equip the Cobra Cracka on Bart if you have it.

// B A T T L E \ \
]``-._.-``-._.-``-._.-``-._.-``-._.-``-._.-``-._.-``-._.-`` [
] [
] Battle {Character} [
] [
] Ramsus & Miang [
] ----- [
] HP: 400 (Ramsus) [
] Experience: 0 [
] Gold: 0 [
] Items Gained: --- [
] Difficulty: Semi-Easy [
] [
] Throughout the fight, Margie will heal Bart, and [
] Miang will heal Ramsus. If you have the Cobra Cracka [
] then Miang will use one turn to dispel it from Ramsus. [
] If Ramsus initiates 'Mirror Stance', never attack him. [
] This applies every single time you fight him, don't ever [
] attack him when he is in Mirror Stance. Just defend or [
] heal to use turns and wait for him to return to normal. [
] After dealing sufficient damage, a scene will take place. [
] [
]17 [
]``-._.-``-._.-``-._.-``-._.-``-._.-``-._.-``-._.-``-._.-`` [

Fei will be back and another scene occurs. You get to fight Ramsus again. Schwing.

// B A T T L E \ \
]``-._.-``-._.-``-._.-``-._.-``-._.-``-._.-``-._.-``-._.-`` [
] [
] Battle {Character} [
] [
] Ramsus & Miang [
] ----- [
] HP: 850 (Ramsus) [
] Experience: 0 [
] Gold: 0 [
] Items Gained: --- [
] Difficulty: Easy [
] [
] Throughout the fight, Margie will heal the party, and [
] Miang will heal Ramsus. If you have the Cobra Cracka [
] then Miang will use one turn to dispel it from Ramsus. [


```
] This fight is easier now that Fei is here, use deathblows [
] perpetually. If Ramsus initiates 'Mirror Stance', never [
] attack him. Eventually, Ramsus will be defeated. [
] [
]18 [
] `^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`- [
```

After you finally defeat Ramsus, a few scenes take place. Much of the scenes are story-intensive, so pay attention. You will eventually end up on the Yggdrasil once again.

```
=====
===== - The Yggdrasil - =====
=====
```

Level:

```
-----
Fei: 26
Bart: 25
```

Items:

```
-----
Ether Veiler
```

Enemies:

```
-----
---
```

Instructions:

```
-----
```

Head downstairs and notice the pink, stuffed toy of Margie's in front of the bridge door. Examine the toy and go the vacant room on the lower level. This is now Margie's Room, and once you're there, talk to Margie. Talk to Chu-Chu again if you have a spider in your inventory because she will trade you for an Ether Veiler.

Head back to the bridge and talk to Sigurd for a scene, and talk to him again for directions to Nisan. Navigate the Yggdrasil NORTHWEST until you see a lone, isolated tree. Go within a proximity of it to find the road to Nisan.

```
=====
===== - Nisan - =====X5114
=====
```

Level:

```
-----
Fei: 27
Bart: 26
Citan: 23
```

Items:

```
-----
Ether Veiler
```

Enemies:

= Desert =

Neo Tin Robo	1110	800	Extra Ar, Extra Ar+1
Sand Man	60	50	---
Sand Shark	121	111	---
Sand Trooper	1050	500	C Circuit+1
Trooper	250	800	Extra Ar

= Grasslands =

Hob-gob	2	15	Hob-Jerky
Hopper	8	100	Fencing Gear
Lil' Kobold	3	35	Fencing Cap

Instructions:

/ *NOTE* \

|
| At this point in the game, I have learned all the |
| deathblows for Fei, Bart, and Citan. This does not |
| include hyper-deathblows. If you don't at least have |
| one or two six AP deathblows learned, do so now. |
|

After a few scenes you will regain control with Citan in your party. Enter Nisan.

An item shop is NORTHWEST of the first set of stairs you encounter. You might notice that some of the items here are atrociously expensive. These are one-time only items, meaning that you will never be able to purchase them again during the course of the game from any shop or location. Refer to the -Items- section to find out what these items do, and if you find that one is worth the price you can do whatever you need to. A man from the Yggdrasil is also here to sell you Gear parts.

When you're done, head NORTHEAST to the group of nuns. Talk to the woman here to take Margie to the Nisan Monastery. There will be a scene and you will end up in the cathedral.

- Nisan Monastery -
=====

When you arrive there will be a short scene. Follow Margie around the cathedral and feel free to explore it. The cathedral is amazingly well-rendered for the time, which surprised me the first time I saw it. You will eventually end up in the "Room of Sophia" for more scenes.

After the last scene, head to the second floor and go to the door on the WEST side. Enter the door and talk to Sister Agnes for additional information. Leave the cathedral and go back to Nisan.

- Nisan -
=====

Talk to Maison when you are there. When you have the option to choose questions that Bart will ask; ask all of them. Say you

understand to end the conversation. Each answer is pretty lengthy and plot-intensive.

Bart will leave after you finish asking questions. Follow Bart outside to the archway past the Item shop. Talk to him for a scene. After that, head to the building to the NORTHWEST of the Item Shop. More scenes will ensue. By the time these are over, it'll be a new day(in the game). When prepared, talk to Bart to continue.

- The Yggdrasil -
=====

As Citan, talk to Maison then go up the elevator then the ladder to the deck of the Yggdrasil. More and more scenes. Finally, you will end up in the Kislev Mountains.

=====
===== - Kislev Mountains - =====X5115
=====

Level:

Fei: 27

Items:

MagneticCoat

Extra Ar+2

Gold Nugget

Rosesol S

Enemies:

Edelweiss	880	815	Fang
Medusoid	689	62	---
May Fly	1410	555	Extra Ar+1, Eyeball
Nomad Fix Bot	420	120	---

Instructions:

When you first arrive, the camera will show the entrance to the cave. That is your goal for now. Before you go there, however, head SOUTHEAST to find a MagneticCoat and Extra Ar+2. Note that enemy encounters are very frequent here. Take advantage of this and level-up to level 30 or so.

Inside the cave go NORTHWEST and get the Rosesol S and Gold Nugget on the way. Eventually, you will see a Gear next to the exit. Talk to it and choose to trust it, otherwise you can't refuel/repair and you have to fight it. Before you exit, level and equip a Beam Coat if you want to live through the next few battles. Many of the upcoming boss fights are somewhat hard, and a few use Beam weapons.

The upcoming fights are not individually difficult, but they are contiguous. In other words, you won't have an opportunity to heal inbetween fights, which makes efficient fuel consumption critical.

```

// B A T T L E \\
]  ^ ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . [
] [
] Battle {Gear} [
] [
] Wand Knight (2) [
] ----- [
] HP: ~650 (2) [
] Experience: 3000 [
] Gold: 400 [
] Items Gained: Extra Ar+2 [
] Difficulty: Very Easy [
] [
] This battle is very easy. Use 30 fuel attacks and [
] level 1 deathblows to destroy these two. The only deadly [
] attack they have is their beam cannon which can do ~300 [
] damage, but only half that with a Beam Coat. [
] [
] 19 [
]  ^ ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . [

```

After those two are out of the way, some scenes will ensue.

```

// B A T T L E \\
]  ^ ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . [
] [
] Battle {Gear} [
] [
] Sword Knight, Claw Knight, Aegis Knight [
] ----- [
] HP: ~700 (3) [
] Experience: 4500 [
] Gold: 900 [
] Items Gained: --- [
] Difficulty: Semi-Medium [
] [
] This battle is slightly more tricky. The Sword [
] Knight is the most deadly of the bunch. Immediately turn [
] on your boosters and use 30 fuel attacks and level 2/3 [
] deathblows on the Sword Knight. Focus on the Claw Knight [
] next using the same tactic. Turn off boosters. The Aegis [
] Knight does weak damage but can lower your defense. As [
] such, get up to Attack Level 2 and charge until you [
] regain most of your fuel. He will obviously attack you, [
] but just ignore it unless you drop below 1900 HP. Once [
] you feel ready, use level 2 deathblows against the Aegis [
] Knight and he will fall easily. If he weakens your armor [
] too much, use 'Inner Healing' to dispel it. [
] [
] 20 [
]  ^ ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . ^ . . [

```

Yet more scenes take place. The next battle is riddled with scenes mid-battle.

// B A T T L E \\

] ^ ^ _ . _ ^ ^ _ . _ ^ ^ _ . _ ^ ^ _ . _ ^ ^ _ . _ ^ ^ _ . _ ^ ^ _ . _ ^ ^ [

] [

] Battle {Gear} [

] [

] Vierge [

] ----- [

] HP: 2400 [

] Experience: 0 [

] Gold: 0 [

] Items Gained: --- [

] Difficulty: Semi-Hard [

] [

] Turn on boosters. I started the fight with 2100 HP [

] and about 1450 fuel. If you don't have enough fuel to [

] use your boosters, then get to Attack Level 2 and charge [

] until you can. The Vierge has pitiful physical attacks, [

] so don't worry about those. The fatal attack she uses [

] are her powerful Aerods which can deal ~300 damage to Fei [

] should he be hit. Use 30 fuel attacks, 20 if the 30's [

] miss, and level 1 or 2 deathblows. I used Ryuten twice [

] and Reppu twice. I was level 31 when I fought the Vierge. [

] [

] If you are desperate, use 'Guided Shot', but this [

] does weak damage. In the end, and after numerous scenes, [

] you will win this battle. [

] [

]21 [

] ^ ^ _ . _ ^ ^ _ . _ ^ ^ _ . _ ^ ^ _ . _ ^ ^ _ . _ ^ ^ _ . _ ^ ^ [

More scenes take place between Fei and Elly. Eventually, you will be in another cave. Save, heal, and prepare yourself for more battles to come. Head up into the Yellow light at the top of the cavern.

Soon, after some scenes, you will control Bart. Go up the ladder for more scenes, and then exit the room on the Yggdrasil. Back to Fei...

=====

===== - Attack on the Border Fleet - =====X5116

=====

- Level:-----
- Fei: 31

- Items:-----

- Enemies:-----

Gigafoot	320	850	C Circuit
Sand Tripper	550	180	---


```
] Items Gained: Extra Ar+3 [
]   Difficulty: Hard [
] [
]   I hope you have that Beam Coat on, it'll pay off here [
] because Dora uses Beam attacks quite often. Dora begins [
] with a cover over the main cannon, which raises its [
] defense heavily. Use 10 fuel attacks followed by Level 1 [
] Deathblows to destroy the cover. Do not attack him when [
] he picks up any of your allies, charge until he puts them [
] down on the ground. [
] [
]   Once the cover is gone, the main cannon will fire at [
] you. At this point, use any deathblows you want and [
] watch out when Dora picks up one or two of your allies [
] because he will counterattack ferociously if attacked. [
] [
]   Turn on booster when the cover is blown off if you [
] want to, but you probably don't need it at this point. [
] [
]23 [
]`^^-._.-^^-._.-^^-._.-^^-._.-^^-._.-^^-._.-^^-._.-^^-._.-^^`
```

Some long scenes follow this battle.

- Somewhere in the Desert -
=====

Bart will encounter a mysterious Red Gear that is apparently incredibly powerful. Well, now you can fight him...

```
//  B A T T L E  \\
]`^^-._.-^^-._.-^^-._.-^^-._.-^^-._.-^^-._.-^^-._.-^^` [
] [
]           Battle {Gear} [
] [
]   'Demon of Elru' [
]   ----- [
]           HP: ???? [
] Experience: 0 [
]          Gold: 0 [
] Items Gained: --- [
]   Difficulty: Utterly Impossible [
] [
]   This fight is impossible. Enjoy the cool-looking [
] Gear while he beats Brigandier to hell and back. If you [
] are curious, the Red Gear performs an Infinity Attack on [
] Bart, which is why it completely devastates him. [
] [
]24 [
]`^^-._.-^^-._.-^^-._.-^^-._.-^^-._.-^^-._.-^^-._.-^^`
```

After you take 19998 damage and die pathetically, there are a few scenes, and you'll end up in Nortune.

Level:

Fei: 32

Items:

Dog Food

Enemies:

Instructions:

After you wake up, you'll be transported to an area where you will have five consecutive fights. You don't have to win these fights. It is better that you do, however, as you'll receive a higher Prison Rank. I believe these Ranks only affect the type of food you can buy in the Prison area. Anyway, on with the first fight...

```
_____  
// B A T T L E \\_____  
]`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^` [ ]  
] [ ]  
] Battle {Character} [ ]  
] [ ]  
] Leonardo [ ]  
] ----- [ ]  
] HP: 500 [ ]  
] Experience: 300 [ ]  
] Gold: 150 [ ]  
] Items Gained: --- [ ]  
] Difficulty: Very Easy [ ]  
] [ ]  
] This guy cannot do more than 5 damage per hit. He can [ ]  
] , however, hit you multiple times. Use your best attacks [ ]  
] and deathblows, or you can even save AP and Combo him to [ ]  
] death. [ ]  
] [ ]  
]25 [ ]  
]`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^` [ ]
```

A short dialogue then a fight.

```
_____  
// B A T T L E \\_____  
]`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^` [ ]  
] [ ]  
] Battle {Character} [ ]  
] [ ]  
] Heinrich [ ]  
] ----- [ ]  
] HP: 500 [ ]
```



```
] Experience: 300 [
] Gold: 150 [
] Items Gained: --- [
] Difficulty: Very Easy [
] [
] This guy cannot do more than 8 damage per hit. He can [
] , however, hit you multiple times. Use your best attacks [
] and deathblows, or you can even save AP and Combo him to [
] death. [
] [
]26 [
]'^^'._.-^^'._.-^^'._.-^^'._.-^^'._.-^^'._.-^^'._.-^^'._.-^^'
```

Another short dialogue then a fight.

```
// B A T T L E \\  
]^^'._.-^^'._.-^^'._.-^^'._.-^^'._.-^^'._.-^^'._.-^^'._.-^^' [
] [
] Battle {Character} [
] [
] Vargas [
] ----- [
] HP: 500 [
] Experience: 300 [
] Gold: 150 [
] Items Gained: --- [
] Difficulty: Easy [
] [
] Vargas can and will counter any and all deathblows [
] Fei can use. As such, you can just save your AP and let [
] him eat a Combo. This guy is also rather fast and can [
] generally get two turns for your one. [
] [
]27 [
]'^^'._.-^^'._.-^^'._.-^^'._.-^^'._.-^^'._.-^^'._.-^^'._.-^^'
```

Yet another short dialogue then another fight.

```
// B A T T L E \\  
]^^'._.-^^'._.-^^'._.-^^'._.-^^'._.-^^'._.-^^'._.-^^'._.-^^' [
] [
] Battle {Character} [
] [
] Suzarn [
] ----- [
] HP: 800 [
] Experience: 500 [
] Gold: 0 [
] Items Gained: Metal Jacket [
] Difficulty: Very Easy [
] [
] Suzarn is an oddity. She has only three different [
] attacks she can use: [
] [
] 1) She will deal 2-3 damage to you. [
] 2) She will halve your HP. [
]
```


resulting in a random outcome. I would choose to rest, wake up, then have Citan remove the collar. This will sometimes result in you gaining 5000 gold. Eventually you will regain control of Fei in the infirmary. Go upstairs for another scene, then to the NORTHWEST part of town where the guard stopped you for another scene. Follow the road out of D block.

Head NORTHWEST to C Block, the Recreation and Battling Arena.

=====
===== - Nortune Battling Arena - =====X5118
=====

Level:

Fei: 33

Citan: 26

Items:

Enemies:

Instructions:

There will be a scene and you can talk to Hammer to buy items and Gear parts. You won't have a Gear yet, so no parts for you. Talk to the woman behind the WEST side of the counter to information regarding the Battling system.

Talk to Rue when you are ready. More scenes ensue. Eventually you will be given several options. Choose whichever you need to in order to prepare for the arena. I suggest at least going into the Practice Mode to get used to the controls. Note that Analog Controls work in the battling arena for some reason. Select 'Begin Battle' to initiate the first battle.

P R E L I M I N A R I E S

- | Battle # 1 | -

~~~~~

Ganador

-----

Ganador is not difficult. Knock his life bar down to less than 30% and there will be a scene.

-----

- Nortune D Block -

=====

Eventually, Fei will wake up in the infirmary. Talk to Hammer

to buy anything you need. Note that your Gear equipment will not affect anything in the Battle Arena. Talk to Hammer again to tune up your Gear.

- Battling Arena -

=====

Talk to the girl behind the EAST part of the counter to continue the tournament.

P R E L I M I N A R I E S

- | Battle # 2 | -

~~~~~

Tin Robo

Be careful, this one could possibly hurt you. Overall he is not difficult and is rather stupid. You will be given an amount of gold dependent on how well you did in the rounds.

Talk to the girl again when you are ready.

- | Battle # 3 | -

~~~~~

Titan

-----

He is even easier than the Tin Robo. He has an apparent inability to block ether bullets. So pummel him with those, but watch your heat gauge.

-----

Head back to the infirmary after wasting those two weaklings. Rest and head back to the Arena.

T h i r d D a y B o u t s

- | Battle # 4 | -

~~~~~

W-Shaver

Pathetic. Very easy, don't even worry about this one.

- | Battle # 5 | -

????????????????????

Musha

Musha uses lots of ranged attacks like lasers and ether bullets. Don't get too far from him and just chain combos and shoot him when he is down.

Head back to the Infirmary and rest after defeating those two.

- Nortune D Block -

=====

When you wake there will a scene.

.-..- (New Party Member)-.-._.-

=====

= +- Ricardo Banderas +- =

=====

Once it's over, head out the WEST door and up the ladder there. Head NORTHWEST to the hole in the roof with the man standing next to it. Head down the hole for a short scene.

=====
===== - Nortune Sewer Search - =====X5119
=====

Level:

Fei: 33

Citan: 26

Rico: 25

Items:

Cool Shades Gold Nugget Gallant Belt
Knight Helm Aquasol S Ether Veiler
Physisol Zetasol DX
Kislev Map Mentsol
Sewer Keys Bell Amulet

Enemies:

Acid Frog 885 120 Physisol, Mentsol
Armor Wasp 880 0 Zetasol, Eyeball
Batrat 1799 150 Fang
Hob-gob 490 60 Hob-Jerky, Hob-Meat
Mullet 2928 416 Aquasol, Aquasol S, Physisol
Rotten Sod 5481 850 Zetasol

Instructions:

```
| / *NOTE* \ |  
| |  
| The enemies in the Sewer are very tough. This is |  
| a hard area and you should stock up on healing and |  
| support items. Level immensely while you can, but be |  
| careful in this area. It is also very easy to become |  
| lost here. Follow the directions word-for-word, or |  
| you might find yourself going in circles which is |  
| especially dangerous in the later Sewer sections. |  
| |
```

Watch out for the water pouring from the pipes here, they hurt you for 3 damage. Make sure you buy at least 25 Zetasol and have at least 10 before attempting the final boss of this area.

Head WEST while avoiding the water. You cannot fall into the stream here, so don't worry about that. Follow the path SOUTH then SOUTHEAST for a Physisol.

There should be a bridge here, cross it. Head SOUTH to the murder scene for a cutscene. After the scene, follow the path NORTH, then NORTHWEST, then WEST to a ladder that leads to section 2-A of the Sewer. Don't use the ladder yet.

Cross the bridge to the EAST of the ladder, and then head WEST for the Kislev Map. Go back EAST, SOUTHEAST, EAST, then NORTH to another murder scene and another dialogue.

Now, head SOUTH then EAST to an Aquasol S. Go back to the ladder that leads to Section 2-A. It should be WEST, WEST, NORTHWEST, and across the Bridge.

- Nortune Sewers: Section 2-A -
=====

Another scene will greet you upon your arrival here. After the scene, follow the path SOUTH, SOUTHEAST, EAST, and NORTHEAST for a pair of Cool Shades.

The ladder across from the Cool Shades leads to Section 2-B, do NOT go there yet.

Head back to the bridge nearest the ladder from which you came to section 2-A. Cross the bridge, head NORTH then NORTHWEST. Now you have to avoid the rotating blades here as well (5 damage).

Keep going NORTHWEST, WEST, SOUTH, SOUTHWEST, and SOUTH. Cross the bridge here. Head NORTH, NORTHEAST, NORTH, then WEST and you'll see an odd contraption on the floor. Examine the machine once for a scene, and then again to find the Sewer Keys and another scene.

Afterwards, head EAST, SOUTH, SOUTHWEST, and SOUTH. Cross the bridge. Cross the next bridge you see. Head NORTHWEST, WEST, NORTHWEST, and NORTH for a Poison Guard. Go back SOUTH, SOUTHEAST,


```

]
] Redrum
] -----
] HP: 4242
] Experience: 52425
] Gold: 100
] Items Gained: ---
] Difficulty: Very Hard
]
] This battle ranges from impossible to medium dependi-
] ng on your level. My levels for Fei, Citan, and Rico
] were 38, 34, and 34 respectively.
]
] Redrum has five basic attacks that he will use:
] 1) Gel attack inflicting the Confusion status
] 2) Attack inflicting the Poison status
] 3) Normal attack (physical)
] 4) 'Bloody Rain' - Fire based attack that hits all and
] heals Redrum.
] 5) 'Murder' - Drains a character of ALL HP, killing
] them and healing Redrum.
]
] You can either use deathblows every turn, which is
] quite effective, or save up 28 AP on at least two charac-
] ters and unleash two very powerful combos. In either
] case, have Rico cast 'Steel Fist' on himself and Fei cast
] 'Iron Valor' on himself. This will generally boost most
] deathblows by ~50% damage wise.
]
] If Redrum's 'Bloody Rain' is giving you a hard time,
] then have Citan cast 'Renki' on himself then on the next
] turn cast 'Suiseii' to block fire damage, which will nul-
] lify fire damage done to you.
]
] Remember to revive fallen members and not to use Fire
] based attacks, like Rico's Fire Bomb deathblow, on Redrum
] as he absorbs Fire elements.
]
]30
]`^^`-._.-`^^`-._.-`^^`-._.-`^^`-._.-`^^`-._.-`^^`-._.-`^^`-._.-`^^`-

```

After you finally defeat Redrum, there will be a sequence and you will appear back at the Sewer entrance. Go back to the infirmary and rest. Now go to the Battling Arena to continue with the tournament.

- Battling Arena -
=====

Talk to the girl when you are ready to begin the fourth day's bouts.

S E M I - F I N A L S

Hatamoto

Hatamoto loves combos, and he has quite powerful ones too. Don't stay too close to him for very long or you might die quickly. He has no notable weaknesses so a single strategy won't be too effective. Mix your attacks and you should be fine, but he does block often.

- | Battle # 7 | -
~~~~~

Firewheel

How Firewheel ever got past Hatamoto I will never understand. This guy is pathetically easy, he almost never blocks attacks. He is rather strong, however, but while he runs around frantically, pound him with Ether Bullets. He also has a high recover rate from falling and is pretty fast.

- | Battle # 8 | -  
~~~~~

Silver Star

I love Silver Star's paint job. He is fast and has great range, but no power behind his hits. Run up to him and pound him relentlessly and you will win with no trouble.

There will be a short sequence with Hammer after you win the Semi-Finals. Save and leave this area. More scenes ensue, and then a fight...

```
// B A T T L E \\
] `^`-. _.-`^`-. _.-`^`-. _.-`^`-. _.-`^`-. _.-`^`-. _.-`^`-. _.-`^`-. _.-`^`- [
] [
]         Battle {Character} [
] [
]     Wiseman [
]     ----- [
]         HP: ~1000 [
]     Experience: 0 [
]         Gold: 0 [
] Items Gained: --- [
]     Difficulty: Hard [
] [
]     It is rather obvious Wiseman isn't trying too hard to [
] beat you. Anyway, just use deathblows and heal as neces- [
```

] sary. After dealing about 1000 damage, Wiseman will end [
] the battle. Also, save up 28 AP and cast 'Iron Valor' to [
] end the fight rather quickly. You don't have to win this [
] battle. [
] [
]31 [
]`^^`-._.-`^^`-._.-`^^`-._.-`^^`-._.-`^^`-._.-`^^`-._.-`^^`-._.-`^^` [

A scene follows the fight. Eventually, you'll end up in the infirmary again. Head back to the Battling Arena to fight Rico.

- Battling Arena -
=====

Talk to the girl to initiate combat with the Stier, Rico's Gear.

F I N A L S L E A G U E

- | Battle # 9 | -
~~~~~

Stier
-----

Despite it's size, the Stier is pretty nimble and quick when it needs to be. It uses attacks, combos, and ether attacks well, so be careful. Surprisingly, he isn't that hard, but you will have to fight him 3 times, not just the normal 2.

After you win, there will be a number of sequences.

- Nortune D Block -
=====

Afterwards, you'll end up in the Champ's room, now your room. Head downstairs and attempt to leave the bar. The bartender will talk with you, then leave.

Attempt to leave D Block and the Guard will stop you for a short scene. I recommend leveling Fei and learning deathblows for a little bit. Now that you are of Rank S, you have freedom to move throughout Kislev. Exit D Block when you're done.

- Nortune A Block -
=====

Head to the SOUTHEAST part of Nortune to A Block. On the EAST side, you will find Big Joe. Talk with him for a scene. If you pay him 5000 Gold, he'll let you see what's in the alley behind him, which is nothing for now. However, if you come here later in the game there will be something there.

In the SOUTHERn part of the Block are the stores with Items and

Accessories. Stock up as necessary and leave this Block.

Head to the middle of Nortune, the Central District.

=====  
===== - Nortune Central District - =====X5120  
=====

Level:

-----

Fei: 41

Citan: 38

Items:

-----

MomentoChain

Insulated Ar

Knight Mail

Power Magic

Enemies:

-----

---

Instructions:

-----

Talk to the two soldiers you see for a scene. Go EAST and through the door and then downstairs to another door. Go through it and go WEST and through the double doors.

Walk across this room and jump on the box and then on to the shelf. Get the Insulated Ar. Go to the panel near the man at the NORTHERN section of the room.

Examine the crane to use it. The crane is unstoppable unless you hit something. The objective, then, is to get the crane to the other side, or the SOUTHERN part of the room. You also have to get the crane close enough to the green boxes such that you could jump on the crane, and then on to the boxes. You will most likely not get this on the first attempt. If you fail, exit the room and re-enter to reset the crane's position.

Anyway, the chest you receive from the crane manipulation is a Power Magic. Leave this room and go back the stairway with the man and dog underneath it.

Go upstairs, out the door, and examine the elevator in the center. That done, head WEST up the stairs and through the door here. This is a Kaiser's room. Walk into this room for a scene.

In this scene, you will be able to augment Stier's equipment and I suggest you do so. The Stier has a very high defense, but horrible accuracy, therefore I would recommend the following:

- Resp Circuit : For increased response
- Beam Coat : To halve beam damage
- Frame HP50 : To heal. Stier has low fuel consumption.

Once the scene has ended, examine the dresser at the NORTH side of the new room to find Rico's MomentoChain. He is the only one who can use this item. Leave this room to initiate a scene. Now, go back into the Kaiser's room and get the chest here for a Knight Mail. Exit the central district and make your way to A Block.

There is also a little game you can play with the metronome on the next to the organ in the Kaiser's room. Essentially, you should press X when the arm sweeps past the middle line. If you do this successfully a couple of times(5-100) you'll get prizes depending on the number. You will receive Gold each time you do this, and other prizes for 5, 20, etc. This is not worth the time nor effort required to get anything usable, so just skip the Metronome Piggy Bank minigame.

- Nortune A Block -  
=====

Walk past the guards for a scene. After that, go to the SOUTHWEST corner of the building you're on and jump into the pipe/tube/chimney next to you. You will land in a room. Exit the room and talk to the woman in the NORTHEAST corner for a coincidental scene. When you leave, another scene takes place. Go back to D Block.

=====  
===== - Rescue Weltall and Rico - =====X5121  
=====

Level:

-----

Fei: 41  
Citan: 38

Items:

-----

Master Key  
100 Gold  
Evasion Ring  
Minigear  
SurvivalTent  
Frame HP30  
Beam Coat

Enemies:

-----

|          |      |     |                     |
|----------|------|-----|---------------------|
| Batrat   | 1799 | 150 | Fang                |
| Hob-gob  | 490  | 60  | Hob-Jerky, Hob-Meat |
| Mechanic | 850  | 140 | ---                 |
| Swordman | 1692 | 140 | Aquasol, Rosesol    |

Instructions:

-----

Upon your arrival, there will be a scene in D Block. After that, head into your bedroom and walk near the bed to rest and formulate a plan. When you regain control, it will be night and time to start the aforementioned plan.

Leave the bar and you will be shown your target tower. Go to

the tower and to the Amazoness for a quick scene. As soon as you finish this dialogue, the train will arrive.

You must time these jumps well, if you fail the game will reset to a scene just prior to your dialogue with the Amazoness. Regardless, time a jump so you land on one of the cargo cars. Then jump from one car to the next while still on the train. When you reach the front, a scene will take place. You will end up in the Gear Dock.

- Nortune Ventilation System -  
=====

The door to the east is locked and examining the south door will activate a scene. Jump on top of the boxes in the room to the duct at the top. Go into the duct.

Follow the path until it splits. The WEST path leads to a grate through which you can view a scene. The SOUTH path leads to another split.

Take the SOUTH path to an opening that leads to a new room. The door in this room is locked. Walk against the isolated box and push it such that it hits the other boxes. Now, jump on it to the other boxes so you can go through the new air duct. Go in the duct.

Follow the path to another split. Take the NORTH path to another viewing grate. Go back SOUTH and take the SOUTH path. Continue until you reach an opening that leads to another room and scene.

In this room, check the cabinet for a Master Key, a scene, and a shiny Frame HP30. Exit via the EAST door and follow the hallway to another door. Check the bench that is the farthest EAST in this room for 100 Gold. Leave using the EAST door and follow the hallway to a door on the SOUTH side that requires the use of the Master Key. Go in the door.

This room should be familiar because it's the one with the movable box. Check the small box at the south side of the room for a Beam Coat. Exit back into the hallway and go NORTH to another door. Go through the door.

Circle around to the room behind the counter. Check under the desk for a Minigear, a short scene, and a fight. After you defeat them, you will receive an Evasion Ring. Leave via the door on the NORTH side of the room.

Another familiar room greets you. This is the room in which you started this whole mess. Examine the panel next to the locked door to unlock it. Go through the unlocked door. Follow the hallway to some stairs. Go down the stairs and examine the opening next to them to find a SurvivalTent.

Continue down the hallway WEST until you see a door. Go through the door. You will be in the Gear Dock.

- Nortune Gear Dock -  
=====

In this LARGE room, head toward the EASTernmost Gear dock in the center of the room. There is a flashing panel next to this dock. Examine the panel until Weltall shows up in the dock. Walk toward Weltall and examine it to mount the Gear.

The Green Gear here will sell you parts and repair as necessary. Utilize this time to upgrade your Gear and equip it with good accessories. Be sure to pick up some Extra Ar+3's as they are effective and cheap. Another useful item is the Resp Circuit.

Buy the Hot RodG if you want to, it'll be useful later. I heavily recommend equipping a Beam Coat on all characters because most of the severe damage that can hit you will be Beam damage.

When prepared, head toward one of the lifts to ride up to the Arena.

- Nortune Battling Arena -  
=====

There will be a short scene and a battle.

```

// B A T T L E \\
] `^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^` [
] [
] Battle {Gear} [
] [
] Rankar Dragon [
] ----- [
] HP: 800 [
] Experience: 946 [
] Gold: 0 [
] Items Gained: Scales [
] Difficulty: Very Easy [
] [
] Just use a 30 fuel attack and level 1 deathblow to [
] defeat this dragon. A very easy battle. [
] [
] 32 [
] `^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^` [

```

A scene and a battle take place.

```

// B A T T L E \\
] `^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^` [
] [
] Battle {Gear} [
] [
] Aegis Knight R [
] ----- [
] HP: 1600 [
] Experience: 5570 [
] Gold: 1000 [
] Items Gained: --- [
] Difficulty: Very Easy [
] [
] [

```



```

]
]   Wand Knight R (2)
]   -----
]           HP: 1800 (2)
]   Experience: 11140
]           Gold: 1000
]   Items Gained: ---
]   Difficulty: Medium
]
]   This is why you have that Beam Coat.  Take them out
] as quickly as possible because you don't want to take too
] much damage before the final boss.
]
]36
]`^`-._.-^`-._.-^`-._.-^`-._.-^`-._.-^`-._.-^`-._.-^`-

```

Many scenes later, you'll fight...

```

//  B A T T L E  \\

---


]`^`-._.-^`-._.-^`-._.-^`-._.-^`-._.-^`-._.-^`-._.-^`-
]
]           Battle {Gear}
]
]   Hecht, Super Aerod
]   -----
]           HP: 7500, 2500
]   Experience: 48106
]           Gold: 20000
]   Items Gained: HP Drive
]   Difficulty: Semi-Easy
]
]   Turn on boosters immediately.  Hecht counterattacks
] any attack made on her.  The counterattacks are Beam att-
] acks, so having the Beam Coat will help tremendously.
]
]   For the most part, use Level 1 deathblows constantly.
] If you want one character to build up to Level 2/3 and
] have the other use Level 1 deathblows constantly, that
] should work very well.
]
]   Hecht also has this nasty thing called a 'Super
] 'Aerod' that she will create and shove in front of her.
] When she does this, she cannot counter attacks, however
] the Super Aerod will eventually fire a beam that does
] ~1000 damage to your Gears.  I strongly recommend attack-
] ing Hecht at all times and leaving the Aerod as is.
]
]37
]`^`-._.-^`-._.-^`-._.-^`-._.-^`-._.-^`-._.-^`-._.-^`-

```

More scenes take place after defeating Hecht. After everything is over, you'll be in Nortune A Block.



Level:

-----

Fei: 42  
Elly: 36  
Citan: 39  
Rico: 37

Items:

-----

M Disk  
Gold Nugget  
Extra Ar+3  
O2 Cylinder

Enemies:

-----

= Grasslands =

|              |      |     |                                      |
|--------------|------|-----|--------------------------------------|
| Hob-gob      | 490  | 60  | Hob-Jerky, Hob-Meat, Hob-Steak(fire) |
| Pecking Duck | 612  | 208 | ---                                  |
| Rain Frog    | 885  | 60  | Aquasol, Aquasol S                   |
| Rhino        | 3360 | 800 | Eyeball, Scales                      |

= Forest =

|            |     |     |         |
|------------|-----|-----|---------|
| Dwarf      | 675 | 500 | ---     |
| Forest Elf | 268 | 40  | Zetasol |

= Factory Interior =

|               |       |      |                |
|---------------|-------|------|----------------|
| HarquebusMk10 | 3200  | 400  | ---            |
| Hatamoto Mk3  | 5200  | 1000 | Mica           |
| NeoMushaMk10  | 2988  | 200  | ---            |
| Mechanic      | 850   | 333  | ---            |
| Shinobi*      | 12000 | 1500 | Simple Circuit |

(\*)This is a rare yet easy fight. Gold amount may be 1500 or 2000.  
Also note that the Simple Circuit is identical to the Old Circuit  
accessory item.

Instructions:

-----

- Nortune A Block -  
=====

In Nortune A Block, leave the house you're in and go toward the  
main exit of the block. Walk up to the guards and choose "Try to break  
through!" for a scene.

You will end up outside of Nortune A Block next to Big Joe.  
Talk to Big Joe and Fei will mention the 5000 Gold he stole from you  
earlier (if you gave it to him). Joe will mention that there is  
something there now and about the waitress in the Wild Cat Bar.

Head to the Alley where Big Joe used to be and check in the  
back. Now, there is a M Disk there. This is used in the jukebox in  
the Wild Cat Bar to play various music tracks. Go to the Wild Cat Bar.

Inside the Bar, there is a waitress who looks like a maid.  
Her speech is unsteady and weak, but she can change your party members  
should you desire it.

I suggest leveling Rico and Elly and learning their respective deathblows. This is, however, entirely up to you.

Head out the world map. Go east toward the forest, through it, and follow the path through the mountains to the Factory. The factory is northwest in the mountains. Out of that damn city at last.

- Goliath Factory -  
=====

Make sure at least two characters are in Gears in this area. Head WEST then NORTH and follow this path until you see a Gear. This is Hammer. He can repair/refuel you and sell you items or even change your party members. Upgrade your Gears as needed.

I suggest having a party of Fei, Elly, and Citan. When you're ready, go through the large doors ahead. In this room, you cannot alter the camera and there are predestined, unavoidable fights along the way.

If you go back to hammer after having entered this room, there will be enemies in the previous area where there were none before. This is the area surrounding Hammer and any place in the factory. Use this time to fight and level or have one character out of a Gear and learn deathblows. It is convenient because Hammer is accessible for healing needs.

Anyway, in the first room there are three fights. When you are attacked by two HarquebusMk10's, go EAST and open the chest for a Gold Nugget. Continue NORTH and through the door.

- Goliath Factory: Hallway and Storage Area B -  
=====

On this path you will eventually encounter a path split. The first split goes SOUTH to a save point and the second one EAST to an O2 Cylinder. Continue along this path to another door. Go through it.

In this room you will be attacked twice. Head to the other side of the room and board the lift to go up to the conveyor belt. The belt will take you WEST to another room.

- Goliath Factory: Storage Area C -  
=====

Jump off of the belt and on to the floor. There is a flashing yellow panel on the WEST wall. Examine it to reverse the direction of the belt. Leave your Gears and go west under the belt to get the Extra Ar+3 in the chest.

Head back to the lift in the SOUTHWEST corner of the room to ride it back up to the belt. Get on the belt and ride it EAST for TWO rooms.

- Goliath Factory: Storage Area D -  
=====

The yellow panel on the EAST side of the room drops three

enemies. The other yellow panel will reverse the direction of the belt you just left. The blue panel under the belt on the opposite side of the room will reverse the direction of the belt that is nearest to it.

Hit the blue panel and get on that belt. Ride this belt for TWO more rooms.

- Goliath Factory: Storage Area F -  
=====

In this room, the blue panel on the SOUTH wall reverses the belt that is oriented EAST. The WEST blue panel on the NORTH wall drops two treasures, and the EAST blue panel on the NORTH wall reverses the direction of the belt that you left recently.

Examine the blue panel on the SOUTH wall to continue. Ride the new conveyer belt EAST. It will take you through THREE rooms, and when it's over, head WEST for a battle.

```

//  B A T T L E  \
]  `^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^` [
]  ] [
]      Battle {Gear} [
]  ] [
]  Fis-6 [
]  ----- [
]      HP: 6800 [
]  Experience: 67284 [
]      Gold: 15000 [
]  Items Gained: Ground [
]  Difficulty: Medium [
]  ] [
]      Turn on boosters immediately. Use 30 fuel attacks [
] and the highest level deathblows you can use. [
]  ] [
]      This boss has 4 basic attacks: [
]  1) 'Shift Up' - Increases attack, defense, and speed [
]  2) 'Overheating' - Lowers attack, defense, and speed [
]      to their original values. [
]  3) 'Fis-6Mechanic' - Creates a Fis-6Mechanic. [
]  4) Physical attack. [
]  ] [
]      Once he uses 'Shift Up' three times, Fis-6 will over- [
] heat and summon the mechanics. If you notice that your [
] attacks are doing very little damage, immediately turn [
] off your boosters and charge until Fis-6 overheats. [
]  ] [
]      Take out the mechanics as they appear because they [
] can heal Fis-6 for 500 hp. [
]  ] [
]38 [
]  `^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^` [

```

After some sequences, you'll end up in another battle.

```

//  B A T T L E  \
]  `^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^` [

```

```

]
]           Battle {Gear}
]
]   Grahf
]   -----
]           HP: ~5000
]   Experience: 0
]           Gold: 0
]   Items Gained: ---
]   Difficulty: Very Hard
]
]   Note that you do not have to win this fight.  Grahf
]   will never attack Elly in this battle.  If she is the
]   last one standing, the battle will end.
]
]   If you really want to pound Grahf, turn on boosters
]   and use 10 fuel attacks repeatedly.  The 20 and 30 fuel
]   attacks tend to miss frequently, so I would stick to 10
]   fuel attacks.  You cannot use deathblows on character-si-
]   zed enemies while in a Gear.
]
]   Grahf has two attacks:
]   1) 'Super Guided Shot' - Does 1/2 of a Gear's max hp
]       in damage.  He can use this on two Gears at once.
]   2) Physical Attack - Insanely powerful ~1100 damage.
]
]   Grahf is also rather quick, even with Boosters activ-
]   ated, so make sure you HEAL as necessary.
]
]39
]`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-

```

Regardless if you won or not, a sequence takes place after the battle. Talk to Hammer for a humorous foreshadow of phrases. Talk to Citan for even more scenes.

- Floating Somewhere -  
=====

Once you are in control of Elly, go EAST and jump to the other section. Examine the brownish door panel on the floor to continue.

More scenes ensue.

- Yggdrasil -  
=====

Eventually, you will be in control of Citan. Head to the Bridge of the Yggdrasil and talk to Bart to continue.

After even more sequences, you will control Bart. Go to the Gear Dock and go inside of the Gear Shop. Citan should be here and you can talk to him for a scene.

Leave the shop and head to the SOUTHWEST part of the dock to the Stier. Walk behind the Stier for more scenes. After another ordeal, you'll wind up on the floating city of the Sea--the Thames.

Level:

-----

Fei: 46

Elly: 40

Items:

-----

Lunar Rod Premier Shoes

SerpentGWhip LongDarkCoat

Deathblower1 Mica

D Circuit

Super Goggles

Enemies:

-----

---

Instructions:

-----

- Thames Armor Ground -

=====

A scene will greet your arrival upon the Thames. The area you start in is the Armor Ground aboard the Thames' deck. In the NORTHEAST part of the Armor Ground is a weapons/accessories store, and NORTHWEST is an items store. Buy what you can afford or need to and leave the Armor Ground.

Talk to a Gear on the main deck and answer 'Yes' to his question for a very fast tour of the deck. Go to the Supply Entrance.

- Thames Supply Entrance -

=====

Here, walk to the large gun that is south of your present location. Walk across the gun as a de facto bridge to the boxes across the gap. Now, walk over the wood plank to even more boxes, and over the big knife. You should now be near two hanging cylinders, the highest one having a chest on it.

The treasure is a Lunar Rod. To get it, jump on the cylinders until you reach it. Head NORTH and talk to the man near the panel to buy Gear parts. Upgrade your Gears as necessary. Be sure to buy an adequate amount of Extra Ar+4's because they are not only cheap, but very effective. Also, armor is now available that is able to defend against ether damage as well as physical damage. Usually this is an excellent deal, but at this stage in the game, ether damage isn't a huge concern. Buy what you feel necessary. Make sure to buy some anti-electricity Gear parts (e.g. Mica, Ground, Insulated Ar) for upcoming fights. Equip these parts as well. Head NORTHWEST to the corner of the Supply Entrance.

Jump on the isolated box SOUTHEAST of the kid in the corner. Now jump over the fence to the EAST and grab the chest containing a SerpentGWhip. Jump on the barrel and over the fence to get out.



```

]           HP: 2800           [
]   Experience: 0             [
]           Gold: 0           [
] Items Gained: ---         [
]   Difficulty: Very Easy    [
]                               [
]   Turn on boosters immediately. Pummel her with 30 fu- [
] attacks and any deathblows you choose.             [
]                               [
]   Haishao has two attacks:                          [
]     1) 'Nereid Cyclone' - Ether-based attack that hits [
]         the entire party. ~1000 damage              [
]     2) 'Electric Arm' - Hits one Gear with a Lightning [
]         elemental attack. ~300 damage               [
]                               [
]   Any accessories you have that reduce electric damage [
] will almost nullify those respective attacks. If you ha- [
] ve ether defense as well, then Haishao is not a threat. [
]                               [
]40                               [
]`^^`-._.-`^^`-._.-`^^`-._.-`^^`-._.-`^^`-._.-`^^`-._.-`^^`-

```

After this battle, Bart's Gear, Brigandier, will gain the special option 'Ygg. Depth Charge.'

- Yggdrasil -  
=====

Eventually, you'll end up on the Yggdrasil again. Go across the bridge connecting the Thames and the Yggdrasil to the screw elevator. You'll end up on the bridge of the Yggdrasil once more.

After some sequences, to the deck of the Yggdrasil. Big Joe is here with his lady-friend. If you say that you're 'disturbing his amore time' you'll play the Thames card game against him. The reward for victory is a LongDarkCoat. Go the Beer Hall.

- Thames Beer Hall -  
=====

There will be a few scenes here. Go back to the Yggdrasil and to the dining room(the room where Maison is usually found).

- Yggdrasil -  
=====

Go downstairs and north to the engine room. A sequence will ensue. After that, talk to Citan, then Elly, and Citan once more.

Upgrade everyone's Gears now. Equip accessories that combat electricly induced damage. A D Circuit or 02 Cylinder will be useful as well. Consider equipping a FrameHPxx on your characters if you feel so inclined. I will say, however, that the next two fights are somewhat difficult.

When you are prepared, go to the Medical Bay and talk to Elly for a scene. The menu will appear and you can make final adjustments.

A few scenes later you will encounter a battle.

```

_____  

// B A T T L E \\ _____  

] ```. _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- [
] [
] Battle {Gear} [
] [
] Bladegash [
] ----- [
] HP: 3000 [
] Experience: 22428 [
] Gold: 3000 [
] Items Gained: STR Drive [
] Difficulty: Easy [
] [
] Activate your boosters immediately and pummel her [
] with 30 fuel attacks and Level 1/2 deathblows. Bladegas- [
] h can imbue her sword with elemental properties while [
] increasing her attack power. [
] [
] Bladegash has five attacks: [
] 1) 'Earth Sword' - Imbues next attack with earth [
] elements and increased attack power. [
] 2) 'Wind Sword' - Imbues next attack with wind elem- [
] ents and increased attack power. [
] 3) 'Fire Sword' - Imbues next attack with fire elem- [
] ents and increased attack power. [
] 4) 'Water Sword' - Imbues next attack with water [
] elements and increased attack power. [
] 5) Physical hit [
] [
] You can easily counter her '**** Sword' by casting [
] a spell of the opposing element on her. For example, if [
] she uses 'Wind Sword', have Elly cast 'Terra Storm' to [
] dissipate Bladegash's spell. The strength of the spell [
] is not a factor in determining if it counters the enemy's [
] spell, so you could potentially use the weakest spell and [
] still counter it. [
] [
] Bladegash will counter you if you attack her while [
] one of her spells is in effect. [
] [
]41 [
] ```. _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- [

```

After the battle, there is a scene and another battle.

```

_____  

// B A T T L E \\ _____  

] ```. _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- _.-`^`- [
] [
] Battle {Gear} [
] [
] Haishao, Miang [
] ----- [
] HP: 4500, 20000 [
] Experience: 0 [

```



```

]      Gold: 0
] Items Gained: ---
]      Difficulty: Hard
]
]      Activate your boosters immediately and pummel him
] with 30 fuel attacks and Level 2/3 deathblows.
]
]      Miang will occasionally heal Haishao for 750 HP thro-
] ughout the battle. You cannot target Miang so ignore her.
]
]      Haishao, now piloted by Ramsus, has 3 attacks:
]      1) 'Electric Arm' - Lightning-based attack that hits
]         your party three times in one turn. ~700 each
]      2) 'Mirror Stance' - Traditional mirror stance. Do
]         not attack him when he uses this. When he leaves
]         the stance, he will cast attack #3.
]      3) 'Nereid Cyclone' - Water-based attack that hits
]         your entire party for ~1000 damage. Ramsus will
]         counter with this if attacked in Mirror Stance.
]
]      Use 'Wild Smile' on Haishao if you want, this might
] reduce the accuracy of his normal attacks. Also, take
] advantage of Elly's magic, particularly 'Anemo x' spells
] as they are lightning elementals and can severely damage
] Ramsus. Use FrameHpXX as necessary.
]
]42
]`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-

```

After more scenes you will be in the Thames' Sick Bay. Go to the Armor Ground.

Elly is now able to use her Aerods in Vierge. Also, the Yggdrasil (II) is now capable of oceanic travel as well as sand travel.

- Thames Armor Ground -  
=====

A sequence will take place upon your arrival. After that, go to the Yggdrasil and into the vacant room (Margie's Room). She can change your party from now until the end of the game. Go to the bridge and speak with Sigurd to learn about the whereabouts of the Ethos' headquarters and to leave the Thames.

```

=====
===== - Ethos HQ - =====X5124
=====

```

Level:

-----

Elly: 43  
Citan: 45  
Bart: 43

Items:

-----

---

Enemies:

-----

= Grasslands =

|               |       |      |                   |
|---------------|-------|------|-------------------|
| Etone         | 3000  | 1200 | Ether Ar, Seal Ar |
| Griffon       | 12150 | 2000 | ---               |
| Lil'Allemange | 2207  | 400  | Eyeball           |
| Planter       | 2008  | 300  | Bizfruit          |
| Ripper        | 10440 | 1000 | ---               |
| Wels          | 2400  | 500  | ---               |

= Ocean =

|              |       |      |                          |
|--------------|-------|------|--------------------------|
| Air Walk     | 6900  | 700  | Lite Ar+1                |
| Breaker      | 5800  | 500  | Extra Ar+4               |
| Death Scythe | 16500 | 900  | Scales, Fang             |
| Griffon      | 12150 | 2000 | ---                      |
| Rapid Fire   | 3250  | 500  | Extra Ar+4, Resp Circuit |

= Barren Fields =

|         |      |      |                          |
|---------|------|------|--------------------------|
| Etone   | 3000 | 1200 | Ether Ar, Seal Ar        |
| Mammoth | 3750 | 2500 | Etherstone, EtherStoneLg |
| Wels    | 2400 | 500  | ---                      |

Instructions:

-----

/ \*NOTE\* \

```

|
|           The Etone and Griffon enemies in this area are
| unusually powerful.  Even in Gears, Etones can still
| inflict massive damage to your party.  Griffons are
| managable in Gears, however.  I strongly suggest fle-
| eing from Etones whenever you get the chance unless
| you are able to destroy them easily.
|
|_____

```

Do as Sigurd suggests and head NORTH to the Ethos HQ and go inside. Walk down the aisle in the center to initiate a sequence.

After that, follow Billy for another scene. Go through the door while following him. When hestops, go through the door next to him and downstairs.

Go EAST to find him again and talk to him for another sequence. Walk back upstairs once that is over. Explore this hallway's rooms and talk to everyone. Go upstairs and do the same. Go back downstairs for a short scene.

Head to the Infirmary for even more scenes and eventually you will should go to the Yggdrasil's bridge. Talk to Sigurd about Billy's location and then go there.

```

=====
===== - Orphanage - =====X5125
=====

```

Level:

-----

Elly: 43  
Citan: 45  
Bart: 43

Items:

-----

Tag Badge  
Book 1  
Book 2  
Book 3

Enemies:

-----

= Grasslands =

|               |       |      |         |
|---------------|-------|------|---------|
| Griffon       | 12150 | 2000 | ---     |
| Lil'Allemange | 2207  | 400  | Eyeball |
| Ripper        | 10440 | 1000 | ---     |
| Wels          | 2400  | 500  | ---     |

= Ocean =

|              |       |      |                          |
|--------------|-------|------|--------------------------|
| Air Walk     | 6900  | 700  | Lite Ar+1                |
| Breaker      | 5800  | 500  | Extra Ar+4               |
| Death Scythe | 16500 | 900  | Scales, Fang             |
| Griffon      | 12150 | 2000 | ---                      |
| Rapid Fire   | 3250  | 500  | Extra Ar+4, Resp Circuit |

= Barren Fields =

|      |      |     |     |
|------|------|-----|-----|
| Wels | 2400 | 500 | --- |
|------|------|-----|-----|

Instructions:

-----

Go SOUTHEAST from the Ethos HQ to the Orphanage. I know this may sound idiotic... but put Rico in your party. There is a good reason for this, don't worry.

Head to the fenced area to the west of the house first. There will be a small bird-boy here. Talk to him and agree to help him. Now you have to find his chickens and return them to the chicken coop. Note that you can only handle one chicken at a time. For your efforts, you receive the the Tag Badge. Go into the house.

At the WEST side of the room is a ladder. Ascend it and talk to the little girl there. Tell her that it's "Ok" and she will hand over Book 1. Descend the ladder and go into the next room.

Head into the first room to the EAST. Talk with the boy sitting on the bed and make sure Rico is in your party. A scene will take place if and only if Rico is in your active party. The boy will hand over Book 3 afterwards. Go back to the first room and speak with Billy for a scene.

Now, head into the next room and check the second door to the east. There will be a short, and slightly amusing, scene before the boy gives you Book 2. Head through the door to the NORTH.

In this room, examine the bookcases to activate more scenes. Leave the Orphanage to return to the Yggdrasil. Once there, go to Maison's Room for a scene.

Talk to Sigurd for more sequences and you will end up in the crew quarters. Go back to Maison's room and talk to Billy. This is the game's tutorial on how to use Billy and his unique weapons--his guns. More scenes ensue and the party menu will appear. I suggest Citan, Elly, and Billy for a group but choose whomever you want.

```
_.-._.-( New Party Member )-._.-._  
=====
```

|   |     |                 |     |   |
|---|-----|-----------------|-----|---|
| = | -+- | Billy Lee Black | -+- | = |
|---|-----|-----------------|-----|---|

```
=====
```

When done, go up the ladder to the Yggdrasil's deck and out to the reaper ship.

```
=====
```

|       |                 |       |       |
|-------|-----------------|-------|-------|
| ===== | - Reaper Ship - | ===== | X5126 |
|-------|-----------------|-------|-------|

```
=====
```

Level:

-----

Billy: 42  
Elly: 43  
Citan: 45

Items:

-----

SurvivalTent      Cabin Key  
Penguin Coat  
B&JM10S Ammo  
ShotG60 Ammo  
Silver Beret  
B&J M686 Gun

Enemies:

-----

|            |      |     |                            |
|------------|------|-----|----------------------------|
| Abandon    | 3203 | 150 | B&JM10A Ammo, B&JM10S Ammo |
| Shellbelle | 9670 | 700 | ---                        |
| Wels       | 2400 | 500 | ---                        |

Instructions:

-----

Climb the ladder and go through the door. Billy will comment on the layout of this room and brings the red switch on the middle of east wall to notice. Examine the switch to turn on the lights and unlock type A doors. Proceed to walk through the room and bust the boxes in your way. Kick some boxes to the west to get a Penguin Coat.

Go up the ladder and north to an opening. Go down the opening and get the B&JM10S Ammo. Go SOUTH without touching the hanging hunks of meat. When you get to the wall, pick up the SurvivalTent and look at the east wall for a switch. Examine the switch to unlock type B doors.

Go NORTH and through the door. The first room to the EAST contains a Cabin Key. The other two on the EAST contain nothing.

There is a shower in the first room to the WEST that initiates a short scene. The second room on the WEST contains a Silver Beret. The third room on the WEST contains ShotG60 Ammo. Here is another version assuming you are facing NORTH:

```
|-----|
| 1st room EAST: Cabin Key |
| 2nd room EAST: --- |
| 3rd room EAST: --- |
|-----|
| 1st room WEST: Scene involving shower |
| 2nd room WEST: Silver Beret |
| 3rd room WEST: ShotG60 Ammo |
|-----|
```

The door immediately to your NORTH is locked at the moment. It also happens to be rusted shut so run up and strike it 3-4 times to knock it down. Go north and up the ladder ahead.

Further north a tube will open as you near it. Make sure you have Billy's best ammo equipped for the impending boss battle. Jump down the tube to begin the battle.

```
// B A T T L E \\
] ^ ^ . _ . - ^ ^ . _ . - ^ ^ . _ . - ^ ^ . _ . - ^ ^ . _ . - ^ ^ . _ . - ^ ^ ]
]
]           Battle {Character}
]
]   Bloody
]   -----
]           HP: 4242
]   Experience: 25701
]           Gold: 3000
]   Items Gained: ---
]   Difficulty: Very Easy
]
]   Bloody is merely a slightly harder version of Redrum.
]   However, he has a tendency to use 'Murder' more frequently than Redrum did. To combat this, simply use Zetasols to revive fallen comrades.
]
]   Bloody has three attacks he can use:
]   1) Normal attack - Physical strike.
]   2) 'Bloody Rain' - Fire-based attack that hits all and heals Bloody.
]   3) 'Murder' - Drains a character of ALL HP, killing them and healing Bloody.
]
]   Remember not to use fire-based attacks/spells as it will heal Bloody. He will also use 'Murder' 3 times in a row at the beginning of the fight. Recover fallen characters so you don't lose immediately.
]
]   You could also use Billy's 'Goddess Call' to quicken
```

] your characters. Also make good use of Billy's 'Holy Li-  
] ght' as it can heal all allies at once. Saving up AP  
] might help you if you are so inclined.  
]  
] If you take advantage of Billy's ethers, this fight  
] is pathetically easy.  
]  
]43  
]``-.\_.-``-.\_.-``-.\_.-``-.\_.-``-.\_.-``-.\_.-``-.\_.-``-.\_.-``-.\_.-``-.\_.-``

After the battle is over a short dialogue takes place. Go  
through the door to the SOUTH. More scenes ensue and a battle.

// B A T T L E \\  
]``-.\_.-``-.\_.-``-.\_.-``-.\_.-``-.\_.-``-.\_.-``-.\_.-``-.\_.-``-.\_.-``-.\_.-``-.\_.-``  
]  
] Battle {Gear}  
]  
] Giant Wells  
] -----  
] HP: 7000  
] Experience: 77103  
] Gold: 10000  
] Items Gained: G-M686 Gun  
] Difficulty: Medium  
]  
] Turn on boosters immediately.  
]  
] This boss is unique in that it will grow in size and  
] power each time it is hit with an ether attack. The ca-  
] tch is that it cannot be harmed by physical attacks until  
] it sustains atleast 1 ether attack. You can also use Re-  
] nmazuo's square attacks as they are ether-based but do NOT  
] cause the Wells to enlarge. The Wells can enlarge a maxim-  
] um of 4 times during the course of the battle.  
]  
] I suggest hitting it with 10 fuel attacks to reach  
] Attack Level 3. Only after this would you hit him with  
] ether attacks. This will save some time and fuel in the  
] end.  
]  
] The Giant Wells has 3 attacks:  
] 1) Fuel drain attack - Drains 125 fuel.  
] 2) 'Enlarges when hit by ether' - Self-explanatory.  
] Note that it also increases its attack power.  
] 3) Physical strike - Physical attack.  
]  
] This battle requires Elly's presence for her ether  
] abilities. Also note that Renmazuo is equipped with et-  
] her guns and can be used with the square(20 fuel) attack.  
] Elly's Aerods can also destroy the Wells as it inflicts  
] ~2000 damage to it at the expense of fuel.  
]  
]44  
]``-.\_.-``-.\_.-``-.\_.-``-.\_.-``-.\_.-``-.\_.-``-.\_.-``-.\_.-``-.\_.-``-.\_.-``-.\_.-``

Once it is defeated, you will be on the Yggdrasil. After a short scene, head to the Orphanage. Go to the room in back where a bookcase was found earlier. Examine the bookcase to put Books 1,2,&3 in it. This will unlock a secret passage.

Push the bookcase all the way to reveal the entrance to the next room. Inside lies the B&JM686 Gun. Head back to the Ethos HQ.

=====  
===== - Ethos HQ Revisited - =====X5127  
=====

Level:

-----

Billy: 46

Elly: 47

Citan: 48

Items:

-----

Gold Nugget

Seal Ar

Aquasol DX

Enemies:

-----

= Grasslands =

|               |       |      |                   |
|---------------|-------|------|-------------------|
| Etone         | 3000  | 1200 | Ether Ar, Seal Ar |
| Griffon       | 12150 | 2000 | ---               |
| Lil'Allemange | 2207  | 400  | Eyeball           |
| Planter       | 2008  | 300  | Bizfruit          |
| Ripper        | 10440 | 1000 | ---               |
| Wels          | 2400  | 500  | ---               |

= Ocean =

|              |       |      |                          |
|--------------|-------|------|--------------------------|
| Air Walk     | 6900  | 700  | Lite Ar+1                |
| Breaker      | 5800  | 500  | Extra Ar+4               |
| Death Scythe | 16500 | 900  | Scales, Fang             |
| Griffon      | 12150 | 2000 | ---                      |
| Rapid Fire   | 3250  | 500  | Extra Ar+4, Resp Circuit |

= Barren Fields =

|         |      |      |                          |
|---------|------|------|--------------------------|
| Etone   | 3000 | 1200 | Ether Ar, Seal Ar        |
| Mammoth | 3750 | 2500 | Etherstone, EtherStoneLg |
| Wels    | 2400 | 500  | ---                      |

= Ethos HQ Interior =

|                    |      |     |         |
|--------------------|------|-----|---------|
| Assassain [Ninja]  | 3536 | 290 | ---     |
| Assassain [Priest] | 3307 | 290 | Aquasol |
| Wels               | 2400 | 500 | ---     |

Instructions:

-----

As you enter the Ethos HQ, a scene will take place. Go to the door on the NORTH then WEST side for a short scene and a battle. Afterwards there is another dialogue.

You can check the rooms in this hallway as you please. However, the last room on the WEST side of the hallway contains a few enemies to fight. The room at the very end of the hall leads downstairs. Go down to find a body and examine it for a little dialogue. Go back upstairs to the hall.

Take the passageway leading upstairs for another battle. In the new hallway there will be two more battles. The first room on the NORTH wall activates a small dialogue. The other two rooms on the NORTH side have nothing in them but dead bodies.

The room on the SOUTH wall contains three people in it. Go back downstairs and go to the Infirmary.

- Ethos HQ: Infirmary -  
=====

There is one person in the room where Fei was treated. Go through the door to the WEST and the first door on the NORTH wall. Venture upstairs to find a Seal Ar and an Aquasol DX. Go downstairs.

The second path on the NORTH wall cannot be accessed at the moment. The other path is the one from which you came. Go back EAST through two rooms. At the bifurcation, go NORTH first.

The first room has nothing in it. The second contains a man whom you should talk to twice. The third room contains Big Joe. Approach Big Joe for a scene after which he will depart. Go back to the hallway and continue EAST.

Go DOWN at the platform and continue down the hallway. If you go to the room on the EAST side of this hallway, you will be witness to some rather lengthy sequences. After that, go back to the hallway for even more scenes. Eventually you will get into a battle.

Follow Billy's father into the NORTH room for more scenes. Once the party menu appears, pick a party and pilot the Yggdrasil toward the Thames.

- The Thames -  
=====

Head to the Bridge and talk to the Captain for a scene. Speak with Hans for directions to the Dig Site. Go to the Yggdrasil and depart from the Thames. The Dig Site is directly NORTH, and located on the map if you talked to Hans, of the Thames.

=====  
===== - Ethos Dig Site - =====X5128  
=====

Level:

-----

Citan: 50

Elly: 48

Billy: 47

Items:



-----  
Sleep Guard  
Black Snake  
B&JM686AAmmo  
Panalphasol

Enemies:

-----

= Grasslands =

|               |       |      |                   |
|---------------|-------|------|-------------------|
| Etone         | 3000  | 1200 | Ether Ar, Seal Ar |
| Griffon       | 12150 | 2000 | ---               |
| Lil'Allemange | 2207  | 400  | Eyeball           |
| Planter       | 2008  | 300  | Bizfruit          |
| Ripper        | 10440 | 1000 | ---               |
| Wels          | 2400  | 500  | ---               |

= Ocean =

|              |       |      |                          |
|--------------|-------|------|--------------------------|
| Air Walk     | 6900  | 700  | Lite Ar+1                |
| Breaker      | 5800  | 500  | Extra Ar+4               |
| Death Scythe | 16500 | 900  | Scales, Fang             |
| Griffon      | 12150 | 2000 | ---                      |
| Rapid Fire   | 3250  | 500  | Extra Ar+4, Resp Circuit |

= Barren Fields =

|         |      |      |                          |
|---------|------|------|--------------------------|
| Etone   | 3000 | 1200 | Ether Ar, Seal Ar        |
| Mammoth | 3750 | 2500 | Etherstone, EtherStoneLg |
| Wels    | 2400 | 500  | ---                      |

= Ethos Dig Site Interior =

|              |      |      |               |
|--------------|------|------|---------------|
| Carrier      | 7488 | 420  | Zetasol, Fang |
| Gebler Guard | 4400 | 200  | ---           |
| Hammerhead   | 3708 | 180  | Eyeball       |
| Phobia*      | 4095 | 2048 |               |
| Shellbelle   | 9670 | 180  | ---           |

(\* ) Must use curative spell/item on enemy to harm it.

Instructions:

-----

When you enter the Dig Site, take the elevator down and go through the path in the wall. A soldier stands before you in the next area. When you approach the soldiers in this area, they will fight you. If you want to avoid battles simply avoid the soldiers.

Go through the door to the SOUTH for a short scene. Once the elevator has stopped, proceed through the door. Note that only the EASTERN door will open so use it. Follow the path to a hallway with many locked doors.

A soldier guards the only door in the hallway that actually opens. Take the elevator down and go through the door. Go NORTH to a hallway. Head WEST to pick up some B&JM686AAmmo.

Head EAST and stop when you see two doors, one of which is guarded by a soldier. Go through the guarded door and pick up the Sleep Guard. Now open the first unguarded door and follow the path to another hallway.

When you see a single door, open it to pick up a Black Snake. Continue down the hallway until you see two doors. Head into the guarded room for a Panalphasol. Go through the other door.

Go downstairs and check the door to perform the necessary manual scan. Now head back to the room that contained the Black Snake. Examine the computer panel here to reset the Emergency Level. You may consider going into the EASTERN room to heal and save. Enter the NORTH door and head down stairs.

Once the pressure decreases adequately, enter the SOUTHWESTERN door. Examine the computer panel here for scenes. Approach the tube for more scenes and, eventually, a boss battle.

```
// B A T T L E \\
] ^ ^ - . _ - ^ ^ - . _ - ^ ^ - . _ - ^ ^ - . _ - ^ ^ - . _ - ^ ^ - . _ - ^ ^ [
] [
] Battle {Character} [
] [
] Tolone, Seraphita [
] ----- [
] HP: 2500, 2000 [
] Experience: 62328 [
] Gold: 10000 [
] Items Gained: VIT Drive, ETH Drive [
] Difficulty: Medium [
] [
] These two are part of the Elements hence they each [
] have a designated element associated with them. Tolone [
] is the Wind Element and Seraphita is the Fire Element. [
] [
] Since Seraphita has lower HP and an attack that hits [
] everyone you should consider killing her first. You can [
] accomplish this simply by using your strongest deathblows [
] and healing as necessary. [
] [
] Citan can cast 'Renki' and then 'Suisseii' to shield [
] the party from Seraphita's attacks. Note that when one [
] of the Elements is defeated, the other one begins to use [
] a more powerful attack. Therefore you can expect Tolone [
] to use an upgraded Wind attack when Seraphita is gone. [
] If you are low level (~35) don't save 28 AP as you may die [
] before you get a chance to use it. However, if you are [
] stronger(45+) this is an EASY way to destroy these Eleme- [
] nts rather quickly. [
] [
] The Element Tolone can use 3 attacks: [
] 1) Wind attack - Wind-elemental attack. ~40 damage [
] 2) 'Positron Beam' - Wind-elemental attack. ~40 [
] 3) 'Leave it to me...' - Wind-elemental attack that [
] hits the entire party. ~50 [
] [
] The Element Seraphita can use 4 attacks: [
] 1) Fire attack ? - Fire-elemental attack that hits [
] the entire party. ~120 damage [
] 2) Fire attack ? - Fire-elemental attack. ~80 [
] 3) EP Absorb - Absorbs an amount of EP equivalent to [
] 1/5th of a character's maximum EP. [
```





Elly: 52  
Citan: 53

Items:

-----

|                 |              |
|-----------------|--------------|
| Gold Nugget (3) | Gold Bullion |
| Ether Ar (2)    | ThunderRodG  |
| EarthVeil Ar    | Ice RodG     |
| Lite Ar+1       | Stone RodG   |
| Wind Veil Ar    | Flare RodG   |
| Fire Veil Ar    | Beam Jammer  |
| WaterVeil Ar    | Old Circuit  |
| Ground          | O2 Cylinder  |
| E Circuit       | Veil Doubler |
| G-M10S Ammo     | G-GG060 Ammo |

Enemies:

-----

= Ocean =

|              |       |      |                          |
|--------------|-------|------|--------------------------|
| Air Walk     | 6900  | 700  | Lite Ar+1                |
| Breaker      | 5800  | 500  | Extra Ar+4               |
| Death Scythe | 16500 | 900  | Scales, Fang             |
| Griffon      | 12150 | 2000 | ---                      |
| Rapid Fire   | 3250  | 500  | Extra Ar+4, Resp Circuit |

= Babel Tower Interior =

|                     |       |      |           |
|---------------------|-------|------|-----------|
| Conjurer            | 7500  | 550  | ---       |
| Fuel Tank^          | 5000  | 1200 | ---       |
| Fuel Tank*          | 0     | 3    | ---       |
| Gun Drone           | 19000 | 700  | Lite Ar+1 |
| Traffic Jam [Small] | 6000  | 350  | ---       |
| Traffic Jam [Large] | 6000  | 1250 | Ether Ar  |

(^) These enemies restore 1/5 of your fuel until they are attacked.

(\*) If Fuel Tank self-destructs.

Instructions:

-----

Enter the tower via the door. Go to the end of the platform and descend to the lower section. Head inside and come out of the hole in the SOUTH side. You will find an Ether Ar. Jump into the water and come up just below the entrance.

Leap up about three steps and go UNDER the fourth one for an EarthVeil Ar. Now, jump onto the fourth ledge and follow the path facing the WEST wall to eventually reach a Lite Ar+1. Head back SOUTH and then EAST.

Jump EAST and then SOUTH. Head through the hole in the wall. You should see a chain dangling nearby. You must jump onto this chain and then swing to the other side. The instructions to maneuver the chain will pop-up when you actually manage to jump onto it.

Keep in mind that if you should fall in an attempt to jump on the chain, you will be plummet to the bottom of the Tower. Obviously you will not die nor lose any health, but you will be at the bottom of the Tower in the water. This little jump will most likely take a(n) few/many/exorbitant number of attempts. At least you will gain a few

levels...

Anyway, swing the chain until you reach your maximum velocity and jump to the next platform. This platform will COLLAPSE when you step on it. It will drop down no matter where you stand on it and despite how long you stand on it. The easiest way to do this, it seems, is to jump to the middle section. When the platform begins to dip downward, jump to avoid dropping to the bottom. (You could even try jumping all the way forward if you like.) After the initial jump and when the platform comes back up, step forward and jump to the next platform. Use whatever method necessary to reach the other side.

Once on the other platform, jump on to the roof of the upcoming path. Here you will find a ThunderRodG. Drop down such that you are outside of the hole of the pathway. Go in the hole and follow the path to its end. A scene ensues.

Be very careful in this area, because you will not want to climb all the way back up here in the event that you fall to the bottom. Carefully jump up and grab the chain above you. This will lead to the relay section of tower.

- Babel Tower: Relay Station -  
=====

Go to the WEST end of the platform. A small, character-sized door is here. Exit your Gears and head through the door. A Gold Nugget is inside. Jumping on to the chair in this room will allow you to examine the computer panel next to it. Some scenes ensue.

Head back outside and mount your Gears. Jump to the lower catwalk that is near the train. This will make you enter the train. Climb up the boxes to the upper level to initiate a sequence. Grab the Ether Ar and Beam Jammer that are in the two chests.

Leave your Gears and climb up the handrails to the door. Examine the wall below the door to jump up into the next room. This room contains an Old Circuit and a Gold Nugget. Jump up to the chair and check the SOUTH computer panel above it to initiate more sequences. Eventually, you will be in a battle.

```
_____  
// B A T T L E \\  
]`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^` [   
] [   
] Battle {Gear} [   
] [   
] Wyvern, Miang [   
] ----- [   
] HP: 5000/8000, 20000 [   
] Experience: 23652 [   
] Gold: 3000 [   
] Items Gained: --- [   
] Difficulty: Easy [   
] [   
] Hopefully you aren't too wounded from the random [   
] encounters prior to this battle. This battle is proport- [   
] ionally more difficult depending on how healthy your [   
] characters are at the beginning of the fight. [
```

```

]
] Immediately activate your boosters. Pummel Ramsus
] with 30 fuel attacks and whatever level deathblows you
] want. Having the best equipment/armor/engines on/in your
] Gears will help immensely. You do not have to fight
] Miang- in fact you cannot do so. She will heal Ramsus
] for about 1200 HP in one turn. Of course, Ramsus also
] has his infamous 'Mirror Stance', so watch out for that.
]
] Wyvern, piloted by Ramsus, has 3 basic attacks:
] 1) Physical hit - a slash via Wyvern's sword. ~900
] 2) 'Megaf flare' - An ether-based attack that hits a
] a single character. ~600 damage.
] 3) 'Mirror Stance' - Standard mirror stance. Do not
] attack Ramsus during this stance or he will cou-
] nter with a vicious physical hit.
]
] Keep in mind that Ramsus has a maximum HP of 8000,
] however he begins battle with only 5000. After some time
] , Ramsus will depart and you will continue ascending the
] Babel Tower.
]
]48
]`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-._.-`^`-

```

Enter the Tower via the SOUTH door. Follow the path to a hole containing a chest, a Ground, and a character-sized door. Enter the small door.

In this room you will find an E Circuit, an O2 Cylinder, and a Gold Nugget. Go to the NORTHERNmost computer panel and examine it to unlock a door you will encounter later. Leave this room and mount your Gears.

Jump out of the hole and head SOUTH. Eventually, you will see a deep hole. Jump into it and head NORTH for a Wind Veil Ar and a Veil Doubler. Go SOUTH and jump out of the hole. Head SOUTH until you arrive at a room with hanging pipes.

This room has no visible floor, but you cannot fall off of the pipes. Make your way to the other side of the room. Be sure to pick up the Ice RodG and Fire Veil Ar on your way there. Continue along the path.

- Babel Tower: City Area -  
 =====

This new room is rather large and tall. In the NORTHWEST corner you will find a healing/refueling Gear. Go SOUTH for the Stone RodG under the red bastion. Go back and jump on top of the red structure and go SOUTH. I'm sure you're loving all these jumping puzzles.

\_\_\_\_\_  
 / \*NOTE\* \

```

|
| The Traffic Jams you see here will act as elevat- |
| ors. If you jump on one, a battle will commence, but |
| after that its elevator-esque properties will become |

```

| clear. |

Jump on the large Traffic Jam and jump onto the other red platform when you get close to it. Go NORTH and jump to the white platform, then a Traffic Jam. At the top, grab the G-M10S Ammo and go to the next white platform.

Follow the path SOUTH and check behind the crumbling part of the road for a Gold Bullion. Jump on the next Traffic Jam and, once at the higher level, head NORTH. Check behind another road section for G-GG060 Ammo.

Jump on the next Traffic Jam and ride it to another white platform. Jump to the next red platform for the WaterVeil Ar. Go to the EAST wall and jump into the gap. Be careful here and use the gray stripe in the middle of the wall as a guide for your jump. You \*should\* land on a Traffic Jam and ascend such that you can jump to the SOUTH side.

Climb the blue pipes you see to reach the Top of the Tower. After some scenes, a battle takes place.

```
// B A T T L E \\  
]`^`-._-.`^`-._-.`^`-._-.`^`-._-.`^`-._-.`^`-._-.`^`-._-.`^`-._-.`^`- [ ]  
] [ ]  
] Battle {Gear} [ ]  
] [ ]  
] Seibzehn [ ]  
] ----- [ ]  
] HP: 5500/8000 [ ]  
] Experience: 60000 [ ]  
] Gold: 10000 [ ]  
] Items Gained: Heavy Alloy OR Ether Ar+1 [ ]  
] Difficulty: Easy [ ]  
] [ ]  
] Hopefully you aren't too wounded from the random [ ]  
] encounters prior to this battle. This battle is proport- [ ]  
] ionially more difficult depending on how healthy your [ ]  
] characters are at the beginning of the fight. [ ]  
] [ ]  
] Immediately activate your boosters. Seibzehn has a [ ]  
] huge armor rating. As such, your normal hits will do [ ]  
] minimal damage as will Level 1 deathblows. I suggest [ ]  
] using Level 2/3 deathblows but Level 1 deathblows will [ ]  
] work if you are sufficiently powerful. [ ]  
] [ ]  
] Seibzehn has 2 basic attacks: [ ]  
] 1) Physical hit - A powerful physical blow. ~1000 [ ]  
] 2) 'Restore Frame HP' - Recovers 400 HP. [ ]  
] [ ]  
] Despite Seibzehn's impressive armor stats, its ether [ ]  
] defense is pitifully low. You should take advantage of [ ]  
] this by using your characters' strongest ether attacks [ ]  
] if and only if they outstrip their other attacks in the [ ]  
] amount of damage they deal. [ ]  
] [ ]  
] Elly's 'Aerods' deal massive damage as do Billy's [ ]
```



] ether guns(20 fuel). Fighting Seibzehn with one charact- [
] er would be quite a challenge, but with three powerful [
] Gears S doesn't last very long. [
] [
]49 [
]`^^`. \_.-`^^`. \_.-`^^`. \_.-`^^`. \_.-`^^`. \_.-`^^`. \_.-`^^`. \_.-`^^`. \_.-`^^` [

After some sequences you will end up in a new area.

=====
===== - Shevat - =====X5130
=====

Level:

-----

Fei: 58
Elly: 56
Citan: 57

Items:

-----

Power Ring S Aquasol S (2)
Power Crisis\* Aquasol DX
Yamato Belt Panalphasol
Sampson's Hair Physimentsol
Chu-Chu Idol

Dawn Rock^
Dark Rock^
Dusk Rock^
Hard Star
Speed Star

HP Drive
EP Drive
STR Drive
VIT Drive
ETH Drive
ETHDEF Drive

(\*) Do not miss this item.
(^) Required to unlock some other items.

Enemies:

-----

---

Instructions:

-----

This city is amazing for its historical background and excellent atmosphere. Be sure to talk to everyone in the Library when you get the chance.

Ride the elevator in the center of the lower level(your current location, provided you didn't move) to the main city level. You will be able to see the map of Shevat. Go to the white statue and examine

it to receive the Dawn Rock. Go to the NORTH part of the city, Aphel Aura.

- Aphel Aura -  
=====

Continue along the path and gawk at your surroundings. Eventually, you will see a white dog. Fall off to the ledge next to the dog and through the nearest door.

After the short scene, talk to the aged, yellow Chu-Chu between the two display cases. If you have the RPS Badge, Tag Badge, and the H&S Badge, he will give you a random item and a Power Ring S.

Talk to a gray Chu-Chu under the platform and answer 'Not necessarily' to receive an Aquasol DX and two Aquasol S's. Jump from the platform to the pink Chu-Chu in the middle of the room on the lamp. She will tell you of the rocks you can collect. This step is CRITICAL in finding the other two rocks.

The aged, yellow Chu-Chu on the platform will sell you weapons/accessories and the orange Chu-Chu behind the counter peddles items. When you are finished, examine the gray elevator to the lower level.

Leave via the WEST door and speak with the old lady here. Tell her that you enjoy fishing to receive a Spider Web for 50 G. Note that you may already have this web if you got it in Lahan at the very beginning of the game. Even so, ask to buy the thread or you cannot fish in the other room. The old woman will then notify you of the fish in the fountain in the other room. Go to the other room.

Examine the fountain to start fishing. When a fish bites, reel it in, and if it's a red fish you will find a Dark Rock in it. Occasionally, the line will break and you will have to buy another one from the old lady. There is also a chance that you won't get the Dark Rock even if you catch the red fish. If this happens, just keep trying and it will happen eventually. When finished, go upstairs and back outside.

Go EAST and follow the path to a house with a gray platform in front of it. Enter the house and take the platform down to the lower level. Talk to the capped man to upgrade your Gears. Head back outside and take the platform down to another house.

Head inside the new house and examine the doll for the Dusk Rock.

For emphasis, here are the locations of the rocks:

|  |                                                                |  |
|--|----------------------------------------------------------------|--|
|  |                                                                |  |
|  | Dawn Rock: Opposite the White statue on Shevat map.            |  |
|  | Dark Rock: Inside of a red fish in the fountain in Aphel Aura. |  |
|  | Dusk Rock: Within the doll in a house in Aphel Aura.           |  |
|  |                                                                |  |

After checking the doll, head upstairs and into the room to the EAST. Examine the rocking horse here to initiate a sequence. Before you go to the palace, go to the entrance of Aphel Aura.

Head to the platform next to the old man. Go downstairs and through the door in the SOUTHWEST portion of the room. Head to the single platform and examine it to place the three rocks on it. Go up to the secret room.

Check the desk for the Chu-Chu Idol and a short sequence. Check the shelf on the opposite side of the room for: a Power Crisis, Panalphasol, Hob-Steak, Physimentsol, Sampson'sHair, Yamato Belt, Hard Star, Speed Star, HP Drive, EP Drive, STR Drive, VIT Drive, ETH Drive, and ETHDEF Drive. Whew.

Check the NORTH bookshelf for some information and go back to the Shevat map. Go to the Statue to go to the Entrance to Shevat Palace.

- Shevat Palace -  
=====

Go to Maria. She will tell you where you should go. Explore all the rooms. The NORTHEAST room contains a save point. When you are done, go through the double doors to meet Queen Zephyr.

Walk closer to her to initiate a scene. Go to the room with the save point to rest and save. Talk to the Queen and tell her 'My heart is set!' for more sequences.

Eventually you will have to choose who to leave behind to protect the Queen and you have to take Maria with you. Exit the palace and talk to the orange Chu-Chu to buy anything you may need. Go to the Shevat Lower Level. A scene will take place on the way there. Head through the door to enter the Emergency Shaft.

=====  
===== - Shevat Emergency Shaft - =====X5131  
=====

Level:

-----

Fei: 58  
Citan: 57  
Maria: 54

Items:

-----

Shevat Map        Aquasol DX  
Queen's Rod        Rosesol DX  
Battle Apron       Economether  
Whip-Lasher  
Ruby Helmet

Enemies:

-----

|            |       |      |                             |
|------------|-------|------|-----------------------------|
| Forbidden% | 12912 | 5    | Gold Nugget^, Gold Bullion^ |
| Gimmick\$  | 7681  | 1111 | ---                         |
| Tears*     | 13785 | 1111 | Lite Alloy, Extra Ar+5      |

(^) If defeated before it escapes from its confinement.

- (%) If is is able to escape, it will deal damage equivalent to the amount of damage it has received.
- (\*) Increases in power if one of them is left alive.
- (\$ ) Due to high defense, most attacks deal 1 damage. However each Gimmick has only 6 hp, so 6 weak attacks will kill it.

Instructions:

-----

This is an excellent place to level your characters if you are so inclined. Although, I would delay this until you come back here with someone other than Maria.

Take the WEST path to find the Shevat Map, which will help you navigate the next area. Go to the EAST to a door that leads to a stairway. Go downstairs and go through the NORTH door that leads to a hallway.

Go EAST and down the platform to obtain the Queen's Rod. Go up and WEST to another platform. Go down and WEST, descend the ladder here, and walk near the green jewel to know what it does. Examine the jewel and jump on the platform to ride it EAST.

Jump on to the next open path, descend the ladder, and take the platform down. You will now be able to use the Shevat Map to help you navigate this area.

Travel SOUTH past two bifurcations to find a Battle Apron. Go NORTH and then WEST at the first path split. Continue down this path to a door on the SOUTH wall. Head up the stairs and into another hallway to find the Ruby Helmet, Rosesol DX, and Aquasol DX. Head downstairs and into the next hall.

Go EAST, then NORTH, and finally WEST when the path branches apart. Continue along this path until it bifurcates. Go SOUTH to obtain the Whip-Lasher. Head NORTH to another split and then EAST to a guarded door.

The following stairway does not lead to a new area, but rather to Big Joe. Go SOUTH from the stairway to get an Economether. Go NORTH from the stairway to a platform and take it down. Go EAST, down two ladders, down two platforms to the west, and take another platform down.

Continue to another bifurcation. The WEST path leads to a save point and the SOUTH path leads to the exit. Examine the hole to exit the shaft.

=====  
 =====Defend Shevat!=====X5132  
 =====

Level:

-----

- Fei: 68
- Citan: 67
- Maria: 60

Items:

-----



Moving on to Generator 2...

```
// B A T T L E \\  
] Battle {Gear}  
] White Knights (3)  
] -----  
] HP: 290  
] Experience: 8400  
] Gold: 1500  
] Items Gained: Ether Ar AND/OR Light Ar+1  
] Difficulty: Very Easy  
] Billy is too good for this battle, but oh well. Just  
] use 20 fuel attacks to dispose of them easily. Pathetic.  
] 151
```

Equip a Silver Ar or Silver Ar+1 (or both) and Ether Ar on the Gear that is about to fight near Generator 3...

```
// B A T T L E \\  
] Battle {Gear}  
] Citadel, White Knights (2)  
] -----  
] HP: 6000, 290  
] Experience: 10000  
] Gold: 21000  
] Items Gained: Gold Plate, possibly Ether Ar/Light Ar+1  
] Difficulty: Hard  
] Immediately activate your boosters. Use 30 fuel attacks  
] to dispose of each White Knight. Citadel will  
] require the use of level 2/3 Deathblows.  
] Citadel has two basic attacks:  
] 1) "Sonic Boom" - an ether attack. ~3000  
] 2) "Gel Breath" - a gel attack that will deal ~3000  
] damage if you did not equip any Silver Ar's.  
] As you can see, Silver Ar helps tremendously in this  
] battle. You may have to heal once during this battle, so  
] a FrameHPxx may be of use but is not required.  
] 151
```

For this fight, make sure the next character has the ability to recover their armor status. This can be done via a skill such as Fei's "Inner Healing" and Citan's "Sazanami." Also, equip the newly acquired









```

] qualifies them to be bosses. 30 fuel attacks and Level 1 [
] deathblows should take them out easily enough. [
] [
] They each possess a 'Seal' attack that can do ~3000 [
] damage. This is no big deal especially since you have [
] Andvari, Bart's Omnigear, permanently with you. [
] [
] Omnigears all have Hyper Mode which is explained in [
] the "Gears" section, please refer to that for more infor- [
] mation. [
] [
]55 [
] ``-._.-``-._.-``-._.-``-._.-``-._.-``-._.-``-._.-`` [

```

After some more scenes you'll be back in Nisan. You can choose a third party member as you like. I suggest Maria or Citan because the next boss battle will be in Gears.

Equip anti-Seal accessories on your Gears (e.g. Seal Barrier, Seal Ar). The next boss loves Seal attacks. Heal and refuel and leave Nisan and head WEST to the cave.

Inside the cave you will fight a few battles. After that, continue along the path and open the door at the end to initiate some dialogues and a battle.

```

_____  

// B A T T L E \\  

] ``-._.-``-._.-``-._.-``-._.-``-._.-``-._.-``-._.-`` [
] [
] Battle {Gear} [
] [
] Shakhan [
] ----- [
] HP: 18000/20000 [
] Experience: 218343 [
] Gold: 30000 [
] Items Gained: Ether Ar+1 [
] Difficulty: Hard [
] [
] This battle is only difficult if you brought someone [
] other than Seibzehn (e.g. Elly, Citan). Otherwise, it [
] shouldn't prove to be very difficult. [
] [
] Immediately activate your boosters. Shakhan will [
] counterattack every attack you make so be prepared for [
] that. Note that he just counterattacks the party and not [
] necessarily the member that attacked him originally. [
] [
] Utilize level 2/3 deathblows until Shakhan connects [
] to the gate. Once he does this, he will be unable to [
] counter you but will be able to heal himself 1000 HP at a [
] time. Use this time to recover your fuel (turn off [
] boosters, get to level 2/3 and charge). Alternatively, [
] you could have Seibzehn or Andvari continue assaulting [
] him because their damage will be in excess of 1000. This [
] is especially true if you can get Andvari to Hyper Mode. [
] [
] Shakhan has 3 offensive abilities: [
] 1) Counterattack - counters your attacks. [

```

```
]      2) "Seal Punch" - Causes ~2000 Seal damage to one   [
]      Gear.                                                         [
]      3) "Ignas Storm" - Fire-based ether attack that hits [
]      your entire party.                                          [
]                                                                    [
]      After some time, Shakhan will die a fitting death.     [
]                                                                    [
]56                                                                    [
]``^`-._.-``^`-._.-``^`-._.-``^`-._.-``^`-._.-``^`-._.-``^`-._.-``^`-._.-``^` [
```

Head south to exit the cave and initiate many scenes. Eventually you will be back at Babel Tower.

=====
===== - Babel Tower Revisited - =====X5134
=====

Level:
-----
 Fei: 72
 Elly: 71
 Citan: 71

Items:
-----
---

Enemies:
-----
---

Instructions:
-----

Head SOUTH through the door. Focus will shift to Billy and his team. Choose a third member(I suggest Maria) and focus will go back to Citan. I suggest putting a Flare RodG on Vierge. Go to the control room.

After a few scenes you will be engaged in battle.

```
// B A T T L E \\  
]``^`-._.-``^`-._.-``^`-._.-``^`-._.-``^`-._.-``^`-._.-``^`-._.-``^`-._.-``^` [
]                                                                    [
]           Battle {Gear}                                          [
]                                                                    [
]   Bladegash, Marinebasher                                       [
]   -----                                                       [
]           HP: 4000, 5000/6000                                    [
]   Experience: 51024                                              [
]           Gold: 10000                                           [
]   Items Gained: EP Drive, ETHDEF Drive                          [
]   Difficulty: Easy                                              [
]                                                                    [
]   You can only use Fei and Elly for this battle. This [
] is the only reason it may be difficult. Turn on boosters [
] for both characters.                                            [
```

```
]
] Focus your 30 fuel attacks and level 2 deathblows on
] Marinebasher first as she has the most HP. Optionally,
] kill Bladegash first since she deals more damage.
]
] Be wary of using Aerods since they HEAL Marinebasher
] but deal great damage to Bladegash.
]
] Bladegash has 5 attacks:
] 1) 'Earth Sword' - Imbues next attack with earth
] elements and increased attack power.
] 2) 'Wind Sword' - Imbues next attack with wind elem-
] ents and increased attack power.
] 3) 'Fire Sword' - Imbues next attack with fire elem-
] ents and increased attack power.
] 4) 'Water Sword' - Imbues next attack with water
] elements and increased attack power.
] 5) Heal - Restores 1600 HP.
]
] Marinebasher has 2 attacks:
] 1) Ether attack - Water attack that deals ~1200
] damage to the entire party.
] 2) Heal - Restores 2400 HP.
]
]57
]`^`-._-.`^`-._-.`^`-._-.`^`-._-.`^`-._-.`^`-._-.`^`-._-.`^`-
```

After some time, Billy's team will be engaged in battle.

```
// B A T T L E \\

---

]`^`-._-.`^`-._-.`^`-._-.`^`-._-.`^`-._-.`^`-._-.`^`-._-.`^`-  
]
] Battle {Gear}
]
] Skyghene, Grandgrowl
] -----
] HP: 5000/6000, 6000
] Experience: 51024
] Gold: 10000
] Items Gained: VIT Drive, ETH Drive
] Difficulty: Easy
]
] Destroy Skyghene first as she can hit the entire
] party and has less HP. Utilize any combination of death-
] blows you desire. Grandgrowl can be destroyed after you
] are through with Skyghene.
]
] Skyghene has 3 attacks:
] 1) Physical hit
] 2) Flight - Hits three times ~1000 HP each time.
] 3) Heal - Restores 2400 HP.
]
] Grandgrowl has 2 attacks:
] 1) Physical hit
] 2) Heal - Restores 2400 HP.
]
]58
]`^`-._-.`^`-._-.`^`-._-.`^`-._-.`^`-._-.`^`-._-.`^`-
```

After that you will battle Bladegash and Marinebasher again.  
The fight will be exactly the same, so refer to the section above.

After that fight you will battle Skyghene and Grandgrowl again.  
The fight will be exactly the same, so refer to the section above.

After all the fighting is over, you'll be on the Yggdrasil.  
Head to the Thames. Once there, go to the Supply Dock, upgrade your  
Gears, and then go to the Bridge. Speak with the captain and then go  
back to te Yggdrasil. Talk to Sigurd and go to Sargasso Point.

```
=====
===== - Sargasso Point - =====X5135
=====
```

Level:

-----

Fei: 73  
Elly: 71  
Citan: 72

Items:

-----

Dark Rod  
Mermaid Mail  
Deathblower2

Enemies:

-----

|              |       |      |                   |
|--------------|-------|------|-------------------|
| Aragonite*   | 14888 | 3000 | InsulateAr+1      |
| Death Scythe | 30321 | 0    | Fang              |
| Medusoid     | 7500  | 0    | Mica              |
| Merman       | 9504  | 500  | Insulated Ar      |
| Scavenger    | 7200  | 0    | Anything it finds |

(\*) Can only be harmed by deathblows.

Instructions:

-----

```
/ *NOTE* \
|
| Most of the enemies in this area use electric |
| attacks. As such, it may be helpful to equip anti- |
| electricity armors or accessories on your Gears. |
| Also, press triangle repeatedly to swim faster. |
|
```

After the initial dialogue, go forward until a path bifurcation.  
Go RIGHT at this fork. At the next bifurcation, take another RIGHT.  
Eventually you will reach a small nook which contains a Mermaid Mail  
and a save point. Submerge once more and head back to the split but  
go LEFT this time.

At the next bifurcation, the right path's current will be too  
strong to overcome so head LEFT.

In this cavern you will find a Dark Rod and another chest. This other "chest" actually serves as a switch. If you activate it, it will stunt the current in the RIGHT path allowing you to traverse it without difficulty. So go back to that path and follow it to the last, small cavern room. This room contains a Deathblower2. If you go through the door in the room, you will be treated to some sequences then a battle.

```

// B A T T L E \ \
] `^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^` [
] [
]           Battle {Gear} [
] [
]   Crescens [
]   ----- [
]       HP: 14800 [
]   Experience: 253260 [
]       Gold: 10000 [
] Items Gained: --- [
]   Difficulty: Easy [
] [
]   Crescens is actually a very powerful Gear. However, [
] against three equally powerful Gears, she doesn't have [
] much of a chance. [
] [
]   Use boosters and any level Deathblows you want, you [
] really shouldn't have much trouble with her. Be warned, [
] however, that she will occasionally use elemental Ether [
] attacks on a single party member. [
] [
]   You might notice the peculiar battle music here. It [
] is "June Mermaid" on the Xenogears OST in case you're [
] curious. It is also on the Cried album which has some [
] Xenogears tracks played by an ensemble of real people, [
] unlike the OST which is synthesized. [
] [
]61 [
] `^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^` [

```

With that battle out of the way, you will see a bunch of scenes and such. Eventually, you'll be back at Shevat in the save room. This is the last time you will see this world for a while. Take some time and wrap up anything you need to, level as needed, learn deathblows, visit areas, and the like. Once you go to Solaris, you will not be able to return until disc 2. This is what many call a "point of no return", although you will return...just much later.

I suggest leveling your characters to approximately level 70. At least get Fei to level 70 as you will be able to use his Kokei deathblow at that point. The others will be fine and able at lower levels. In fact, if you don't care for Kokei, you should be able to get through Solaris at level 50. Also, remember that Emerald has to learn a few deathblows even though she joins your party with many all ready learned.

When you are prepared, go to Queen Zephyr's chamber and tell

her that you are ready to go to Solaris.

```
=====
===== - Solaris (Civilian Area) - =====X5136
=====
```

Level:

-----

Fei: 80  
Elly: 79  
Citan: 79

Items:

-----

Work Permit  
Tickets  
Army Cardkey

Aquasol DX (2)  
Crimson Vest  
FeatheredCap  
Psycho Rod

Enemies:

-----

---

Instructions:

-----

After some time you will FINALLY be in Solaris. You might notice that you're upside-down. This will normalize soon enough so don't worry.

Go left and to the end of the tunnel/tube for a dialogue and exit for another dialogue. Head NORTHWEST and into the last elevator of the last block. Here you will find a friend and a dialogue. Leave this room and go to the block betwixt the dust chute and the watchtower. Take the elevator and talk to the man in the room. In order to get the Work Permit, you must agree to help this man(Samson). Do so and go to the watchtower and talk with the guard.

Follow the path into the second tube and go up. Go through the next door. You will have to stay out the Security Cube's line-of-sight. If caught, you will be sent back to the front door. Anyway, go WEST in this room to the corner.

Once there, go through the door and in the tube. The tube next to you contains an Aquasol DX. Whether you obtained that or not, continue along the path. You will be stopped for a dialogue, after it go through the door for another dialogue. Leave through the NORTHEAST door.

Eventually you will reach four white doors. You can buy anything you need here: items, weapons, and armor. Leave when you're done and go NORTHEAST. Enter the building with the revolving door. The room with the flying Gear in it also has a poster of a girl that looks remarkably like Tifa from Final Fantasy VII. A cameo appearance

perhaps. Anyway, go up the elevator and into the southeast room. Talk to the red woman for Tickets to the upcoming ceremony. Go downstairs and leave this building.

Go SOUTHEAST until you see a guard dressed entirely in black. Walk near him for a dialogue and past him for a couple of scenes. You'll wind up in the sewer eventually. Until you leave the sewer, you will be pursued by Security Cubes. Luckily, they're very weak, dealing a whopping one damage consistently.

Go through the sewer and pick up the Crimson Vest, FeatheredCap, and Aquasol DX along the way if you so desire. Climb up the ladder at the end of the sewers. Check the gate for a surprising scene.

Go inside the house for a few dialogues. After the steamy scene, leave Elly's room and go downstairs and into the room SOUTHEAST from Elly's room. Talk to her mother for a short dialogue. Leave this room and go into the room across from it. Talk to Elly's nanny for a Psycho Rod. Leave the room.

Go upstairs and to the room NORTHEAST from Elly's. Examine the computer on the desk for some scenes. After that, go up stairs and back to the office where you began. Head inside and walk near the SOUTHEAST door for a scene. Go back to the 3rd Class District. Once there, go WEST to the dust chute. Examine it to go inside and check the panel on the NORTHEAST side of the machine to continue. When control shifts back to Elly, leave Elly's room to obtain the Army Cardkey and to see some sequences. Go back to the chute and examine the green panel again.

=====  
===== - Solaris (Soylent System and Beyond) - =====X5137  
=====

Level:

-----

Fei: 80  
Elly: 79  
Citan: 79

Items:

-----

|                   |                  |                 |
|-------------------|------------------|-----------------|
| Gold Nugget (4)   | Dark Helm        | Deathblower3    |
| Gold Bullion      | Dark Armor       | Silver Ar+1 (3) |
| Scales            | Muscle Belt      | Extra Ar DX     |
| Eyeball (2)       | Angelic Robe     | Extra Ar+6 (2)  |
|                   | Sonic Wave       |                 |
| Aquasol DX (7)    | Ether Veiler     |                 |
| Hob-Steak (3)     | B&JM686SAmmo (2) |                 |
| Hob-Meat (2)      | Speed Ring S     |                 |
| Panalphasol (2)   | ShotG70 Ammo     |                 |
| Survival Tent (5) |                  |                 |
| Zetasol           |                  |                 |

Enemies:

-----



|               |       |      |                     |
|---------------|-------|------|---------------------|
| Dorothy       | 17870 | 184  | Rosesol, Rosesol DX |
| Neo Wels      | 6338  | 125  | ---                 |
| Orphan        | 8830  | 1    | Aquasol, Alphasol   |
| Security Cube | 1500  | 1000 | ---                 |
| Solaris Guard | 2400  | 500  | Rosesol             |

Instructions:

-----

This next area, especially Krelian's Lab, is extremely long and has a rather high encounter rate. Go through the door to the NORTHWEST. Continue until a fan becomes visible. The fan will deal 50 damage if you run into it so to avoid this, push the metal box into the blades.

Jump down in the NORTHEAST side and go through the door. Continue until you face a bifurcation, go SOUTHEAST for a Hob-Steak, then the NORTHEAST path to a door. Continue and jump on the boxes to get to an Aquasol DX. As you leave, a dialogue occurs.

Leave and travel SOUTHWEST to a raised platform. Go NORTHWEST to a door and a Hob-Steak. In the next room, examine both sides of the computer panel in the west corner. One of the panels will give you the code that unlocks the scanners in the last room.

The computer in the NORTHEAST aprt of the room can activate the coded panel. On the panel, a space is a zero and a block is a 1. (Space = 0, Block = 1). There are three codes you can input:

Code : Output

-----

0101 : Deactivates scanners. (required to continue)

1001 : Receive a gold nugget. (may not work)

1111 : Receive gold bullion.

Back outside, , head down to the NORTHWESTERN conveyor belt and go NORTHEAST. As you approach the door, a scene takes place. After it, go to the SOUTH corner for a Zetasol and Gold Nugget. Go through the door in this room then through the next one. Ride the platform and continue until you are in a large room.

In this room, take the NORTHEAST exit and follow it until a path split. Each vein has a treasure in it. Those treasures are an Aquasol DX and a SurvivalTent. Go through the door at the end of this path.

Go to the middle of the walkway and examine the panel for a short dialogue. Continue and you will be in a room filled with cages. Each of these cages contains an item, but you can only open them if you talk to the man in the room. Examine a panel next to a cage to open it. However, you must battle the cage's occupant if you want to receive the treasure.

| Cage # | Treasure    | Occupant(s)  |
|--------|-------------|--------------|
| 1      | Hob-Meat    | Neo Wels (4) |
| 2      | Muscle Belt | Orphan       |
| 3      | Scales      | Neo Wels (4) |

Whether you obtained the items or not, exit via the SOUTHWEST

door. Here you will find another room o' cages. The cages are numbered from SOUTHWEST to NORTHEAST.

| Cage # | Treasure     | Occupant(s)  |
|--------|--------------|--------------|
| 1      | Hob-Steak    | Neo Wels (4) |
| 2      | Eyeball      | Neo Wels (4) |
| 3      | Angelic Robe | Dorothy      |

Proceed through the SOUTHWEST door. Along the way you will come across two rooms containing: an Eyeball and an Extra Ar+6 in one room; a Hob-Meat and a Gold Nugget in the other. After the rooms is another door containing an Aquasol DX and a control panel. Examine the panel to unlock the seal at the end of path. Leave the room.

Go NORTHEAST, through a door, up a flight of stairs, and through a NORTHEAST door. Go upstairs once again, through a pink door (collect the Aquasol DX and SurvivalTent here), and through a SOUTHEAST door.

Proceed forward and through the SOUTHEAST door. Examine the mid-southwest part of the room to obtain a Silver Ar+1. Go through two doors SOUTHEAST, then one door NORTHEAST. You should be in another room with one cage and a lot of monsters.

The only even mildly challenging battle here is against the Bloody Bros. They are reincarnations of Redrum and Bloody and, as such, can be killed using the same methods. There may be two of them, but they have 4242 HP each, so with elemental deathblows these guys are nothing to worry about.

There are only two items in the cage: an Ether Veiler and a Deathblower3. After you're done, exit this room. Go through the SOUTHEAST door. Eventually this path will branch; take the SOUTHWEST path.

On this path are two rooms containing two chests. One is a Dark Helm and the other is Dark Armor. The first room contains a panel that plays an audio sequence. This sequence serves as a password for another panel. Note that the room at the end of the hall contains some B&JM686SAmmo. Head back to the split and take the NORTHEAST branch.

Eventually you will come to the door which requires a password. This is the password tooted by the panel earlier. For your convenience, here is the correct sequence: UP, DOWN, UP, LEFT, RIGHT. Proceed through the door and turn SOUTHWEST.

The three doors in this hallway contain: a Silver Ar+1, an Extra Ar+6, a SurvivalTent. Proceed NORTHWEST to obtain an Extra Ar DX. Go SOUTHEAST to find another hallway containing four doors. These doors contain: a Sonic Wave, a Silver Ar+1, a Gold Nugget, and a Speed Ring S. The last room is peculiar because it also contains holograms of the entire party. You can examine each hologram for additional, enigmatic information. Exit this room and continue along the original path to a large door.

Examine this door for a dialogue. Proceed SOUTHWEST, SOUTHEAST, and through the door. After some more talking, go SOUTHWEST to the end of the path. Once you regain control, go SOUTHWEST and

through the door at the end of the path. Buy anything you want from Hammer. Also, from this point on, Citan will wield his katana in battle. This nearly doubles his attack power, making him by FAR the strongest character, unless you have Fei's Yamikei deathblow (which is the only thing capable of exceeding Citan's damage). Assemble a team of your choosing, save, and continue though the SOUTHEAST door.

The door immediately following this hallway contains B&JM686SAmmo. After this room the path will split. Go NORTHWEST through the door, another door, and a hallway. In this hallway, the third door on the NORTHWEST wall contains a Panalphasol, a Party Change point, and a Save Point. Proceed through the hallway, through the door at the end, through yet another hallway, and another door. Eventually you will reach a bifurcation.

Go SOUTH and in the first door for ShotG70 Ammo. Through another door is a pathway leading to the next section. Go SOUTHWEST, then NORTHWEST, and take the door on the NORTHWEST wall for an Aqualsol DX. Proceed down the hallway to a split and take the SOUTHWEST branch. Go through the door.

Head SOUTHEAST to a bifurcation. SOUTHEAST goes to a save point and SOUTHWEST will continue the story. At the next split, NORTHWEST leads to a SurvivalTent, whereas SOUTHEAST continues the story. Enter the hangar and after the scenes, pick your party and prepare for battle.

```

// B A T T L E \
] `^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^` [
] [
] Battle {Character} [
] [
] Graf, Executioner [
] ----- [
] HP: 6666, 4444 [
] Experience: 278415 [
] Gold: 0 [
] Items Gained: --- [
] Difficulty: Varies wildly depending on level [
] [
] Many people consider this battle to be very difficult [
] , however, if you are above level 60 with at least ONE [
] elemental deathblow learned, you shouldn't have any real [
] difficulties. If you're level 80, like I am, this battle [
] is pathetically easy. [
] [
] Use any speed enhancing spells/items if you feel it [
] to be necessary. Focus your attacks on the Executioner [
] first because it can deal enormous amounts of damage and [
] has an instant-kill attack. [
] [
] Graf, on the other hand, is very easy. Use any of [
] your shiny, new 7 AP deathblows (especially from Citan's [
] shiny, relatively new katana) to dispose of Graf. [
] [
]62 [
] `^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^`-._-`^` [

```

After the battle are many sequences, scenes, and dialogues.

Soon enough, you will be required to insert Disc two/load the other .bin file.

- End of Disc One

~~~~~  
5b. Disc Two Walkthrough X5200
~~~~~

You might notice something different about disc two. In fact, it may even seem like a different game. Specifically, you are no longer part of an adventure. You are merely watching a story unfold rather than taking a part in it. The characters have a tendency to sit in chairs and narrate the story to you as a slideshow takes place in the background. What the hell.

One theory is that the Xenogears project suffered a massive budget cut. The result of this financial crisis is... disc two, a truncated, concise, castrated, stupified version of what should have been. This isn't a substantiated theory but plausible.

The other theory is that this was intentional. Whatever the case may be, disc two is disc two, and you're going to have to live with it.

=====  
===== - Taura's House - =====X5201  
=====

Level:

-----  
Fei: 82  
Elly: 81

Items:

-----  
---

Enemies:

-----  
---

Instructions:

-----

After a long string of dialogues and scenes, you will regain control of Fei. Leave the room for more scenes. After that, go to the WEST part of the house and inside the Nanomachine room for another scene. Go back to the previous room and eventually you will be caught in a battle.

Note that Fei now has Weltall-II, a much improved version of Weltall. You will have several more attacks such as "Flaming Hell" and "Thor Wave." However, the most powerful attack is "System Id" which utilizes the power of Id and automatically launches Weltall-II into Infinite/Hyper Mode.

```
// B A T T L E \\
]````. _.-````. _.-````. _.-````. _.-````. _.-````. _.-````. _.-```` [
]
]
] Battle {Gear}
]
]
] Vendetta
] -----
] HP: 12000
] Experience: 0
] Gold: 0
] Items Gained: ---
] Difficulty: Very easy
]
] You begin the battle in Hyper Mode. Vendetta barely
] damages Weltall-II. This is very one-sided. Even Rico's
] Omnigear is superior to Vendetta, excepting appearance.
]
]63
]````. _.-````. _.-````. _.-````. _.-````. _.-````. _.-````. _.-```` [
```

Scenes ensue...

```
=====
===== - Defend Nisan! - =====X5202
=====
```

```
Level:
-----
Fei: 82
Elly: 81
Citan: 81
```

```
Items:
-----
---
```

```
Enemies:
-----
---
```

```
Instructions:
-----
```

You will have an oppurtunity to save before another onslaught of dialogues. Eventually, another battle takes place.

```
// B A T T L E \\
]````. _.-````. _.-````. _.-````. _.-````. _.-````. _.-````. _.-```` [
]
]
] Battle {Gear, sort of}
]
]
] Ft. Hurricane
] -----
] HP: 15000
] Experience: 32367
] Gold: 50000
] Items Gained: ---
]
```



```
] ``^`-. _.-`^`-. _.-`^`-. _.-`^`-. _.-`^`-. _.-`^`-. _.-`^`-. _.-`^`-
```

Scenes ensue...are you noticing a pattern yet?

```
=====  
===== - Anima Relic 1 - =====X5204  
=====
```

Level:

```
-----  
    Fei: 82  
    Elly: 81  
    Citan: 81
```

Items:

```
-----  
Ether Guard  
WizardryRing  
Starlight
```

```
Gold Bullion  
Zetasol DX  
SurvivalTent
```

Enemies:

```
-----  
Death Eater      29997   0      ---  
Defencer         10512  1000   Eyeball, Cast Ar
```

Instructions:

```
-----
```

The Gear closest to you serves as a save point and item distributor. To the EAST you will find an Ether Guard, to the WEST you will find a Starlight. Go NORTH and into the dungeon itself.

Proceed NORTH, turn WEST at the split for a Gold Bullion, and then turn EAST. Continue forward to another split. Go WEST into a darkened room containing a WizardryRing. Examine the panel in the NORTHWEST corner. Go back to the split and take the NORTHERN path.

Examine the box in the SOUTH corner and you will obtain a fuse. Go back to the darkened room and examine the panel to put the fuse in it. Examine it again to unlock Type A doors. Leave via the NORTH door.

At the bifurcation, go WEST for a SurvivalTent, then SOUTHWEST to another split. The SOUTHERN room contains a Zetasol DX and a computer panel that activates the main systems. The columns in the room are the password to the computer panel. The number for each letter is simply the position number of the MISSING panel in each column, top-down. The correct password is: 0320.

After you activate the main system, examine the WEST computer panel to open all Type B doors. Leave the room and go NORTH then EAST. This large room has four exits and a panel. The SOUTH door goes back to the entrance, the NORTHERN path leads to a computer terminal, the NORTHERN panel activates the elevator in the previous room, and the EASTERN and WESTERN paths contain clues to an upcoming puzzle. Go NORTH, activate the elevator, leave the room and use the elevator in





// B A T T L E //

```
] ^ ^ . _ . ^ ^ . _ . ^ ^ . _ . ^ ^ . _ . ^ ^ . _ . ^ ^ . _ . ^ ^ . _ . ^ ^ . _ . ^ ^ [
]
]
]           Battle {Gear}
]
]   G-Elements
]   -----
]           HP: 45000
]   Experience: 319068
]           Gold: 30000
] Items Gained: Kishin Sword (make sure you keep this)
]   Difficulty: Easy
]
]   This Voltron clone isn't very difficult. Immediately
] activate your boosters and use your strongest deathblows
] against them. System Id is fun.
]
]   After some time, they will use an attack called
] 'Kishin Sword', which deals 6000+ damage each hit, so
] finish them off before they can use this.
]
]   Save the Kishin Sword because it will prove useful
] at a later time.
]
]67
] ^ ^ . _ . ^ ^ . _ . ^ ^ . _ . ^ ^ . _ . ^ ^ . _ . ^ ^ . _ . ^ ^ . _ . ^ ^ . _ . ^ ^ [
```

Scenes ensue...

=====
===== - Anima Relic 2 - =====X5205
=====

Level:

-----

Fei: 83  
Elly: 82  
Citan: 82

Items:

-----

King's Helm  
Rose Tabard  
Ether Guard  
EtherDoubler

Aquasol DX (2)  
SurvivalTent

Enemies:

-----

|               |       |   |              |
|---------------|-------|---|--------------|
| Croaker Tribe | 4055  | 0 | Fang, Scales |
| Griffon       | 24150 | 0 | Fang         |
| Tusk-Tusk     | 15012 | 0 | Fang, Ivory  |

Instructions:

-----

After choosing your party, you will end up in this dungeon. The dancing robot, Shopkeep Johnny, has returned but has no new wares. Examine the large boulder to the NORTH and push it EAST. Exit your Gears and go into the small door.

Examine the first pillar in this room. Look at the etchings on the walls and the first pillar. Each wall gives a hint as to where the stones need to be put in the holes in the north side of the room are. Here is a table of the stones and how to get them:

| Stone # | Location/Method of extraction                                                                                                               |
|---------|---------------------------------------------------------------------------------------------------------------------------------------------|
| 1       | Check behind the pillars, eventually a stone will fall down.                                                                                |
| 2       | Push the first stone behind the central pillar. Jump on to the stone then on the pillar. Jump while on the pillar to obtain the next stone. |
| 3       | Go WEST from the stone behind the central pillar and examine the dark section of the wall.                                                  |

After obtaining all the stones, push them into the holes on the floor in the NORTH part of the room. Go back outside. Mount your Gears and go EAST. The treasures on the floor are an Aquasol DX and an Ether Guard. Traverse the canyon by leaping on to the platforms and making your way across. Go through the opening.

Jump on the path that is the farthest to the SOUTHEAST. Proceed EAST until the path becomes too thin to walk with your Gears. At that point, dismount your Gears and walk until you see a path leading NORTH. Follow that path through a door.

Proceed NORTHEAST and grab the SurvivalTent on the way. Go through the door at the end. The next room has trapped floors so be careful of where you walk. There are two treasure chests and a statue in this room. The floors surrounding the chests and statue are trapped except for one direction. I recommend jumping from chest to chest rather than walking.

The first chest contains a Rose Tabard. The second one contains an Aquasol DX. Finally, jump near the statue/pedastel toward the EAST end of the room. Walk west from the pedastel and fall through the hole. Once you begin to fall, press against the EAST wall quickly. If done correctly, you will land in a secret passageway.

Proceed into another room. This room is also trapped, but in a different way. Go to the center of the room and DO NOT MOVE. The ceiling is filled with spikes except for the center part. When the ceiling fully lowers to the floor, jump on it and ride it to the higher floor. Go through the door here.

This room isn't trapped, rather it is has a simple puzzle. The goal is to lower the level of the water from the current 10 to 5. The trick is that you can only raise/lower it by 3 or 7 levels at a time.

The four switches near the pool can aid you. The SOUTHERN middle switch lowers the level and the NORTHERN middle raises the level. In the corner of the NORTH wall is a swtich that sets the level

of all transfers to 3. The switch in the corner of the SOUTH wall sets the level of transfers to 7.

There are several solutions to this, but here is one:

| # | Action | Amount | Resulting Level |
|---|--------|--------|-----------------|
| 1 | Lower  | 3      | 7               |
| 2 | Lower  | 3      | 4               |
| 3 | Lower  | 3      | 1               |
| 4 | Raise  | 7      | 8               |
| 5 | Lower  | 3      | 5               |

After you solve the puzzle, a scene takes place. Go through the door. Go SOUTH to acquire the Beastly Robe and push the rock to the WEST and follow the path. Go back and mount your Gears. Head toward the lakebed and pick up the King's Helm and EtherDoubler. Exit via the door to the EAST.

You will be in a cavern with a save point. I HIGHLY recommend saving. The next boss drops a very special item that it only drops if you destroy it before it self-destructs. This is rather difficult to do, so a save here would be immensely helpful. Go EAST and through the door into the Anima Relic room. Examine the panel for some scenes and, eventually, a battle.

```
// B A T T L E \\  
]```. _.-```. _.-```. _.-```. _.-```. _.-```. _.-```. _.-```. _.-```. _.-```  
]  
] Battle {Gear}  
]  
] Hammer  
] -----  
] HP: 48000  
] Experience: 348174  
] Gold: 0  
] Items Gained: Trader Card (If defeated before exploding)  
] Difficulty: Medium (If you want the Trader Card)  
]  
] Hammer isn't very hard unless you're trying to get  
] the Trader Card. But I'll assume you want it as it's  
] awesome and very useful. If you're too lazy to go to the  
] Items section, the Trader Card will ALWAYS give you a  
] rare item after every fight. You'll have to have it  
] equipped of course. Anyway, this makes getting those  
] incredibly cheap "Speed Shoes" very easy.  
]  
] What makes this difficult is that Hammer will self-  
] destruct once he takes 28000 damage, or goes to 20000 HP.  
] He will glow red and one of your characters will say,  
] "I've a really bad feeling..." Usually, you would  
] flee so you don't get caught by the blast. If you do
```

```

] this, however, you won't get the card.           [
]                                                    [
]   The basic strategy, then, is to deal about 25000 or [
] slightly more damage to him and then get Fenrir into [
] Infinite Mode and activate System Id.  Have Elly use high [
] level deathblows.  This also means that everyone must be [
] at attack level 3 before you damage him further than the [
] 25000 mark.                                       [
]                                                    [
]   You could also equip Elly with 3 Power Magics and an [
] EtherDoubler to deal 9999 damage with Aerods.     [
]                                                    [
]   Activate boosters for everyone.  Get Fenrir to attack [
] level 3 as quickly as possible.  Have Weltall use 30 fuel [
] attacks and have Vierge use Aerods.  Once you have dealt [
] 25000+ damage to him, attempt to get Fenrir into Hyper [
] mode.  Once he is Hyper mode, use 'System Id' on Weltall [
] and Aerods with Vierge.  The only problem you may have is [
] if Fenrir doesn't go into Hyper mode quickly, but usually [
] I can get it in 2 turns.  If successful, you will have a [
] shiny, brand new Trader Card.                    [
]                                                    [
]68                                                  [
]`^^`-._.-`^^`-._.-`^^`-._.-`^^`-._.-`^^`-._.-`^^`-._.-`^^` [

```

Eventually you will be in the Yggdrasil. Go downstairs and into the SOUTHWEST room for some nice scenes.

```

=====
===== - Merkava - =====X5206
=====

```

Level:

```

-----
  Fei: 83
  Citan: 82
  Billy: 79

```

Items:

```

-----
  ---

```

Enemies:

```

-----
  ---

```

Instructions:

```

-----

```

Pick a party, double-check your equipment, save, and proceed forward. After some dialogues, you'll be in battle. Note that if you are using a PlayStation2 with texture smoothing activated or an emulator with bilinear filtering activated, one of the next boss' special attacks will crash your game. Turn off these features before continuing.





```

]      Opiomorph                               [
]      -----                               [
]              HP: 25000                       [
]      Experience: 189465                       [
]              Gold: 50000                     [
]      Items Gained: ExecutorGown              [
]      Difficulty: Easy                         [
]
]      Don't attack Opiomorph.  If you remember the [
] "Forbidden" enemies from Disc 1, they dealt the same [
] amount of damage that they received.  Opiomorph is very [
] similar, so if you don't attack her at all she will deal [
] zero damage whenever she attacks.           [
]
]      Now, she deals the damage in the form of an Ether [
] attack.  As such, if you have Ether armor, then this will [
] be reduced from the true damage.  I would simply charge [
] and heal until you are full and then begin the attack.    [
]
]      Once full, wait for her to attack and immediately [
] after it, attempt to get the two characters other than [
] Weltall into Hyper Mode.  Once one or two of them have [
] achieved it, put Fei into Hyper Mode and attack her as [
] quickly as you can.  Even if she hits you, it will be [
] negligible due to your armor and HP.        [
]
]72                                           [
]`^^`-._.-`^^`-._.-`^^`-._.-`^^`-._.-`^^`-._.-`^^`-._.-`^^` [

```

After many, many, many scenes, you will regain control.

```

=====
===== - Zohar - =====X5207
=====

```

Level:

-----

Citan: 83

Bart: 79

Billy: 79

Items:

-----

---

Enemies:

-----

---

Instructions:

-----

Pick your party and proceed. After a few dialogues, you will be in battle again.

---





Speed Shoes  
WizardryRing  
Yamato Belt  
HerculesRing (2)  
Hero Costume  
Vivid Turban  
Elly Jr.Doll  
Emer Jr.Doll

Kijin Sword

Enemies:

-----

= Snow Plains =

|             |       |      |             |
|-------------|-------|------|-------------|
| Forbidden   | 6500  | 0    | ---         |
| Golem       | 4500  | 0    | ---         |
| Neo Gimmick | 7681  | 1111 | Golden Vest |
| Neo Tears   | 13785 | 1111 | Golden Hood |

Instructions:

-----

In the hideout, go NORTHEAST to find yourself in the central room. To the SOUTHWEST is a item vendor. Hop over the counter and go through the door.

Go SOUTH then SOUTHEAST for a scene. Talk to Hans for another dialogue. From now on, talking to the dolphin in the gray coat will allow you to play the Thames Card Game. If you beat the dolphin, you will get an Emer Jr.Doll. Beat him five times to obtain an Elly Jr.Doll. If you do this, however, he won't play with you anymore.

Go NORTHEAST, NORTH, through the NORTHEAST door, NORTHEAST, and NORTHEAST through a door. Talk with Dan for a scene. If you have Midori's Ring from the VERY beginning of the game, speak with her and she will give you the HerculesRing. If you didn't get it, go back to Lahan and get it from behind the flowerbed outside Citan's house. Go back SOUTHWEST then SOUTHEAST.

Walk to the top of the building and talk to Queen Zephyr. Go back to the central room. Talk to the person behind the NORTH counter to buy Gear parts. Don't blow too much money yet, though, because a hidden shop not far from here has much better wares. Go into the passageway behind the salesperson. In the large room, head WEST and talk to the man here. He will upgrade the Kishin Sword into the Kijin Sword, Fenrir's strongest sword. Make sure you unequip the Kishin Sword before you talk to the man, otherwise he won't notice you have it. Go back to the central room.

Talk to the woman near the grey platform and the birds. If you pay her 20000 gold, the birds will leave and let you ride the platform up. Ride it up and examine the glass displays for : a HerculesRing, a Vivid Turban, Speed Shoes, a Yamato Belt, a Hero Costume, and a WizardryRing. Go back down once you get everything.

Go through the NORTHWEST door. Talk to the man and give him a Gold Nuggest, and a Gold Bullion later on, and he'll find a jukebox. Go back to the central room.

The EASTERN passageway leads to a room filled with cats. In

it is the family of the old woman in Bledavik. Go back to the central room. Leave the hideout by going through WEST exit. Head into the Yggdrasil and go to Margie's room. Talk to Margie for a scene. Go to the Gear dock and go to behind Chu Chu and ask for a "lowdown" on the "Gear." After that scene, go to the bridge, talk to Sigurd and launch the Yggdrasil. Go to Taura's house to the NORTHEAST in the middle of a forest.

=====  
===== - Taura's House Revisited - =====X5209  
=====

Level:

-----

    Fei: 85  
    Citan: 84  
Emeralda: 79

Items:

-----

Manly Mantle  
Goddess Robe

Enemies:

-----

= Grasslands =

|              |       |     |          |
|--------------|-------|-----|----------|
| Sufal        | 5500  | 34  | ---      |
| Sufal Gear   | 12000 | 150 | ---      |
| Water Seraph | 9000  | 800 | Angel Ar |

= Forest =

|               |       |   |              |
|---------------|-------|---|--------------|
| Lil'Allemange | 2207  | 0 | Eyeball      |
| Planter       | 2008  | 0 | ---          |
| Ripper        | 10440 | 0 | Muscle Belt  |
| Slugger^      | 1500  | 0 | Speed Shoes* |
| Tusk-Tusk     | 9498  | 0 | Ivory        |

(^) A somewhat rare encounter.

(\*) This item is insanely cheap. It gives you auto-haste when in character and auto-boost (at no fuel cost) when in a Gear. If you can, get about 6 of these, one for each useable character. However, this is a very rare drop and is extremely hard to get without a TRADER CARD. If you don't have the card then don't bother with this.

Instructions:

-----

    Go into the house and talk to Taura for a short dialogue. He'll give you a Manly Mantle and a Goddess Robe. When finished, go back to the Yggdrasil. Go to where Babel Tower is and then head NORTH. You should find a Lighthouse. Make sure you put Emeralda in your party before going in the lighthouse.

=====  
===== - Lighthouse - =====X5210  
=====

Level:

-----

Fei: 86

Citan: 84

Emeralda: 79

Items:

-----

SurvivalTent

Deathblower1

Deathblower2

Deathblower3

G-Godfather

Z Charger

Enemies:

-----

Croaker Tribe 4055 0 Scales

Dragon 13500 0 ---

Griffon 24150 0 ---

Hammerhead F1 3708 0 Eyeball

Shellbelle F1 14504 0 ---

Instructions:

-----

Some of the enemies here are pretty difficult, so be careful. Go to the elevator and go DOWN. Go SOUTH and pick up the Deathblower3. Go EAST, then SOUTH, then EAST and pick up the Deathblower2. Go back WEST and NORTH.

Dismount from your Gears and go in the alley between the two buildings. Pick up the G-Godfather here. The building next to the alley has a small door. Go inside and look behind the stage for a SurvivalTent. Go back outside and NORTH to another door.

Inside, examine the stacks of books and shelves for information. Go upstairs and get the Deathblower1. Go outside again and go EAST to the last door.

Here you will find Big Joe and he sells the best Gear parts/equipment/everything in the game. He also sells various Drives that can boost your stats. However, they are rather expensive and unnecessary since all of the final battles take place in Gears.

Buy anything you want. Keep in mind that with the Omega100 engines, you will have enormous power but little fuel. Although Z-Chargers are excellent, this still means you can't heal in battle effectively. Also, the four chests in Joe's room spawn random items every time you enter the room. Exit the building and go EAST and then SOUTH until you see a crack in the southwest corner.

Leave your Gears and enter the crack. Proceed through the paths and enter the subway car to find a Z-Charger. Go up stairs and, if Emeralda is with you, scenes will ensue. With a grown-up Emeralda, exit the Lighthouse.

Remember the Mermaid Tear that you got from the troubled man in Lahan in the very beginning of the game? Now is the time to use it.

Go to the Snowfield Hideout with adult Emeraldalda in your party. Head through the SOUTHEAST door and proceed until you see an old lady surrounded by debris. Speak with her and she will give you a Mermaid Ring for the Mermaid Tear. Leave the Hideout and go to Nortune.

=====  
===== - Nortune Revisited - =====X5211  
=====

Level:

-----

    Fei: 86  
    Citan: 84  
Emeraldalda: 79

Items:

-----

---

Enemies:

-----

= Grasslands =

|              |      |   |                               |
|--------------|------|---|-------------------------------|
| Hob-gob      | 490  | 0 | Hob-Jerky, Hob-Meat/Hob-Steak |
| Pecking Duck | 612  | 0 | ---                           |
| Rain Frog    | 885  | 0 | Aquasol, Aquasol S            |
| Rhino        | 3360 | 0 | Eyeball, Scales               |

= Forest =

|            |     |   |         |
|------------|-----|---|---------|
| Dwarf      | 675 | 0 | ---     |
| Forest Elf | 268 | 0 | Zetasol |

Instructions:

-----

Examine the blue crystal in the center of the city to exchange Hob-Jerky, Fangs, Eyeballs, Scales, Hob-Meat, Hob-Steak, and Ivory for varying amounts of gold. The Battling Arena is also functional. Big Joe is there with a jukebox. Of course, you can obtain items by exchanging points with the girl behind the counter in the battling Arena.

Leave Nortune and go to the desert-covered island that is WEST of Bart's hideout. Land in the green patch of land.

=====  
===== - Duneman's Isle - =====X5212  
=====

Level:

-----

    Fei: 86  
    Citan: 84  
Emeraldalda: 79

Items:

-----

Yamato Sword



isle. If he isn't here the other times, just keep heading WEST. Now it is time to finish up anything you want. The next section details preparations that need to be made to battle Deus.

=====  
===== - Preparations - =====X5213  
=====

Since all of the final battles will take place in Gears, there is no need to level your characters any further. I would get Fei to level 80 to learn Yamikei, though, if you haven't all ready. You can go higher if you want to, but it's unnecessary.

Due to the importance of Gears, it is essential to fully equip your Gears and tweak their setups accordingly. Note that some character items have an effect on their respective Gears.

Here is a setup that will dominate Deus and his subordinates. It is rather extreme and not necessary, but it's hilariously powerful.

Fei Fong Wong  
=====

Weapon: ---  
Slot1: Speed Shoes  
Slot2: Power Crisis  
Slot3: Holy Pendant

Gear: Xenogears  
Engine: OMEGA100  
Frame: XENO-30400  
Armor: Z GOLD 100

Weapon: ---  
Slot1: GNRS50  
Slot2: GNRS50  
Slot3: Z-Charger

Citan Uzuki  
=====

Weapon: Mumyo Sword  
Slot1: Speed Shoes  
Slot2: Trader Card  
Slot3: Holy Pendant

Gear: Fenrir  
Engine: OMEGA100  
Frame: HEIM-27000  
Armor: Z GOLD 100

Weapon: Kijin Sword  
Slot1: GNRS50  
Slot2: GNRS50  
Slot3: Z-Charger

Emeralda Kisim  
=====

Weapon: ---

Slot1: Speed Shoes  
Slot2: EtherDoubler  
Slot3: Evasion Ring

Gear: Crescens  
Engine: X70-ENGINE  
Frame: CRES-20800  
Armor: Z GOLD 100

Weapon: ---  
Slot1: GNRS50  
Slot2: GNRS50  
Slot3: Power Magic

Bartholmew Fatima  
=====

Weapon: Death Adder  
Slot1: Speed Shoes  
Slot2: Evasion Ring  
Slot3: Manly Mantle

Gear: Andvari  
Engine: X70-ENGINE  
Frame: BRIG-26000  
Armor: ZALLOY 800/30

Weapon: Sonic GWhip  
Slot1: GNRS50  
Slot2: GNRS50  
Slot3: Ether Ar+3

Billy Lee Black  
=====

Weapon: Godfather + Godson Ammo + ShotG80 Ammo  
Slot1: Speed Shoes  
Slot2: Evasion Ring  
Slot3: EtherDoubler

Gear: Omnigear Renmazuo  
Engine: OMEGA100  
Frame: RENM-24800  
Armor: ZALLOY 800/30

Weapon: G-Godfather + G-GodsonAmmo  
Slot1: GNRS50  
Slot2: Power Magic  
Slot3: Z-Charger

Maria Balthasar  
=====

Weapon: ---  
Slot1: Speed Shoes  
Slot2: Evasion Ring  
Slot3: Blessed Habit

Gear: Seibzehn  
Engine: X70-ENGINE

Frame: #17-38000  
Armor: Z GOLD 100

Weapon: ---  
Slot1: GNRS50  
Slot2: GNRS50  
Slot3: GNRS50

Now, this setup is extremely expensive and you probably can't buy all these things immediately. A good way to make money is to kill Croaker Tribes men (in Anima Relic 2 or Lighthouse or on the world map) and sell the Scales you get (6x per fight at least) in Nortune. Another way is to equip the Trader Card and fight Neo Gimmicks and Neo Tears outside of the Snowfield Hideout. They drop Golden Hoods and Golden Vests, both of which can be sold in the hideout for good prices.

Note that I only use these 6 characters for the final battles. I use the first 3 to maneuver through the final dungeon. The second 3 will take out the mini-bosses and the first 3 will fight Deus.

When you're prepared, go to the island SOUTH of Anima Relic 2. There you will find Merkava. Enter it.

=====  
===== - Deus: The Final Confrontation - =====X5214  
=====

Level:  
-----

Fei: 95  
Citan: 94  
Emeralda: 92

Items:  
-----

G-Godson Ammo  
Pilot Shield

Merkava Map

Enemies:  
-----

= Merkava Exterior =

|              |       |      |                          |
|--------------|-------|------|--------------------------|
| Eagle Wing   | 11000 | 600  | Mirror Ar                |
| Pedestal     | 28500 | 1000 | Beam Jammer, Extra Ar DX |
| Water Seraph | 9000  | 800  | Angel Ar                 |
| Wind Seraph  | 24000 | 900  | ---                      |

= Merkava Interior =

|              |        |      |              |
|--------------|--------|------|--------------|
| Eagle Armor  | 29000  | 650  | Mirror Ar    |
| Eagle Blade  | 14000  | 250  | ---          |
| Eagle Gunner | 13500  | 350  | Lite Ar+3    |
| Earth Seraph | 18000  | 4000 | Angel Ar+1   |
| Fire Seraph  | 13000  | 2000 | Ether Ar+3   |
| Heal Seraph  | 8000   | 1500 | Ether Ar+3   |
| Power Seraph | 151500 | 5500 | AntiAngelSys |
| Sword Seraph | 11000  | 1200 | Ether Ar+3   |
| Water Seraph | 9000   | 800  | Angel Ar     |



Instructions:

-----

Go NORTH for a scene. Go in to the hole that appears in the floor. This is the interior of Deus. Once you get here, you can access the map to see where you are going.

Go NORTH and then NORTHEAST when possible. Proceed until you are able to go NORTH. Avoid the lasers and continue until you reach a path split. Take the NORTHEAST path and turn SOUTHEAST when possible. At the next split, go SOUTHEAST for a save point and NORTH to continue the game.

Walk off the end of the platform. You will fall down a very long tube filled with lasers. Try to avoid the lasers. Eventually you will reach the next section.

Once you land on top of the platform, go NORTHEAST for a scene and examine the yellow platform in the center of the current platform. This will take you to the lower level.

Go SOUTH, up to the second level, SOUTHWEST, and jump on top of the center platform. Examine the rod to push the lower pathway EAST. Go to the first floor and head EAST, NORTH, and NORTHEAST. Jump on top of the center platform and examine the glowing pillar to move a pathway connecting an exit. There is just one left.

Head back SOUTHWEST, SOUTH, WEST, NORTHWEST, SOUTHWEST, and SOUTHEAST to a doorway. Proceed SOUTH, EAST, and NORTH to be back outside. Examine the region north of the center for G-Godson Ammo, then head back SOUTH.

If you need to repair your Gears, go SOUTHEAST for a while to find a repairing Gear. Then go back and go SOUTHWEST then SOUTH and you'll be outside again. Go SOUTH and up to the upper level.

Go EAST, jump up, and examine the glowing pillar to move the second path to the exit. Go back WEST and to the lower level. Proceed SOUTHWEST, SOUTH, WEST through a doorway, WEST, SOUTHWEST, SOUTH, and SOUTHWEST to the outside. Here you will find a Pilot Shield. Go back SOUTHEAST, NORTHEAST, EAST, NORTHWEST, and NORTH. Follow the path to an opening the floor. This leads to the final area.

You will fall through another tube o'lasers. Eventually you will be in the area where you fought Ramsus in the Amphysvena and Miang as Opiomorph. Go EAST to buy anything you need and you can leave from here as well. When done, go back WEST.

This is the final save before your battle with Deus and his subordinates. Continue NORTH until you see an opening. Jump in to confront Deus.

After the scene, you will be able to attack Deus. If you want a challenge, fight him without fighting any of the orbs around him. However, he will be very powerful and have many nasty attacks. The orbs around him are minibosses which give Deus particular powers. If you kill a miniboss, Deus loses an attack, some maximum HP, and some speed. So you can severely wound Deus before even fighting him.







```

]
] Hit Hyper Mode and just stomp on her. Whee... [
] [
]79 [
]``-._.-``-._.-``-._.-``-._.-``-._.-``-._.-``-._.-``-._.-``-._.-``-._.-``-._.-``-._.-`` [

```

Watch the series of scenes and, finally, cutscenes (animated ones) that proceed.

- End of Disc 2
- Fin.

```

~~~~~
6. Item List X6000
~~~~~

```

Legend:

- B = For use primarily in battle or in emergencies.
- N = Can only be used outside of battle.
- OB = Can only be used while in battle.

Note that all items affect only a single target unless otherwise specified. Also note that all items sell for half or one-fourth their original price. The 'Value' column only applies to items/weapons/armors you find and cannot purchase from any retailer.

```

\=====
Perishable Items
/=====\

```

| Name        | Price (G) | Use | Effect                    |
|-------------|-----------|-----|---------------------------|
| Aquasol     | 20        | B   | Restores HP : 50          |
| Aquasol S   | 100       | B   | Restores HP : 150         |
| Aquasol DX  | 300       | B   | Restores HP : 500         |
| Alphasol    | 1000      | B   | Restores HP : Max         |
| Panalphasol | ---       | B   | Restores party's HP : Max |
| Hob-Jerky   | ---       | N   | Restores HP : 50          |
| Hob-Meat    | ---       | N   | Restores HP : 150         |
| Hob-Steak   | ---       | N   | Restores HP : 500         |
| Ariberry    | 10        | N   | Restores HP : 50          |
| Elfanana    | 10        | N   | Restores HP : 50          |
| Rosesol     | 100       | B   | Restores EP : 10          |
| Rosesol S   | 300       | B   | Restores EP : 20          |
| Rosesol DX  | 800       | B   | Restores EP : 30          |

|                |       |    |                               |  |
|----------------|-------|----|-------------------------------|--|
| Sigmasol       | 1500  | B  | Restores EP : Max             |  |
| -----          |       |    |                               |  |
| Bizfruit       | ---   | N  | Restores EP : 10              |  |
| -----          |       |    |                               |  |
| Omegasol       | 50    | N  | Restores HP & EP : Max        |  |
| -----          |       |    |                               |  |
| Physisol       | 10    | B  | Removes PHY status            |  |
| -----          |       |    |                               |  |
| Mentsol        | 20    | B  | Removes MNT status            |  |
| -----          |       |    |                               |  |
| Physimentsol   | 50    | B  | Removes all status affects    |  |
| -----          |       |    |                               |  |
| Igissol        | 2000  | B  | Blocks PHY status             |  |
| -----          |       |    |                               |  |
| Aegissol       | 2000  | B  | Blocks MNT status             |  |
| -----          |       |    |                               |  |
| Zetasol        | 100   | B  | Revives from KO status        |  |
| -----          |       |    |                               |  |
| Zetasol DX     | ---   | B  | Revives & Restores HP : Max   |  |
| -----          |       |    |                               |  |
| SurvivalTent   | 150   | N  | Restore HP & EP : Max         |  |
| -----          |       |    |                               |  |
| Sampson's Hair | 1000  | OB | Weapon power up : 50%         |  |
| -----          |       |    |                               |  |
| White Star     | 500   | OB | Wind up/Earth down            |  |
| -----          |       |    |                               |  |
| Brown Star     | 500   | OB | Earth up/Wind down            |  |
| -----          |       |    |                               |  |
| Red Star       | 500   | OB | Fire up/Water down            |  |
| -----          |       |    |                               |  |
| Blue Star      | 500   | OB | Water up/Fire down            |  |
| -----          |       |    |                               |  |
| Hard Star      | 800   | OB | Increases Defense             |  |
| -----          |       |    |                               |  |
| Speed Star     | 1000  | OB | Increases Speed               |  |
| -----          |       |    |                               |  |
| Tragedienne    | 10    | OB | Causes 'Play Dead' Status     |  |
| -----          |       |    |                               |  |
| Comedienne     | 10    | OB | Cancels 'Play Dead'           |  |
| -----          |       |    |                               |  |
| Anoret Seed    | ---   | N  | Causes Weight Loss : 4.4 lbs. |  |
| -----          |       |    |                               |  |
| Bulimy Seed    | ---   | N  | Causes Weight Loss : 4.4 lbs. |  |
| -----          |       |    |                               |  |
| Anoret Fruit   | ---   | N  | Causes Weight Loss : 8.8 lbs. |  |
| -----          |       |    |                               |  |
| Bulimy Fruit   | ---   | N  | Causes Weight Loss : 8.8 lbs. |  |
| -----          |       |    |                               |  |
| ElementAero    | 1200  | OB | Adds Wind element to attacks  |  |
| -----          |       |    |                               |  |
| ElementTerra   | 1200  | OB | Adds Earth element to attacks |  |
| -----          |       |    |                               |  |
| ElementPyro    | 1200  | OB | Adds Fire element to attacks  |  |
| -----          |       |    |                               |  |
| ElementHydro   | 1200  | OB | Adds Water element to attacks |  |
| -----          |       |    |                               |  |
| STR Drive      | 10000 | N  | Increases Attack value +1     |  |
| -----          |       |    |                               |  |
| VIT Drive      | 10000 | N  | Increases Defense value +1    |  |
| -----          |       |    |                               |  |

|              |       |   |                        |     |  |
|--------------|-------|---|------------------------|-----|--|
| ETH Drive    | 10000 | N | Increases Ether value  | +1  |  |
| ETHDEF Drive | 10000 | N | Increases EthDef value | +1  |  |
| HP Drive     | 20000 | N | Increases Maximum HP   | +20 |  |
| EP Drive     | 20000 | N | Increases Maximum EP   | +5  |  |

\=====  
Key Items  
/=====\

| Name         | Location                | Description                 |  |
|--------------|-------------------------|-----------------------------|--|
| Kislev Map   | Nortune Sewers          | Map of Nortune's sewers     |  |
| Sewer Keys   | Nortune Sewers          | Nortune sewer key           |  |
| Master Key   | Nortune Gear Dock       | Nortune Gear-dock key       |  |
| M Disk       | Nortune A Block         | A Music Disk for a Jukebox  |  |
| Cabin Key    | Reaper Ship             | Rusty Key                   |  |
| Shevat Map   | Shevat Emergency Shaft  | Map of Shevat's hangar      |  |
| Work Permit  | Solaris 3rd Class Dist. | Solaris 3rd class ID        |  |
| Tickets      | Solaris City Area       | No cameras allowed in arena |  |
| Army Cardkey | Elly's House            | Solaris Base Keycard        |  |
| Merkava Map  | Merkava                 | Map of Merkava              |  |

\=====  
Vendible Items  
/=====\

| Name      | Regular Value | Aveh Value | Kislev Value |  |
|-----------|---------------|------------|--------------|--|
| Hob-Jerky | 5             | ---        | 75           |  |
| Hob-Meat  | 100           | ---        | 225          |  |
| Hob-Steak | 150           | ---        | 530          |  |
| Fang      | 100           | 150        | 150          |  |
| Eyeball   | 200           | 300        | 200          |  |

|              |      |     |      |  |
|--------------|------|-----|------|--|
| Scales       | 500  | 600 | 1500 |  |
| Ivory        | 1500 | --- | 2000 |  |
| Gold Nugget  | 2000 | --- | ---  |  |
| Gold Bullion | 4000 | --- | ---  |  |

\=====/  
Miscellanea  
/=====\

| Name         | Value | Description                  |  |
|--------------|-------|------------------------------|--|
| Ariberry     | 5     | Goes well with milk          |  |
| Elfanana     | 5     | Monkey's favorite            |  |
| Radish       | 5     | Goes well with fish          |  |
| Durian Juice | 5     | Super-smelly drink           |  |
| Nisan Water  | 5     | Nisan church water           |  |
| Aveh Water   | 5     | Aveh tap water               |  |
| Toy Gun      | 40    | BB's and gas sold separately |  |
| Mini Gear    | 60    | 1/6 scale model, 24 pieces   |  |
| RPS Badge    | ---   | Rock, Paper, Scissors, king  |  |
| H&S Badge    | ---   | Hide & Seek king             |  |
| Tag Badge    | ---   | Tag king                     |  |
| Dog Food     | ---   | Breeder's choice             |  |
| Bell Amulet  | ---   | ---                          |  |
| Book 1       | ---   | 'Adventures of Big Joe'      |  |
| Book 2       | ---   | Not very comical anymore     |  |
| Book 3       | ---   | Helpful Hellfire teachings   |  |
| Dawn Rock    | ---   | A white-colored stone        |  |
| Dusk Rock    | ---   | A red-colored stone          |  |
| Dark Rock    | ---   | A dark-colored stone         |  |
| UFO Photo    | ---   | Shows a typical Adamski type |  |
| Spider       | ---   | It wiggles and squiggles     |  |



```

-----
|Spider Web      | ---      |Tough Thread      |
-----
|Mermaid Tear   | ---      |It shines like a jewel...
-----

```

- End of Items

```

~~~~~
7. Weapon, Armor, and Accessory Lists X7000
~~~~~

```

```

+++++
|   I. Weapons   |
+++++

```

Legend:

-----

Name - Object's Name

Attack - Expresses the amplification of attack power due to the weapon

Special - Special abilities or effects caused by the object

Price - Amount of Gold needed to purchase object. If '---', object cannot be purchased and is acquired by alternate means.

Value - Amount of Gold received for selling object. If '---', price is half of the original purchase price.

Amount - Amount of ammunition received when purchased or found.

Rank - Expresses the Rank of a gun. AAA > AA > A

```

\=====/
Rods/Staves
/=====\

```

Rods are generally very weak and do not greatly enhance Elly's attacks. On the other hand, the stronger rods are quite powerful as is Elly when she uses them. Always keep her with the strongest Rod available.

| Name         | Attack | Special               | Price | Value |
|--------------|--------|-----------------------|-------|-------|
| ----         | -----  | -----                 | ----- | ----- |
| Magical Rod  | +4     | ---                   | 50    | ---   |
| Arcane Rod   | +6     | ---                   | 100   | ---   |
| Hot Rod      | +8     | ---                   | 250   | ---   |
| Marshal Rod  | +14    | ---                   | 1000  | ---   |
| Lunar Rod    | +10    | Inflicts Sleep status | ---   | 300   |
| Thunder Rod  | +16    | Wind Attack           | 2200  | ---   |
| Stone Rod    | +16    | Earth Attack          | 2200  | ---   |
| Flare Rod    | +18    | Fire Attack           | 2600  | ---   |
| Ice Rod      | +16    | Water Attack          | 2200  | ---   |
| Dynamite Rod | +22    | ---                   | 4500  | ---   |
| Queen's Rod  | +20    | Enemy DUR Down        | ---   | 1600  |

|            |     |     |      |      |
|------------|-----|-----|------|------|
| Dark Rod   | +24 | --- | ---  | 2900 |
| Psycho Rod | +30 | --- | 6000 | ---  |

\=====/  
Swords/Katanas  
/=====\

Citan's swords amplify his already stellar performance in battle. Even his Omnigear Fenrir can use a sword [discussed in the -Gears- section]. Swords greatly increase Citan's attack power and change all of his deathblows, especially his hyper-deathblows which are now utterly lethal. I absolutely love his Crystal Water hyper-deathblow; it is fantastic. Swords are always a great addition to any weapon repertoire.

| Name         | Attack | Special | Price | Value |
|--------------|--------|---------|-------|-------|
| ----         | -----  | -----   | ----- | ----- |
| SengokuSword | +30    | ---     | ---   | 4000  |
| Yamame Sword | +32    | ---     | ---   | 12000 |
| Yamato Sword | +35    | ---     | ---   | 10000 |
| Mumyo Sword  | +40    | ---     | ---   | 17232 |

\=====/  
Whips/Lashes  
/=====\

Whips are often even weaker than rods, especially toward the end of the game. In any case, Bart's weapons do raise his attack power considerably and if you use Bart--always upgrade them. I never used Bart unless forced to, hence I never had to upgrade too often.

| Name          | Attack | Special                | Price | Value |
|---------------|--------|------------------------|-------|-------|
| ----          | -----  | -----                  | ----- | ----- |
| Leather Whip  | +2     | ---                    | 60    | ---   |
| Iron Whip     | +4     | ---                    | 120   | ---   |
| WhippaSnappa  | +6     | ---                    | 280   | ---   |
| Cobra Cracka  | +5     | Inflicts Posion status | ---   | 350   |
| SerpentSting  | +7     | ---                    | 1200  | ---   |
| Black Snake   | +7     | Eth DEF Down           | ---   | 700   |
| Silver Blood  | +8     | ---                    | 2800  | ---   |
| Whip-Lasher   | +10    | ---                    | ---   | 1700  |
| Desert Worm   | +12    | ---                    | ---   | 2400  |
| Sonic Wave    | +14    | ---                    | 5600  | ---   |
| Wonder Whip   | +16    | ---                    | 6200  | ---   |
| Thor's Thunda | +20    | ---                    | 7500  | ---   |
| Death Adder   | +24    | ---                    | ---   | 4100  |

\====/  
Guns  
/====\

Guns themselves do not alter Billy's attack power

significantly, but rather they facilitate the use of more powerful ammunition. As such, the higher rank a Gun is, the more powerful the ammunition can be packed into it. Always buy the best Gun for Billy, it will allow you to use better ammunition you buy or find.

| Name         | Rank | Price | Value |
|--------------|------|-------|-------|
| B&J M10 Gun  | A    | ---   | 1000  |
| B&J M686 Gun | AA   | ---   | 1750  |
| Matchlock    | AA   | 12000 | ---   |
| Godfather    | AAA  | ---   | 10000 |

\=====  
Ammunition  
/=====\

Buy lots of this stuff, it will be very useful. Don't overdo it though: use moderation.

| Name         | Attack | Special      | Price | Amount |
|--------------|--------|--------------|-------|--------|
| B&JM10A Ammo | +18    | ---          | 20    | 10     |
| B&JM10S Ammo | +21    | ---          | 40    | 10     |
| B&JM10X Ammo | +30    | ---          | 60    | 10     |
| B&JM686AAmmo | +30    | ---          | 40    | 10     |
| B&JM686SAmmo | +36    | ---          | 60    | 10     |
| B&JM686XAmmo | +42    | ---          | 80    | 10     |
| MatAero Ammo | +48    | Wind Attack  | 150   | 100    |
| MatTerraAmmo | +48    | Earth Attack | 150   | 100    |
| MatPyro Ammo | +48    | Fire Attack  | 150   | 100    |
| MatHydroAmmo | +48    | Water Attack | 150   | 100    |
| Godson Ammo  | +60    | ---          | 200   | 10     |
| ShotG50 Ammo | +30    | ---          | 30    | 10     |
| ShotG60 Ammo | +36    | ---          | 60    | 10     |
| ShotG70 Ammo | +42    | ---          | 90    | 10     |
| ShotG80 Ammo | +54    | ---          | 120   | 10     |
| EthWind Ammo | ---    | Wind Attack  | 1000  | Unlim  |
| EthEarthAmmo | ---    | Earth Attack | 1000  | Unlim  |
| EthFire Ammo | ---    | Fire Attack  | 1000  | Unlim  |
| EthWaterAmmo | ---    | Water Attack | 1000  | Unlim  |

++++  
| II. Armor |  
++++

Legend:

-----

Name - Object's name

Defense - Expresses the defense amplification due to the object

Special - Special abilities or effects caused by the object

Price - Amount of Gold needed to purchase object. If '---', object cannot be purchased and is acquired by alternate means.

Value - Amount of Gold received for selling object. If '---', price is half of the original purchase price.

\=====  
Armor  
/=====

Unisex Armor - Worn by both male and females.

=====

| Name          | Defense | Special   | Price | Value |
|---------------|---------|-----------|-------|-------|
| ----          | -----   | -----     | ----- | ----- |
| Martial Wear  | +2      | ---       | 50    | ---   |
| Fencing Wear  | +4      | ---       | 80    | ---   |
| Leather Vest  | +10     | ---       | 150   | ---   |
| Wedding Dress | +14     | +5 ETHDEF | ---   | 1000  |
| Metal Jacket  | +28     | ---       | 550   | ---   |
| Penguin Coat  | +40     | ---       | 1000  | ---   |
| Holy Habit    | +42     | ---       | ---   | 600   |
| War Mail      | +52     | ---       | 1800  | ---   |
| Crimson Vest  | +64     | ---       | 2800  | ---   |
| Black Leather | +76     | ---       | 4200  | ---   |
| Golden Vest   | +90     | ---       | ---   | 2900  |

Male Armor - Worn only by males.

=====

| Name         | Defense | Special                 | Price | Value |
|--------------|---------|-------------------------|-------|-------|
| ----         | -----   | -----                   | ----- | ----- |
| Red Mail     | +14     | ---                     | ---   | 110   |
| Iron Mail    | +20     | ---                     | ---   | 400   |
| Knight Mail  | +34     | ---                     | ---   | 900   |
| Dark Armor   | +60     | +10 ETHDEF              | ---   | 1200  |
| Rose Tabard  | +85     | ---                     | ---   | 2700  |
| Hero Costume | +112    | DEF Down when ally KO'd | ---   | 5000  |
| Manly Mantle | +105    | DEF Up when ally KO'd   | ---   | 6000  |
| Kingly Armor | +120    | DEF Up when ally KO'd   | ---   | 6000  |

Female Armor - Worn only by females.

=====

| Name          | Defense | Special           | Price | Value |
|---------------|---------|-------------------|-------|-------|
| ----          | -----   | -----             | ----- | ----- |
| Pilot Uniform | +6      | ---               | ---   | 2500  |
| DervishDress  | +44     | ---               | 1400  | ---   |
| Battle Dress  | +56     | ---               | ---   | 950   |
| Fuzzy Frock   | +50     | ---               | ---   | 1000  |
| Mermaid Mail  | +58     | ---               | ---   | 1100  |
| Devil Dress   | +62     | ---               | ---   | 1750  |
| Angelic Robe  | +60     | Evade%/EthDef +10 | ---   | 5000  |
| Beastly Robe  | +82     | ---               | ---   | 2500  |
| ExecutorGown  | +100    | ---               | ---   | 3500  |
| Goddess Robe  | +80     | Ether/EthDef +10  | ---   | 6000  |
| Blessed Habit | +100    | ---               | ---   | 7500  |

\=====/  
Helmets  
/=====\

Unisex Helmets - Worn by both males and females.

=====

| Name         | Defense | Special | Price | Value |
|--------------|---------|---------|-------|-------|
| ----         | -----   | -----   | ----- | ----- |
| Martial Cap  | +1      | ---     | 30    | ---   |
| Fencing Cap  | +2      | ---     | 40    | ---   |
| Leather Hat  | +6      | ---     | 80    | ---   |
| Metal Helmet | +10     | ---     | 200   | ---   |
| War Helm     | +20     | ---     | 600   | ---   |
| FeatheredCap | +28     | ---     | 1200  | ---   |
| Black Helmet | +35     | ---     | 2000  | ---   |
| Golden Hood  | +45     | ---     | ---   | 1900  |

Male Helmets - Worn only by males.

=====

| Name        | Defense | Special   | Price | Value |
|-------------|---------|-----------|-------|-------|
| ----        | -----   | -----     | ----- | ----- |
| Knight Helm | +18     | ---       | ---   | 500   |
| Dark Helm   | +35     | EthDef +5 | ---   | 900   |
| King's Helm | +40     | ---       | ---   | 1400  |
| Kaiser Helm | +54     | ---       | ---   | 2600  |

Female Helmets - Worn only by females.

=====

| Name         | Defense | Special | Price | Value |
|--------------|---------|---------|-------|-------|
| ----         | -----   | -----   | ----- | ----- |
| White Beret  | +8      | ---     | 150   | ---   |
| Silver Beret | +24     | ---     | ---   | 400   |
| Ruby Helmet  | +32     | ---     | ---   | 800   |
| Starlight    | +38     | ---     | ---   | 1300  |
| Vivid Turban | +24     | ---     | ---   | 2400  |
| Blessed Helm | +55     | ---     | ---   | 5000  |

++++  
| III. Accessories |  
++++

<Accessories are alphabetized for convenience.>

Legend:

-----

Name - Object's Name

Effects - Special abilities or effects caused by the object

Price - Amount of Gold needed to purchase object. If '---', object cannot be purchased and is acquired by alternate means.

Value - Amount of Gold received for selling object. If '---', price is half of the original purchase price.

| Name<br>===== | Effects<br>=====          | Price<br>===== | Value<br>===== |
|---------------|---------------------------|----------------|----------------|
| AntiEthRockL  | EthDef value +5           | 2000           | ---            |
| AntiEthStone  | EthDef value +2           | 500            | ---            |
| Bart Jr.Doll  | Handmade by Chu-chu       | ---            | 30000          |
| Battle Apron  | Attack/Defense values+5   | ---            | 3000           |
| BillyJr.Doll  | Handmade by Chu-chu       | ---            | 30000          |
| Body Guard    | Blocks PHYSICAL Effects   | 8000           | ---            |
| Brain Guard   | Blocks Forget Effect      | 1500           | ---            |
| Chu-Chu Idol  | Chu-Chu tribe's treasure  | ---            | 20000          |
| Cool Shades   | Blocks Confusion Effect   | ---            | 750            |
| Earth Ring    | Defense vs Earth Element  | 5000           | ---            |
| Economether   | Halves EP usage in battle | ---            | 6000           |
| Elly Jr.Doll  | Creator Unknown           | ---            | 30000          |
| Emer Jr.Doll  | Creator Unknown           | ---            | 30000          |
| Ether Doubler | 2x EP to create 2x effect | 38000          | ---            |
| Ether Guard   | Blocks EP-absorb Attacks  | ---            | 4000           |
| EtherStone    | Ether value +2            | 500            | ---            |
| EtherStoneL   | Ether value +5            | 2000           | ---            |
| Ether Veiler  | Doubles Elemental Def.    | ---            | 5000           |
| Evasion Ring  | Increases Evasiveness     | 3000           | ---            |
| Fei Jr.Doll   | Handmade by Chu-chu       | ---            | 30000          |
| Fire Ring     | Defense vs Fire Element   | 5000           | ---            |
| Gallant Belt  | MAX HP 10% UP/restore     | ---            | 1000           |
| Glasses       | Hit% value +2             | ---            | 75             |
| Guardian Ring | Increases Defense         | 2000           | ---            |
| Hercules Ring | Exp pts. gained UP 50%    | ---            | 8000           |
| Holy Pendant  | 2xSupport effect times    | 8000           | ---            |
| Life Stone    | 2x Amount of HP restored  | 20000          | ---            |

|               |                            |      |       |
|---------------|----------------------------|------|-------|
| LongDarkCoat  | Attack/Eth Def values+10   | ---  | 6000  |
| Mind Guard    | Blocks MENTAL Effects      | 8000 | ---   |
| MomentoChain  | Ether/EthDef values +6     | ---  | 50    |
| Muscle Belt   | Increases Defense          | ---  | 1500  |
| Poison Guard  | Blocks Poison Effect       | 1500 | ---   |
| Power Crisis  | As HP go DOWN/Atk goes UP  | ---  | 7500  |
| Power Ring    | Attack value +2            | 200  | ---   |
| Power Ring S  | Attack value +5            | ---  | 800   |
| PremierShoes  | Evade% value +5            | ---  | 300   |
| Sleep Guard   | Blocks Sleep Effect        | 1500 | ---   |
| Stamina Ring  | Defense value +2           | 150  | ---   |
| StaminaRingS  | Defense value +5           | ---  | 600   |
| Step Shoes    | Evade% value +2            | ---  | 75    |
| Speed Ring    | Agility value +1           | 1200 | ---   |
| Speed Ring S  | Agility value +2           | ---  | 1500  |
| Speed Shoes   | 1/2x Time between turns    | ---  | 2500  |
| Super Goggles | Hit% value +5              | ---  | 300   |
| Trader Card   | Rare Item gain rate up     | ---  | 25000 |
| Water Ring    | Defense vs Water Element   | 5000 | ---   |
| Wind Ring     | Defense vs Wind Element    | 5000 | ---   |
| WizardryRing  | Deathblow rate learning UP | ---  | 10000 |
| Yamato Belt   | MAX HP 25% UP/restore      | ---  | 2000  |

- End of Weapons, Armor, and Accessories

~~~~~  
8. Character Deathblows X8000
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#### Legend

-----  
Name:

-----  
Name of the designated attack.

Attacks needed:

-----  
 The precise order of attacks needed to perform the designated attack. T(Triangle), S(Square), and X(X) represent the buttons that need to be pushed in order to perform any given attack.

Element:  
 -----

The element associated with the attack. Note that most attacks have no elemental attribute.

AP:  
 ---

The number of ability points needed to perform the designated attack.

Level Learned:  
 -----

The level at which the designated attack is able to be performed. This assumes that the deathblow has been trained to 100 prior to attaining the given level. If 'Innate', then the deathblow is already useable when the character is useable. Note that even if you learn a deathblow, that is you train it to 100%, you will not be able to use it until you attain the level at which you unlock the deathblow. Deathblows learned as a character correspond with the deathblows available to each respective Gear.

=====  
 = Fei Fong Wong =  
 =====

| Name       | Attacks Needed | Element | AP | Level Learned |
|------------|----------------|---------|----|---------------|
| -----      | -----          | -----   | -- | -----         |
| Raijin :   | T, X           | ---     | 4  | 5             |
| Senretsu : | T, T, X        | ---     | 5  | 10            |
| Hagan :    | S, X           | ---     | 5  | 16            |
| Hoten :    | T, T, T, X     | ---     | 6  | 22            |
| Tenbu :    | T, S, X        | ---     | 6  | 30            |
| Ryujin :   | S, T, X        | ---     | 6  | 38            |
| Koho :     | X, X           | ---     | 6  | 46            |
| Fukei :    | T, T, T, T, X  | Wind    | 7  | 60            |
| Chikei :   | T, T, S, X     | Earth   | 7  | 60            |
| Kakei :    | T, S, T, X     | Fire    | 7  | 60            |
| Suikai :   | S, T, T, X     | Water   | 7  | 60            |
| Kokei :    | S, S, X        | Light   | 7  | 70            |
| Yamikei :  | X, T, X        | Shadow  | 7  | 80            |

=====  
 = Elhaym Van Houten =  
 =====

| Name           | Attacks Needed | Element | AP | Level Learned |
|----------------|----------------|---------|----|---------------|
| -----          | -----          | -----   | -- | -----         |
| Screamer :     | T, X           | ---     | 4  | 5             |
| Cyclone Kick : | T, T, X        | ---     | 5  | 10            |
| Breakthrough : | S, X           | ---     | 5  | 16            |
| Double Shock : | T, T, T, X     | ---     | 6  | 22            |
| Sky Attack :   | T, S, X        | ---     | 6  | 30            |



|              |                 |       |   |    |
|--------------|-----------------|-------|---|----|
| Bright Spark | : S, T, X       | ---   | 6 | 38 |
| Sting Kick   | : X, X          | ---   | 6 | 46 |
| Anemo Zap    | : T, T, T, T, X | Wind  | 7 | 56 |
| Terra Charge | : T, T, S, X    | Earth | 7 | 56 |
| Thermo Thump | : T, S, T, X    | Fire  | 7 | 56 |
| Aqua Frost   | : S, T, T, X    | Water | 7 | 56 |

=====  
= Citan Uzuki =  
=====

| Name        | Attacks Needed  | Element | AP | Level Learned |
|-------------|-----------------|---------|----|---------------|
| -----       | -----           | -----   | -- | -----         |
| Ukigumo     | : T, X,         | ---     | 4  | 6             |
| Mufu        | : T, T, X       | ---     | 5  | 10            |
| Jinrai      | : S, X          | ---     | 5  | 16            |
| Shinrai     | : T, T, T, X    | ---     | 6  | 22            |
| Renken      | : T, S, X       | ---     | 6  | 30            |
| Hakai       | : S, T, X       | ---     | 6  | 38            |
| Ougi        | : X, X          | ---     | 6  | 46            |
| Willow Wind | : T, T, T, T, X | Wind    | 7  | 56            |
| Rare Earth  | : T, T, S, X    | Earth   | 7  | 56            |
| Hell Fire   | : T, S, T, X    | Fire    | 7  | 56            |
| Tsunami Ice | : S, T, T, X    | Water   | 7  | 56            |

=====  
= Citan Uzuki with Katana =  
=====

| Name          | Attacks Needed  | Element | AP | Level Learned |
|---------------|-----------------|---------|----|---------------|
| -----         | -----           | -----   | -- | -----         |
| Amaoto        | : T, X          | ---     | 4  | 6             |
| Engetsu       | : T, T, X       | ---     | 5  | 10            |
| Amagumo       | : S, X          | ---     | 5  | 16            |
| Himatsu       | : T, T, T, X    | ---     | 6  | 22            |
| Yako          | : T, S, X       | ---     | 6  | 30            |
| Zanretsu      | : S, T, X       | ---     | 6  | 38            |
| Myogetsu      | : X, X          | ---     | 6  | 46            |
| Festive Wind  | : T, T, T, T, X | Wind    | 7  | 56            |
| Rumble Earth  | : T, T, S, X    | Earth   | 7  | 56            |
| Haze of Fire  | : T, S, T, X    | Fire    | 7  | 56            |
| Crystal Water | : S, T, T, X    | Water   | 7  | 56            |

/ \*NOTE\* \

| Citan uses a sword very late in the game. |  
| His old deathblows will be replaced with the |  
| new ones. You cannot equip him with a sword |  
| prior to the event in which he decides to use |  
| his sword. |

= Bartholomew Fatima =  
=====

| Name         | Attacks Needed  | Element | AP | Level Learned |
|--------------|-----------------|---------|----|---------------|
| Head Hunter  | : T, X          | ---     | 4  | 5             |
| Twin Sonic   | : T, T, X       | ---     | 5  | 10            |
| Rhythm Shock | : S, X          | ---     | 5  | 16            |
| Dynamic      | : T, T, T, X    | ---     | 6  | 22            |
| Astral       | : T, S, X       | ---     | 6  | 30            |
| Bracer       | : S, T, X       | ---     | 6  | 38            |
| Justice      | : X, X          | ---     | 6  | 46            |
| Angel        | : T, T, T, T, X | Wind    | 7  | 56            |
| Land Break   | : T, T, S, X    | Earth   | 7  | 56            |
| Prominence   | : T, S, T, X    | Fire    | 7  | 56            |
| Tornado      | : S, T, T, X    | Water   | 7  | 56            |

=====

= Billy Lee Black =  
=====

| Name        | Attacks Needed  | Element | AP | Level Learned |
|-------------|-----------------|---------|----|---------------|
| Adams Apple | : T, X          | ---     | 4  | Innate        |
| Gunholic    | : T, T, X       | ---     | 5  | Innate        |
| Hell Blast  | : S, X          | ---     | 5  | Innate        |
| Nut Crack   | : T, T, T, X    | ---     | 6  | Innate        |
| Sky Walker  | : T, S, X       | ---     | 6  | 30            |
| Devil Blast | : S, T, X       | ---     | 6  | 38            |
| Banfrau     | : X, X          | ---     | 6  | 46            |
| True Dream  | : T, T, T, T, X | ---     | 7  | 56            |
| Holy Gate   | : T, T, S, X    | Light   | 7  | 60            |
| Dear Friend | : T, S, T, X    | Light   | 7  | 60            |

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= Ricardo Banderas =  
=====

| Name         | Attacks Needed  | Element | AP | Level Learned |
|--------------|-----------------|---------|----|---------------|
| Rico Rocket  | : T, X          | ---     | 4  | Innate        |
| Death Drive  | : T, T, X       | ---     | 5  | Innate        |
| Banderas     | : S, X          | ---     | 5  | 16            |
| Dragon Fist  | : T, T, T, X    | ---     | 6  | 22            |
| Fire Bomb    | : T, S, X       | Fire    | 6  | 30            |
| Pile Crusher | : S, T, X       | ---     | 6  | 38            |
| Spin Strike  | : X, X          | ---     | 6  | 46            |
| Death Roll   | : T, T, T, T, X | ---     | 7  | 56            |
| Flame Lariat | : T, T, S, X    | Fire    | 7  | 56            |
| Hell Splash  | : T, S, T, X    | Earth   | 7  | 60            |

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= Emeralda Kasim =  
=====

| Name        | Attacks Needed | Element | AP | Level Learned |
|-------------|----------------|---------|----|---------------|
| Leg Cutter  | T, X           | ---     | 4  | Innate        |
| Wave Cutter | T, T, X        | ---     | 5  | Innate        |
| Leg Spin    | S, X           | ---     | 5  | Innate        |
| Hammerhead  | T, T, T, X     | ---     | 6  | Innate        |
| Grand Arm   | T, S, X        | ---     | 6  | Innate        |
| Divider     | S, T, X        | ---     | 6  | Innate        |
| Flying Arm  | X, X           | ---     | 6  | 46            |
| Tornado Arm | T, T, T, T, X  | Wind    | 7  | 60            |
| Reycount    | T, T, S, X     | Light   | 7  | 60            |
| Dark Beast  | T, S, T, X     | Shadow  | 7  | 60            |

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= Maria Balthasar =

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- No Deathblows -

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= Chu-Chu =

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- No Deathblows -

- End of Deathblows

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9. Gear Section X9000

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Of Gears

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Gears are an integral part of this game, so get used to using them. If you haven't noticed your Gears leveling up, don't worry: they shouldn't. A Gear's stats are entirely dependent upon the parts that constitute it. The pilot's stats do not influence the performance of a Gear.

Fuel

----

Fuel is used to do nearly everything. It is used for Special Option abilities, repairing in battle, attacking, moving with boosters on, et cetera. Because fuel is a precious resource, conserve it at all times. If you have a chance to charge to regain fuel, use that time to do so.

Engines

-----  
Engines determine the fuel capacity and, more importantly, the power output of a Gear. Later in the game you might notice some very high power engines with puny fuel capacities. This is to force you to choose either power or longevity in battle. With a Z-Charger (500 fuel per charge) it won't matter anyway so go for higher power on a few Gears.

#### Frames

-----  
A frame determines the maximum amount of HP a Gear can have in battle. Better frames allow for more HP. It should be obvious that you will always want to have the best frame you can buy.

#### Armor

-----  
Armor is a very basic concept. It provides defense from physical attacks and/or ether attacks. Later in the game, you will see armors that have both ether and physical defense boosts. Buy these as ether damage is large facet at that point in the game. Of course, these armors are expensive and often have lower physical armor boosts than others that ignore ether defense. Choose between physical and physical/ether protection.

#### Attack Levels

-----  
Attack Levels determine not only the deathblows you can use, but the amount of Fuel you can regain with 'Charge'. Suppose you charge 30 fuel at an Attack Level of 0. If you reach Attack Level 1, you will charge 50 fuel, at 2 you will charge 70 fuel, and at 3 you will charge 90 fuel. This is very useful for boss encounters and tight situations.

#### Deathblows

-----  
Deathblows are used by achieving an Attack Level of 1, 2, or 3. The number of attacks made on the enemy determines the attack level. Hyper-Deathblows are used when a Gear enters Hyper Mode and can use Infinity attacks. You can reach Hyper Mode only when you get the Omnigear Andvari late in the first disc. Charge at attack level 3 until you hit hyper mode. Hyper mode lasts for three rounds (six rounds with a Holy Pendant on your character) and allows for the use of powerful Infinity attacks (hyper-deathblows).

Deathblows starting with a T (Triangle) require an Attack Level of 1. Those starting with S (Square) require an Attack Level of 2, and X (X) an Attack Level of 3. Hyper-deathblows are an exception because they happen once you hit Hyper-Mode (Infinite Mode), hence no Attack Level requirement is necessary.

#### Hyper Mode

-----  
Hyper Mode is achieved by charging at attack level 3. The chance of hitting hyper mode is displayed on the right side of the battle display. This percentage is increased as your HP becomes lower, much like how Powercrisis affects your battle strength at critical HPs. Even so, this percentage will probably not go much above 50% even at 1 HP. The exception, of course, is the Xenogears which has a perpetual 99% chance of hitting hyper mode when it charges at attack level 3.



Goten X : S 20 Hyper-Deathblow  
 Kishin : X 30 Hyper-Deathblow

Abilities

~~~~~

Ability	EP Cost	Element	Level Learned	Target
Guided Shot :	2	---	Innate	S. T.
Inner Healing :	2	---	10	S. T.
Yang Power :	5	---	46	Self
Yin Power :	5	---	46	Self
Radiance :	10	---	55	Area
Big Bang :	20	---	72	All

Weltall-2

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G02

The revived Weltall has upgraded offense and defense. The agility is the same, but its power and stamina have increased drastically. Of course, it also has implemented within it the infamous "System Id" which allows for instantaneous hyper mode. All these features make this gear one of the strongest in the entire game, and definitely the strongest of your party at the time.

Rating: 10/10

Deathblows

~~~~~

| Name      | Attacks Needed | Fuel |                 |
|-----------|----------------|------|-----------------|
| Raigeki : | T, T           | 40   |                 |
| Reppu :   | T, S           | 50   |                 |
| Raigo :   | T, X           | 10   |                 |
| Hazan :   | S, T           | 70   |                 |
| Ryuten :  | S, S           | 80   |                 |
| Juji :    | S, X           | 20   |                 |
| Raibu :   | X, T           | 100  |                 |
| Ryubu :   | X, S           | 110  |                 |
| Shinrai : | X, X           | 30   |                 |
| Kosho X : | T              | 10   | Hyper-Deathblow |
| Goten X : | S              | 20   | Hyper-Deathblow |
| Kishin :  | X              | 30   | Hyper-Deathblow |

Abilities

~~~~~

Ability	EP Cost	Element	Level Learned	Target
Guided Shot :	2	---	Innate	S. T.
Inner Healing :	2	---	10	S. T.
Yang Power :	5	---	46	Self
Yin Power :	5	---	46	Self
Radiance :	10	---	55	Area

Special Options

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```

Option          Fuel
-----
System Id      : 1000
Thor Wave      : 600
Flaming Hell   : 1000

```

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          \=====/
-`^`-._.-| Xenogears |-._-`^`-
          /=====\
          G03

```

That's right, Fei controls the Xenogears, the indisputably strongest Gear in the entire game. The game is named for this Gear so it must be excellent. And believe me, this Gear lives up to its name. With an insane attack power and defense, nothing will stand in your way for more than 3 rounds. Bosses fall quickly to the constant 99% chance of reaching Hyper Mode and the ridiculous 19998 damage this monstrosity can deal. This is the best Gear in the game, period (not to mention the best looking).

Rating: The best Gear.

Deathblows

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Name	Attacks Needed	Fuel	
Raigeki	T, T	40	
Reppu	T, S	50	
Raigo	T, X	10	
Hazan	S, T	70	
Ryuten	S, S	80	
Juji	S, X	20	
Raibu	X, T	100	
Ryubu	X, S	110	
Shinrai	X, X	30	
Kosho X	T	10	Hyper-Deathblow
Goten X	S	20	Hyper-Deathblow
Kishin	X	30	Hyper-Deathblow

Abilities

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Ability	EP Cost	Element	Level Learned	Target
Guided Shot	2	---	Innate	S. T.
Inner Healing	2	---	10	S. T.
Yang Power	5	---	46	Self
Yin Power	5	---	46	Self
Radiance	10	---	55	Area
Big Bang	20	---	72	All

Ability	EP Cost	Element	Level Learned	Target
Sazanami :	2	---	Innate	S. T.
Renki :	2	---	10	Self
Fuuseii :	4	---	25	S. T.
Chiseii :	4	---	25	S. T.
Kaseii :	4	---	25	S. T.
Suiseii :	4	---	25	S. T.
Koga :	2	---	52	S. T.
Yamiga :	2	---	54	S. T.

Fenrir

=====
G07

The Omnigear Fenrir is everything Heimdal wasn't and more. It's the same Gear except with a huge attack power upgrade via the Gear and the sword it can use. Its defense, offense, and agility have all increased drastically. This Gear is very powerful.

Rating: 10/10

Deathblows

~~~~~

| Name       | Attacks Needed | Fuel |                 |
|------------|----------------|------|-----------------|
| Kentsui :  | T, T           | 40   |                 |
| Reppu :    | T, S           | 50   |                 |
| Ryuei :    | T, X           | 10   |                 |
| Shinrai :  | S, T           | 70   |                 |
| Fujin :    | S, S           | 80   |                 |
| Ryuga :    | S, X           | 20   |                 |
| Hakai :    | X, T           | 100  |                 |
| Kenjin :   | X, S           | 110  |                 |
| Tensho :   | X, X           | 30   |                 |
| Ochiba :   | T              | 10   | Hyper-Deathblow |
| Zanretsu : | S              | 20   | Hyper-Deathblow |
| Enken :    | X              | 30   | Hyper-Deathblow |

### Abilities

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Ability	EP Cost	Element	Level Learned	Target
Sazanami :	2	---	Innate	S. T.
Renki :	2	---	10	Self
Fuuseii :	4	---	25	S. T.
Chiseii :	4	---	25	S. T.
Kaseii :	4	---	25	S. T.
Suiseii :	4	---	25	S. T.
Koga :	2	---	52	S. T.
Yamiga :	2	---	54	S. T.

Renmazuo has high hp, hit percentage, defense, and (depending on ammunition) attack power. It even has useful special options. Like the pilot, Renmazuo is very useful and powerful.

Rating: 9/10

Deathblows

~~~~~

| Name         | Attacks Needed | Fuel |                 |
|--------------|----------------|------|-----------------|
| -----        | -----          | ---- |                 |
| Double Snap  | : T, T         | 40   |                 |
| Hard Snap    | : T, S         | 50   |                 |
| Hard Gun     | : T, X         | 10   |                 |
| Gun Blaze    | : S, T         | 70   |                 |
| Impact Gun   | : S, S         | 80   |                 |
| Holy Fist    | : S, X         | 20   |                 |
| Blaze Shot   | : X, T         | 100  |                 |
| Hard Gatling | : X, S         | 110  |                 |
| Sky Gatling  | : X, X         | 30   |                 |
| Thousand     | : T            | 10   | Hyper-Deathblow |
| Holy Climb   | : S            | 20   | Hyper-Deathblow |
| Holy Soul    | : X            | 30   | Hyper-Deathblow |

#### Abilities

~~~~~

Ability	EP Cost	Element	Level Learned	Target
-----	-----	-----	-----	-----
Healing Light	: 2	---	Innate	S. T.
Holy Light	: 4	---	Innate	A. A.
Wind Shield	: 4	---	55	S. T.
Earth Shield	: 4	---	55	S. T.
Fire Shield	: 4	---	55	S. T.
Water Shield	: 4	---	55	S. T.

Special Options

~~~~~

| Option        | Fuel  |
|---------------|-------|
| -----         | ----  |
| Jessie Cannon | : 500 |

#### Omnigear Renmazuo

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G11

A slight improvement over Renmazuo. It has an increased defense and agility, but everything else is largely the same.

Rating: 9/10

#### Deathblows

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Name	Attacks Needed	Fuel	
-----	-----	-----	
Drill War	: T, T	40	
Bomber Head	: T, S	50	
Drill Driver	: T, X	10	
Grand Slam	: S, T	70	
Twister D	: S, S	80	
Hammer G	: S, X	20	
Mega Body	: X, T	100	
Sky Drive	: X, S	110	
Scrap	: X, X	30	
Drill Kaiser	: T	10	Hyper-Deathblow
Drive Kaiser	: S	20	Hyper-Deathblow
Iron Kaiser	: X	30	Hyper-Deathblow

Abilities

??????????

Ability	EP Cost	Element	Level Learned	Target
-----	-----	-----	-----	-----
Steel Mettle :	4	---	60	S. T.

Omnigear Stier

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G13

How surprising, nothing has changed. It is still trash. The appearance has changed, but that's it.

Rating: 1/10

Deathblows

??????????

Name	Attacks Needed	Fuel	
-----	-----	-----	
Drill War	: T, T	40	
Bomber Head	: T, S	50	
Drill Driver	: T, X	10	
Grand Slam	: S, T	70	
Twister D	: S, S	80	
Hammer G	: S, X	20	
Mega Body	: X, T	100	
Sky Drive	: X, S	110	
Scrap	: X, X	30	
Drill Kaiser	: T	10	Hyper-Deathblow
Drive Kaiser	: S	20	Hyper-Deathblow
Iron Kaiser	: X	30	Hyper-Deathblow

Abilities

??????????

Ability	EP Cost	Element	Level Learned	Target
-----	-----	-----	-----	-----
Steel Mettle :	4	---	60	S. T.

Deathblows

??????????

- No Deathblows -

Abilities

??????????

Ability	EP Cost	Element	Level Learned	Target
Forest Dance :	2	---	Innate	S. T.

Gear Weapons

\=====/
Gear Rods
/=====\

Name	Attack	Special	Price	Value
Magic RodG	+2	---	---	100
Hot RodG	+24	---	4200	---
Thunder RodG	+60	Wind Attack	8200	---
Stone RodG	+60	Earth Atactk	8200	---
Flare RodG	+65	Fire Attack	8800	---
Ice RodG	+60	Water Attack	8200	---
Chrono RodG	+75	Inflicts Slow status	10000	---
Chaos RodG	+80	---	13200	---

\=====/
Gear Swords
/=====\

Name	Attack	Special	Price	Value
Sengoku Sword	+90	---	---	4500
Yamame Sword	+110	---	13000	---
Kishin Sword	+120	---	---	7000
Kijin Sword	+200	---	---	18000

\=====/
Gear Whips
/=====\

Name	Attack	Special	Price	Value
------	--------	---------	-------	-------

-----	-----	-----	-----	-----
LeatherGWhip	+10	---	---	500
Iron GWhip	+16	---	1600	---
SnapperGWhip	+18	---	2000	---
SerpentGWhip	+35	---	---	2250
BSnake GWhip	+50	---	6800	---
SBlood GWhip	+56	---	7600	---
Sonic GWhip	+120	Ether Machine Silenced	16800	---
Thor GWhip	+100	Power Loss	13000	---

\=====/
Gear Guns
/=====\

Name	Rank	Price	Value
----	----	-----	-----
G-M10 Gun	A	---	2000
G-M686 Gun	AA	---	3900
G-Matchlock	AA	20000	---
G-Godfather	AAA	---	12000

\=====/
Gear Ammunition
/=====\

Name	Attack	Special	Price	Amount
----	-----	-----	-----	-----
G-M10A Ammo	+18	---	100	10
G-M10S Ammo	+30	---	200	10
G-M10X Ammo	+42	---	300	10
G-M686A Ammo	+24	---	200	10
G-M686S Ammo	+36	---	300	10
G-M686X Ammo	+48	---	400	10
G-GG040 Ammo	+24	---	100	10
G-GG060 Ammo	+36	---	200	10
G-GG080 Ammo	+48	---	300	10
G-GG100 Ammo	+60	---	400	10
G-GodsonAmmo	+72	---	1000	10
G-MAero Ammo	+60	Wind Attack	500	100
G-MTerraAmmo	+60	Earth Attack	500	100
G-MPyro Ammo	+60	Fire Attack	500	100
G-MHydroAmmo	+60	Water Attack	500	100

Gear Accessories

\=====/
Gear Accessories

/=====\

Name =====	Effects =====	Price =====	Value =====
Extra Ar	Armor Defense value+2	---	12
Extra Ar+1	Armor Defense value+5	50	---
Extra Ar+2	Armor Defense value+8	75	---
Extra Ar+3	Armor Defense value+10	100	---
Extra Ar+4	Armor Defense value+20	150	---
Extra Ar+5	Armor Defense value+30	---	100
Extra Ar+6	Armor Defense value+50	---	125
Extra Ar+7	Armor Defense value+80	400	---
Extra Ar DX	Armor Defense value+100	500	---
Lite Alloy	Armor Defense value+30	---	100
Heavy Alloy	Armor Defense value+30	---	100
Lite Ar+1	Armor Defense value+15 Response value+5	150	---
Lite Ar+2	Armor Defense value+40 Response value+5	---	200
Lite Ar+3	Armor Defense value+60 Response value+5	600	---
Cast Ar	Armor Defense value+2	---	2000
Ether Ar	Armor EthDef value+50	1000	---
Ether Ar+1	Armor EthDef value+100	---	1000
Ether Ar+2	Armor EthDef value+150	3000	---
Ether Ar+3	Armor EthDef value+200	4000	---
Wind Veil Ar	Defense vs. Earth Ether	5000	---
EarthVeil Ar	Defense vs. Wind Ether	5000	---
Fire Veil Ar	Defense vs. Water Ether	5000	---
WaterVeil Ar	Defense vs. Fire Ether	5000	---
Insulated Ar	Electric Damage down 30% Armor Defense value+10	---	750
InsulateAr+1	Electric Damage down 30% Armor Defense value+50	---	1125

Seal Ar	Seal Damage down 50%	---	700
Silver Ar	Gel Damage down 50%	---	150
Silver Ar+1	Gel Damage down 50% Armor Defense value+50	---	250
Beam Coat	Beam Damage down 50%	---	300
Mirror Ar	Beam Damage down 50% Armor Defense value+50	---	600
Beam Jammer	Beam Damage down 75%	1000	---
Mica	Electric Damage down 30%	---	375
Ground	Electric Damage down 50%	1250	---
Seal Barrier	Seal Damage down 100%	---	1500
Gold Plate	Gel Damage down 100%	---	7500
Noise Filter	Sonic Damage down 100%	---	1000
Angel Ar	Angel damage down 30% Armor Defense value+50	---	450
Angel Ar+1	Angel damage down 50% Armor Defense value+100	---	900
AntiAngelSys	Angel damage down 100%	---	1250
A Circuit	Increases Agility in Barrens	250	---
B Circuit	Increases Agility in Snow	250	---
C Circuit	Increases Agility in Desert	250	---
C Circuit+1	Increases Agility in Desert	---	250
D Circuit	Increases Agility in Water	250	---
E Circuit	Increases Eth Mach & EthDef	250	---
A/C	Increases Agility in Desert	---	1250
O2 Cylinder	Increases Agility in water	---	1250
Old Circuit	Increases Response & Defense	---	1250
Simple Circuit	Increases Response & Defense (Same as Old Circuit)	---	1250
Resp Circuit	Increases Response	2500	---
Def Circuit	Increases Defense	2500	---
MagneticCoat	Increases Response	4000	---
Power Magic	Increases Ether Mach Strength	3000	---

Engine Guard	Protects Gear's Engine	5000	---
Tank Guard	Stops Fuel Leaks and Drainage	3000	---
Ar Repairer	Prevents Loss of Armor Def	4000	---
Motion Guard	Prevents 'Slow' Status	4000	---
Lens Cover	Prevents Camera Damage	2500	---
Pilot Shield	Prevents Pilot Confusion	4000	---
Magic Guard	Protects Ether Machine	3250	---
Veil Doubler	Doubles Elemental Defense	3000	---
Deathblower1	Enables Level 1 D.Blows	---	5000
Deathblower2	Enables Level 2 D.Blows	---	5000
Deathblower3	Enables Level 3 D.Blows	---	5000
GNRS20	Engine Output up 20%	35000	---
GNRS50	Engine Output up 50%	65000	---
FX Cleaner	'Charge' removes Status Effects	5000	---
A Charger	'Charge' Restores 50 Fuel	2500	---
S Charger	'Charge' Restores 100 Fuel	10000	---
X Charger	'Charge' Restores 200 Fuel	30000	---
Z Charger	'Charge' Restores 500 Fuel	50000	---
Frame HP10	Restores 10% of Frame HP	250	---
Frame HP30	Restores 30% of Frame HP	750	---
Frame HP50	Restores 50% of Frame HP	1250	---
Frame HP70	Restores 70% of Frame HP	1750	---
Frame HP90	Restores 90% of Frame HP	2500	---

- End of Gears

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10. Character Abilities X1001  
~~~~~

Legend

Ability:

Name of the designated ability.

EP Cost:

The amount of ether points necessary to perform the designated attack.

Element:

The element associated with the designated attack. Note that not all attacks have elemental attributes.

Level Learned:

The level at which the designated ability is capable of being used. If 'Innate', then the ability is useable when the character is useable.

Target:

The affected targets of the designated ability. For example, 'Inner Healing' affects S.T. (only a single character). When cast, it will heal only the character upon whom it is cast.

- S. T. = Single Target
- Self = Only the character casting can be targeted
- Area = Effects all enemies within a small area
- All = Effects all enemies within a large area
- A. A. = All Allies

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\\////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
===== Fei Fong Wong =====
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- Chi Abilities -

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| Ability       | EP Cost | Element | Level Learned | Target |
|---------------|---------|---------|---------------|--------|
| -----         | -----   | -----   | -----         | -----  |
| Guided Shot   | : 2     | ---     | Innate        | S. T.  |
| Inner Healing | : 2     | ---     | 10            | S. T.  |
| Iron Valor    | : 4     | ---     | 20            | Self   |
| Counter Force | : 4     | ---     | 35            | Self   |
| Yang Power    | : 5     | ---     | 46            | Self   |
| Yin Power     | : 5     | ---     | 46            | Self   |
| Radiance      | : 10    | ---     | 55            | S. T.  |
| Big Bang      | : 20    | ---     | 72            | All    |

- Descriptions -

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Ability	Description
-----	-----
Guided Shot	- Low damage Chi attack.
Inner Healing	- Recovers moderate amount of HP.
Iron Valor	- Raises Attack Power.
Counter Force	- Raises counterattack rate.
Yang Power	- Raises Defense, lowers Attack Power.
Yin Power	- Raises Attack Power, lowers Defense.

Apparently Square USA has the real-world equivalents for the measurements made in Xenogears. I don't remember the source for this information as it is just saved in a text file I have lying around. Anyway, here they are:

1.00 Sharl = 0.964 meters = 3.16273 feet
1.00 Karn = 1.080 metric tons = 2308.99 lbs
1.00 Repsol = 0.970 km/h = 0.60273 mph
1.00 Zeitle = 0.017 hours = 1.02 minutes

Yggdrasil in Reverse

Press R2 while flying the Yggdrasil to shift it into its reverse gear.

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12. Credits X1003  
~~~~~

Credit goes to various FAQ writers at GameFAQS who have inspired much of the structural integrity of this FAQ.

Credit belongs to the companies that made this possible:

1. Sony
2. Squaresoft
3. SquareUS

Credit also belongs to the following websites for hosting this guide:

1. <http://www.gameFAQs.com>
2. <http://www.Gamespot.com>
3. <http://deepu.eroding.com>

Credit goes to my friend, Tundra, for letting me have Xenogears in the first place.

Contributions:

1. Shervin Maddah:
> Shinobi item/gold amount. Stats concerning Simple Circuit.

- End of document
