

Xenogears FAQ/Walkthrough

by Shotgunnova

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SPOILER-FREE FAQ + WALKTHROUGH

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STAND TALL AND SHAKE THE HEAVENS

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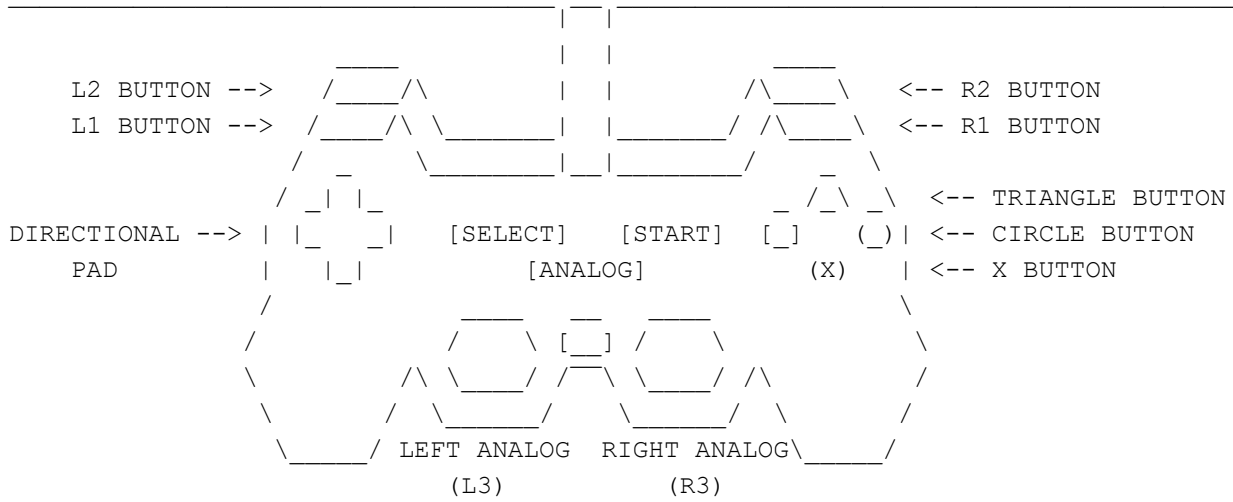
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I. CONTROLS

[CNTR]



Xenogears does not support analog controls, which means any controller type's able to work.

BUTTON NAME	MENU	BATTLE	FIELD/OVERWORLD
Start	---	Un/pause	Un/pause
D-Pad	Moves the cursor	Moves the cursor	Move character/s
Circle	'Cancel' button	Ends battle turn	Sprint / Cancel
Square	---	Strong-type attk	Display/close menu
Select	---	---	Toggle world map
Triangle	---	Weak-type attack	Jump
X-Button	'Confirm' button	Fierce-type attk	Talk / Inspect
L1 Button	Switch character	---	Rotate camera left
L2 Button	---	---	---
R1 Button	Switch character	---	Rotate camera right
R2 Button	---	---	---
R. Analog	---	---	---
Left Analog	---	---	---

When walking around in gears, pressing L2 + R2 together will dismount all of the party members; doing it again makes them enter again.

Up/Down	Tilt nose	The Yggdrasil III has a different
L/Right	Move in those directions	controls setup for when it's surfing
L1 & R1	Yaw left/right	the clouds, too. It's all pretty easy
R2	Propel backwards*	to understand. Note that to reverse
Triangle	Propel forward	direction, the Triangle button must
Square	Enter Yggdrasil Bridge	be held down.
X Button	---	
Circle	Land Yggdrasil III	Buttons with no function are omitted.

Here's where one can learn some of the things/functions that are encountered on a normal basis. Check the appendices for more in-depth stuff.

STORY

[STRY]

From instruction manual:

"Thousands of years ago. The Eldridge, a gigantic interplanetary emigrant spacecraft, suffered a sudden shipwide systems malfunction. On the monitors that warned of the ensuing danger, a mysterious shadow flickered for but an instant. Before the spacecraft's crew could respond, someone or something had taken over their entire ship.

As the passengers and crew attempted to evacuate, the spacecraft's own laser cannons coldly turned and shot them down. The captain had no choice but to activate the ship's self-destruct mechanism. In a flash of light, the spacecraft fell to a nearby planet.

Born from the fallen wreckage, 'she' slowly arose, her long hair blowing in the wind as her eyes reflected the dawn's breaking light. Reflecting the day that 'god' and 'humankind' fell to earth."

CHARACTERS

[CHRC]

Note that although the descriptions and stats are taken from the manual, there are inadvertant spoilers beyond! Why they included them is beyond me... [NOTE: Initial levels are based on the absolute minimum when it's possible.]

```

.------.
| FEI FONG WONG |
|-----'|-----|.
| BIRTHPLACE: Unknown      | A young man living in the small village of
| AGE      : 18             | Lahan. He suffers from a partial memory loss
| GENDER   : Male          | due to an incident prior to his arrival. Fei
| HEIGHT   : 5'11"         | enjoys teaching martial arts to the children
| WEIGHT   : 147 lbs        | and is adored by all of the villagers. His
| SPECIALTY : Martial Arts | hobby is painting, an ability he appears to
| GEAR      : Weltall       | have inherited from a master artist.
|-----'|-----|.

```

- Initial Level : 1
- Initial HP/EP : 50/??
- Initial Equipment : Martial Wear, Martial Cap, Stamina Ring
- Initial Abilities : Guided Shot
- Initial Deathblows : ---

- Initial Gear Equips: Extra Ar, Extra Ar, Old Circuit
- Initial G. Upgrades: G4-1200 Engine, WELT-01800 Frame, MS 3 Armor

ELHAYM VAN HOUTEN

BIRTHPLACE: Solaris	Assigned to a post in Aveh after completing her
AGE : 18	training in the Solaris military. As a spy, she
GENDER : Female	steals the latest model Gear from the rival
HEIGHT : 5'6"	Kislev Army, but is chased down and forced to
WEIGHT : 101 lbs	make an emergency landing in Lahan. Her
SPECIALTY : Rods	coincidental encounter with Fei ultimately
GEAR : Vierge	affects her future.

- Initial Level : 3+
- Initial Equipment : PilotUniform, EtherStone, AntiEthStone
- Initial Abilities : Anemo Bolt, Terra Lance, Thermo Cube, Aqua Ice
- Initial Deathblows : ---
- Initial Gear Equips: Magic RodG, Lite Ar+1, Beam Jammer, Frame HP10
- Initial G. Upgrades: V15-2000 Engine, VIER-01500 Frame, MS 15 Armor

CITAN UZUKI

BIRTHPLACE: Solaris	
AGE : 29	A doctor who runs a medical clinic on the
GENDER : Male	outskirts of Lahan. Originally from the Sacred
HEIGHT : 6'1"	Empire of Solaris, his identity is shrouded in
WEIGHT : 150 lbs	mystery. Yet, his abundant knowledge and
SPECIALTY : Martial Arts	strategic thinking saves Fei from danger on
and Swords	more than one occasion. A gentle healer whose
GEAR : Heimdal	hobby is tinkering with machines.

- Initial Level : 4+
- Initial Equipment : Fencing Wear, Glasses, Step Shoes
- Initial Abilities : Sazanami
- Initial Deathblows : ---
- Initial Gear Equips: Extra Ar+3, Old Circuit, Old Circuit
- Initial G. Upgrades: Z9-1500 Engine, HEIM-02500 Frame, MS 6 Armor

BARTHOLOMEW FATIMA

BIRTHPLACE: Bledavik	Leader of a group of sand pirates who rule the
AGE : 18	desert in their sand cruiser, the Yggdrasil.
GENDER : Male	However, his true identity is he Crown Prince
HEIGHT : 6'1"	of the Fatima Dynasty in Aveh. Recklessly brave
WEIGHT : 158 lbs.	and hot-tempered, Bart's impulsiveness and habit
SPECIALTY : Whips	of shooting anything that moves causes much
GEAR : Brigandier	grief to his crew and friends.

- Initial Level : 7
- Initial Equipment : Leather Whip, Red Mail, Power Ring, Stamina Ring
- Initial Abilities : Wild Smile
- Initial Deathblows : Head Hunter
- Initial Gear Equips: LeatherGWhip, Extra Ar+1, A/C, Lens Cover
- Initial G. Upgrades: G4-1200 Engine, BRIG-01900 Frame, MS 3 Armor

.-----.

| RICARDO BANDERAS |

|-----|

BIRTHPLACE: Kislev	A giant demi-human, (half-human/half-beast) who
AGE : 30	was created through biological experiments. Big
GENDER : Male	and muscular, he is the champion of the Battling
HEIGHT : 7'0"	Arena in Nortune, the Imperial Capital of Kislev
WEIGHT : 352 lbs	Although imprisoned in Nortune's D-Block, the
SPECIALTY : Wrestling	Empire's penitentiary facility, his lifestyle is
GEAR : Stier	better than that of many nobles.

|-----|

- Initial Level : 19
- Initial Equipment : Metal Vest, Power Ring S, Speed Ring
- Initial Abilities : Steel Fist, Steel Body
- Initial Deathblows : Rico Rocket, Death Drive
- Initial Gear Equips: Frame HP50, Def Circuit, Extra Ar+3
- Initial G. Upgrades: W13-1700 Engine, STIE-05800 Frame, Z Alloy20/5 Armor

.-----.

| BILLY LEE BLACK |

|-----|

BIRTHPLACE: Aquvy Isles	His father disappeared when he was a young child
AGE : 16	and his mother died after being attacked by
GENDER : Male	undead reapers (called 'Wels'). He became an
HEIGHT : 5'7"	etone (an exorcist/purger of Reapers) at the
WEIGHT : 130 lbs	recommendation of Bishop Stone. His younger
SPECIALTY : Guns	sister Primera lost her voice from the shock of
GEAR : Renmazuo	her mother's death and Billy feels that he is to
	blame. Since then, he has devoted himself
	completely to raising Primera.

|-----|

- Initial Level : 28
- Initial Equipment : B&J M10 Gun, B&JM10A Ammo, EthWind Ammo, EthFire Ammo, ShotG50 Ammo, Holy Habit, Holy Pendant, StaminaRingS
- Initial Abilities : Purity Light, HealingLight, Holy Light, Goddess Call, Goddess Eyes
- Initial Deathblows : Adams Apple, Gunholic, Hell Blast, Nut Crack
- Initial Gear Equips: G-M10 Gun, G-M10A Ammo, G-GG040 Ammo, G-GG040 Ammo, Lite Ar+1, B Circuit, Frame HP50
- Initial G. Upgrades: V18-2000 Engine, RENM-06000 Frame, XMS 25 Armor

On a different note, oddly enough, if you run out of ammo on Billy's guns, you can still perform his Deathblows via the 'Combo' option. Huh.

.-----.

| MARIA BALTHAZAR |

|-----|

BIRTHPLACE: Terrane Area	Maria and her father used to reside over in
AGE : 13	Solaris, but she escaped with her grandfather
GENDER : Female	to Shevat. She has little to no powers herself
HEIGHT : ?????	and instead chooses to let her gear Seibzehn
WEIGHT : ?????	pour destruction in her place, whether she's
SPECIALTY : ...Has none	in a gear or not.
GEAR : Seibzehn	'Sides that, she's a sweet little girl who
	likes her father. ^ _____ ^

|-----|

- Initial Level : 35-36
- Initial Equipment : Battle Dress, Silver Beret, Body Guard
- Initial Abilities : Robo Beam, Robo Missile

- Initial Deathblows : ---
- Initial Gear Equips: Extra Ar+4, Extra Ar+4, Frame HP30
- Initial G. Upgrades: S50-6600 Engine, #17-18000 Frame, Z Alloy50/20 Armor

```

-----
| CHU-CHU          |
|-----|-----| Chu-Chu is an...animal of sorts, although she
| BIRTHPLACE: ????? | would probably stab me in the face if she
| AGE      : ?????  | heard it. Her race was shrunk in size by the
| GENDER   : Female  | scientists of Solaris, but apparently they got
| HEIGHT   : ?????  | sheltered by Shevat instead of going extinct.
| WEIGHT   : ?????  | Rumor seems to be that Wiseman took Chu-Chu
| SPECIALTY : Spells ^___^ | down to the planet's surface, and since she
| GEAR     : ---     | ended up in Margie's hands, we'll never know.
|-----|-----|

```

- Initial Level : 38-39
- Initial Equipment : Fuzzy Frock, White Beret, Body Guard
- Initial Abilities : Forest Dance, Culen Prayer, Myrm Prayer, Play Dead
- Initial Deathblows : ---
- Initial Gear Equips: ---
- Initial G. Upgrades: ---

```

-----
| EMERALDA KASIM  |
|-----|-----| Emeraldalda Kasim is from the Zeboim civilization.
| BIRTHPLACE: Zeboim |
| AGE      : ?????  | I won't spoil the rest 'cuz it's awesome. :p
| GENDER   : Female  |
| HEIGHT   : ?????  |
| WEIGHT   : ?????  |
| SPECIALTY : Ethers  |
| GEAR     : Crescens |
|-----|-----|

```

- Initial Level : 42-43
- Initial Equipment : Devil Dress, EtherStoneLg, Speed Ring
- Initial Abilities : [all of her Ethers]
- Initial Deathblows : Leg Cutter, Wave Cutter, Leg Spin, Hammerhead, Grand Arm, Divider, Flying Arm
- Initial Gear Equips: Power Magic, Magic Guard, Pilot Shield
- Initial G. Upgrades: S50-6000 Engine, CRES-14000 Frame, Z Alloy60/25 Armor

STATUS EFFECTS

[STTS]

Xenogears' status abnormalities are separated into two types, PHY and MNT -- i.e., physical and mental. Since there's fighting on-foot against human-size enemies, and fighting in gears against large-scale ones as well, the status sheet is split a bit.

Items like Physisol/Mentsol cure their respective types of abnormalities, while Physimentsol will cure anything. Some characters, like Citan and Billy, gain skills that replicate these effects. When in a Gear, the same things'll apply. 'Armor Damaged' can be cured with any healing ability or item, though.

STATUS	GEAR EQUIVALENT	TYP	EFFECT
Stop	Stop	PHY	Next turn does not come
Slow	Slow	PHY	Next turn comes slowly
Sleep	-----	MNT	Cannot act until awoken
Poison	Fuel Leak	PHY	HP decreases after each turn
Forget	E Machine Shutdown	MNT	Cannot use Ether-type skills
STR Down	PWR Loss	PHY	Attack prowess is decreased
DEF Down	Armor Damaged	PHY	Defense capability decreased
DUR Down	-----	PHY	Max HP decreases (?) temp.
ATK Down	-----	PHY	Attack prowess is decreased
ACC Down	Camera Damaged	PHY	Evasion/attack% = decreased
Confusion	Pilot Confusion	MNT	Attacks friend & foe alike
-----	E Machine Out of Control	PHY	EP decreased each turn
-----	ETH Effect Down	PHY	Ether Machine power lowered

STAT OVERVIEW

[STVW]

HP -----> 'Hit Points', the character's life.
EP -----> 'Ether Points', decides how the character casts spells
LV -----> 'Level'; going up levels gives free stat bonuses
EXP -----> 'Experience'; after enough EXP, a level is gained
DEF -----> 'Defense', the character's threshold for physical attacks
ETH -----> 'Ether', a character's proficiency with ether attacks
AGL -----> 'Agility', which figures into moving in battle/the timebar
HIT% -----> The higher it is, the more accurately characters' blows land
EVD% -----> 'Evasion%', deciding how the character avoids enemy attacks
Weight --> [this has no visible effect in-game]
Attack --> Character's strength in-battle
ETHDEF --> 'Ether Defense', deciding how much damage ether attacks do
Next LV -> 'Next Level', displays the experience to the next level-up

Here are stats pertinent to gear use:

HP -----> The gear's hit points
FL -----> Shows current and maximum fuel capacity
AGL -----> Gear's speed in reaching the next turn
DEF -----> Gear's defense regarding physical attacks
RESP -----> The higher it is, the more accurate the gear's hit & evade
ETHAMP --> 'Ether Amplifier', helping power-up characters' skills
ETHDEF --> Gear's defense regarding ether-type attacks
Attack --> Gear's strength in-battle
Weight --> [no visible effect, but may tie into AGL on a basic level]

AP & ATTACK LEVELS

[APTK]

ABOUT AP / COMBO

In the earlier chapters, when there are some hard boss fights to fight on-foot, management of AP is very useful. This is done through building AP and

unleashing Combos. COMBOS CANNOT BE USED WHILE IN GEARS

~~~ "How do you build AP?" ~~~

There are two ways, both in the same vein. One is to attack a foe and then stop short with the O-button; this conserves all remaining AP. Secondly, do a Deathblow that has a 'rank' less than the maximum AP. If you've got 7 AP and do Raijin (T,X), 3 AP will be left over; if you have 7 AP and do Kokei, 0 AP will be left over. Understand?

~~~ "What do I do with built-up AP?" ~~~

If you check the battle menu, there will be a 'Combo' option. All D'blows (besides 7-AP elementals and Fei's extra two) can be used here. Thus, all characters will have 7 Deathblows that are applicable for this part.

Basically, using the 'Combo' command lets the player chain together the Deathblows for a huge burst of damage, more than one or two turns would be able to accomplish. The maximum amount of AP that can be stored is 28.

~~~ "What decides how the Deathblows are used in 'Combo'?" ~~~

Pretty simple -- however much AP is used in the Deathblow gets taken out of the AP saved. If you have 28 AP, that means Raijin can be used 7 times in a row, for example.

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#### ATTACK LEVELS

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Attack Levels are the systems by which Gears use better Deathblows. There is no AP-building this time; instead, attack levels are built up.

~~~ "How do you raise the Attack Level?" ~~~

First off, since the character and gear's Deathblows are interconnected a bit, the groundwork must be laid. Gears get two natural Deathblows per each Attack Level, and there are 3 Attack Levels. Basically, the character must have the 3rd Deathblow usable to get to LV2; the 5th Deathblow usable to access LV3. If you look at the Deathblow section in the Appendices, you can see a side-by-side comparison. The first Deathblow corresponds with the 1st G-Deathblow, etc.

Now, about raising attack level. Here's how a normal battle will go:

- 01) Battle starts [ATK LV: 0]
- 02) Weltall attacks an enemy [ATK LV: 1]
LV1 Deathblow becomes available for use
- 03) Weltall attacks the enemy but does not use the Deathblow [ATK LV: 2]
LV2 Deathblow becomes available for use
- 04) Weltall attacks the enemy but does not use the Deathblow [ATK LV: 3]
LV3 Deathblow becomes available for use

~~~ "What do DeathBlower1/2/3s do?" ~~~

Say you've acquired a DeathBlower1 item from somewhere. If equipped this will give the Gear an extra Deathblow on Attack Level 1, utilizing the x-button. This costs less fuel than normal and does on-par or better dmg

than the others of that tier.

This same situation is repeated for levels 2 & 3.

~~~ "What is Infinity Level Mode (ILM)?" ~~~

AKA 'Hyper Mode'

Build up to Attack Level 3, first and foremost. See that part on the right side of the screen, talking about 'Hyper Mode'? The percentage shown here is the chances of getting into ILM. The HP and % are inversely proportioned -- basically, as one goes up, the other goes down. Low-HP characters are more likely to get into this mode.

Weltall-2 will have a 'System Id' ability [1000f] that allows him to get into ILM immediately, and later on, when this ability has been lost, the Xenogears mech will have a permanent 99% chance of ILM.

~~~ "What's so special about ILM though?" ~~~

- 01) Special, uber-powerful, low-fuel Deathblows are available
- 02) Fuel charges 10 times the normal rate (Chargers are factored in here)
- 03) Very useful for burst damage before GNSR50s become available

Later on when the damage outputs of the gears can be modified to be 9999-damage inflictors, this mode becomes less important. However, combined w/ a Z Charger accessory, a gear in ILM can charge 5000f in one turn!

---

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III. WALKTHROUGH (CHAPTERS)

[WLKT]

Few things to remember:

- I made up some of the boss' attack names so the player can identify 'em
- On ASCII maps, north is always "up" unless otherwise specified

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/ CHAPTER 01 - LAHAN VILLAGE |

| 01) LAHAN VILLAGE

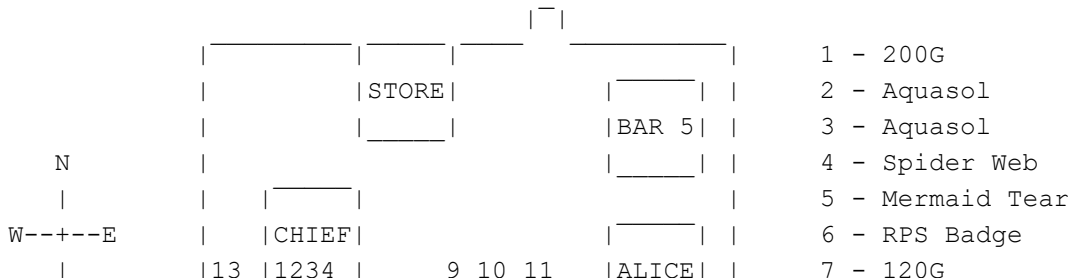
[WK01]

| ITEMS

- |                |             |              |              |
|----------------|-------------|--------------|--------------|
| • 200G         | • Aquasol   | • Aquasol    | • Spider Web |
| • Mermaid Tear | • RPS Badge | • 120G       | • 80G        |
| • Eyeball      | • Aquasol S | • Power Ring | • Aquasol    |
| • Aquasol      |             |              |              |

TO MT. PATH

Lahan Store: [SH01]



|   |  |  |  |        |  |  |  |                 |
|---|--|--|--|--------|--|--|--|-----------------|
| S |  |  |  | 12     |  |  |  | 8 - 80G         |
|   |  |  |  |        |  |  |  | 9 - Eyeball     |
|   |  |  |  |        |  |  |  | 10 - Aquasol S  |
|   |  |  |  | SAVE 8 |  |  |  | 11 - Power Ring |
|   |  |  |  |        |  |  |  | 12 - Aquasol    |
|   |  |  |  |        |  |  |  | 13 - Aquasol x2 |

Our hero Fei begins in the downstairs of the chieftain's house, deciding to take a break from his painting. Snag the [200G] under his bed and enter the sideroom with the green cabinet. Two [AQUALSOL]s are in each barrel, and Fei can jump to get a [SPIDER WEB] in the ceiling's corner. Upstairs, try to exit the house and a kid named Dan will wanna talk with Fei outside. Near the town tavern, talk with Dan; it doesn't matter what you tell him, luckily. Enter Alice's house and talk to her upstairs, learning she needs Doctor Uzuki's camera equipment for the coming day. You can now leave for the Mountain Path via the exit in town.

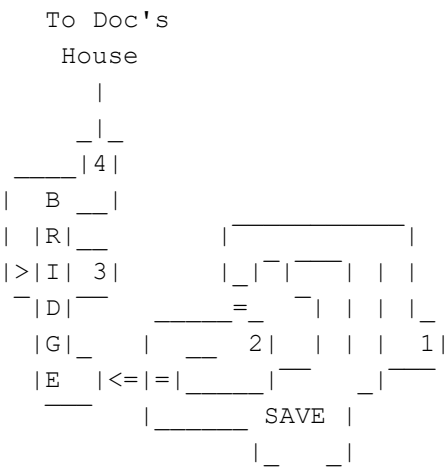
There's a bunch of detouring to do before leaving, though...which means item theft! The Mermaid Tear and RPS Badge are unique items that can be traded in at a later date, and this is your only chance to get them! Protip: after you win the RPS Badge, save to another slot so you don't have to do the minigame each time you start a new file. You'll thank yourself later!

| ITEM         | LOCATION    | OBTAIN                                       |
|--------------|-------------|----------------------------------------------|
| Mermaid Tear | Bar         | Tell sulky guy "Drinking won't help matters" |
| RPS Badge    | SE House    | Beat hubby 5 times consecutively at RPS      |
| 120G         | SE House    | Downstairs, tell woman "I like it."          |
| 80G          | Save House  | Talk to muscle guy about abilities           |
| Eyeball      | Town square | Jump into the well                           |
| Aquasol S    | Town square | Jump into the well a 2nd/3rd time            |
| Power Ring   | Town square | Jump into the well a 3rd/4th time            |
| Aquasol      | Town square | Tell girl by bearcow "No, of course not!"    |
| Aquasol x2   | Field       | Keep talking to the farmer                   |

- NOTE: The # of times you have to jump into the well may differ slightly.

\_\_\_\_\_/ CHAPTER 02 - MOUNTAIN PATH |  
 \_\_\_\_\_/ CHAPTER 03 - HOUSE ON THE HILL |

|                         |           |          |
|-------------------------|-----------|----------|
| 02) LAHAN MOUNTAIN PATH |           | [WK02]   |
| ITEMS                   | FOES      |          |
| • Aquasol               | • Aquasol | • Jackal |
| • Bird Egg              | • Spider  | • Hobgob |



- [LEGEND]
- 1 ~ Aquasol
  - 2 ~ Bird Egg
  - 3 ~ Aquasol
  - 4 ~ Spider
  - = ~ Jump Spot

Pretty easy little section. Near the savepoint a tree is on a small ledge NW of there. If Fei chooses to climb up the small patch of dry earth (or jump down, if he's near the NPC in this area), he can choose to take a [BIRD EGG]

```

|_|      from inside. The mother bird will start doing
|        1 damage every few seconds until he gets to
Lahan    Citan's House, so you may want to get some of
         the other items first.

```

In the eastern part of the mountainside, the path wraps around to a chest w/ an [AQUASOL] inside. Common but useful... There are two places where Fei has to jump if he wants to get across (one is mandatory). One requires a normal flat-footed jump, and the other calls for a running jump. The NPC standing in this area will talk about doing it. Not too hard to jump while moving, aye?

Under the bridge, another [AQUASOL] waits to be plucked. As you head toward the northern reaches, make sure to pay attention to the tree west of the exit signpost. Shake its boughs to display a [SPIDER] that can be obtained. This can be traded in later on, so don't forget!

[x\_loto informs me that there is another chapter called 'House on the Hill', only seen if you reach Citan's House and return to the mountain path, then save. I completely missed this -- thanks!]

```

|-----|
| 03) CITAN'S HOUSE |
|-----|
| ITEMS |
|       |
|   • Midori's Ring   • Aquasol       • 120G |
|-----|

```

```

|-----| | 1 - Midori's Ring
| /   / | | 2 - Aquasol
| (   / | | 3 - 120G
| \_ /  |
|   1   |
| |-----| | Talk to Yui inside the house to learn Citan's messing
| | 2 3 | | with some crap in the backyard. Outside, climb the
| |-----| | external stairway and open a door -- a chicken should
|-----| | fly out. There's yet another wonderful [AQUASOL] to
|_| | | reap inside. One more thing: climb to the telescope on
|   | | the very peak of the house. You can jump on top of a
To Mtside | | doorway and find [120G] stuffed inside the chimney!

```

For a short curiosity: if one wanted to keep the Bird Egg in the inventory, the only way to do this is to first (obviously) not pick it up before going to Citan's house. Then, after speaking to Yui and learning Doc's in the backyard shed, return down the slope to pluck the egg. Do it any sooner and the egg gets cooked; do it any later and the item disappears. [Thanks to Valkyreo and serogane for this info.]

Now, onto the real stuff. Try to enter the building behind the main house to find Citan repairing a 'Land Crab.' He'll want Fei to inspect the musicbox he restored inside -- a few scenes play off of this. After dinner (Fei will gain 22lbs if he took the egg...what is Yui putting in that food!?) return back to Lahan via the mountain path. Make sure to save at the mountain base!

Also: jump behind the house's external flowerbed and look for [MIDORI'S RING]. This can be traded for an item later on, too.





- Nontype breath attack (inflict: Slow)
- Physical tail-slap attack (~ 7 damage)
- Physical tail-spin attack (~25 damage)

Fei will initially take this behemoth on with his own two fists, which doesn't lead anywhere. Choose 'Defense' and heal if needed until Citan drops 'the gear' -- Weltall -- down for Fei to fight in. Rankar will start using Slow during this second stretch of the fight, so immediately engage the 'Booster' option which will even things out. Do 30-fuel attacks until you get to Attack Level 1, when you can do Deathblows with your Gear, corresponding to the ones you've already learned. If you know Raijin, you'll have opened 'Raigeki' for use -- except here the combination is two Triangles. [348 EXP, 0G]

A few more scenes play and Elly will leave the party, while Citan joins up. Blackmoon Forest's exit is in the west. Weltall is broken partially so we won't be able to use it just yet.

---

/ CHAPTER 08 - DAZIL |

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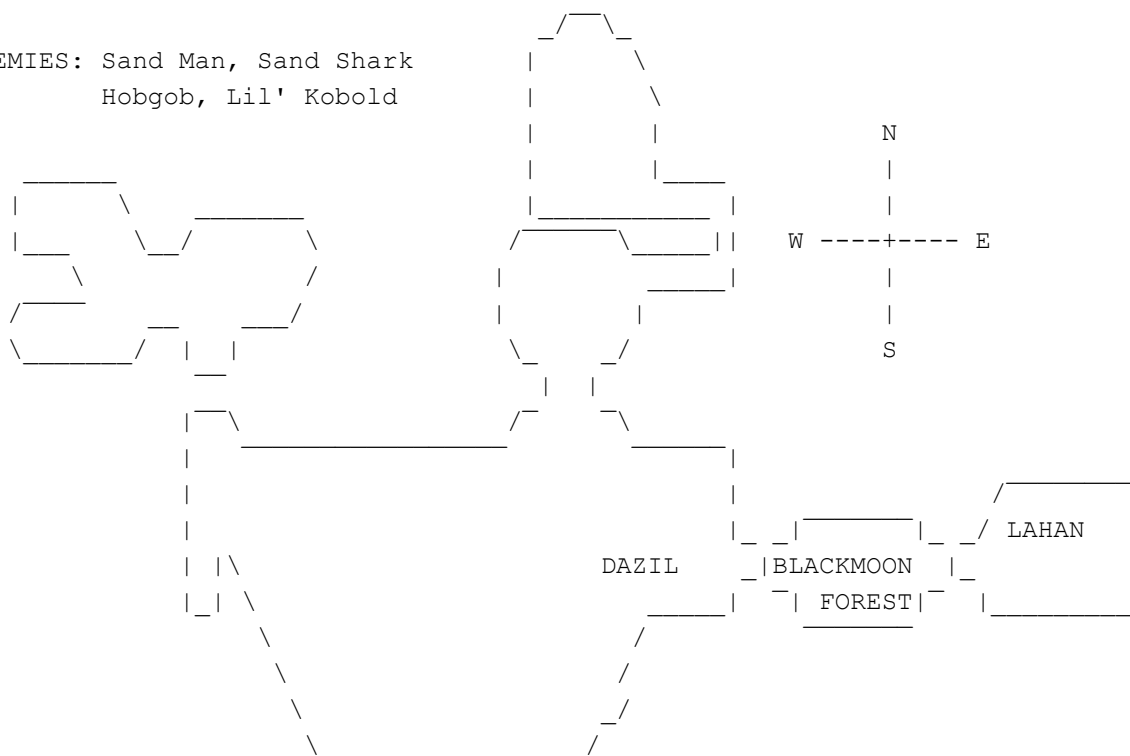
| 06) WORLD MAP (AVEH) |

| [WK08] |

---

Here's the world map you'll be seeing for quite a long time, as all events for a long time revolve around here. To not spoil anything, I've omitted any places that aren't applicable right now -- you'll get to 'em later! Get used to the terrain in the meanwhile. ;p

ENEMIES: Sand Man, Sand Shark  
Hobgob, Lil' Kobold



Unfortunately for all you explorers and spelunkers 'round there, the map is partially closed off. If you try to go west of Dazil, or north towards Kislev territory, you'll enter an infinite sand-dune screen that will eventually force you to turn back. It's a good spot for training, as long as you stick close to the exit screen. There's no compass, so watch out.

If you don't take the chance to level up Citan here, you'll miss your chance for awhile and the enemies'll get tougher. At least make him learn his T,X

(Ukigumo) or T,T,X Deathblows before you proceed with Dazil events. They'll be easy as he starts with some points towards learning them unlike Fei.

---



---

| 07) DAZIL

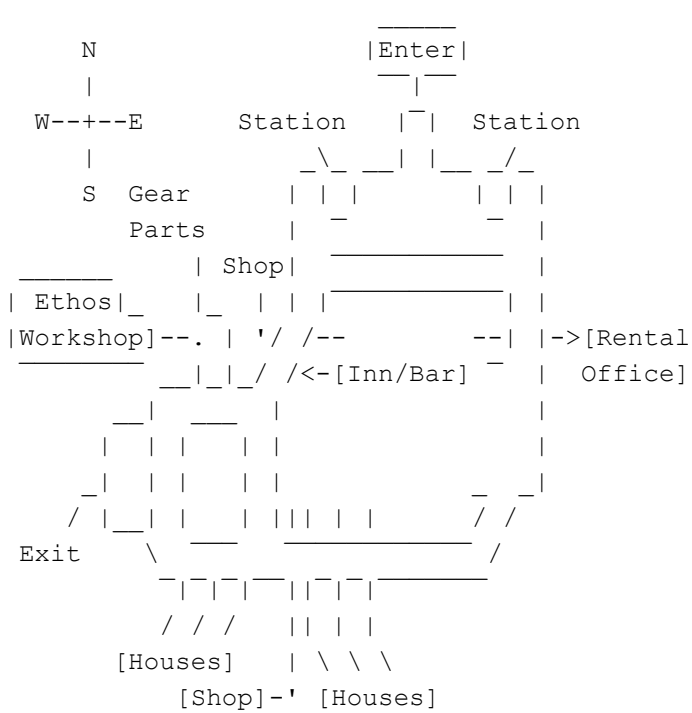
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---

DAZIL SHOPS: [SH02]

This place is incredibly cramped, with houses close together, walkways on the roofs, bridges all over -- hopefully the map isn't that hard to understand!



Pretty easy little town to sort through. Approach the SW part of town to see a scene involving ruin-excavating gear, and then proceed to the Ethos Workshop. It looks all fancy with some banners & insignia.

They won't have the parts to fix Weltall unfortunately, so Citan decides it's time to go right to the source of the equipment and take an excursion to the desert...alone. Take a walk to the rental office and get a buggy. Oddly enough, you don't need to give \$\$ upfront.

When Citan splits, Fei learns of pirates... Better warn him!

The Gear Parts store has no gears, but does have a savepoint if you need to use it. When you're ready to go after Citan, leave to the world map and trek west until you get to that endless desert screen.

---



---

| 08) AVEH DESERT

---



---

| ENEMIES

- Sand Man
- Sand Shark
- Aveh Soldier

---



---

If you can get to Lv. 10 before this part, you can use Senretsu in battle. Even if that doesn't matter to you, InnerHealing is also learned at that same level.

---

There's no map to this place because there's no compass, as I said earlier. So, how to get around this sea of sand? Upon entering, some military gears go bounding by, so follow them into the next screen. Fei should see a large ...shall we say 'UFO' -- you're going the right way if you see this. In the ensuing screen, more gears show up -- follow them two screens. Night should fall and Fei steals a soldier's motorcycle (Laff!) which eventually leads up to...BOSS FIGHTER SHINY TIME X!



```

\ \ / \
\ / BOSS: Trooper [2] | HP: 180 | DROPS: Extra Ar
/ \
/ \
/ / \ /
\ / • Physical punch [~15 dmg]
\ / • Physical machine-gun attack [~30 dmg]

```

Citan delivers and Weltall's back in our hands again. Luckily, there is no need to go all out because these guys are complete and utter chumps. Don't waste your fuel with Booster -- one Deathblow destroys 'em. [360 EXP, 500G]

A strange man summons another boss for Fei to fight. UNCOOL!

```

\ \ / \
\ / BOSS: Wyrm | HP: 200 | DROPS: Eyeball
/ \
/ \
/ / \ /
\ / • Physical attack [~50]
\ / • Physical attack [~60]
    • Physical attack 2-hit combo [~110]
    • Slurp/absorb fuel [drains 60 fuel]
    • Counter Slurp/Absorb fuel [attack counter; drains 60 fuel]

```

It drains 60 fuel no matter how you damage it, so turn on Booster and start slinging those lovely Guided Shot chi-balls. When it's writhing you know it's close to death. [1044 EXP, 0G]

After this, it's outta the frying pan and into the fire. Wait, literally...!?

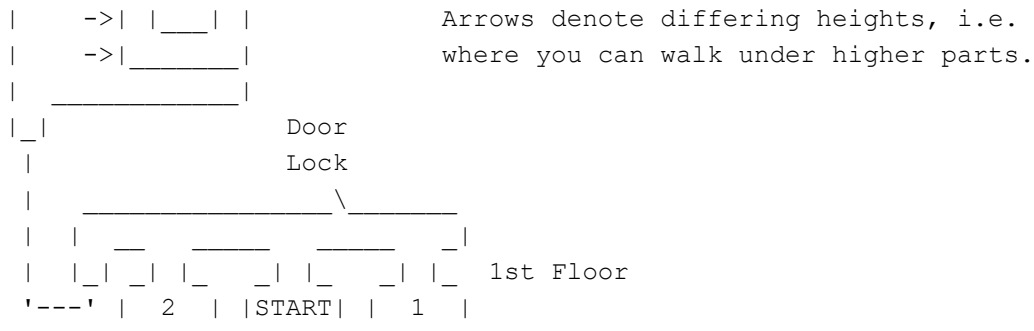
CHAPTER 09 - DESERT ATTACK!

09) AVEH MILITARY TRANSPORT SHIP [WK09]

| ITEMS          | FOES            |
|----------------|-----------------|
| • SurvivalTent | • Aveh Soldier  |
| • Rosesol      | • Aveh Corporal |
| • Leather Vest |                 |
| • Extra Ar+1   |                 |

Save when possible and rest at Citan's urging. The hull then gets damaged and it's every sailor for himself...including captives!





The skewed sandcrawler is going under slowly but surely, and sand floods the rooms, making it hard to maneuver. Exit the cabin Fei and Citan start in and take 'em west to a room where a [SURVIVALTENT] is. In that same hallway, it's possible to lock two of the doors that (seems to) slow the sand flow a smidge. In the westernmost room, a [ROSESOL] chest is getting gobbled up by the sand. The ladder up to the middle floor is in the western part of the hallway.

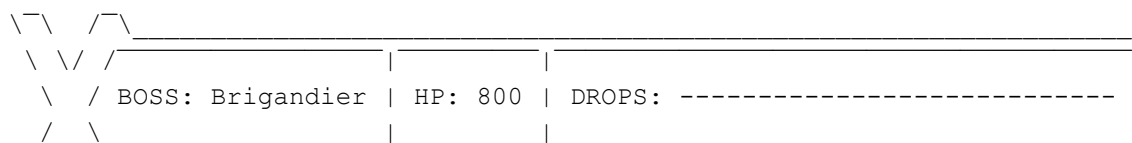
\*\*\* [TIP] TheFado96 writes: \*\*\*\*\*  
 If you go toward the room with the tent from the "START" room, you'll see a ladder at the end of the main hallway. If you climb this up, you end up in the 3rd floor a little bit after the save point, entirely skipping the 2nd floor (and you can't go back to it).  
 \*\*\*\*\*

On the second floor, enemies will start to appear. It's important to finish up as fast as possible (or even flee) because a "Fire from the engine room!" event will happen almost immediately, damaging everyone for 30-40 damage. Be careful when taking the catwalk to the [LEATHER VEST] as there's a mandatory row with 4 Aveh Soldiers & 2 Aveh Corporals. (Corporals drop a Leather Hats on occasion, though, so it's not a complete waste of time.) The catwalk will disintegrate the longer one stays in the room as well.

\*\*\* [TIP] TheFado96 writes: \*\*\*\*\*  
 It should be mentioned that it is possible to fail the sequence entirely by getting drowned by sand or by seeing Weltall sinking into the sand. If this happens, the screen will black out and Fei will say something around the lines of "Dammit we failed..." and you're given the option to try again from the starting room or load a Save file. Starting from the starting room, will reset all the sinking sequence, except you keep all the EXP, G, deathblow XP, drops, items -- basically everything you did before "losing" is carried on.  
 \*\*\*\*\*

If you look to the west from there, you'll spy the 4th chest, an [EXTRA AR+1] add-on for Gears. Get it from the cold dead hands of some Soldiers, and hop onto the mechanical median (where the ^ is on the map). You can jump onto the catwalk from there without having to backtrack too far. Take care of the broken floor panels to make it to the NE ladder.

The third floor is small, a warehouse place with boxes. It's U-shaped so it isn't much of a hassle. Save if you want to and find the SW ladder up into the daylight. Fei will have to run up the crane's stock and use the crossbars to get to the very tip. It's trickier than it sounds, but Fei can't fall off no matter what -- oh well. After some escape, our pursuit party's ready to do a little dancin'...



/ /\ \

// \// • Physical attack [~65 damage]

\// • Wild Smile [inflicts Camera Damaged (ACC/EV down)]

• Chain Whip [physical attack 2-hit combo = ~150 damage]

Wild Smile can really prolong this battle, which lowers Weltall's evasion and accuracy capabilities. Luckily, Brigandier's defenses are sub-standard and any X-attack should be able to do 100+. It's not necessary to use Booster, as Reppu [Deathblow learned if you know Senretsus] can do 220+ on its own, even if the first hit doesn't hit its mark. Brigandier will be faster than Weltall, but doesn't do as much damage output...up to the player, I guess. [No EXP/G awarded]

Well, wouldn't y'know it? Our fighters fall into a sinkhole. Rookies mistake?

CHAPTER 10 - STALACTITE CAVE

10) STALACTITE CAVE / TERRACE STONES

[WK10]

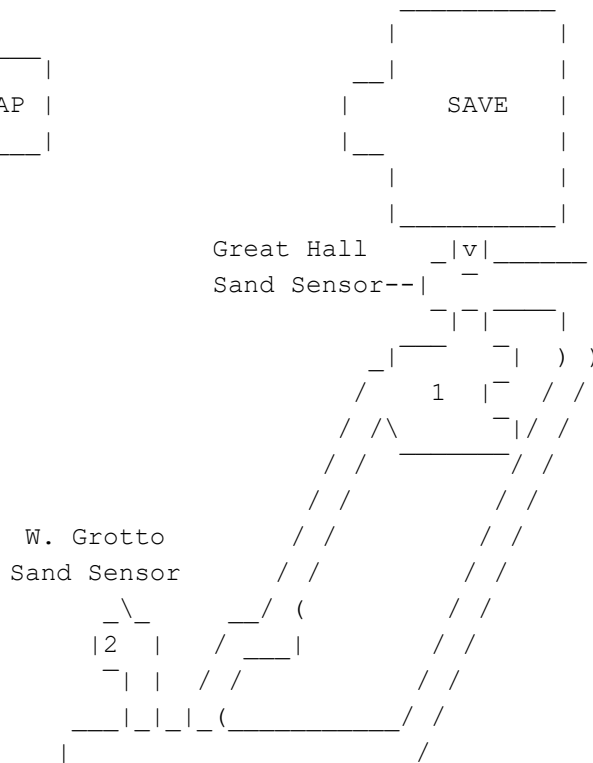
| ITEMS         | FOES            |
|---------------|-----------------|
| • Gold Nugget | • Medusoid      |
| • Iron GWhip  | • Mayfly        |
|               | • Nomad Fix Bot |
|               | • Sand Man      |
|               | • Tin Robo      |

Bart's the pirate who works this territory, and is now Fei's battle buddy. This is also the first time Weltall can have its gear parts changed around. Make sure to put that Extra Ar+1 on! Tin Robos also drop Extra Ar+1s, so farm a couple for your new mechs.

Also, a note about the Nomad Fix Bot. These appear in a few dungeons and'll, in some kind of weird malfunction, actually restore HP & Fuel to your allies. They'll also attack you sometimes (usually if you're at full HP/Fuel), but're actually 'good enemies'. They'll be much useful later on, when you can't fill up on a whim.

STALACTITE CAVERN MAP

- 1 - Gold Nugget
- 2 - Iron GWhip





back to Bal's house!

He'll open the sand barrier door nearby, letting you go SW out of the save area. Bal grudgingly sells the items/gearparts still, too. Either way, stock up and enter that new southern tunnel. Follow the tunnel to a room with a small gondola. Use R2+L2 to exit the gears and ride the gondola east to where a generator power source is on the rockwall. Hitch a lift back to the gears, go down the elevator, and save on the southern side of the ridged room. This next area will have a boss, so equip as many Extra Ar+1s as you possibly can and continue down the elevator. Try to exit south from there to find our fat, twin-engined boss.

```

\ \ / \
 \ / BOSS: Calamity | HP: 2500 | DROPS: ----- |
 / \
 / \
 / \

```

- ```

/ / \ / • Physical attack [~60 damage]
\ /      • Physical rocket-fist attack [~50-200dmg]
          • Physical mini-missile attack [~450-500dmg]

```

Wild Smile will completely rule in this battle, often making its rocket-fist and regular attacks miss completely. It's important to keep this up to help keep damage minimal, as there's no way (yet) for ally Gears to heal themselves. Its missile attack hits with 100% accuracy, and that's the meanest attack in its arsenal. Luckily, it doesn't use them on a regular basis -- I've seen it open the battle with one and then not use it for 10+ turns; other times, it's done it twice in a row. Either way, it's a bad thing to witness. Deathblows should be able to do 170-200 damage when you do them, so it's a race against time (I've seen Beat Serpent, Bart's T,S Gear attack, do only ~120 before, however). The player will have to gauge whether or not to use Boosters on their own -- if you're doing over 170 damage with each character's Deathblows, it's probably not necessary; if not, fire them thrusters up. If you still find yourself getting smoked by this bloke, make sure you've upgraded your Engine/Frame/Armor. If that still does not help, have Bart learn his T,T,X deathblow, which lets him use the 'Beat Serpent' ability in-battle. [8642 EXP, 2000G awarded]

The EXP/G awarded won't show up on the after-battle screen, unfortunately. It would be nice to stuff this glorious win in Balthazar's face, but the elevator isn't operational any longer for some reason. Ride the cracked highway outta this dump -- exit is in the south!

\_\_\_\_\_/ CHAPTER 11 - PIRATE'S LAIR |

| 11) SAND CRUISER YGGDRASIL [WK11] |

Hooray for reunions! Citan will rejoin Fei at this time, but there's not much to do in ways of equipment selection. This Yggdrasil and its hangar is also a gigantic area in itself -- though not of comparable size to the last cave -- so I'll make a map for it. It's rather self-explanatory, although be aware of the "X" -- it marks the spot where two guest rooms are on a lower floor.

You can rest for free in the crew quarters if you want, and buy accessories @ Maison's shop in the Gun Room.



Bart tries to "lie in wait" for him so he can fight. ^\_\_\_^ Take the lift to the Yggdrasil and find Bart near the entrance. Chitchat for a few tics and go below to the gear hangar (not the one in the cruiser) to talk with Weltall's mechanic. Citan catches up with our tragic hero to have a word, and then it's possible to take a rest upstairs. [NOTE: You can leave to the world map and do some training with Fei if you want.] Just talk to the brown-clothed guy to hit the hay.

After some sleeptime, bosses are imminent! Take the elevator down to the Yggdrasil's dock to see some fireworks.

```
\ \ / \
\ \ / _____ | _____ | _____ |
\ / BOSS: Swordknight | HP: 800 | DROPS: ----- |
/ \ _____ | _____ | _____ |
/ \ \
// \ \ • Physical machine-gun 2-hit combo [~60/per, RDMT]
\ \      • Physical sword-slice 2-hit combo [~90/per, RDMT]
```

Bart and two of his subordinates [1500 HP/1200 Fuel] take on this first guy by themselves. Luckily, he only has physical attacks, so Wild Smile decommissions him almost on Turn #1. Lay in with a few of Bart's Deathblows and get this over with. NOTE: 'Guest' gears have no skills or abilities. Just bash the x-button with them, and let them take the most damage -- save your fuel with Brigandier if possible. [1500 EXP, 300G]

At this point, Citan will receive one of the Yggdrasil's old gears, Heimdall, for his own further use. Oh, and there's another boss, sillies. =p

```
\ \ / \
\ \ / _____ | _____ | _____ |
\ / BOSS: Aegisknight | HP: 700 | DROPS: Extra Ar+2 |
/ \ _____ | _____ | _____ |
/ \ \
// \ \ • Pile Driver/Weaken Ar [inflict: Armor Damage]
\ \
```

Heimdall [2500 HP/1500 Fuel] goes solo on this one, but it's rather easy once/if you know the basics of Deathblow-ing. Just be aware that 'Armor Damage' status stacks each time it's used, so you may want to use Sazanami to restore Heimdall's status if the heavy hurt starts comin'...which it shouldn't. Fierce attacks'll do 180+ and Kentsui can do 300+...haha. [1500 EXP, 300G]

This next one features just Citan & Bart.

```
\ \ / \
\ \ / _____ | _____ | _____ |
\ / BOSS: Wandknight [2] | HP: 620 | DROPS: ----- |
/ \ _____ | _____ | _____ |
/ \ \
// \ \ • Physical beam-gun atk [~170 damage]
\ \      • Power Beam/Beam attack [Beam-type damage to single; ~300]
```

Out of all the 'mini-bosses', these have the ability to inflict the most damage -- partially due to how fast they are, and their Power Beam attack. Heimdall will take the most damage due to his defenses, but Brigandier should have a slight cushion in this respect. Either way, look to take them out fast as you can (Booster?) and do it one at a time. They only seem to use the Power Beam when one Wandknight

has fled, so weakening them both concurrently's the best course of action. [3000 EXP, 400G Total]

And...yet another boss. Fei's the only one to smack this schmuck 'round.

```
\ \ / \
 \ \ / _____ | _____ | _____ |
  \ / BOSS: Clawknight | HP: 600 | DROPS: Extra Ar+2
  / \ _____ | _____ | _____ |
 / \ \
 / / \ / • Physical attack [~70]
 \ /      • Physical chakram throw [~110]
```

This guy's got little variety, thus letting Fei get the easy win. Should only take two Deathblows tops, if that. Save your Booster fuel for the next round. [1500 EXP, 300G]

Finally, Citan, Bart, and Fei will team up for the largest Gear.

```
\ \ / \
 \ \ / _____ | _____ | _____ |
  \ / BOSS: Schpariel | HP: 4649 | DROPS: Beam Coat [100%]
  / \ _____ | _____ | _____ |
 / \ \
 / / \ / • Physical drill attack [~300, single]
 \ /      • Physical pop-up-through-floor attk [~200 to single]
          • Lightning bolt attack [inflict: Armor Loss, 2 RDMT]
          • Physical floor tremor/debris attack [~200 to all allies]
```

Use Wild Smile immediately and engage Boosters. Heimdal should be able to do ~250 with its X-attack, and others should be able to top that with their Deathblows. Since Schpariel's attacks can all miss with exception to the tremor attack, Wild Smile really defangs it at once. Periodically recast and let your wrecking crew go to work. In fact, if you're in good shape from previous battles, Booster-ing isn't even required. If you happen to get see its Armor Loss attack, and it's possible you don't, make sure to heal it. The effect stacks the more times it's used! [17889 EXP, 1700G]

Now it's time to commence 'Operation Aveh' and rescue Marguerite! Head to the Yggdrasil's bridge and the sand cruiser can now be piloted on the world map!! Talking to Sigurd allows this to happen. Consider upgrading Heimdal's equips at this point, now that it's forever in your care... You'll have to use a combination of the Yggdrasil's and the Lair's gear shops, however.

=====

Fidormula wanted me to mention that MagneticCoats can be bought here. These eventually stop being sold (until resurfacing around Chapter 43) and heavily increase (+25) a gear's RESP. This is one of three places to buy as much as you need.

=====

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/ CHAPTER 12 - OPERATION AVEH |

| 13) WORLD MAP (AVEH) |

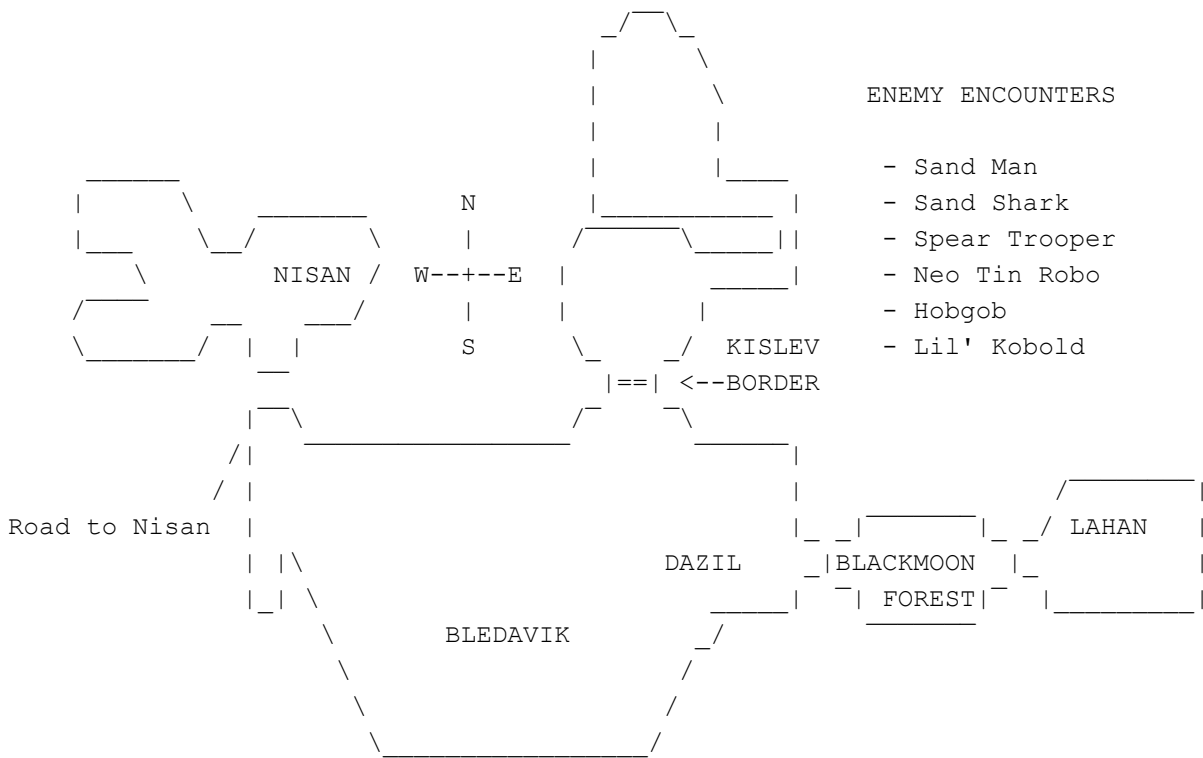
| [WK12] |

Hey, no random encounters!

That nasty 'infinite sand ocean' part will be gone and the entire continent



can be explored...well, the desert part anyway. If you like exploring things before you can get to them, the 'Road to Nisan' is open in the NW part of the desert, letting you enter the country of Nisan on the island in the north. It has a nice shop [SH06] that sells a couple rare items. The EtherDoubler in particular is a great but expensive find, and quits being sold later in the game. It has no Gear parts at this time, but will in chapters to come.



You can't enter past the Kislev war camps, so there's nothing much else to do. Avast, to Bledavik!

|              |
|--------------|
| 14) BLEDAVIK |
| ITEMS        |
| • H&S Badge  |

BLEDAVIK SHOPS: [SH07]

Aveh's capital is a sprawling area situated around a mountain base -- Fatima Castle is located on its mount. This place has its own "world map" actually, and is separated into four parts: North & South Bledavik, Shakhan Square, and Fatima Castle. We're at the lowest part, being Bledavik itself. Watch a few scenes and you'll be able to bum around the city for awhile...

This map's a little rough due to all the overhanging passageways and tunnels, but it'll be of use just the same. Houses of no importance are represented w/ simple squares.

|   |                |                                   |
|---|----------------|-----------------------------------|
|   | To             | First off, Sigurd wanted everyone |
|   | Shakhan        | to collect information before the |
|   | Square         | rescue mission was the proceed. A |
|   | R = Restaurant | trip to the hotel will introduce  |
|   | __ _           | everyone to a Nisan nun -- enter  |
| N | H&S            | through the front door or hop in  |
|   | 1              | via the 2nd-floor windor (for a   |

|           |     |   |  |  |                                   |
|-----------|-----|---|--|--|-----------------------------------|
|           | Kid |   |  |  | funnier scene). Either way, take  |
| W----     | E   | ( |  |  | a trip up to her room.            |
|           |     |   |  |  |                                   |
| S         |     |   |  |  | There, the nun divulges that the  |
|           |     |   |  |  | Holy Mother is in the mountaintop |
|           |     |   |  |  | citadel. We'll need to find some  |
| SAVE--    | .   |   |  |  | leads as how to enter the Palace  |
| NUN---    |     |   |  |  | above. Proceed to the easternmost |
|           |     |   |  |  | side of town where the "X" is on  |
|           |     |   |  |  | the map -- this is a water pump.  |
|           |     |   |  |  |                                   |
|           |     |   |  |  | Inspect the sewer grate and talk  |
| Gear Shop |     |   |  |  | with the nun again. Citan thinks  |
|           |     |   |  |  | investigation at the festival     |
|           |     |   |  |  | grounds may help out as far as    |
|           |     |   |  |  | distractions go. Proceed through  |
|           |     |   |  |  |                                   |

Shakhan Square in the north (nothing to do here, really, except minigames) to the tournament site at Fatima Castle.

Actually, you can get the Well Key at this time, too. Talk to the H&S Kid before going to Shakhan Square to learn he's the dope who hid down there, and the old guy (denoted with 'X') has the key. Talk to the geezer and tell him you're going to "Rescue Margie". [NOTE: You can't enter the waterways yet!]

---

But before you go, let's get the [H&S BADGE]! Go to the area on the map and talk to a kid standing alone in the corner. He'll want to play hide-and-seek with the party. Agree to and enter any door/room to make him go hide. If you find him three times, he'll give the badge over. These hiding spots rely on tricky camera angles, so I'll list them and mark 'em on the map.

- ~ 1 - By northern exit. Overhanging arch blocks view of him.
- ~ 2 - Barrels by the Ethos Workshop ('Gear Shop' on map)
- ~ 3 - Path leading to house, just south of lower restaurant entrance
- ~ 4 - Near entrance, east side where camera angle has near-blind spot

---

Other things worth noting before heading on a bit:

- If you talk to the guy at the entrance and tell him your party hasn't found a hotel, he'll give you a tip on getting a discount. Talk to the hotelowner and tell her the person who gave the discount didn't tell her name. You'll get 10G off (wow?). [NOTE: You can go back to the guy and tell him you are hotel-less if you told him otherwise previously.]
- You can trade in Fangs, Eyeballs, and Scales at a street dealer. They make 150G, 300G, and 600G per each sold, respectively.
- Talk to a street-dealer across from the trade-in guy (see above) and some kid will steal from her. After some chitchat, follow the kids up to where the H&S boy was. Talk to them and they'll want 1000G -- give it to 'em! Later on in the game, they've got a special store they opened with Fei's hard-earned capital.

=====

Fidormula wanted me to mention that MagneticCoats can be bought here. These eventually stop being sold (until resurfacing around Chapter 43) and heavily

increase (+25) a gear's RESP.

=====

CHAPTER 13 - THE TOURNAMENT

15) FATIMA CASTLE [BLEDAVIK]

[WK13]

ITEMS

- WeddingDress

Short section. A guy bumrushes Fei & Citan to learn their tourney picks, and Doc comes up with the bright idea to enter Fei in the contest, which'll buy the prince some time in infiltrating the sewer system. Signup at one of the booths as whatever alias you like ["Dragon-Slaying Slacker" is my fave ^\_\_^]

Once your signature's in the books, return to Bledavik and talk with the nun again. Save, then rest at Citan's request.

#####

NOTE: After each round Fei fights, the scenes will switch to Bart and he'll have some time to swim around in the sewers. After awhile, the next round starts again. HOWEVER, the walkthrough isn't going to switch back and forth to save space. Bear this in mind if...whatever. ^\_\_\_\_^

NOTE: The amount of time Bart gets is equal to the time Fei buys in the fight, which means if Fei stalls endlessly, that equates to more time for his pal to snoop around!

NOTE: The farther Fei gets in the tournament, the more guards will have left their post to watch. This makes Bart's rescue mission a lot easier, so don't lose out if you can help it!

#####

Chapter 11 starts at this point!

Return to the tournament grounds the next day, and enter the participants' tent with Fei (talk with a guard to be let through). Talk a bit with an old acquaintance and then move Bart, who's still in Bledavik, to one of the sewer grates in town. They both connect to the same waterway complex, but in different places (obviously).

---

If you haven't gotten the Well Key yet, inspect the eastern sewer grate and talk to the old man near it. Then, talk to the H&S kid (or the nun) to plan out what to do next. Either way, return to the old man and tell him you're going to rescue Margie -- he'll fork over the key.

---

One grate is located by the old man in the easternmost part of town, and the second is near the Ethos workshop's entrance. I recommend taking the western sewer grate entrance because you can collect most of the items (and all of the truly good ones) without having to go completely out of your way and do excessive stalling in the tournament.

Round 1...starts right now.

\ \ / \

```

\ \ / _____ | _____ | _____ |
\ / BOSS: Gonzalez | HP: 400 | DROPS: SurvivalTent
/ \ _____ | _____ | _____ |
/ /\ \
// \ / • Physical attack [~35dmg]
\ / • Physical ground-pound attack [~20dmg]
    • "Can't take it anymore!" [~70 phys-dmg; uses after skill/d'blow]

```

This one-trick pony only uses his 'skill' as long as you don't use any of offensive skills or Deathblows. His physical attack is easy to stomach...but playing it safe is the slowest route. If you can, use Iron Valor and your best Deathblow to pummel this freak. Just be prepared for some liberal InnerHealing. Alternatively, save AP and unleash a firestorm of Combo goodness! ^\_\_\_\_\_^ [500 EXP, 0G]

Heal up Fei and progress Bart a little. After awhile, Fei will have to fight his second opponent.

```

\ \ / _____ | _____ | _____ |
\ / BOSS: Big Joe | HP: 912 | DROPS: Metal Vest
/ \ _____ | _____ | _____ |
/ /\ \
// \ / • Grrreat! [1 damage]
\ / • And dynamic! [1 damage]
    • Joe's fans attack! [~70 damage]
    • Joe's fans cheer support! [Big Joe healed 140 HP]

```

This battle is a cinch -- Big Joe never does more than 2 damage to Fei! Unfortunately, his fans are a little more raucous, doing most of the damage with their garbage-throwing attack (sounds like a Cleveland Browns game? :P) and healing Big Joe 140 HP at a time. Because of this, it pays to save up for a huge combo and unleash it all at once to take this doofus out. In fact, if you don't have Iron Valor, you may not make ANY headway without Combos -- Joe's not quite turtle-speed, yo. Make sure you heal up fully before the combo is unleashed. Seven Raijins can do 500+, and you should be able to overcome it from there. His EXP is proportional to how much of a fight he put up. -\_\_\_\_- [1 EXP, 1G]

Heal once again and bide your time until the next match!

```

\ \ / _____ | _____ | _____ |
\ / BOSS: Scud | HP: 350 | DROPS: Samson'sHair
/ \ _____ | _____ | _____ |
/ /\ \
// \ / • Physical knife(?)throw [~15]
\ / • Physical attack by bees [~30]
    • Happy Pill [Scud heals 200 HP]
    • Strange Pill [Inflict: Poison]
    • Strange Pill [Inflict: ATK Down]
    • Strange Pill [no visible effect?]
    • Strong Pill [Scud gains 'ATK Up']
    • Strong Pill [Scud gains 'DEF Up']

```

Scud is a dud...at least to start off with. He must be a pharmacist or a pusher, 'cuz he's got quite a pill supply in his parcel. Take your time building up a Combo and simultaneously stall the fight a bit for Bart. Even if you get hit with some ATK-downers, a 28-AP

combo (7-Raijin) can still send this druggy to rehab. Take note that the ATK-Down status doesn't wear off in-battle, so you may want to finish as fast as possible if you can't counter it with Iron Valor!  
[500 EXP, 0G]

NOTE: If Bart gets to the castle floodgate area before the upcoming fight, make sure to save! The semi-finals should be interesting...

```
\ \ / \
 \ \ / _____ | _____ | _____ |
  \ / BOSS: Dan | HP: 450 | DROPS: WeddingDress
  / \ _____ | _____ | _____ |
 / \ \
 / / \ / • "You scum!!" [~100 ether damage]
 \ \      • "This is for Timothy!" [~15 damage]
          • This is for my sister!" [~30 damage]
          • "I'm gonna take you down!" [no effect]
          • "This is for all of Lahan!" [~15 damage]
          • "This is for all of Lahan!" [~15 damage]
          • Physical flying-kick attack [~20 damage]
          • Physical flying-headbutt attack [~25 damage]
          • Physical punch-in-the-face combo [~50 damage]
```

There are two ways to go about this battle. The first is the 'good' way, and the only way to receive the WeddingDress. Simply don't hit Dan at all, and let him have his moment of catharsis by beating the crap out of Fei. This will make Dan flee after awhile, and the item is received (and even boys can equip it o\_o). The second and 'bad' way involves beating the crap out of Dan. Not only does this create more tension between the two, but the Wedding Dress is not received and Dan will use his super-attack (which can be used even if Fei does not attack his target). Well, gotta commend the squirt for getting so far in a big boy tournament. ^\_\_\_\_^ [500 EXP, 5G]

Since you can't win the final round (such a trendsetter -\_-), you don't have to waste items healing 'n' stuff. Some have reported missing the Wedding Dress even with the above strategy; in that case, redoing the battle seems to rectify the situation.

After Bart does his thing, it's time to fight the weird fish mask guy!

```
\ \ / \
 \ \ / _____ | _____ | _____ |
  \ / BOSS: Wiseman | HP: ???? | DROPS: -----
  / \ _____ | _____ | _____ |
 / \ \
 / / \ / • "What a wimp!" [counter all attacks; does nothing]
 \ \
```

In this anticlimactic final round, Wiseman will evade all physical attacks and take little damage from Ether attacks. Simply fight for awhile until the opponent flees. So strange... [John Ryan writes that using the Raijin attack forces Wiseman to flee instantly.]  
[0 EXP, 0G]

Heal up Fei at this time, and equip him with some Iron Mail if Bart's already swiped some. Now it's all up to Mr. Fatima!

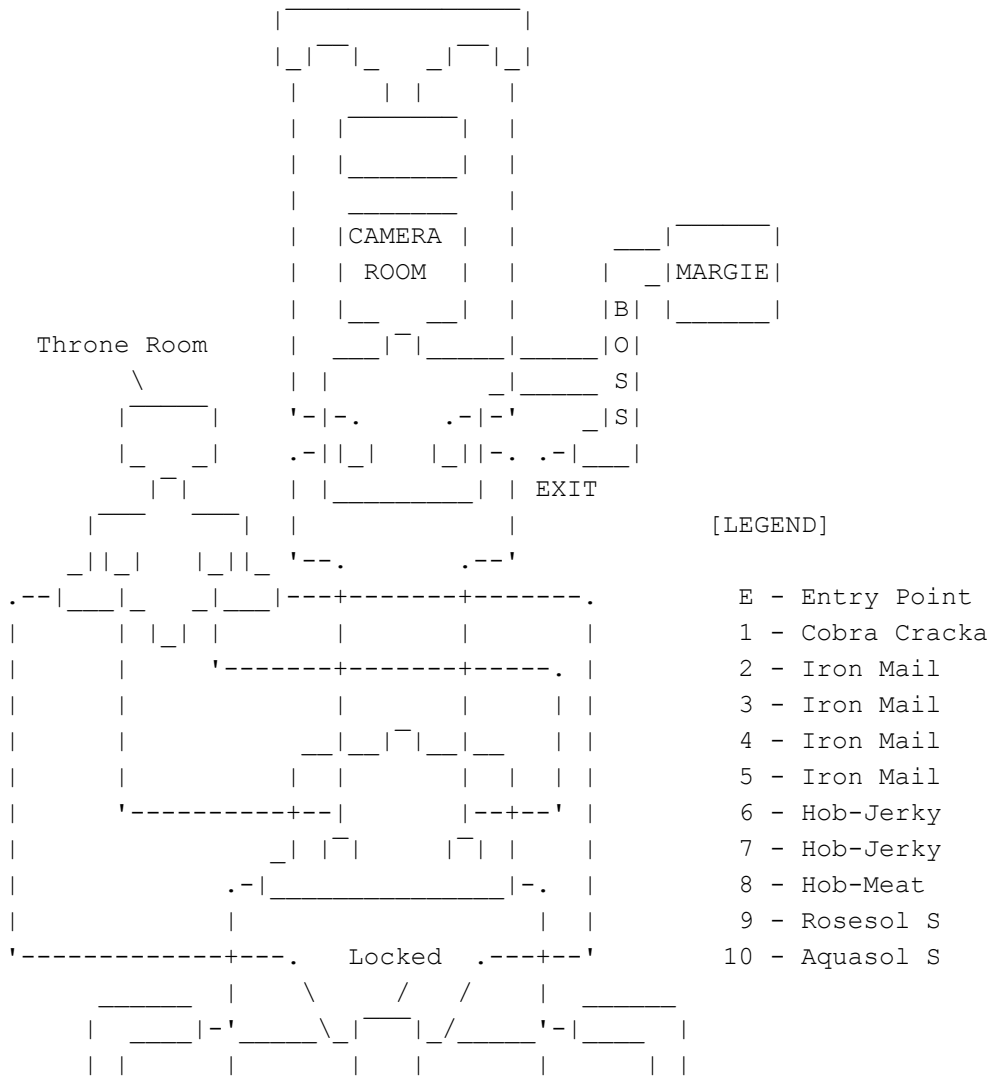


| ITEMS          | FOES                  |
|----------------|-----------------------|
| • Cobra Cracka | • Aveh Guard [Type 1] |
| • Iron Mail    | • Aveh Guard [Type 2] |
| • Iron Mail    |                       |
| • Hob-Jerky    |                       |
| • Hob-Jerky    |                       |
| • Rosesol S    |                       |
| • Iron Mail    |                       |
| • Iron Mail    |                       |
| • Hob-Jerky    |                       |
| • Hob-Meat     |                       |
| • Aquasol S    |                       |

Depending on how much time Fei buys for Bart, the guards patrolling this area will be fewer in number. There'll still be sentries, no matter what much time is bought, though. =/ Make sure to equip Bart with any of your nice tourney winnings (Metal Vest?) to help his position even further.

So, what's the difference between the guard patrols during and after the tournament, you may wonder? Well, if you sneak in while Fei's giving the crowd a show, some (defeated) guards don't respawn. Even when the tournament has concluded, some patrols simply aren't around. Alternately, if you don't get into the castle before the tournament ends (newcomers may feel this), the castle is packed with many patrols and they respawn upon entering/exiting any room. It really, really pays to be quick-footed or in this case quick-armed, to get through those aqueducts!

The place marked "E" is the entrance to the floodgate area, and where our prince starts upon surfacing. [NOTE: The guard patrolling these lowgrounds will respawn, so use-'n'-abuse it to learn Bart's 2nd Deathblow if he does not have it!]







Miang and Margie are 'in battle' only in that they'll act as support for their ally -- they cannot be targeted by attacks on either side. Miang will restore HP and remove status, but prioritizes status 1st, so it helps to have that Cobra Cracka to make her waste time. Margie on the other hand randomly heals HP in increments of 20-60 to Bart. Build up AP for a combo and unleash it anytime that Ramsus is not in his Mirror Stance. He has a vicious counterattack when waiting for a strike, and we don't wanna taste any of that. Either way, when he is in that stance, Miang and Margie will heal both characters to a small margin, so bide your time! Sometimes Ramsus' woman won't even lift a finger, which only makes Bart's job simpler. Don't waste time with Wild Smile since Miang removes it almost immediately. Oh well... [0 EXP, 0G]

Fei will show up for round two in just a sec, complete with whatever equips you gave him after the Wiseman fight. Hopefully you gave him some Iron Mail [etc.] to buff him out a bit.

```

\ \ / \
\ \ / _____ | _____ | _____ |
\ / BOSS: Ramsus | HP: 800 | DROPS: ----- |
/ \ BOSS: Miang  | HP: --- | DROPS: ----- |
/ \ \ _____ | _____ | _____ |
/ / \ \

```

- [Margie] - Restores Fei 0/20/40 HP
- [Miang ] - Restore [heals Ramsus 100 HP]
- [Ramsus] - Physical attack 3-hit combo [~40 total]
- [Margie] - "Good luck Bart!" [Heals 0/20/40 HP to Bart]
- [Ramsus] - Mirror Stance/Predict atk [counterattacks if hit]
- [Ramsus] - Physical attack [~150 dmg; if hit during M. Stance]

Things are slightly different this time. Ramsus can't be afflicted with Poison or Wild Smile's effects and Miang will heal 100 HP even. So, Fei and Bart are gonna be a little more self-sufficient here. Ramsus' attacks haven't improved, however, so the same strategy applies. Build up both allies' AP until they can let loose a destructive combination. It helps to go all the way for 28 AP if Bart doesn't have his Twin Sonic Deathblow. Like in the previous fight, sometimes Miang's AI doesn't heal Ramsus right away, but often will if he's in Mirror Stance. It takes a little longer this time, but the "build up a Combo and strike" strategy still stands. Crouch and strike when ready, preferably after Mirror Stance ends and with Iron Valor in effect. C'est facile, brotha! [0 EXP, 0G]

Afterwards, Margie aids in everyone's escape, and does another lady we've met awhile back. It's back to the Yggdrasil for this intrusive crew!

---

/ CHAPTER 15 - ROAD TO NISAN |

---

| 18) SAND CRUISER YGGDRASIL [WK15] |

---

| ITEMS

- Ether Veiler
- 

Time to return Margie back to her home, the holy town of Nisan. It's on the island northwest of the Aveh desert, if you don't remember. The Road to Nisan is near a single tree in that area, and leads to a secret dock below the city



```

Town   / _ /) | _
Hall  | |1| |  _|
      | _ - \ | |
      | _      | _
      | _|     | _|
      | _      | _
      | _      | _
      | _|     | _|
      | _      | _
      | _|     | _|
      |

```

Enter

When you've had enough jibber-jabber, go to the northernmost part of town and see Margie and her ex-minders; then, hike up to the church.

So...get on with ye!

Once the nuns have gone back to singing their hymns, follow Margie up to the big balcony and then the painting room. When done, return to town and seek out the entrance. Maison will have rented a room for everyone! Talk to Sigurd in the lodging to plan the next move for the crew. Bart will have some questions regarding Solaris. After going through the 4 options, choose "I understand." Back outside, after talking to Bart on the town bridge, head to the town hall across from the shop. Scenes play out, yadda yadda yadda, and it's decided a dual strike on Bledavik and Shakhan's sand 'navy' in concurrent fashion. This means split forces...

Fei will attack the border guards while everyone else raids the capital. That is the plan, but will it be carried out to perfection? Upgrade Bart & Fei's gears a bit if you need to [via guy in shop] and talk to Bart in the rented house when you're ready to kickstart the heart of this operation.

---

First part of the operation is up to Weltall and his operator... When the control is given to Citan inside the Yggdrasil, you can visit the gear shop and upgrade Weltall a bit [last chance!] -- the shops are all the same old junk, though. Save if you want and exit onto the cruiser's roof (via ladder near bridge) for some moonlit dialogue.

And...then...WE CAN GET THIS STARTED!

\_\_\_\_\_/ CHAPTER 17 - RECAPTURE AVEH |

| 20) THE ROCKIES [KISLEV-AVEH BORDER] [WK17] |

| ITEMS          | FOES            |
|----------------|-----------------|
| • Extra Ar+2   | • Nomad Fix Bot |
| • Rosesol S    | • May Fly       |
| • MagneticCoat | • Medusoid      |
| • Gold Nugget  | • Edelweiss     |

LOL @ crappy enemies here!

Either way, Fei has been sent in with a small group of assistant gears that act as support storywise but offer no support fire battle-wise. This first stretch is an uphill jump course. It involves mini-jumps and a single large running jump. The exit is in the north, but you have to go northeast until you find a plateau of level height. It's rather easy, but in case you have a bit of trouble, just follow your red-colored comrades! Make sure to find the two treasures around here, a [EXTRA AR+2] and [MAGNETICCOAT]. The former is in the southern extremities of the outdoors, on a plateau; the latter sits on a ledge just south of the cave entrance. Equipping both is recommended.

Duck into that cave I mentioned to keep goin'.

PROTIP: Before you make running jumps, fight an enemy. Often times, battles will interrupt your as you make your strides, and since you can't jump while initiating, you'll fall off the cliffs and have to start over a lot.

PROTIP: Remember to hold down the O-button while making a jump, or you may fall short due to acceleration loss. [Thanks to Jennifer Russell for this tip.]

The second part is similar and just has more running jumps at more difficult angles. Like before, if you stumble in finding a route, follow your allies as they hop around. After the first running jump, you'll come to the southeast part of the cave. Twirl the camera 'round to find a [ROSESOL S] chest near the rockwall. Past the second (and infinitely more annoying) running jump, a [GOLD NUGGET] chest is right in the southwest, easy pickins-style. Complete the third and last running jump -- if you fall, you won't have to start all the way over, luckily -- and climb up to a repair bot that sells equips on par with the Yggdrasil & Nisan. Save, refill fuel, etc. -- be prepared for what's beyond the door.

=====  
Fidormula wanted me to mention that MagneticCoats can be bought here. These eventually stop being sold (until resurfacing around Chapter 43) and heavily increase (+25) a gear's RESP. This is the last place they can be purchased in a large quantity for quite awhile!  
=====

NOTE: If you have a Beam Coat, equip it.

```
\ \ / \
 \ \ / _____ | _____ | _____ |
  \ / BOSS: Wandknight [2] | HP: 620 | DROPS: Extra Ar+2
  / \
 / / \
 / / \ / • Physical beam-gun attk [~35 damage]
 \ \   • Power Beam/Beam attack [Beam-type damage to single; ~300]
```

Aw no, not these clowns again!? It's the exact same fight as that which went down at Bart's Lair. As before, try to weaken them both at once, because when one's defeated, the remaining mech uses its Power Beam repeatedly, and this really sucks since we've got more fights coming up. If you've upgraded the engine, it only takes one fierce attack and a deathblow to defeat 'em. [3000 EXP, 400G]

The vendetta continues with...

```
\ \ / \
 \ \ / BOSS: Clawknight | HP: 600 | DROPS: ---
  \ / BOSS: Swordknight | HP: 700 | DROPS: Extra Ar+2
  / \ BOSS: Aegisknight | HP: 700 | DROPS: Extra Ar+2
 / / \
 / / \ / • [CK] - Physical attack [~20]
 \ \   • [CK] - Physical chakram throw [~110]
       • [AK] - Pile Driver/Weaken Ar [inflict: Armor Damage]
       • [SK] - Physical machine-gun 2-hit combo [~15/per, RDMT]
       • [SK] - Physical sword-slice 2-hit combo [~60/per, RDMT]
```

If you upgraded your gear armor to 'MS 9' this battle is completely over before it starts -- single-digit damage on all fronts, pretty much. Should you have found your pocketbook empty, though, there is the need to prioritize a bit. Pile Driver gets annoying and forces Weltall to repair itself (InnerHealing does the trick). Remember: that 20% armor damage stacks each time it's used! Swordknight and Clawknight are one-trick ponies as far as damage-dealing goes; just

make sure the armor's not perforated to keep their attacks weaker. Clawknight's probably the weakest, so take out Aegisknight first and clear this battle. Choose whether to Booster depending on the damage intake. [4500 EXP, 900G]

And the trifacta...

```
\ \ / \
 \ \ / _____ | _____ | _____ |
 \ / BOSS: Vierge | HP: 2400 | DROPS: ----- |
 / \ _____ | _____ | _____ |
 / \ \
 / / \ / • Physical punch [~45dmg]
 \ \      • Physical kick! [~45dmg]
          • Physical combo [~45dmg]
          • Physical 2-hit punch combo [~80]
          • Physical 3-hit punch combo [~110]
          • Aerod/Eth Atk [~300 ether damage]
```

Vierge...isn't that great. Her defense isn't that great, either. But the Aerods attack is pretty decent, which is why you should flip on Booster (if you can spare the fuel) and use fierce attacks -> 50-fuel Deathblows. As a point of reference, Reppu is capable of doing 400+ damage with an upgraded engine. Her attacks get a little more intense as the battle -- and story dialogue -- rages on, but there is little or no variance in her physical attacks, really. She does, however, begin using Aerod more frequently in the latter stages, so if you've had your HP whittled down by the previous mechs, you might want to rethink your damage plan. [0 EXP, 0G]

Some scenes later, you'll be back by the repairbot. Repair HP/Fuel, save, buy new parts, etc. -- go over whichever motions that're needed. Northeast of the savepoint is a staircase of small ledges you can take up to the highest exit. The fourth and last running jump (last time, I swear!) is found here en route. When you get to the yellow beam of light, jump to get out. This starts the second stretch of the mission!

---

Bart's team begins in the Fatima Castle sluice area. When the briefing's been done, take the ladder up into the bailey/courtyard for some scenes. Once back at the Yggdrasil, save if you want (you can't buy any regular/gear items) and the POV is back to Maitreya and Fei's crew...

---

/ CHAPTER 18 - DESERT DESPAIR |

---

```
| 21) AVEH-KISLEV DESERT [WK18] |
| _____ |
| FOES |
|      • Sand Tripper      • Gigafoot |
| _____ |
```

This part involves maneuvering to the flagship Kefeinzel. There aren't random encounters, but if you maneuver Fei into one of the enemy vanguards, needless random battles are fought, so avoid it if possible. Vanderkaum will begin his incompetent firing strategy almost immediately...

---

First approach is easy. Everyone is heading west, and you have to dodge some

annoying enemy patrols. You lose -1 HP if hit by machine-gun fire, and -5 HP if an aerial mine hits Fei. The latter should never happen, given how large the things are. Fierce (x-button) attacks can take out Sand Trippers in one go, while two or more are needed to get rid of Gigafoots (assuming engines have been upgraded!). Once Fei is farther west than the 'caboose' of the sand cruisers, more scenes with Vanderkaum play.

Second approach is mostly the same, except somehow there's been a directional shift and 'west' is now through a line of ships/obstacles running parallel to the Kefeinzel. Break through the flagship's helpers and a boss battle starts with just Fei.

```
\ \ / \ _____
 \ \ / _____ | _____ | _____
 \ / BOSS: Main Gun | HP: 1800 | DROPS: Gold Nugget / Gold Bullion
 / \ _____ | _____ | _____
 / \ \ _____
```

- ```
/ / \ / • Clear the deck! [no effect]
\ /
• 5 [preparation for Kefeinzel gun]
• 4 [preparation for Kefeinzel gun]
• 3 [preparation for Kefeinzel gun]
• 2 [preparation for Kefeinzel gun]
• 1 [preparation for Kefeinzel gun]
• Firing Kefeinzel Gun! [~400dmg to Fei]
• Readyng Kefeinzel Gun! [allows gun to be fired next turn]
```

On the topdeck, the gun is accompanied by two 'Small Guns' which can be (and should be) taken out in one fierce attack. They'll do 1 dmg, though, so it's up to you if you wanna waste fuel on them. The gun can take 500+ damage from Deathblows, which means it's not too far-fetched to destroy the thing before the Kefeinzel gun fires. You'll want to avoid that if possible since a harder boss is still inbound after this. Obviously, Booster if you need to. When it's dead, laugh at how Vanderkaum uses a gigantic but primitive naval cannon as his main weapon, now former. [7000 EXP, 0G]

The trump card soon comes out to play...

```
\ \ / \ _____
 \ \ / _____ | _____ | _____
 \ / BOSS: Dora | HP: 3000 | DROPS: Extra Ar+3
 / \ _____ | _____ | _____
 / \ \ _____
```

- ```
/ / \ / • Physical cannonfire [~200dmg to all]
\ /
• Picks up ally gear [allows for counterattack]
• Head cover broken, Def DOWN [allows Dora to be damaged]
• Sets ally gear down [0 damage; ally gear can fight again]
• Physical cannonfire [~400dmg, used when allies are picked up]
• "I will kill you!" [counterattack; ~150 damage to soldier/Weltall]
```

Dora is impervious to damage until attacked nine times, breaking its cover. Attack with weak (Triangle) attacks on anyone, including the escorts (who do no damage), until the notification is given. By then, Fei should turn on Booster and unleash [ ]-button attacks, which will still do 100+, and Deathblows when able. Take off Booster when Dora picks up an ally gear, though -- attacking in this state slams both Weltall and the ally for 150+ damage. Have Weltall's helpers bombard with fierce attacks, since they're unable to use Booster. With some careful planning, this battle ain't so hard. [10000 EXP, 2000G]

Following, the scenes change back to Bart's crew. He'll fight a boss himself.

```

\ \ / \
 \ / BOSS: ? | HP: 99999 | DROPS: -----
 / \
 / \
 / / \
 / / \ / • Kishin [19998 phys-damage]
 \

```

Attack a few times and the 'Demon of Elru' will completely rip Bart a new exhaust hole. Apparently by hacking the game, you can beat this boss and earn 1 EXP in the process -- totally worthwhile! [0 EXP, 0G]

What ensues is one of the coolest scenes in the game. Enjoy! Save data at the prompt. O, the free world was so nice!

CHAPTER 19 - KISLEV CAPITAL

22) NORTUNE D-BLOCK [KISLEV] [WK19]

| ITEMS              | FOES             |
|--------------------|------------------|
| • Dog Food • 5000G | There ain't any! |

Eventually, Fei will regain consciousness in Nortune's detention facility -- the D-Block. Some other criminals will initiate a 'Baptismal Ceremony', which is just a fancy way of trying to beat the crap out of him. How long Fei lasts will give him a permanent 'rank' which changes some parts of the interaction from now on, so aim to beat all four bosses. ^\_\_\_\_^

Before fighting, equip Fei with his best items and save if you like.

```

\ \ / \
 \ / BOSS: Leonardo | HP: 500 | DROPS: -----
 / \
 / \
 / / \
 / / \ / • Physical 3-hit combo [~20-30]
 \

```

Of the four bosses, Leonardo's the weakest. His physical attacks are rather crappy and he's got no skills. Use Iron Valor plus your best Deathblow and go to town. Try to end the battle in a healed state -- your HP values carry over without help in-between. [300 EXP, 150G]

Second fight goes to...

```

\ \ / \
 \ / BOSS: Heinrich | HP: 500 | DROPS: -----
 / \
 / \
 / / \
 / / \ / • Physical back-slammer [~40]
 \

```

What do you know, this guy's a basic clone of Leonardo, except he's got a new trick -- slamming Fei onto his back. Still nothing Fei and his InnerHealing ability can't fix; at worst, it's one attack, heal, etcetera. Use Iron Valor like before for good effect. [300 EXP, 150G]

Third fight, if you get this far is with...

```

\ \ / \
 \ / / BOSS: Vargas | HP: 500 | DROPS: -----
 / \
 / \

```

- ```

/ / \ / • Physical uppercut [~10]
\ /      • Physical 3-hit combo [~30]
          • Physical 2-hit combo -> back-slammer [~60-70; Dblow counter]

```

Vargas is kinda fast and utilizes the previous two bosses' techs, so Iron Valor at once and try to beat him before his speed overwhelms a injured Fei. Luckily, sometimes he just uses his weakling uppercut to little avail. Dip into your inventory for some Aquasol S's if you're backed into a corner and abuse InnerHealing. If you want to play it safe, I'm pretty sure Vargas only uses his hardest-hitting attack if you use Deathblows. Just do anything but that (besides Guided Shot which is a waste of time) to avoid most damage. [300 EXP, 150G]

The last of the winnable fights is with...

```

\ \ / \
 \ / / BOSS: Suzarn | HP: 800 | DROPS: Metal Jacket
 / \
 / \

```

- ```

/ / \ / • Physical 2-hit combo [1 dmg/per]
\ /      • Physical scythe downslice [0 damage; drains all EP]
          • Physical sideswipe [Halves _current_ HP; rounded down]

```

Suzarn's wicked scythe is pretty indicative that she's no lame clone of the other three Battlers. Use Iron Valor first thing because she usually leads off by draining all of Fei's EP. Replenish his stock if you get the time, because it may bait her into wasting her turn. She is decently fast, but her 'regular' physical attacks always do 1 dmg per hit. Don't let her high-damage attacks put you on the defensive, because they're based on Fei's current HP, i.e. he can't die from 'em as long as he's got more than single digits. Basically, don't waste any rare consumables on her, because her 'hard-hitting' attacks are really just an illusion. Remember this!!! [500 EXP, 0G]

```

\ \ / \
 \ / / BOSS: Rico | HP: 9999 | DROPS: -----
 / \
 / \

```

- ```

/ / \ / • Steel Body [Inflict: DEF Up]
\ /      • Steel Fist [Inflict: ATK Up]
          • Physical 6-hit combo [1000+ damage]

```

To determine the D-Block pecking order, the Champ himself steps into the ring with Fei. Too bad our Lahanite is completely outclassed...! Just let Rico piledrive you back into the Stone Age, 'cause there is no way to win -- all attacks do 1 damage. [0 EXP, 0G]

```

.-----
| Defeated Nobody      | D | Your rank is a permanent associating with Fei, and
| Defeated Leonardo    | C2| changes some interaction/dialogue as well as which
| Defeated Heinrich    | C1| meals you can get at the mess hall. Later on, this
| Defeated Vargas      | B | also decides which prices monster items're sold at,

```



| Defeated Suzarn | A | and which bed you sleep in. Not important, but it's  
'-----'-----' still fun to be a high rank, aye?

When the baptism's over, Fei's back in the bunkhouse with the doctor. He'll find he's wearing a 'special necklace' that explodes if he tries to escape, so ta-ta to that idea! You can rest in this doctor's area and save, too. Put that Metal Jacket on Fei if you got it and walk upstairs to the mess hall.

---

|                        |  |                                                   |
|------------------------|--|---------------------------------------------------|
| [5]                    |  | For a city filled with criminals, it's quite a    |
| '--####                |  | dull place to be. There are no interesting        |
| _____ #                |  | things to do, either, except learn a bit about    |
| _____ .--EXIT          |  | the place.                                        |
| _ _   # _ _ _ / /      |  |                                                   |
| _    2  _  1     _ _   |  | When you're ready to kickstart more storyline     |
| _   ## _ _    6  _     |  | junk, head to the bar and a 'beastoid man' who    |
| N                      |  | -- in all seriousness -- is a pince-nez-wearin'   |
| _____     W+E          |  | crossbreed between Splinter from TMNT and Joe     |
| / \ _____ / \ S        |  | Camel. Informally, you can call him Hammer! He    |
| /3/ _____ \4\          |  | is the mostly helpful, sometimes hyperactive guy  |
| _____                  |  | who sells items and, later, gear parts. [SH09]    |
|                        |  | At this time, get a Metal Helmet and Metal Jacket |
| 1 - Mess Hall/Doctor   |  | (if you didn't win one from Suzarn).              |
| 2 - House              |  |                                                   |
| 3 - Nisan Fclty/Church |  | Anyway, after your tour of the city, try to exit  |
| 4 - Bar/Champ's Room   |  | the prison grounds in the NE to learn a committee |
| 5 - Sewer Entrance     |  | is looking for Fei. Return to the tavern and some |
| 6 - B. Info/Gear Shop  |  | scenes take place with Ms. Rue Cohen.             |
| # - Roofpath to Sewers |  |                                                   |

---

Once finished, return to the bar (both entrances are now open) and see Hammer again! Downstairs, you can meet the new doctor who's shown up...and it's Citan! When Doc offers to remove the bomb, choose to continue. After a scene, Hammer may be able to buy it for a sum of money, which is rank-dependant:

- Rank D: 1000 Gold / 1250 Gold
- Rank C: 1500 Gold / 2000 Gold
- Rank B: 2500 Gold / 3000 Gold
- Rank A: 3500 Gold / 4000 Gold / 4500 Gold / 5000 Gold

Either way, Hammer will sign Fei up to be a Battler, which is where this next part of our story comes in. You can now leave D-Block and enter the nearby arena on the world map.

Oh, and if you're wondering where to get that [DOG FOOD] comes from, if you take the ladder by the mess hall's exterior, you can get up to a platform the trains run by. A guard sells it to you [for 5G] if you want to shut up that white yip-yapper.

---

/ CHAPTER 20 - BRAVE BATTLERS |

---

| 23) NORTUNE C-BLOCK [KISLEV] [WK20] |

---

I love the smell of diesel fuel in the morning!

Gear battling is not like normal slow-paced combat -- this stuff's the real deal. After Rue permits a small recess until the fighting begins, talk to the receptionists to get the controls (shown below) or how to battle.

---

| CONTROLS | FUNCTION |

|          |                                                                |
|----------|----------------------------------------------------------------|
| D-Pad    | Gear movement / Tap 'back' to accelerate away from opponent    |
| X        | ATTACK button in close-combat situations (three-chain max)     |
| Square   | ATTACK button in close-combat situations (three-chain max)     |
| Triangle | JUMP button. Can use X/[]/R1 while airborne, also              |
| O        | DASH button. Gives fast acceleration around arena battlefield  |
| L1       | GUARD button. Prevents some/most damage when applicable.       |
| R1       | Shoots Ether Bullets at opponent                               |
| Start    | Un/pause the battle / Can choose 'GIVE UP' to quit when paused |
|          |                                                                |

- TIP: Don't overuse Ether Bullets/Dashing or HP decays very quickly.

Hammer is here and sells Gear parts, but not until you tell Rue it's alright to start the first round. After that, you can upgrade your gear -- Weltall, as luck would have it -- at leisure. So, let's begin the first round. Save and rush to the paddock! You can choose to enter 'Tutorial Mode' if you're a first-timer; if not, begin the killin'.

```

\ \ / \
 \ \ / \
  \ / BOSS: Ganador | WIN: -----
  / \
 / \ \
/ / \
\ /

```

This sword-wielding boss is mostly a physical creature, so if you keep your distance and fling Ether Bullets when possible (don't rely on them, though!) you can get its HP below half. When this occurs, Weltall breaks down so the fight can't go on...which also happens if Fei is getting his behind kicked around the arena.

Fei will end up back in the doctor's office after the incident. Watch a few scenes regarding some tricksters in the sewers, which starts the next chapter in our ongoing plight...

The Gear Shop in the B. Info center is now open as well, but has the same junk as Hammer [SH09], so it's not too important to visit there without some exchanges in mind.

---

/ CHAPTER 21 - SEWER HORROR

---

| 24) NORTUNE C-BLOCK [KISLEV] [WK21]

| CONTROLS | FUNCTION                                                       |
|----------|----------------------------------------------------------------|
| D-Pad    | Gear movement / Tap 'back' to accelerate away from opponent    |
| X        | ATTACK button in close-combat situations (three-chain max)     |
| Square   | ATTACK button in close-combat situations (three-chain max)     |
| Triangle | JUMP button. Can use X/[]/R1 while airborne, also              |
| O        | DASH button. Gives fast acceleration around arena battlefield  |
| L1       | GUARD button. Prevents some/most damage when applicable.       |
| R1       | Shoots Ether Bullets at opponent                               |
| Start    | Un/pause the battle / Can choose 'GIVE UP' to quit when paused |

...and it's time to go right back where we were before! This time the visit to the arena allows you to buy some of Hammer's gear parts [SH09]. It's not too important to upgrade since you won't be doing any 'for real' battling for a long while. Talk to the second receptionist to register for the next

battles and we can proceed on with the two daily matches...

This time around you'll get prizes and bonuses (both monetary) depending on how well you do in battle. Basically, how fast you trounce the opponent and how little damage you take (this counts for overheating damage done by Fei as well).

REMEMBER: You get infinite retries on the matches, so don't give up!

```
\ \ / \
 \ \ / _____ | _____ | _____ |
  \ / BOSS: Tin Robo | WIN: 300G | BONUS: 100~200G
  / \ _____ | _____ | _____ |
  / \ \
```

```
// \ No, this feller isn't overheating before the battle's begun; he
\ just, apparently, runs on steam power. Of course Weltall will be
much more agile because of his superior make & model, thus turning
this into an easy romp. TR often lobs ether bullets at the start of
the battle, so if you can jump-evade 'em and get in close, he'll be
a sitting duck. And, really, he's a sitting duck for combos anyway.
```

```
\ \ / \
 \ \ / _____ | _____ | _____ |
  \ / BOSS: Titan | WIN: 500G | BONUS: 200~300G
  / \ _____ | _____ | _____ |
  / \ \
```

```
// \ Titan's a large mech with a hammer, and although a little tougher
\ than the first competitor, still kinda slow. He's REALLY vulnerable
when firing ether bullets, and he seems to sit there for a few secs
as if to wait for it to hit. Thus, it's usually a cinch to formulate
a boombastic combo to smite this dude with.
```

This concludes day two's matches. Return to the D-Block, rest, and return to the battling site to begin day three's events. Just talk with the registrar.

```
\ \ / \
 \ \ / _____ | _____ | _____ |
  \ / BOSS: W Shaver | WIN: 750 | BONUS: 200~300G
  / \ _____ | _____ | _____ |
  / \ \
```

```
// \ This twin-engine behemoth prefers to do close-range and machine gun
\ attacks...which is good, because the projectiles don't have a homing
capacity and only pitiful pilots will get hit by them from afar (^).
It's pretty easy to shoot an ether bullet, dash, lay a combo, and do
it again.
```

```
\ \ / \
 \ \ / _____ | _____ | _____ |
  \ / BOSS: Musha | WIN: 1000 | BONUS: 300~400G
  / \ _____ | _____ | _____ |
  / \ \
```

```
// \ Musha is a sword-wielding mech and thus prefers close-range attacks
\ above all else. He'll still shoot his non-homing machine guns and
an ether bullet every once in awhile, but isn't that much different
from W Shaver. You can get in a S,X,X attack pretty easily if you
leadoff with an ether bullet at mid- to close-range. One thing I've
noticed is that he never seems to jump very often, so if you can
get into close range, you can elevate Weltall and shoot ether bullets
downward and continue for an easy combo. Musha rarely gets knocked
over either, making combos able to continue longer potentially. It's
```

kinda fun with extended wailing...

With Fei qualified for the semi-finals, go back to D-Block and rest. Rico'll come down the next morning and want to investigate the murders occurring in the sewers. Citan and Fei will join him, and that's where the next leg comes in! Make sure to buy Metal Jackets/Helmets for both of the new characters before you enter the sewers. It helps to have some SurvivalTents and Zetasols as well, because the upcoming boss inflicts instant death on occasion.

You remember where they are, right? Take the red ladder on the west side of the mess hall building and follow it north to the open grate.

| ITEMS          |               | FOES                       |  |
|----------------|---------------|----------------------------|--|
| • Physisol     | • Kislev Map  | • Hobgob                   |  |
| • Aquasol S    | • Cool Shades | • Armor Wasp               |  |
| • Poison Guard | • Sewer Keys  | • Acid Frog                |  |
| • Gallant Belt | • Gold Nugget | • Batrat                   |  |
| • Mentsol      | • Zetasol DX  | • Rotten Sod               |  |
| • Knight Helm  | • Bell Amulet | • Mullet                   |  |
| • Ether Veiler |               | • Lucre Bug / Nolucure Bug |  |

This is a big and confusing place, so it's map time! The only 'traps' in this area are running sewer drains (-3 HP) and spinning propellers (-5 HP), which are easy to get past if your camera angles are optimum.

```
#####  
MAP: db.gamefaqs.com/console/psx/file/xenogears_nortune.png  
      : img.photobucket.com/albums/v242/Shotgunnova/xenogears_nortune.png  
#####
```

```
#####  
1ST SCREEN  
#####
```

(If you don't use the map, in-game or otherwise, you'll have a hard time w/ the crappily-placed bridges in this place! Make sure to check the map often!)

In the first area, get your bearings and head northeast to the first murder site (denoted with 'M' on map). After inspection, take the southern path to a dead-end with the [AQUASOL S] inside. Return to where you came in and take the west path; stick to the wall until it curves southeast to stumble upon a [PHYSISOL]. You can now exit in the far west if you've seen the murder site. Get the [KISLEV MAP] right near there which should be a great help -- open and close it with the Select button. Down the ladder!

```
#####  
2ND SCREEN  
#####
```

Down in this new, larger area, turn straight south and follow to a chest with [COOL SHADES] in it. You'll see a broken ladder near a sign by there, too -- leave it alone for now. Inspect the murder site on the southernmost rim of the map and return to where you entered. This time, head northeast until you get to some propeller traps. Take the bridge behind them and follow the north rim (westernly direction) for a [POISON GUARD]. Backtrack to that bridge and

take the alternate path which goes southwest or thereabouts. Save if you want and continue along until you find a weird 'machine' that Rico says is broken. Search it after the dialogue to get the [SEWER KEYS]. This is a mandatory item so you've no choice. =)

Return to the propeller traps and hug the northern rim while going in a east direction. This enters the third screen.

```
#####  
3RD SCREEN  
#####
```

You'll see a murder site across from where you enter; to get to it, you'll have to go through the middle section that has more of those sweeper robots. If you ride on top of them, you avoid all enemies and traps, just so y'know! Anyway, take the west rim to the site, and continue west -- you'll be able to get the [KNIGHT HELM] in the 2nd screen if you opted not to get it (as advised). Backtrack to the 3rd screen, save east past the broken ladder's entrance if you choose, and take the arcing path that goes farthest north. One of the dead-ends has a [GALLANT BELT] to snatch, and the other has an up-ladder that allows permanent access to the 1st screen. If you're low on any items (Zetasol, Omegasol, SurvivalTents, etc.) you'll probably want to get some. As I said, the boss has instant death attacks. ^\_\_~

Once you've gotten that northern sluiceway explored, look at the map and take the southern-leading path to where 'Gramps', a sewer mutant' is sitting. He can offer some tips on getting rid of the enemy, including that the monster does not return to the scene of the previous murders. If you haven't obtained the sewer keys, he'll also give information on this. Go northeast from Gramps to find the fourth & last murder site, next to a [GOLD NUGGET] container. Go back to where our froggy freak is (as a point of reference).

Now..... go south and west from where he is to get a [ZETASOL DX], which is helpful for later on. Follow east to the next series of dead ends to get a [MENTSOL]. On the path opposite where the Gold Nugget was, northeast of here, you can enter the Sewer Treatment Plant -- PROVIDED you have the Sewer Keys from the second screen.

Enter inside and take the [BELL AMULET], another mandatory item. Also, at a higher elevation amidst the pipes, is an [ETHER VEILER] you can get. This'll require a bit of precise jumping and is often a source of frustrating, since falling often requires you start over. The path is pretty obvious, though -- I'll tell what to do anyway...

```
-----  
| - Jump onto pipe in SE corner           | There's really no reason to leave  
| - Jump NW onto crook of the pipe        | this behind. The upcoming boss's  
| - Jump W onto top of crooked pipe       | got a fire-elemental attack, and  
| - Jump NE onto top of next-highest pipe | these are just good no matter  
| - Jump W onto top of next-highest pipe  | how you slice it. Plus, there's  
| - Jump N onto the next-highest pipe     | no monster encounters in this  
| - Jump E to the Ether Veiler chest     | little room. Boombastic, aye...?  
-----
```

Exit the sewer treatment plant and Fei will get the bright idea to use the bell near a slimy drain that has no murder spot near it. Now is a great time to go and save it, even if it's a little out-of-the-way. Equip the Ether Veiler on Rico and Fei (if you've got two), and the Cool Shades on Citan as he'll be the main healer here. The area where the boss hides in the pipe is marked on the map, but if that's not accessible for some reason, simply find

Gramps and hug the wall east wall until you come to the pipe. I scream, you scream, we all scream for...REDRUM?

|         |              |                         |
|---------|--------------|-------------------------|
| \ \ / \ |              |                         |
| \ \ /   |              |                         |
| \ /     | BOSS: Redrum | HP: 4242   DROPS: ----- |
| / \     |              |                         |
| / \ \   |              |                         |

- / / \ / • Physical attack [~90dmg]
- \ / • Gel/confusion [0 dmg; inflict: Confusion, 2 RDMT]
- Poisonous gel attack [0 dmg/ inflict: Poison, 2 RDMT]
- Murder/Steal all HP [Drain ally of all max HP to cure self]
- Bloody Rain/Fire on All [fire-elem dmg; ~75-90 max; heals boss]

It's important to keep Citan alive so he can use Renki to spread the Sazanami healing ability around. Plus, he's fast and can get in some extra damage when others may be impaired. Always have Renki used and ready to go! Fei should Iron Valor and do his best deathblows, while Rico -- whose speed becomes even more apparent here -- powers up w/ his own attacks. He'll be able to do mucho damage when his turns are up that way. Bloody Rain will suck damage-wise, but heals Redrum a small margin each time it's used. If Citan knows Suiseii he can make fire damage even lower. Basically, 'Murder' is the most fearful atk, which drains all one's (maximum) HP to heal the boss. Use a Zetasol immediately after this happens to prevent you falling behind speed- and turn-wise. Iron Valor can make Hagan do nearly 275+ damage per turn, and Death Drive can do 200+ with Rico's ATK boost. It's mostly an uphill battle, but if you packed enough items as suggested, this won't be too excruciating. Just stick with T,T,X or S,X attacks and spread Sazanami around when possible. You'll have to recast your buff spells if they get KO'd, however! [52425 EXP, 500G]

And so ends the saga of the sewer murders. You'll be back in Nortune after a few scenes -- Rico leaves the party here. The ban on the sewer-slaying's up now, so you can go in normally if you want. Talk with Rico at the mess hall and sleep/save...there's another day of battling ahead!

/ CHAPTER 22 - BATTLING CHAMP |

| 26) NORTUNE C-BLOCK [KISLEV] [WK22] |

| CONTROLS | FUNCTION                                                       |
|----------|----------------------------------------------------------------|
| D-Pad    | Gear movement / Tap 'back' to accelerate away from opponent    |
| X        | ATTACK button in close-combat situations (three-chain max)     |
| Square   | ATTACK button in close-combat situations (three-chain max)     |
| Triangle | JUMP button. Can use X/[]/R1 while airborne, also              |
| O        | DASH button. Gives fast acceleration around arena battlefield  |
| L1       | GUARD button. Prevents some/most damage when applicable.       |
| R1       | Shoots Ether Bullets at opponent                               |
| Start    | Un/pause the battle / Can choose 'GIVE UP' to quit when paused |

Last stretch of battling you'll have to do for awhile. There are three matches today, this time.

|         |  |  |
|---------|--|--|
| \ \ / \ |  |  |
| \ \ /   |  |  |

```

\ / BOSS: Hamamoto | WIN: 1500 | BONUS: 400~500G
/ \ _____|_____|_____
/ \ \
/ / \/ This guy's about the same skill level as Musha, but carries a
\ / polearm -- this gives him a longer reach. Plus, he's more of an
all-around fighter and doesn't hesitate to sling ether bullets
if you back-dash away from him or as a lead-off attack for his
attack combos. Luckily, when he dashes towards you, time a jump
before he gets near and drop an ether bullet to get him off-
-balance, then proceed the destruction. Another similarity to
Musha is that Hamamoto often idles while he waits for an ether
bullet to hit; if you run in an arc you can usually get right
by him and combo as the projectile dies away.

```

```

\ \ / _____|_____|_____
\ / BOSS: Firewheel | WIN: 2000 | BONUS: 500~600G
/ \ _____|_____|_____
/ \ \

```

```

/ / \/ This weirdo has two large wheels attached to his gear and they may
\ / shield some of the attacks you throw at it. It's also quite agile,
and has a penchant for ether-bulleting. Luckily, that's all it can
do to a satisfactory level, and is probably a step-down in skill
from Hamamoto. It might be a little more difficult to get the max
bonus if you can't keep up with its speed, though. Throw a bullet
of your own and strike it while it's regaining its bearings. Just
remember that it can throw its wheel a short distance so it's got
a decent reach!

```

```

\ \ / _____|_____|_____
\ / BOSS: Silverstar | WIN: 2500 | BONUS: 800~900G
/ \ _____|_____|_____
/ \ \

```

```

/ / \/ This shiny morsel is rather big, and to accomodate such a size,
\ / it doesn't fall over much -- i.e. it's to continuously combo on
this oversized goober. Still, don't underestimate it -- you'll
find it's a speed demon and not to shabby at close-range strike
attacks. It may have been just my 'afterimage' trail from Weltall,
but I think it can spin around and defend itself while simultaneously
attacking Weltall. That's what it looked like anyway. Shouldn't be a
pain if you trounced Firewheel.

```

After defeating the shiny metal wonder, scenes with Hammer play out, and he will remind you to save the game (!?). Do so, of course. Exit the arena and you'll automatically arrive at the servicing paddock.

```

\ \ / _____|_____|_____
\ / BOSS: Wiseman | HP: 888 | DROPS: -----
/ \ _____|_____|_____
/ \ \

```

- ```

/ / \/ • Ether? projectile attack [~65]
\ / • "What a wimp!" [missed atk counter; ~85 physical damage]

```

It really doesn't matter if you win or lose, because Wiseman is broke as far as EXP handouts are concerned. His "What a wimp!" attack's now become a counterattack for when Fei misses during a deathblow combo, so watch out if you're aiming to defeat him. Deathblows are basically the only way to inflict any worthwhile damage, anyway. [1 EXP, 0G]

After some more scenes, return to the arena, save, and start the 9th and last round of this tournament... This one has five rounds (must win 3) and even if you lose somehow, you get to do it over. Schwing!

```
\ \ / \
 \ \ / _____ | _____ | _____ |
  \ / BOSS: Stier | WIN: ---- | BONUS: ----- |
 / \ _____ | _____ | _____ |
 / \ \
```

```
/ / \ / Stier is the toughest opponent you've faced, but if you've gotten
\ / the hang of battling by now (and you should have), it ain't a large
  \ struggle to win. Even though Rico's gear is quite a fighter, the
    \ best way I've found to win is just to guard immediately when the
      \ fight starts (or use an ether bullet), let him do his three-attack
        \ combo, and then just lay into him a bit. Run around, and do the
          \ same thing. The reason I like staying put is because if you keep
            \ fleeing and waiting for a right time, you may incur needless over-
              \ heating damage. If this happens, jump in the water because you will
                \ cool down faster than normal!
```

Finally, Fei is the battling champ!

```
_____ / CHAPTER 23 - GEAR DOCK RAID |
| _____ |
| 27) NORTUNE CENTRAL DISTRICT [KISLEV] [WK23] |
| _____ |
| ITEMS _____ |
| • Insulated Ar • Power Magic • MementoChain • Knight Mail |
| _____ |
```

Although it's little consolation, you can now rest in the D-Block's bar and save there as well. This is the Champ's room, but it's pretty weak for a nice win bonus. You can also eat anything off the mess hall menu...YAWN! Either way, the collar has been taken off and Fei can explore any part of Kislev, or leave to the world map.

Kaiser Sigmund wants to see Fei and he's located at the Central District (red building) on the Nortune map. Hammer'll want to meet at the A-Block's bar, Wildcat, in a while, too. Don't worry about it yet.

If you still like sewer-trawling, the B. Info center now allows you to have more things to exchange: Hob-Meat [200G], Hob-Steak [450G], and the elusive Ivory [2000G]!

---

At the central government building, the two gate guards will allow Fei into passage. Take the easternmost door, down a stairwell, into a chicken-filled corridor, and finally through a large western door. You'll be in a warehouse area with a crane. There's a [INSULATED AR] chest by the operator, and you can do a running jump to it from a pile of crates of level height nearby. If you can't get it, just stand on the operator's head and jump to it. ^\_\_\_\_^

To get the [POWER MAGIC] chest in the SW corner, you'll have to operate the crane. Unfortunately, it malfunctions and doesn't stop until it encounters an obstacle. Fei will have to make the crane zig-zag around the obstacles as it heads south, before running it into the 'fortress' of green-colored crates by the corner. If you do it correctly, you can jump on the crane's hook and get to the Power Magic chest! I make it seem easy, but it's really quite vexing;



you'll have to re-enter the room each time you mess up, also. Return to the building's 2nd area when ready and take the elevator.

Take the west mini-stair to the Kaiser's room. You'll quickly be interrupted and can control Rico for but a moment. Steal the [MOMENTOCHAIN] off of the mirror dresser (only Rico can equip) and tinker with Stier if you want to; it's the only chance you'll have until the next boss fights. Before you leave the central district, take the [KNIGHT MAIL] in the Kaiser's room. Inspect Sigmund's metronome if you want a tedious, time-wasting minigame for \$\$ =p

Try and exit the building to be reminded that Hammer's waiting at the Wildcat bar in the civilian district. Go there!

---

---

| 28) NORTUNE CIVILIAN DISTRICT [KISLEV]

---

---

| ITEMS

- 2000G

---

---

Hammer meets up with the party at the entrance (<facepalm>) and says Weltall is stored in a subterranean dock in D-Block. It's possible to get to it from the battling arena grounds, or through the train tunnel in the penitentiary. When our camel-faced friend leaves, jump into a chimney off the rail's side; it leads to the previous D-Block doctor's house. Talk with her and, after a bit o' dialogue, the house is open from this time on (it would normally be locked). Save point's here, too. [NOTE: You can find a stairway outside of the house that gives you a vantage point to jump to the chimney, if you did not do it the first time.]

So, what else is there to do here? Not much. In the east side of town, Big Joe will want 5000G to reveal his 'secret.' He'll just steal the cash from you, but later on, you can get an M Disk that fixes the Wildcat's brokedown jukebox. Decide if it's worth it, yourself.

The two shops around here [SH10] are on par with Hammer's stuff, so it's not too important. Return to D-Block when you're ready.

---

When Fei enters town, an amazoness trio will notify Fei that Rico's sitting in hot water. They give him [2000G] and the plan is hatched to simultaneously save Rico and get Weltall back. Save and rest in the Champ's room; when Fei awakens, it's nighttime...which is the right time for jumping onto trains! If you're familiar with the territory, you'll know there is a large platform on top of the mess hall where an old man would prevent people from jumping onto trains. He's gone now, so climb up there and talk with the amazoness. Soon, a whistle heralds the supply train's arrival; jump off the platform onto any part of it to succeed. [If you fail, you can do it over.]

Anyway, somehow parts of the freigh uncouple themselves and you'll have to do a mad dash up the train a ways. Both Lahanites will escape the rickety rails and enter a ventilation shaft!

---

---

| 29) BATTLE ARENA VENTILATION SHAFT

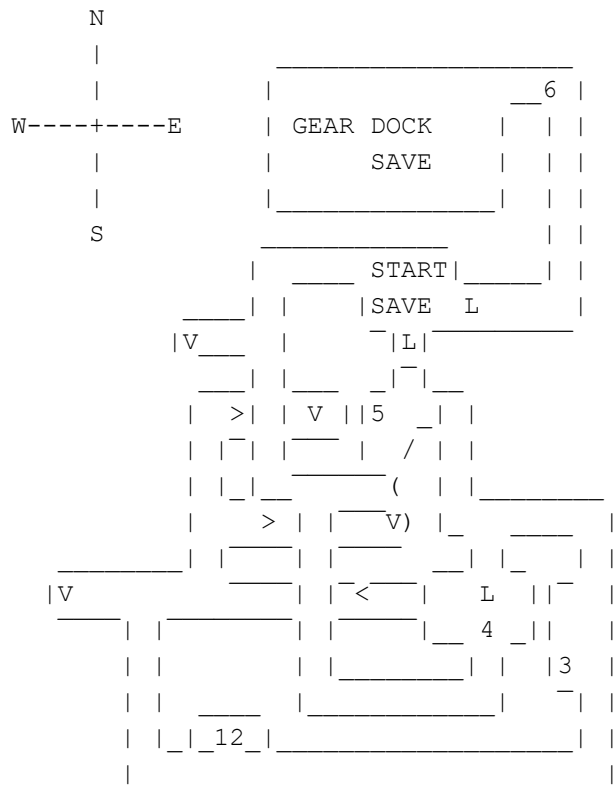
---

---

| ITEMS

| FOES

- |              |                |             |
|--------------|----------------|-------------|
| • Master Key | • Frame HP30   | • Batrat    |
| • 100G       | • Beam Coat    | • Hobgob    |
| • Minigear   | • SurvivalTent | • Mechanic  |
|              |                | • Swordsman |



[LEGEND]

- 1 - Master Key
- 2 - Frame HP30
- 3 - 100G
- 4 - Beam Coat
- 5 - Minigear
- 6 - SurvivalTent
- L - Locked Door
- V - Vent
- > - Denotes path that goes under one above

When you enter, try the southern door to see a scene regarding Rico's foe for his 'execution.' Only the western exit through the overhanging vents is open, however, so use the crates to get into 'em. Enemies start appearing from now on, including the annoying confusion-inducing Batrats. At the first vent just off the main path, you can see Weltall on the paddock; you'll have to get it back from here later on, in this exact same spot. Oh well -- keep going south until the path curves east and into a warehouse.

Push the lone crate on the floor west to the next set of boxes, before going into the tunnel. There are three vents here that you can look into if you like, but they're just for information purposes -- keep following west and take the first south path. Some guards will put a [MASTER KEY] away on a cupboard shelf; when they leave, steal it. Citan also pockets a [FRAME HP30] for Weltall, which allows it to heal itself in battle! Any locked doors are now able to be opened with that key, but you don't need to backtrack any...

Past the next corridor, you'll find the locker room you saw via the vent. A soldier was looking for something here, and if you search the bench near the north machine, you can get [100G]! Follow the next passage west and enter the south door. This is the pushable box room from before. Use the Master Key on the off-colored box to get a [BEAM COAT]! Return to the hallway and continue the northern trek.

This room is where the guard was "playing with something." Get yer mind outta the gutter! If you search the tiny book-filled room he was in, you can claim his [MINIGEAR], which was available during the Bledavik festival. If you take it, though, you have a forced battle with four Swordsmen. One drops an Evasion Ring, which is a good accessory (to sell, maybe. Har har!). Next door is the very first room you started in, so save and use the Master Key on the eastern door.

This path is pretty straightforward from here on out. Just make sure to get

the chest at the bottom of the stairs [turn camera]. Fight 3 Swordsmen for a [SURVIVALTENT] and continue west into the gear hangar. The olive-colored gear moving around is an automated shop [SH11]. Upgrade the engine if you haven't already; but, besides that, it's mostly upgraded frames. You'll even see a few weird unbuyables...hmm, foreshadowing, much? ;) If you can't afford it all, fight stuff 'til you can. Oh, and don't buy the Frame HP10; you've got a Frame HP30 for free and that's all that's necessary, usually. Suggested setup for Weltall: Insulated Ar, Beam Coat, Frame HP30.

Save here, too. On the north side of the middle structure are some gears on display. Hit the blinking switch by the eastmost thrice to make Weltall come down; Fei can enter it now. Simply take the gear to the other side of the structure and get on one of the elevators. After some scenes, we have a boss battle!

```
\ \ / \
 \ \ / _____ | _____ | _____ |
 \ / BOSS: Rankar R | HP: 800 | DROPS: Scales
 / \ _____ | _____ | _____ |
 / \ \
 / / \ / • Physical tail-slap attack (~30 damage)
 \ /      • Physical tail-spin attack (~30 damage)
          • Nontype breath attack (inflict: Camera Damaged)
```

Yeah, this wasn't even that tough 25 levels ago. You can pretty much pick any option and not lose. Whee! [946 EXP, 0G]

Some events in Kislev airspace occur, and it's from 'flee' to 'killing spree' just like that!

```
_____ / CHAPTER 24 - NIGHT PURGE |
| _____ |
| 30) NORTUNE AIRSPACE [KISLEV] _____ [WK24] |
| _____ |
| ITEMS _____ |
| • M Disk |
| _____ |
```

Gebler geeks again? Oh well, time to stop Kislev from being turned into a big nuclear garbage dump!

```
\ \ / \
 \ \ / _____ | _____ | _____ |
 \ / BOSS: Aegisknight R | HP: 1600 | DROPS: -----
 / \ _____ | _____ | _____ |
 / \ \
 / / \ / • Physical twin punch [~65]
 \ /      • Physical shield bash [~45]
          • Physical 2-hit combo [~85]
          • Pile Driver/Weaken Ar [inflict: Armor Damage]
```

If you upgraded Fei's engine, he should be able to do 300+ with just a fierce attack; twice as much or more with a Deathblow. It's quite a cinch, and since Armor Damage status does not carry over to the next set of battles, feel free to just do headstrong attacks instead of repairing your armor status. You probably won't need to use Booster, either. [5570 EXP, 1000G]

```
\ \ / \
 \ \ / _____ | _____ | _____ |
```

```

\ / BOSS: Swordknight R | HP: 1800 | DROPS: ----- |
/ \ _____|_____ |
/ /\ \
// \ / • Physical 3-hit shoot [~400]
\ / • Physical propeller spin [~300]
  / • Physical 4-hit combo [~500 (!?)]

```

This dude is made of grit and nails, and can inflict more damage than his allies (although you would know this pattern by way of previous encounters). Turn on Booster for this guy and attack with fierce (X) attacks, before going for T,S Deathblows. His defense is pretty bad to offset his firepower, so make sure to heal if you absolutely need to. If you can come out of this battle with around 3000 HP, that's a victory. [5570 EXP, 1000G]

```

\ \ / \
\ / BOSS: Clawknight R | HP: 1500 | DROPS: Beam Coat |
/ \ _____|_____ |
/ /\ \
// \ / • Physical claw windmill [~200]
\ / • Physical chakram throw [~250]

```

'R' must stand for 'Ridiculous' because this guy is pretty lame as a follow up to Swordknight. His defense isn't as great, but he seems to have better Response and Speed, so you might want to turn on Booster if you can spare the fuel. [5570 EXP, 1000G]

```

\ \ / \
\ / BOSS: Wandknight R [2] | HP: 1800 | DROPS: ----- |
/ \ _____|_____ |
/ /\ \
// \ / • Beam Gun/Beam Atk [~100]
\ / • Power Beam/Beam Atk [~310 with Beam Coat on]

```

This battle should be much easier if you equipped a Beam Coat on Fei way back when, because these guys have evasion and speed that can be of annoyance. Luckily, Rico will arrive in Stier which is a fortress as far as defensive capabilities go; you'll want to turn Booster on for him, definitely, and let him do some of the work if Weltall is hurting for Fuel/HP. AS BEFORE -- and you should be aware of this bit of strategy -- they only use Power Beam when one has been defeated. So, weaken them both to suffer less total damage. [11140 EXP, 1000G]

You'll get a scene with Vierge at this point and can choose to save if you like. It's recommended you only save if you're in good shape Fuel/HP-wise; or if there's another free slot on your card to use instead of your main. Don't be foolish and trap yerself in a corner, here! Either way, when prompted, put Beam Coats on both Stier and Weltall for the upcoming battle (you'll be fully healed).

```

\ \ / \
\ / BOSS: Hecht | HP: 7500 | DROPS: HP Drive |
/ \ BOSS: Super Aerod | HP: 2100 | DROPS: ----- |
/ /\ \
// \ / • Aerod/Beam Atk [~170 beam dmg; phys counter]
\ / • Super Aerod/Beam Atk [~1000+ beam dmg to both w/ Beam Coats]

```

Simply put, Beam Coats make this battle incredibly simple. Stick two on an ally and they're immune to EVERY attack in this battle, which is good because he can then attack Hecht repeatedly without suffering backlash from the counterattacks. When Dominia creates a Super Aerod, you can choose to destroy it (more will be made later) or target her still. The latter is actually a good idea if both people have a Beam Coat; the former is the safer avenue. Either way, Hecht will not do anything while a Super Aerod is on the field, so if you can persevere its self-destruct attack, don't bother attacking it. Put Booster on both allies and let Rico's Bomber Head Deathblow do 800+ each time it smacks Dominia 'round. Laff! [NOTE: Super Aerod is still powerful w/o Beam Coats on, so destroy it if you're in that position! -- 48106 EXP, 20000G awarded]

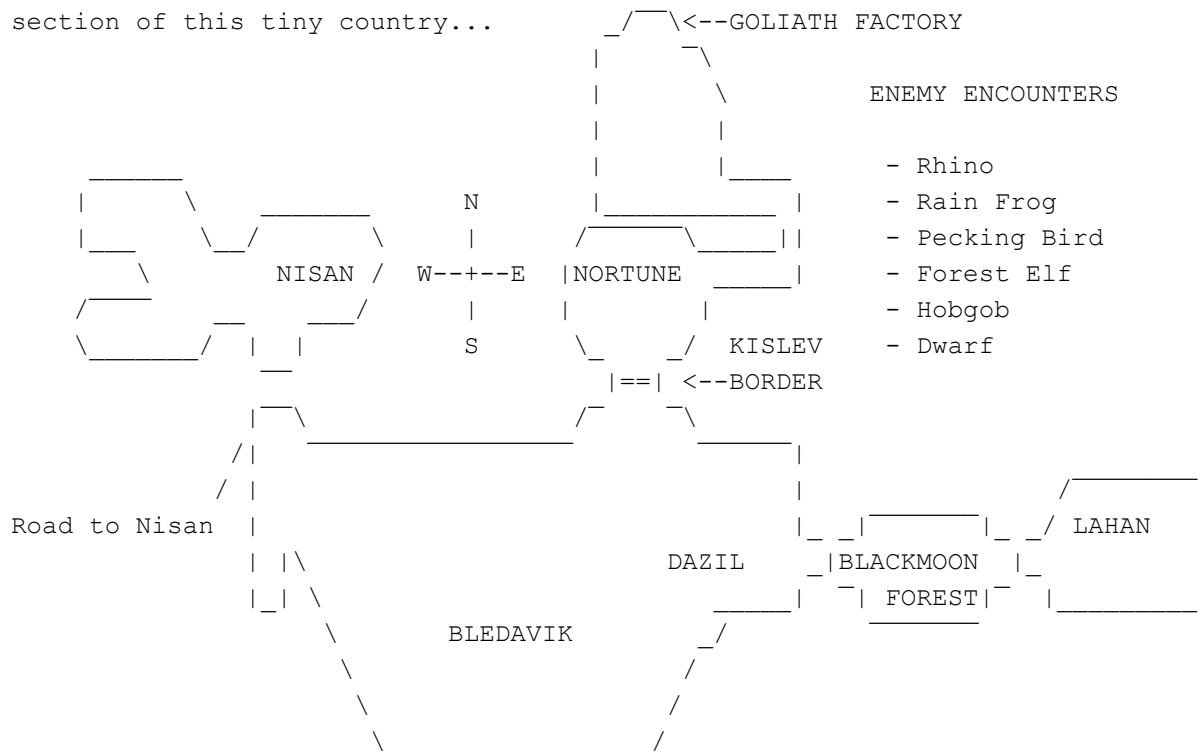
---

Elly will now be in the party after some scenes, in the doctor's house inside A-Block. Hammer says that the super-airship 'Goliath' is stationed north of Nortune in a secret facility, and that's their ticket outta this country. To boot, Hammer has no items to sell, so you'll have to go into the normal shops and upgrade.

If you talked to Big Joe before and gave him 5000G, search the alleyway and find the [M DISK] you heard about. This lets you hear tunes in the Wildcat's jukebox. The shops carry some new equips [SH10] and Aquasol S curatives are now available, too. I bought 99 Omegasols for good measure, but that's just me. ^ \_\_\_\_ ^

Try to exit in the south and some funny, albeit cowardly scenes with the town guard occur ("Are you stupid!?" -> Ahaha) -- Rico joins the party here. This is the first time you'll have more than three allies; if you want to switch someone out, talk to the Wildcat's waitress. On the city map, you can talk w/ Big Joe who directs you back to that alley where the M Disk is; oh well! And although you can go around the city, everything is under martial law -- there isn't anything to do!

Exit town in the south. We're headed for the Goliath Factory in the north section of this tiny country...



Also, now is a good time to learn some deathblows with Rico and Elly, since they're likely to be the least developed. The Rhino enemy is a good target, as it takes little damage from regular attacks and improves its DEF often...

/ CHAPTER 25 - SECRET WEAPON

31) GOLIATH FACTORY

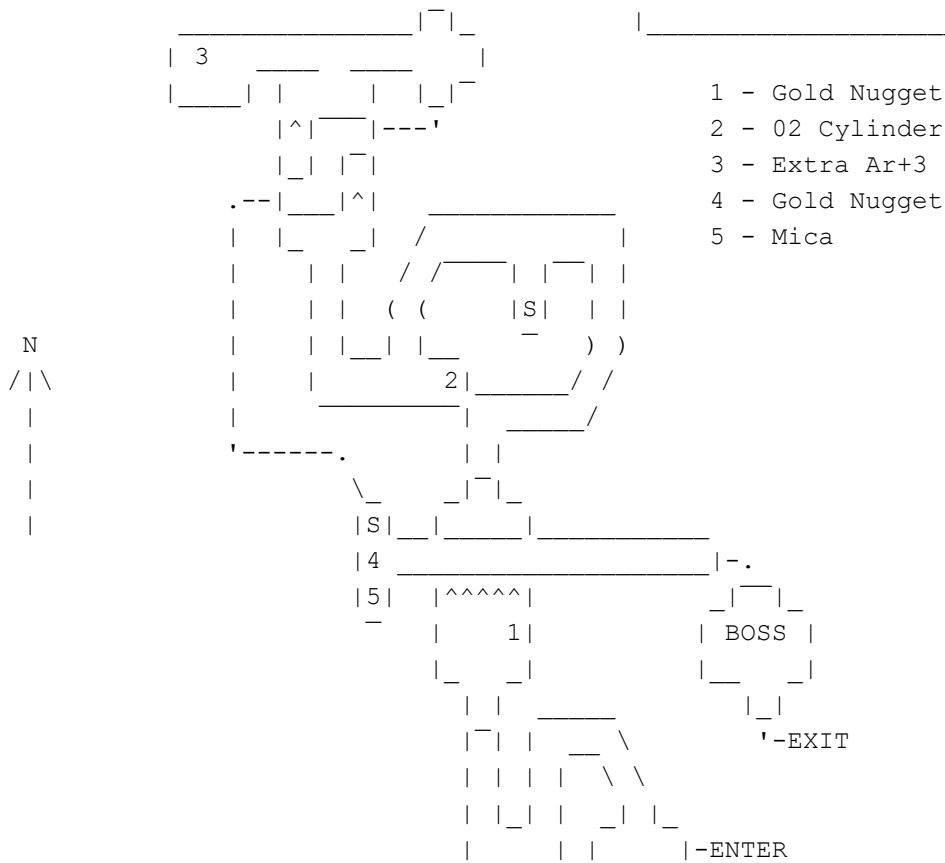
[WK25]

ITEMS

- 02 Cylinder
- Gold Nugget
- Mica
- Extra Ar+3
- Gold Nugget

FOES

- HarquebusMk10
- NeoMushaMk100
- Hatamoto Mk3
- Mechanic
- Shinobi Mk0



Follow the mostly straightforward path to where Hammer's setup a fixbot gear. He also sells items again [SH12] and can change the party. It's the same as the shop in the C-Block gear hangar, but you may not have planned for Elly & Rico joining the party then. Vierge has the best engine at the moment, and Rico has one that accents power more than fuel (-300!). Definitely change Vierge's rame, though -- she still has 1500 HP! Everyone's got a lotta sub-standard equipment, so change 'em. SUGGESTED PARTY: Weltall, Vierge, [????]

Anyway, as soon as you enter the second screen, forced battles with some new enemies appear. They're really just mindless attack-'n'-pound strategies, so I'll just list the fights in order:

- |                    |    |                |                                   |
|--------------------|----|----------------|-----------------------------------|
| #1 - HarquebusMk10 | x3 | 9600 EXP, 600G | Fierce (X-button) attacks are the |
| #2 - NeoMushaMk100 | x3 | 8964 EXP, 600G | easiest way to go through these   |
| #3 - HarquebusMk10 | x2 | 6399 EXP, 400G | few stall battles..... YAWN!      |

After the forced battles, look for a [GOLD NUGGET] on the eastern wall area. Proceed north through the warehouse area and take the lower door. Take the curvy path until a southern alley juts to a savepoint. Further on towards the

end of this room, an eastern offshoot leads to an [02 CYLINDER]. Keep going to the 2nd warehouse, where you'll have staged fights with:

---

|                    |    |  |            |       |  |                                   |
|--------------------|----|--|------------|-------|--|-----------------------------------|
| #4 - HarquebusMk10 | x2 |  | 6399 EXP,  | 400G  |  | Nothing special. Make sure to do  |
| #5 - Hatamoto Mk3  | x2 |  | 13800 EXP, | 1220G |  | the Mechanics in first or they'll |
| - Mechanic         | x4 |  |            |       |  | continuously heal the gears. =/   |

---

Take the elevator up to the conveyor belt, which sends everyone west. Jump off the conveyor here and flip the switch on the east wall, which reverses the flow of the 'belt. There's an [EXTRA AR+3] underneath the scaffolding that holds the conveyor up, as well. Now that the belt flows east, take it back to the previous room and into the one east of there.

To make the conveyor turn south, hit the blue-colored switch by it. Don't bother with the others, as they'll only reverse the previous switch (north wall) or summon Harquebus enemies (east wall). Follow the zig-zag conveyor to another room with a few vents and a save point. A [GOLD NUGGET] / [MICA] chest duo pops out when you hit the blue switch nearby. The southern-wall switch makes reverses the east/west conveyor you need to ride.

#####  
Menno Kos writes: "I just wanted to mention a little detail in Chapter 25 (when the party is trying to steal the Goliath) which may be interesting to add to your guide. In the battles that have Mechanics, if you kill everything but one Mechanic, then the lone Mechanic will try to find mercy by healing your gears (~300HP per time). This is a nice opportunity to heal up before the boss, especially for those who spent too much fuel scouting the area for treasure."  
#####

It leads to the boss room!

```
\ \ / \
 \ \ / _____ | _____ | _____ |
 \ / BOSS: Fis-6 | HP: 6800 | DROPS: Ground
 / \ _____ | _____ | _____ |
 / \ \
 / / \ / • Physical axe thrust [~500]
 \ \      • Physical bowl-over atk [~550]
 \ \      • Shift Up [inflict: Atk Up, Def Up, Speed Up]
          • Overheating [inflict: Atk Down, Def Down, Speed Down]
          • Cooling down [allows Fis-6 to attack again; ~250 dmg to all]
```

This goofy boss increases its power with 'Shift Up' to deal mucho damage; after three uses, though, it starts "Overheating" and loses all the momentum it gained. However, there are a bunch of annoying Fis-6 Mechanics that appear at this time and can 500 HP back to the boss AND WILL until it looks alive again. Since you know when it's bound to break down, build up a nice attack level and kill the four mechanics it creates. You'll want to Booster until after its second 'Shift Up,' so you can charge fuel easier. I usually beat this w/o using Vierge, but if she's with, it's only that much easier. Give her a Power Magic and use one of her Ethers to take out all mechanics at once. You can't use deathblows on the Mechanics as they're mini-size, and if you don't kill them at once, they heal as a counter, too. It's an uphill battle mostly, but if you upgraded the engines, it's not as difficult. Remember: after defeating mechanics, you'll have a high attack level (probably) to wail on Fis-6, undoing most of the healing in the process. =) [67284 EXP, 15000G]

After defeating the metalhead, you're inside the Goliath's cockpit. For once, Hammer ain't trying to make a buck! Talk to everyone and Citan will want to get airborne. He'll be flying, so the party is now Rico/Fei/Elly.

```
\ \ / \
 \ \ / _____ | _____ | _____ |
 \ / BOSS: Grahf | HP: 5000 | DROPS: ----- |
 / \ _____ | _____ | _____ |
 / \ \
 / / \ / • Physical combo [~1300]
 \ /      • Super Guided Shot [halves gear's HP]
```

He's incredibly fast and will go about having gears' HP before taking them down with a powerful combination. Elly will always get off scot-free, but the battle still ends when her comrades are downed. [NOTE: I've seen SGS do over 6000 to Weltall, so maybe it does double HP dmg at times, too?] It's possible to win the battle, but the outcome does not change and there's no reason to exert yerself. [0 EXP, 0G]

Save afterwards, talk to Citan. The escape plan falls 'under'...

```
_____
/ CHAPTER 26 - ESCAPE IGNAS |
/ CHAPTER 27 - ADRIFT AT SEA |
```

```
| 32) AQUVY SEA, ADRIFT + YGGDRASIL II [WK26, WK27] |
```

Short chapter. When Elly regains consciousness on the floating platform, take her to the red-colored panel 'rumbling' nearby. The scene switches to Citan and the ex-Goliath crew. Hammer doesn't sell any items yet, so navigate the interior (same as Yggdrasil's) at leisure. Gear parts are for sale, but Old Maison's lumbago prevents him from doing any selling it seems... [SH13]. And, you can upgrade Weltall and Vierge even though they're not with (unnecessary to be honest -- you'll see soon).

To round out this chapter, simply:

- Talk with Bart on the Yggdrasil II's bridge
- Watch some scenes regarding Fei and Elly
- Talk to Rico in the gear hangar, who's near Stier's mechanic
- Talk to Citan inside the gear hangar's shop
- Watch some more scenes regarding Fei and Elly

You still can't buy items for some reason... Bada-bing, chapter done. [NOTE: Chapter 25 starts when Bart has to apologize to his friends, which makes this section quite short indeed...]

```
_____
/ CHAPTER 28 - MAN OF THE SEA |
```

```
| 33) THAMES [WK28] |
```

```
| ITEMS _____ |
| • SerpentGWhip • D Circuit • Lunar Rod • Mica |
| • Gold Nugget • Mentsol • Super Goggles • Premier Shoes |
| • Deathblower1 |
```

If you want to put it lightly, the Thames is a boat. On the other hand, it's a salvage rig the size of a city, which means there's lots to explore! Once Fei and Elly are rescued, you can explore the massive vessel.



If you head to the area marked 'Screw Elevator' you can get to all of the ship's areas (except Armor Ground), which are situated at different levels.

4F - Bridge  
3F - Beer Hall  
2F - Sick Bay  
1F - Deck  
B1 - Supply Entrance  
B2 - Dock

The Bridge is where we'll have to go later, but for now, let's ravage this place's item stock.

-----  
THAMES ARMOR GROUND  
-----

This is where Fei and Elly first start out. There's little to here at the moment, but here is the only place to get items on the ship -- look for the goggled guys standing in the shade. [SH14]. A DervishDress for Elly and a Penguin Coat for Fei is a good idea (it makes him look like Franz.....NOT!).

Later on -- rather, if you decide to play the card game -- you can challenge Queenie who's standing with some bumtastic pirates. Defeat her and score a sweet gear accessory: the [DEATHBLOWER1]! Other than that, take a look at the hunkajunk refrigerator behind the armor seller to get a [GOLD NUGGET]. It's in the large compartment, not the smaller. You can inspect other things and try to get items, but the item-seller's father decides not to because... he's a GOOMBA! Haha, next area please...

-----  
THAMES SUPPLY ENTRANCE  
-----

If you take the Screw Elevator to get here, you'll come out by a shopkeeper an inventory on par with the Yggdrasil II's stuff...all of it. [SH14]. Take a tour 'round here to find that there are four treasure chests sitting in some netting, in cages, etc. A little kid even challenges you to get them all, so here's how to do it.

- The nearest one is in the cage west of the shopkeeper. Head to the western edge where a lone kid is, and use the green crate to jump over the fence. Claim the [SERPENTGWHIP] as your prize.
- The easiest is in the very south, on some crates in a lower portion. Since you can't jump up to 'em, you'll have to leap /down/ to them. Above is a small area (with crappy camera angles) that has some computer equipment in it. Jump the nonexistent railing onto the boxes, then drop down to reap the [D CIRCUIT].
- #3 takes the most effort to get. Take the southern stairs up to the deck-side entrance. Don't exit, though -- look for a large Gear machine gun lying incumbent. On top of some green crates, drop down and walk along the NE board and the Gear knife. Do a running jump onto the suspended barrel, and -- here's the hard part -- do another FLAT-FOOTED jump to the chest's barrel. If you try another running jump, you'll hit the upper frame and probably fall off (use the camera to find the very edge of Barrel #1). The chest is a [LUNAR ROD] which can inflict Sleep on targets. ^\_\_^

- Possibly the dumbest and most obscure chest to get is saved for last (also because it has the worst prize). There is a suspended barrel floating near the western edge of the salvage yard. Step on an NPC's head for a vantage point, and when the barrel comes near, jump under it to displace it. Some might say to use the drunken guy, but I found it easier to use the red-clothed kid near the card-player since he stands in one place (the boozer moves around a lot). The reward is some [MICA]...whee.

Also, if you talk to the kid in the NW corner of the place, you can learn to play 'Speed'. If you beat his mate, you'll win a pair of [SUPER GOGGLES]. See the minigame section for more details.

-----  
THAMES BEER HALL  
-----

What good is a ship without some a beer fountain? Actually, this is THE beer fountain and it's all free. You can access this place via the elevator, the Bridge, and the Sick Bay. Climb the ladder here, walk the rusty pipe, and talk with the kid on the fountain to receive a [MENTSOL]. The yellow-haired looking out the window will "teach you" about the card minigame Speed if you didn't learn it from the kid in the Supply Entrance. Beat him and win some spiffy [PREMIER SHOES]!

There's a savepoint here as well.

-----  
THAMES SICK BAY / DOCK  
-----

Nothing of worth here, although if you fake illness for the resident doctor, you can sleep for free. And, he'll want you never to come back when you wake up... =(

There's nothing at the Dock right now, but later on you will be able to get onboard the Yggdrasil from here. At the moment, it's vacant, so don't bother searching around. Go to the Bridge when ready.

-----  
THAMES BRIDGE  
-----

Talk with the Captain o' the Thames here -- he's the redcoated, pipe-smoking walrus mutant -- and he'll move to the beer hall next door at this time. Some dining occurs before a large disturbance at sea takes place. Return to the bridge at this time to find that the Yggdrasil II's under attack! Everyone's gears will be moved to the upper deck (of the 'map') so stop by the Supply Entrance's gear shop if you haven't sampled it already. You'll want to give both Fei/Elly a new engine, armor, and a Frame HP30 if they don't have one on 'em.

---

After launching off of the Thames' topdeck, the boss fight will begin. Party will always consist of Fei, Elly, and Bart -- everyone else is preparing some depth charges.



```

      _| | _ _| | _
      |   | |   |
Margie -> |   | |NURSE|
      |_____| |_____|

```

After the engine sabotage goes awry, talk with Citan twice.

---

/ CHAPTER 31 - RAMSUS' ATTACK |

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| 36) YGGDRASIL II

| [WK31] |

---

If you didn't take the chance earlier, outfit your gears with the newer stuff because Heimdal/Brigandier are probably hurtin' real bad. If you won the Deathblower1 from Queenie, stick that on someone. And last but not least, make sure everyone has a Frame HP30, which is a perfect HP:fuel consumption device -- the others are too little or too much, at the moment. The party's always Vierge/Weltall/Brigandier, so those're your options.

NOTE: Unequip Fei of any particular equipment you want for others (like the LongDarkCoat) as he'll be out of action soon.

Head to the Yggdrasil's nurse station to start the chain of events.

```

\ \ / \
 \ / / BOSS: Bladegash | HP: 3000 | DROPS: STR Drive
 / \ /
 / / \
 / / \ / • Physical attack [~440-500 damage]
 \ / • Fire Sword [next attack is fire-elemental]
      • Wind Sword [next attack is wind-elemental]
      • Earth Sword [next attack is earth-elemental]
      • Water Sword [next attack is water-elemental]

```

This one's fought on the Yggdrasil's hull so it's normal play for a bit. Bladegash wastes most of her turns using elemental imbuing type of attacks, which basically cuts her attack potential in half. Since Dominia's got great evasion, Wild Smile her to make this romp a bit easier than it already is (this may also save you some fuel). Don't Booster unless you need to. [22428 EXP, 3000G]

The next battle's in the water.

```

\ \ / \
 \ / / BOSS: Haishao | HP: 5000 | DROPS: -----
 / \ /
 / / \
 / / \ / • Electric Arm/Elec Atk [~700-1000 elec damage, 3 RDMT]
 \ / • Nereid Cyclone/Water Atk [~900-1000 wtr-type damage to all]
      • Mirror Stance/Predict Atk [allows Nereid Cyclone counteratk]

```

Pretty much the same as before, except Ramsus is steering this piece of junk, which means Miang has tagged along in her own gear. She'll heal Ramsus 750 HP nowadays, and also his status. You may want to keep Wild Smile-ing Haishao, which makes her waste her turn and also makes Electric Arm miss more often (since it hits more often!). The Mirror Stance is nothing new; however, Ramsus will be able to attack

and still maintain the stance now. You will know the stance has ended when his arms come back to the main gear. Attacking him in this state will cue a Nereid Cyclone; avoid this...! Dealing damage shouldn't be too hard; Weltall is capable of doing 900+ per Reppu, with the others not far behind, I warrant.

From this time on, Elly will be able to use the 'Aerods' special attack from Vierge's special options tab. It deals ether damage to all enemies for only 400 fuel, and can be boosted to great heights with Power Magic/Ether Doubler accessories.

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/ CHAPTER 32 - A YOUNG PRIEST |

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---

37) THAMES

[WK32]

---

---

You'll start off in the Sick Bay area, and cannot use Fei for awhile. Visit the Armor Ground to see if the Ethos members are there...they won't be, but Margie is. Some scenes play, and Billy, one of the Etones from the Ethos, will show up. He'll agree to introduce everyone at the Ethos Headquarters, which makes up the next stop. Get some Penguin Coats and whatnot for Citan and Bart if they're lackin', and leave via the Yggdrasil. You can also put Rico in the party by talking to Margie.

---

To find the Ethos HQ, simply drive the Yggdrasil to the northernmost of the three, pre-marked map dots. The eastmost, however, is the 'Orphanage' which you can visit also. [Bledavik still cannot be accessed, but you can get into Nisan if you need EtherDoublers; Kislev has nothing going on.]

LAND ENEMIES : Mammoth, Planter, Etone, Wels, Shady, DeathScythe  
WATER ENEMIES : Airwalk, Death Scythe, Rapid Fire, Breaker, Griffon  
FOREST ENEMIES: Lil' Allemange, Slugger, Tusk-Tusk,

Mammoths drop EtherStones, Planters drop Bizfruit, Death Scythes drop Fangs, Rapid Fires drop Resp Circuits and Extra Ar+4s, Airwalks drop Lite Ar+1s, Etones drop Ether Ars... Just a little information for ya.

NOTE: Now is a good time to fight stuff in your gears, because the Yggdrasil II provides free HP/Fuel repairs when you visit the bridge! Also, Maison's shop accessory/weapon shop has been upgraded [SH13] at the expense of the four items he used to sell.

---

---

38) ORPHANAGE [OPTIONAL]

---

---

ITEMS

• Book 1                      • Book 2                      • Book 3

---

---

Billy isn't here so you can't do some things, like get the Tag Badge (but it is possible to corral all the chickens anyway). Inside the house, talk to the kid hiding in the loft accessible via the ladder. Tell her you'll keep 'it' a secret and you'll receive [BOOK 1]. In the kids' bedrooms, tell the jumping kid you "wanna fluff" to take a nap. Adjacent to this area, a kid is using the toilet. You can't enter, but if you keep persisting (talk, exit, re-enter and try again, etc.) about three times, he'll leave and give you [BOOK 2]. Last but not least, the boy in the room next-door to the bathroom gives over

[BOOK 3] when you show him the Bell Amulet, but only if Rico's in the lineup.

We'll have to be back here later, anyway. Forward, to the Ethos HQ!

---

---

39) THE 'ETHOS' H.Q.

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---

I won't include a map yet since you really can't walk around at leisure this time. Meet Billy in the main hall, and just follow him to the downstairs training-hall infirmary. You can't really get lost since he doesn't allow you to stray. See Fei there and Citan/Bart/Rico will be able to walk around.

Not sure what sets it off, but Elly will eventually fetch both men. I had to visit every room in the building before it happened, and only then was on the way back down from the ground-to-2nd-floor stairwell. Dunno -- it might be a bit different for everyone. Return to Fei's room and scenes occur onboard the Yggdrasil.

To thank Billy, we must first visit him at the Orphanage! If you didn't go there before, it's the southeasternmost of the Aquvy region's five dots (two dots have been added from before -- more on 'em later).

---

---

/ CHAPTER 33 - THE ORPHANAGE

---

---

40) ORPHANAGE

[WK33]

---

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ITEMS

• Book 1

• Book 2

• Book 3

• Tag Badge

---

---

In case you didn't do some of this stuff before, I'll go over it again. Talk with the eagleman in the chicken pen and agree to help him gather the chicken trio running around. They're in plain sight around the house's exterior, so it's pretty simple. Unfortunately, chickens have short attention spans, and even when you talk to them & get them to follow, you'll have to repeat this until they're all corralled. Complete this task and receive the final badge, the [TAG BADGE]!

---

Within the house, talk to the kid in the first room's upper loft and agree to keep 'it' a secret. You'll obtain the [BOOK 1]! In the adjacent bedroom, one of the doors leads to a bathroom. Some kid will be in it; but, if you attempt to get in there repeatedly (enter room, knock, exit, etc.) he will eventually emerge and give you a grimy [BOOK 2]! Last but not least, the bedroom where Primera is, show the little boy the Bell Amulet from the Nortune sewers and he forks over [BOOK 3]. Note you can only do this if Rico's in the party...!

---

Talk with Billy for a moment before Sigurd interrupts and says there is a ship nearby. When the dust settles, enter the room adjacent to the bedroom and observe the bookcase for a scene. Bishop Stone, leader of the Ethos, will come by and talk about some Etone duties. Billy accepts the Yggdrasil's help in clearing some Wels, so return to the sub. You can find the old friends drinking in the Gun Room (where Maison sells stuff). Talk to Sigurd to make everyone...detained for a day. Laughably, of course.

```
#####
NOTE: You won't get to continue with the game unless you see Billy emerge
from behind the bookcase in the Orphanage study!
#####
```

Return to the Gun Room in the morning to find Billy, who'll join your party at this time. You also get a tutorial on his guns, which require bullets to use. This applies to gears as well, except strong (Square) button attacks're 'ether' type and take no ammunition. If you want to equip him with different bullets, go to his equipment screen and press left to get the options. It's really quite easy, but if you can't get it, Primera will now be in Margie's room and carries a note that explains it all again. BULLETS ARE NEEDED TO USE THE HANDGUN, mind you.

The Yggdrasil automatically arrives at the transport ship, and you cannot leave until it's been taken care of. Billy has to be in the party, but the other two people are up to you. If you use Elly, she'll be great up ahead, since she's the only one with offensive ether attacks probably. Citan will also be a good choice, but that's just me -- I use him a lot!

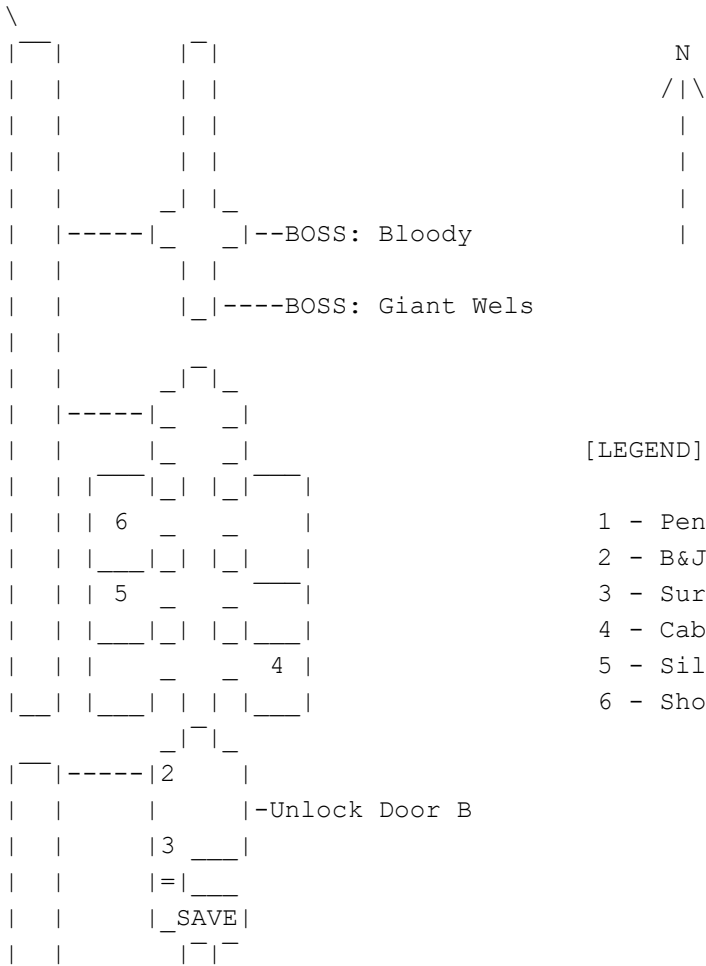
Exit via the ladder near the bridge to enter...

CHAPTER 34 - REAPER'S SHIP

41) 'ETHOS' TRANSPORT SHIP [WK34]

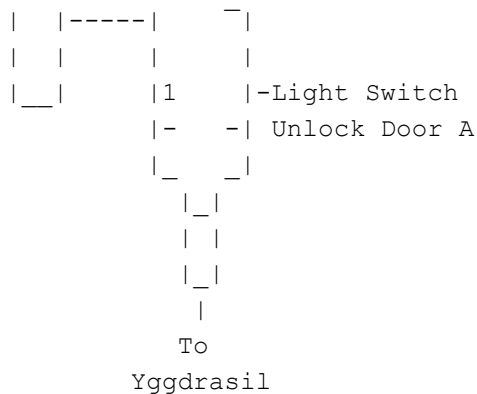
| ITEMS          |                | FOES         |  |
|----------------|----------------|--------------|--|
| • Penguin Coat | • B&JM10S Ammo | • Wels       |  |
| • SurvivalTent | • Cabin Key    | • Abandon    |  |
| • Silver Beret | • ShotG60 Ammo | • Shellbelle |  |

Save



[LEGEND]

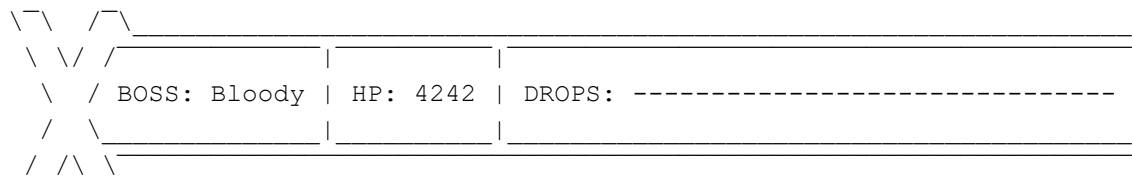
- 1 - Penguin Coat
- 2 - B&JM10S Ammo
- 3 - SurvivalTent
- 4 - Cabin Key
- 5 - Silver Beret
- 6 - ShotG60 Ammo



The first area is dark as crap. Billy says there's a light switch nearby; it is in the next room on the east wall (red-colored). Get a [PENGUIN COAT] past some crate barricade and enter the north door, if you need a save point. The door from there is blocked by a 'B Lock,' so you'll have to return to the light-switch room and take the ladder upstairs. Walk north across the ship's top until y'find a place to descend.

In this freezing meat-hook area, crack open a cold [B&JM10S AMMO] chest. The [SURVIVALTENT] chest is in the south, and the 'B' Unlocker is on the eastern wall. Take the northernmost door in this chilly compartment to enter a long corridor. The SWmost has a 'bloody shower' that a Yggdrasil pirate talked about before, but nothing else comes of it. The [CABIN KEY] is in the room directly across the hall. A [SILVER BERET] is in the middle room on the west bunks, too. North of there one room is [SHOTG60 AMMO]! Now, unlock the door at the hallway's end, only it won't open. You'll have to dash into it from the other end of the hallway to blow it off its hinges. =p There's a ladder in the small kitchenette beyond.

Run all the way north to a save point, equip Billy with the ammo he found a while back. When ready, jump down the open chimney in the west to land near a certain freak o' nature...



- / / \ / • Physical attack [~10-100dmg]
- \ / • Shimmers for a moment [does nothing]
- Murder/Steal all HP [Drain ally of all max HP to cure self]
- Bloody Rain/Fire on All [fire-elem dmg; ~75-90 max; heals boss]

Bloody starts off the battle by using 'Murder' a few times, but he doesn't seem to use it the rest of the battle (at least when I've fought here). Use Zetasols immediately to prevent any unnecessary restarts. Billy really shows his stuff here -- he can heal everyone and give 'Speed UP' status which, for people like Citan, almost doubles or triples the turns they can get. It's useful for him especially, since Renki + Suiseii can help make Bloody Rain a piece o' cake. Use HealingLight if you need to get in better shape, which is just another thing that expedites the battle. [25701 EXP, 3000G]

Go back up and save if you like, before trying the southern door here... After some scenes, we'll have a gear battle. Billy will also get his debut in Renmazuo here!





```

\ / BOSS: Giant Wels | HP: 7000 | DROPS: G-M686 Gun |
/ \ _____|_____ |
/ /\ \ _____|
/ / \ / • Physical attack [~500-700-]
\ / • Physical attack [0 damage; drains 125 fuel]
      • Physical attack [~1000 on all; needs to grow twice]
      • Enlarges when hit by Ether [inflict: Atk UP, Def DOWN]

```

The only way to damage this puppy is by ether attacks, so there are two options. The first requires Elly to use offensive ethers/Aerods will lower its physical defense to a point where everyone can wail on it. The second involves Billy's Ether Gun, which is used with the Square button. This way is slower if you utilize pure Ether Gun atks, but must safer than enlarging. After growing twice, the Giant Wels'll be able to use an attack that hits all gears for 1000+ damage, which ain't exactly something you want to give birth to unless y'can wrangle it under control, eh? [NOTE: Billy's Ether-gun does not make the Giant Wels grow.] Michael Greer wrote in to say that a ~Lv43 Elly can pull an Aerod OHKO with a Power Magic + 2 E Circuits. [77013 EXP, 10000G]

Time to report back to the HQ about the successful mission. You can take this time to replace some of Renmazuo's stuff, such as the dumb D Circuit and his Frame.

---

/ CHAPTER 35 - BURNING SOULS |

---

| 42) ORPHANAGE [OPTIONAL] |

[WK35] |

---

| ITEMS |

- B&J M686 Gun      • B&JM686AAmmo
- 

Now that you're on good terms with Billy for helping him, return to his house and enter the room with the bookcase. When you were last here, if you got the Book 1, Book 2, and Book 3 from the kids, you can open the secret passage behind it (push the bookshelf manually out of the way). Obtain the superb [B&J M686 GUN] from the chest, which comes with [B&JM686AAMMO] as well.

Anyway, now to the HQ.

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| 43) THE 'ETHOS' H.Q. |

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| ITEMS |

- Gold Nugget      • Seal Ar
- Aquasol DX

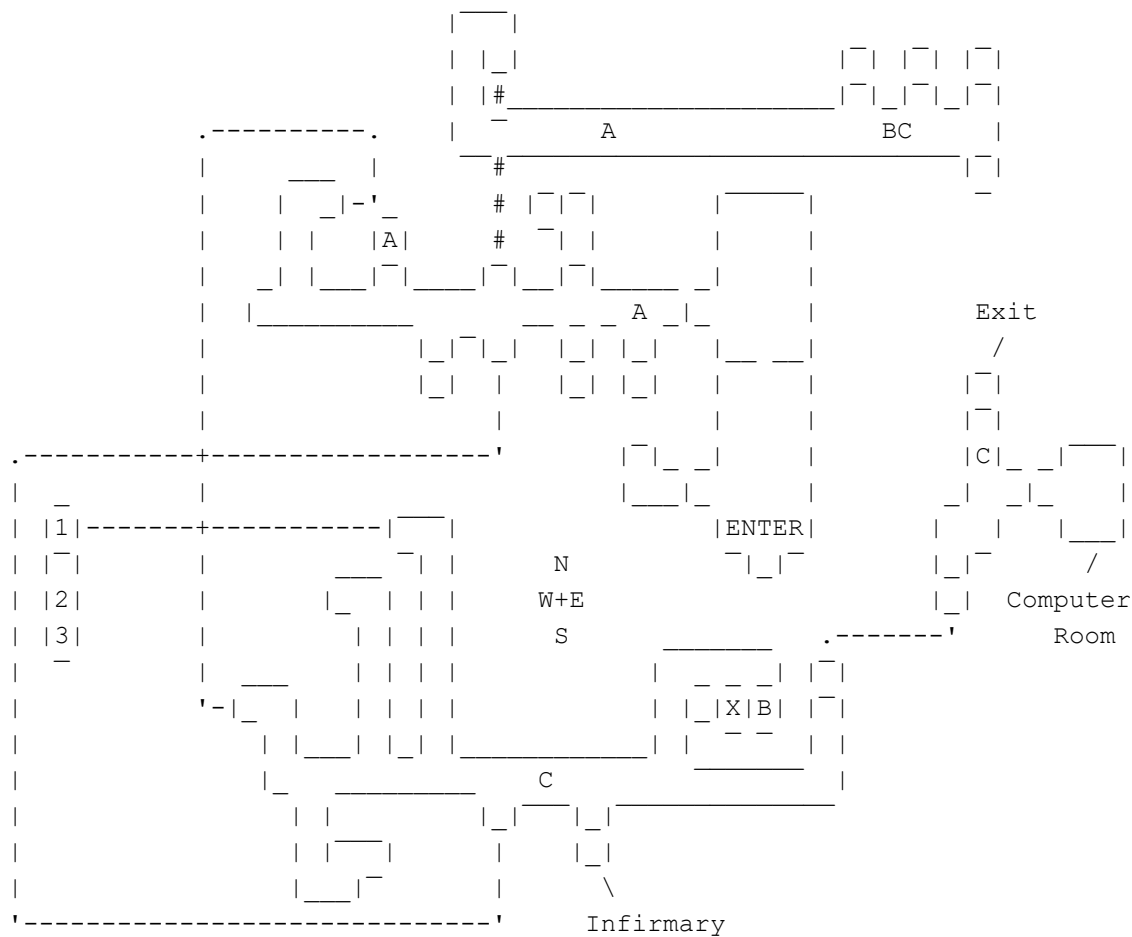
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| FOES |

- Assassin
  - Assassin [2nd Type]
- 

Assassins come in two types: some that are hunchbacked Wolverine ripoffs, and monk-looking people. The first type isn't so bad, but the Type 2s like to use 'Net' to inflict Stop, and Seal to inflict...well, Seal-type damage. Here's a list of mandatory fights, although take note that most of them occur where there's nothing to see.

- |                                            |                 |
|--------------------------------------------|-----------------|
| A - Assassin [Types 1/2] - 13686 EXP, 540G | 1 - Gold Nugget |
| B - Assassin x3 [Type 2] - 9921 EXP, 360G  | 2 - Aquasol DX  |
| C - Assassin x3 [Type 1] - 10608 EXP, 450G | 3 - Seal Ar     |
| X - Prisoner from Shevat                   |                 |
| B - Big Joe!                               |                 |



From the main entrance, take the long west hallway for some scenes and a forced battle with two of each Assassin type. Any S,X combo should be able to OHKO them, however. Anyway, the shortest route is to leave via the south stairway in this hallway; and, once at the lower floor, take the first door (north-side) to the west. This leads up to the only area with treasures here: a [GOLD NUGGET] in a bag, and an [AQUASOL DX]/[SEAL AR] in an adjacent room. If you didn't see the scenes with the Pontiff on the lower floor, you'll have to -- it's a forced battle with three hunch-backed assassins.

Continue east and take the northern corridor to three side-by-side rooms. The middle has a Shevat prisoner who should rescue, and Big Joe's one door over for some reason... Return to the main walkway, go east, take the lift down to a basement floor. The next passage will have only one doorway in it, leading to a computer room. After some hacking scenes, exit into the hallway and do battle with three Type 1 assassins. Enter the northern room thereafter; all will automatically leave after a final scene.

---

/ CHAPTER 36 - OCEAN FLOOR |

---

| 44) THAMES

| [WK36] |

---

Watch what occurs at the Thames and pick your attack party. Stick that Seal Ar you found at Ethos HQ on someone, also. Outfit your gears in the B1-level hangar if needed. Talk to Sigurd when you're ready to disembark and make for the salvaging city at leisure. [NOTE: If you're using Elly and don't have an Ether Doubler, maybe get one in Nisan?] Remember to rest beforehand, as your HP/EP isn't auto-replenished...

Anyway, talk to the Captain on the bridge to learn the enemy went to an old excavation site nearby. It had previously disappeared off your map (at least

note-wise), but it's now back as the dot straight north of where Thames is anchored.

45) 'ETHOS' DIG SITE / ZEBOIM

[WK37]

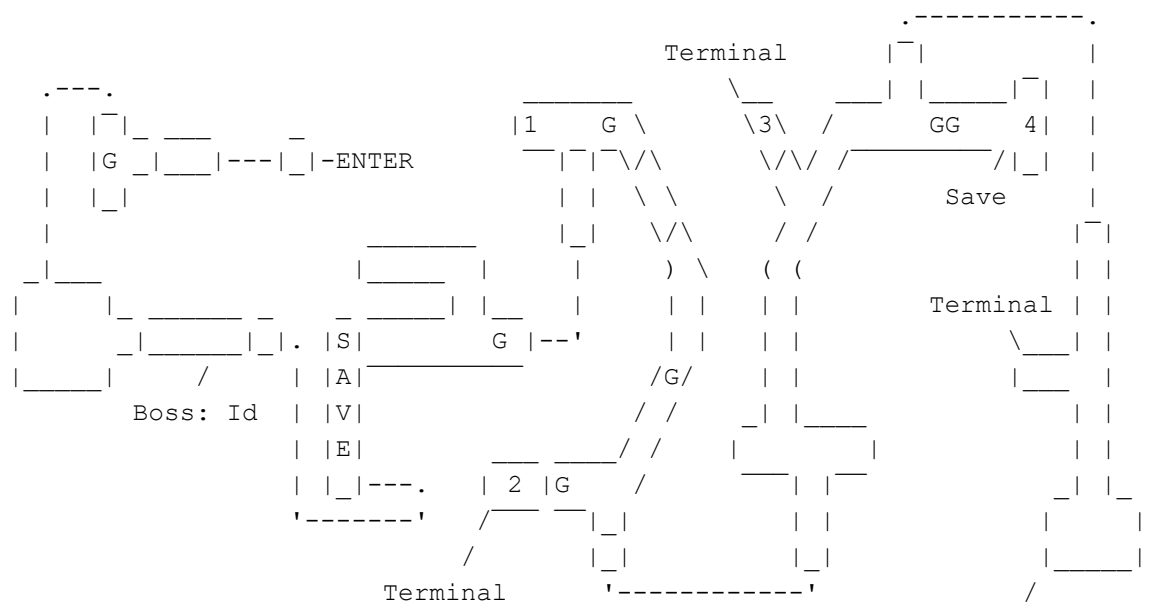
ITEMS

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

FOES

- Gebler Guard
- Carrier
- Shellbelle
- Hammerhead
- Phobia

Gebler Guards will show up on the field down here, in addition to some of the regular monster encounters. They're one-time-only battles and you only fight them if they come into contact with your party leader. [x4 = 17598 EXP/800G] Also, if you fight a 'Phobia,' the only way to kill it is by healing it. Use a Aquasol for the easiest kill.



- 1 - B&JM686AAmmo
- 2 - Sleep Guard
- 3 - Black Snake
- 4 - Panalphasol

BOSS: Tolone  
BOSS: Seraphita

The path is a straightforward, one-entrance/one-exit type of deal until you get to the second elevator past the savepoint. Open the [B&JM686AAMMO] right near the entrance and fight the Gebler guard stationed nearby. Continue down the hallways until you find a guard blocking a doorway. Defeat the four foes to get entrance to a computer room. Pop the [SLEEP GUARD] chest, which will be useful since Shellbelles inflict it on all allies, and examine the console a bit. It's at Emergency Level 5...

Enter the previous hallway and take the south door, leading to a stairway. Go forth until a passageway curves northeast; look for a door in that curve. It leads to a 2nd terminal with a [BLACK SNAKE] in it. Further down the line, enter the door blocked by two groups of guards to find a [PANALPHASOL] chest in a fluorescent room. Might wanna use a SurvivalTent while you're at it...

Anyway, one area back, enter the north-facing door and take the stairway down into the depths of Zeboim. Examine the door and choose to do 'manual scan'. After it's over, you have to backtrack to the terminal where the Black Snake

was and 'confirm the scan' to open the door. Save before entering, and keep truckin' south into a depressurization area. It glows red, so you can't miss it.

In the two-way fork, enter the west computer room and examine the console. If Elly is with, simply go south to see a scene involving her and the computer. Either way, enter the southermost room that was opened, examine the 'thing' in the pillar, and...voila! Boss fight after some dialogue.

```
\ \ / \
 \ \ / _____ | _____ | _____ |
  \ / BOSS: Tolone   | HP: 2500 | DROPS: VIT Drive |
  / \ BOSS: Seraphita | HP: 2000 | DROPS: ETH Drive |
 / \ \ _____ | _____ | _____ |
 / / \ \
```

- ```
\ /
```
- [T] Wind-elemental ether attack [~70, single]
  - [T] Divebomber physical attack [~150, single]
  - [S] Fire-elemental ether attack [~150 on all]
  - [S] Fire-elemental ether attack [~150 on single]
  - [T] Positron Beam/Wind Eth [~70 wind-elem dmg, single]
  - [S] EP-draining attack [drains 1/5 single target's EP]
  - [T] "Leave it to me..." [~70 wind-elem dmg, all / Atk UP on self]
  - [S] "I'll get you." [~200 fire-elem damage, all / Eth Atk Up, self]

Tolone is wind-elemental, Seraphita is fire-elemental -- thus, you'll have an easier time by abusing their weaknesses (technically). Mostly you can just bash the crap out of one, preferably Seraphita as her ether & EP-draining attacks will probably be the greater annoyance of the two. Use Billy's HealingLight to keep everyone in good shape, and spam Goddess Call to get in extra turns. When one of the girls gets a defeat, the other will use a souped-up one-time-only attack for major damage...if you defeat Tolone first, anyway. Neither has incredible defense, so any S,T,X or T,S,X attacks can most likely do 400-500/per. Not too hard really, especially with Renki + Suiseii to help reduce any fire-elemental damage. [62328 EXP, 10000G]

Fidormula also writes: "I have a recommendation for a strategy for Tolone/Seraphita, involving Ether Veilers, of which you should have two. You can buy Wind and Fire Rings at the Thames (they function in the opposite way of the elemental guard spells). Equipping these three items leaves your people vulnerable to Tolone's single physical attack."

Chapter 35 begins at this point. Heal up and return to the first savepoint area, where you should heal up. On the big spanning bridge that overlooks Zeboim, another battle is fought...

```
\ \ / \
 \ \ / _____ | _____ | _____ |
  \ / BOSS: Id | HP: 3000 | DROPS: ----- |
  / \ _____ | _____ | _____ |
 / \ \ \
```

- ```
/ / \ /
```
- Deathblow? combo [~70-100 dmg]
  - Deathblow? 2-hit combo [~140dmg, 2 RDMT]
  - Darkness ether attack? [~60-70 dmg to all]

If Billy's with, he's in charge of healing and using Goddess Call to squeeze the timebar for every turn it's worth. Id's no slouch, though so don't expect an easy fight if you've been neglecting to learn new Deathblows. Lucky for the player, Id mostly uses his turn for a single

attack, even if he can do two attacks in a row sometimes. Keep your HP in the 200s and hope he doesn't target the same person twice. Should you have enjoyed power-leveling or just learning Deathblows at all, it may be a cakewalk. [90534 EXP, 5G]

Leave the dig site when you're done.

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46) YGGDRASIL II

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Back on the surface, enter the craft and save. Talk with Fei in the hangar by where Weltall is -- him and Citan won't be available for the upcoming battle, and Billy has to be included. If you have a Power Magic/EtherDoubler, equip'm on Elly and put her in the lineup. Third slot's up to you, although any power hitters are helpful for bashing this decepticon wannabe... Oh, and make sure everyone has Frame HP30s equipped, of course.

```
\ \ / \
 \ / BOSS: Alkanshel | HP: 13000 | DROPS: E Circuit
 / \
 / \
 / \ \
 / / \ \
 \ /
```

- Physical attack [inflict: Slow]
- Physical attack [inflict: Atk DOWN]
- Seal [~1300 seal-type damage, single]
- Damage nullified [becomes invulnerable]
- Mass Limit/HP halved [halves allies' HP]
- Death-counter self-destruction [~600 ether dmg]

At first, Alkanshel will nullify all damage, so don't waste time with lots of fuel-consuming attacks. After three turns, a story scene will allow you to damage the mech. Kick in Boosters and heal the frame if your HP dips below 2000. The boss' defenses aren't too great and give plenty of chances to rip into it -- in fact, it can't inflict any physical damage at all. Mass Limit's its meanest attack, and because it gets a workout here, think about trying the battle without Boosters to conserve fuel. When it's defeated, it also explodes and does about 600 damage to all gears, so watch out! [132549 EXP, 30000G]

More talky-talky takes place and the destination will be set. Babel Tower is the middle of the five map dots in the Aquvy region. Also, JessieCannon will now be an option under Billy's special options tab when riding a gear. Fei will be back in action, too.

---

Sigurd notifies you that there are new gear parts in the hangar [SH13], so take a look at the updated stuff. Make note that even though all these sweet upgrades (especially engines!!) are available, this will be the LAST CHANCE to obtain EtherDoublers/Holy Pendants in Nisan. Once you complete the next section, they're -- <bing!> -- gone for good. As you know, Ether Doublers are like ether attacks on steroids for double the EP, and Holy Pendants make any support times twice as long. This doesn't mean that much now, but when you've got Infinity Level Deathblows available, you'll get six (6) turns to wallop the competition instead of just three. It really pays off, and since you're toting some \$\$, think about doing that first. It helps to have two Doublers, but that's asking a bit much, especially if you don't like using Elly/Billy.

If you want good money fast, the way that was recommended to me was by felling Quadrafoots in the 2 "patches" of Desert near the Kislev Border. They drop 500G at a time, as well as Magnetic Coats and ExtraAr+3s, which are also useful monetary-wise.

Anyway, Babel Tower is that massive structure in the Aquvy region. It's SE of the Ethos headquarters, NE of Billy's orphanage. You'll know it when you see it, guaranteed...

/ CHAPTER 38 - BABEL TOWER |

47) BABEL TOWER

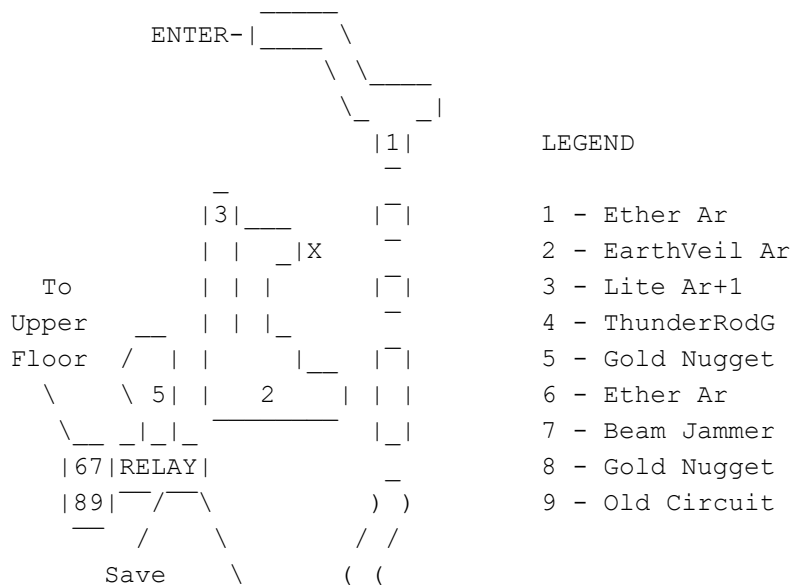
[WK38]

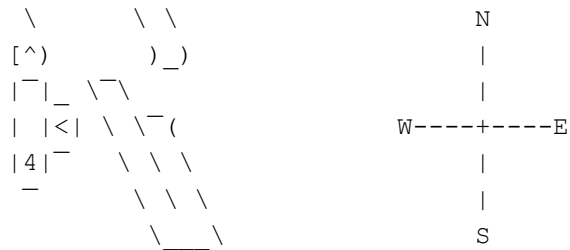
| ITEMS          | FOES                   |
|----------------|------------------------|
| • Ether Ar     | • Traffic Jam          |
| • Lite Ar+1    | • Gun Drone            |
| • Gold Nugget  | • Conjurer             |
| • Beam Jammer  | • Traffic Jam [Type 2] |
| • Old Circuit  | • Fuel Tank            |
| • 02 Cylinder  |                        |
| • E Circuit    |                        |
| • Wind Veil Ar | • Ice RodG             |
| • Fire Veil Ar | • Stone RodG           |
| • G-M10S Ammo  | • G-GG060 Ammo         |
| • Flare RodG   | • WaterVeil Ar         |

Approaching the base, head due east to the rusty-looking doors. Protip: if you have a crucial jump to make, try and fight an enemy before doing it, since encounters can completely screw up the jump and make you waste precious time. After all, the 'Escape' option will be out of order while inside this behemoth tower. =(

Three other tidbits before the climb:

- 1) You won't be able to change party members for awhile, so it helps to have a balanced party. For instance, Elly's Aerods smoke the fools here, but the next major location has ether-absorbing monsters. If you're a fan of someone, bring 'em with now! [Thanks to Alberto Alverio for the reminder.]
- 2) Traffic Jams' Alarm Beams can do 1000+ damage to underpriveleged gears, so try to build up some ether defense.
- 3) When making tricky jumps, hold the O-button; this can curb acceleration loss and prevent unnecessary spills. [Thanks to Jennifer Russell for the reminder.]





Follow the curvy vent until the end, where you can descend and enter through its inside. Pry open the [ETHER AR] and jump south a few times, until a path west is available. You can spot an [EARTHVEIL AR] under some fraying metal sheets. Further west, against the wall, it's a short walk to the [LITE AR+1] chest. Backtrack to the last jumping spot and veer south again.

The next platform has a red rope, and the gears will have to jump to it and swing like Tarzan further south. Angle the camera to align easier, and take the leap (and hopefully not the plunge instead!) to the cord -- controls'll be displayed at this time. Basically, left and right on the d-pad will build momentum and Triangle will jump like normal. Up will stop the rope's motion, if you need to. Once the direction gets going, make sure to jump at the peak of the pendulum motion in order to bridge the gap. I think the game gives a little leeway here, 'cuz it certainly doesn't look like the player makes it half the time. ^\_\_^

Now, having made that annoying jump, the game tries to completely wreck that self-confidence and throws in a slippery curveball. When you try climbing the crane (NW direction), the red part will bend down and if you don't jump off in time, you fall into the water and have to start over. Once bitten, twice fooled, I hope. You'll see there is a chest on top of the western vent area, however -- it's a [THUNDERRODG]. To get this equally annoying chest, step onto the red extension, make it descend, back off a bit when the coast is clear, then run to the end and jump off at its highest point. Drop down to either entrance at leisure, afterwards.

Continuing down the scenic Babel Tower tour, the next rope you see will be climbed automatically, thank gawd. Just jump at it and up y'go!

---

Past the savepoint, exit the gears and enter the small human-sized doorway. It looks like a little square-shaped opening. Check the large screen on the north wall, then the small computer with a blinking red light on it -- some noises occur outside. [NOTE: The large computer has no effect even though it can be 'switched on'.] Play thief for a [GOLD NUGGET] and return to your nice rides. Save before entering because a boss battle will come soon. Drop all the Gears off the side of the red spoke-like railing near the relay station entrance, landing lightly onto the underside of that same railing. From there it's a hop, skip, and a jump into the waiting vessel. Climb the boxes a bit and get the [ETHER AR] and [BEAM JAMMER] items sitting around. Fei notes that the small handrails can be walked on, so disembark from the gears and take a ladder up into ANOTHER mini-sized room. This one holds [GOLD NUGGET] and [OLD CIRCUIT] chests. Take a gander at one of the computers here, finally moving this relic. A boss fight ensues after some dialogue.

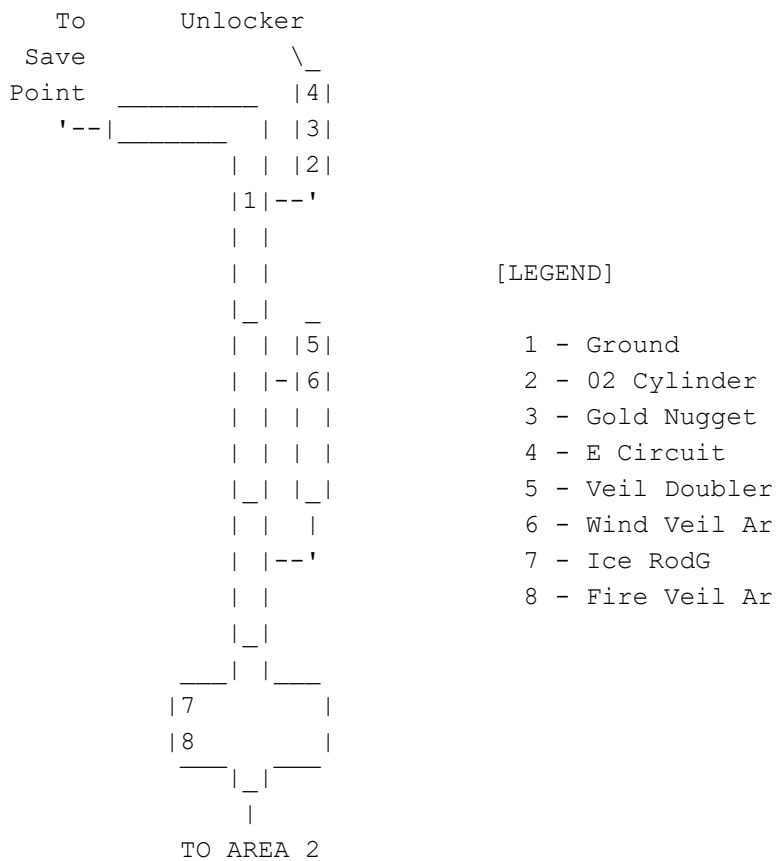


// \ / • Physical 3-hit combo [~500, single]

- \ / • Megaflare/Eth Attack [~700, single]
- Mirror Stance/predict Atk [all atks miss; physical counter after]

Anyone who bought a new engine on the Yggdrasil should be able to perforate Wyvern with Deathblows; however, Mirror Stance continues to be an annoyance, and Miang heals for 1200 HP this time around. Easiest way I can think of is to use Elly's Aerods which are still semi-potent at this stage, but not an end-all-be-all. For everyone else, get up to Attack LV2 and wait for Wyvern to disengage his li'l stance. You'll know it's ended because he'll quit shielding the gear cockpit with his arms, NOT when he attacks -- you'll only incur a damaging counterattack if you make that mistake. Flip on Boosters as soon as the coast is clear, and try to undo Miang's healing work on this palooka. Luckily, she often idles so there's not a lot of catch-up to play. [23652 EXP, 3000G]

Haha, you think the tower's finished? THINK AGAIN! Save and enter the second leg of the course...no turnin' back now... Although I should mention it's now possible to Escape battles. =p



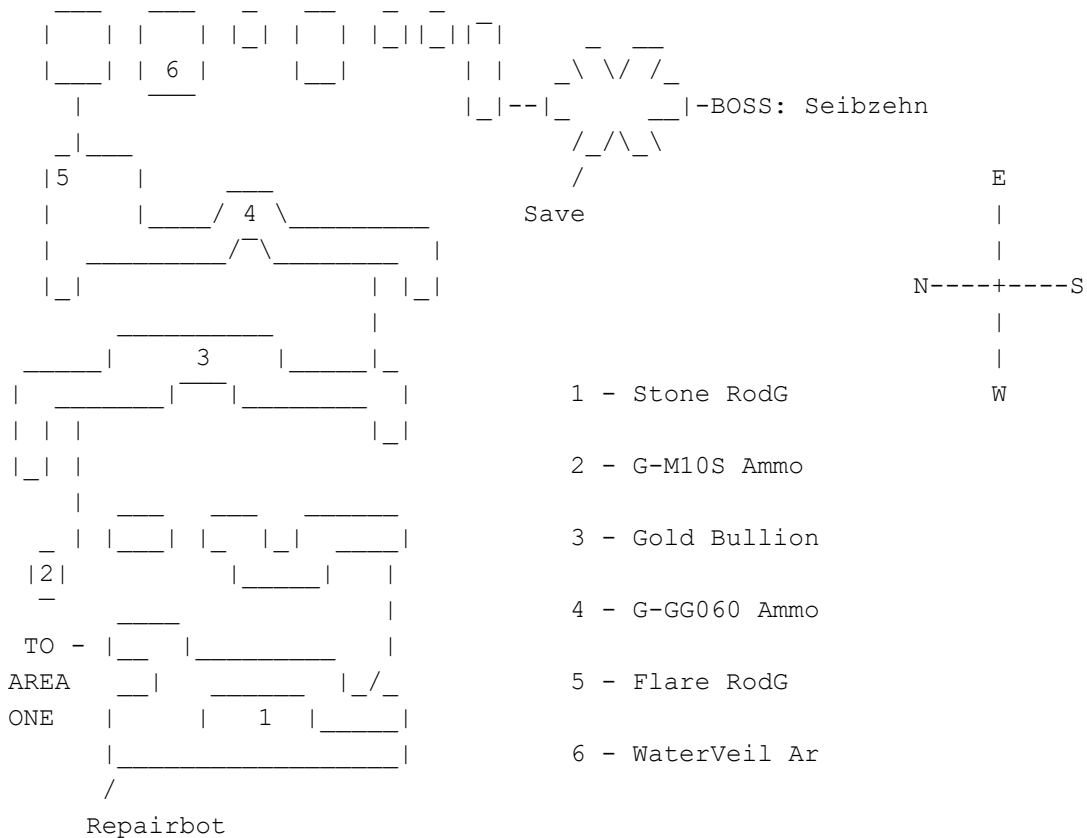
Follow the duct until you drop in front of a [GROUND] chest. You may not be aware (you will later when you return here), but you can leave your gears & enter a small control room in this lower area. It contains an [02 CYLINDER] as well as a [GOLD NUGGET]. Yeah, there seem to be a lot of those lyin' in this ruin, huh? Grab the [E CIRCUIT] too and flip on the computers. One'll unlock a gate further in the vent, and that's the next destination.

Drop down a shaft to land by some chests, a [VEIL DOUBLER] and [WIND VEIL AR] cache. Follow south all the way into the next screen, which, unsurprisingly, looks nearly the same. There are some pipes and junk to use as stairs that lead to a north and south path. Don't bother going north -- it leads to the dropshaft from before. Keep truckin' south, hombre.

There's a huge bottomless pit here, but you can get an [ICE RODG] by walking the figurative tightrope 'cross an angular pipe. On the south side of the



room by the exit is a [FIRE VEIL AR]. I'll make a new map for the next part, although keep in mind the area is stacked on one another so screen boundaries aren't necessarily as shown (you can fall over the edges). Note that there are a few mandatory battles here as well, although not with particularly hard enemies.



- 1 - Stone RodG
- 2 - G-M10S Ammo
- 3 - Gold Bullion
- 4 - G-GG060 Ammo
- 5 - Flare RodG
- 6 - WaterVeil Ar

The repairbot here is uber-primitive, and doesn't sell anything except fuel and HP resupplies. Head south from the 'bot until you spy a chest underneath the eaves of an overhanging walkway -- it's a [STONE RODG]. Backtrack a bit until you can take the upper walkway south, to where a green-topped orb-like object is sitting. Jump onto it, fight the battle, and it will act as a lift to the second tier of the area. It's just a northward walk and a jump before landing by the 2nd traffic jam-slash-elevator. After defeating it, leap to the [G-M10S AMMO]. Once on the 3rd level, head south until you walk by a part of the walkway that obscures the camera for a moment. Search behind it for a [GOLD BULLION] score -- wahoo? Further south is the third lift, which goes up to the final boss in the game!...Not -- it's another lift course. =/

This time when a blindspot comes up behind a crappy wall, you'll know to spy another treasure: [G-GG060 AMMO] for Billy. In the NW corner here is also a [FLARE RODG]! When you find the 4th lift, be careful when jumping or you may take quite a spill down to the lower levels. It's particularly crappy because all mandatory battles will RESPAWN. ;\_\_\_;

Anyway, on the 5th and last level of this hellhole, jump south to an easy pickin: [WATERVEIL AR]. You can spy a traffic jam lift in a pit from this angle, but you'll have to make a leap of faith when you climb east -- it'll be off-screen in the south. A jump is tricky here; however, if you dash off the very edge of this highest part, you can land on the lift, albeit barely. Even if you fail, there's only one lift to take up. A few easy running jumps south across the pillartops will lead to the exit ladder. FINALLY HUH YAY? Hope you didn't waste too much ammo/fuel coming up this thing, 'cuz there's a boss once you climb up the pipe. Save beforehand if you're prepared, of course (you can return back down where you came).

```

\ \ / \
 \ / BOSS: Seibzehn | HP: 6000 | DROPS: Ether Ar+1 / Heavy Alloy
 / \
 / \

```

- ```

/ / \ / • Missile Pod/Eth Atk [~1000 damage, single]
\ /
      • Physical pick-up-and-stomp [~1500 dmg, single]
      • Restore Frame HP [restores 400 HP to Seibzehn]
      • Physical one-two and kick [~600 damage, single]

```

Seibzehn has pretty good physical defense, but lacks any superior ether defense. If Elly's with, she can bomb with Aerods and inflict significant damage, but lacking that strategy (:p), Deathblows! Any normal ones should be sufficient if you got engine upgrades a short while ago. Since Seibzehn has some good physical attacks, use Fei's Yin Power for an ATK boost. Don't worry about the 'DEF Loss' symptom it talks about -- due to a glitch, defense isn't lowered at all. Heal when needed, and Booster if you want. After awhile, Seibzehn will be wasting turns healing a negligible amount instead of dealing out some powerhouse attacks. [60000 EXP, 10000G][NOTE: Drop is not guaranteed]

After this, you get a free ride to the wondrous refuge of the hermits, or whatever it's called. =p

---

/ CHAPTER 39 - SKY CITY SHEVAT |

---

| 48) APHEL AURA [SHEVAT] |

[WK39] |

---

| ITEMS |

- |                |                |                |                |
|----------------|----------------|----------------|----------------|
| • Charger A    | • Power Ring S | • Aquasol S    | • Aquasol S    |
| • Aquasol DX   | • Dawn Rock    | • Dusk Rock    | • Dark Rock    |
| • Power Crisis | • Panalphasol  | • Hob-Steak    | • Physimentsol |
| • Samson'sHair | • Yamato Belt  | • Hard Star    | • Speed Star   |
| • ETH Drive    | • VIT Drive    | • STR Drive    | • ETHDEF Drive |
| • HP Drive     | • EP Drive     | • Chu-Chu Idol |                |

Maria will ask you to take a walk around town, so do just that. Leave the gear dock through the elevator (there's nothing to do here anyway) and head for 'Aphel Aura' on the map. This is where we can do some exploring and get some rewards that have been a long time comin'.

---

If you need a save, take the neon-looking circle down to a lower floor. It's nothing special besides, however. Further into town, take the first path til it curves downward under itself; enter the door near there to find a Chu-Chu haven! The shops're here [SH15] if you need new items. If you collected all of the badges (RPS Badge, H&S Badge, Tag Badge) you can trade them into the old Chu-Chu for a [CHARGER A] and [POWER RING S]. Talk to the blue Chu-Chu under the upper balcony and tell him "Not necessarily..." to obtain an [AQUASOL S] x2 and an [AQUASOL DX] for being straightforward. The gear shop, if you're looking for it, is actually in the last building in town, nearest the exit. Take the elevator down inside and talk with some mechanics to get the goods.

---

Now, there's a sidequest involving a fishing game that can be done at this time and it earns a boatload of treasures if you do it. First off, in the Chu-Chu lounge, talk to the pink one on top of the lamp (jump off old-timer's

head on ground-floor, for one way) to learn some information on the rocks you will be finding. YOU CANNOT FIND THE DARK ROCK WITHOUT THIS STEP! There are two rocks you can find around before the slightly longer part

- [DAWN ROCK] - On the Shevat world map, go southwest from the giant angel statue and inspect the very end of the 'spoke' you walk on.
- [DUSK ROCK] - By the Aphel Aura gear shop vendor, take the small lift down to get access to another house. Check the girly doll to obtain the rock.

When that's done, take the small elevator in the Chu-Chu lounge to a fountain area. In the west exit, a guy will sell you some thread (50g) you can use to try and catch fish. Jump up the fountain to the very top and eventually Fei will have some options -- choose to 'reel it in' because the other options are stupid. He'll probably fail to catch the fish a few times (just like at the floating platform in the Aquvy region), but if you're persistent, he'll eventually pull it up and take the [DARK ROCK] from its mouth. Remember: if you haven't talked with the Chu-Chu on the lamp, you can never get this item!

Now for the rewards. Return to the savepoint area at the very beginning of Aphel Aura (down the circular, neon-colored lift, remember) and take the next stairway down there, too. Out the next door is another neon lift which, under normal circumstances is a hunkajunk, but will work if you have all three rock items. It leads up to a secret apartment, and by searching the two shelves... the following can be obtained:

- |                  |                  |                  |
|------------------|------------------|------------------|
| • [POWER CRISIS] | • [PANALPHASOL]  | • [HOB-STEAK]    |
| • [PHYSIMENTSOL] | • [SAMSON'SHAIR] | • [YAMATO BELT]  |
| • [HARD STAR]    | • [SPEED STAR]   | • [ETH DRIVE]    |
| • [VIT DRIVE]    | • [STR DRIVE]    | • [ETHDEF DRIVE] |
| • [HP DRIVE]     | • [EP DRIVE]     | • [CHU-CHU IDOL] |

Return to town the same way you came.

---

Now, back to the main part of waiting around for Maria. If you proceed toward the town exit, you'll find a circular lift along the edge of the walkway. It leads down the ruins of a house (where you found the Dusk Rock). This time, pry into the upstairs bedroom and observe the rocking horse -- Maria catches up with everyone at this time.

With everything done here, head to the palace on the world map.

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/ CHAPTER 40 - INTRUDER ALERT! |

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| 49) SHEVAT PALACE

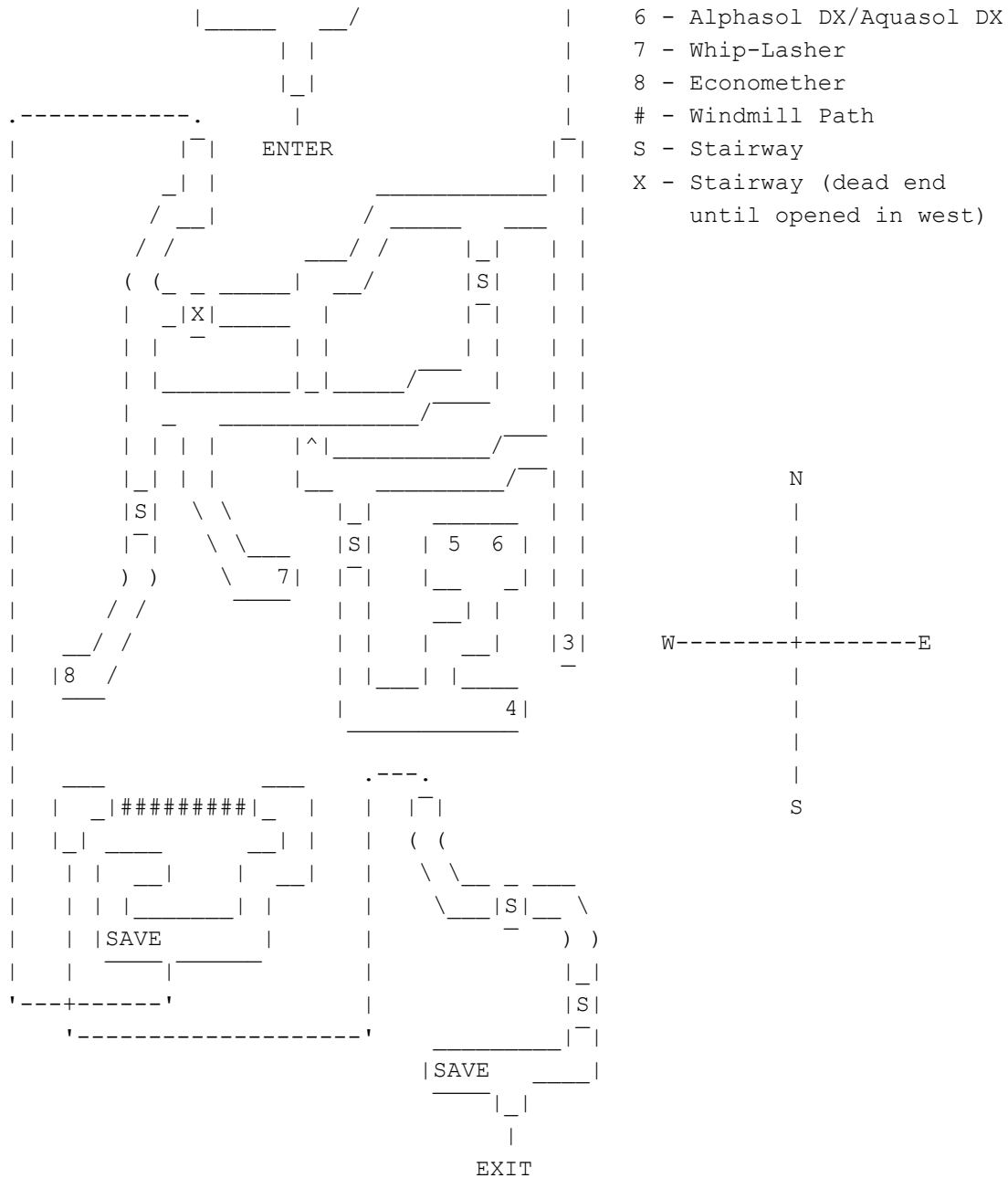
| [WK40] |

---

Walking around isn't possible until meeting Maria in Aphel Aura, remember, so do that first. The door right of where she enters leads to a save room and, later on, it will be possible to change members here. Talk around if y'like (there are lots of interesting things to see and learn) but since there are no items, head to the throne room -- it's right down the hall from the door guarded by two soldiers.

Shoot the breeze with Queen Zephyr for awhile and it'll be time to rest. Take a trip back to the savepoint room and lounge there. Give Zephyr the answer she's waiting to hear ("My heart is set!") to start the 38th chapter. Trouble





At the first fork, go west to uncover the [SHEVAT MAP]. You can press Select to see the map and party location, but only once you take the stairway that the east corridor leads to. Afterwards, there's a bifurcation leading to two different elevators. Take the east one to a [QUEEN'S ROD] deposit, then take the other lift to get a move on.

Continue to a green orb-lookin' thing, which Maria points out is a windmill direction reverser. Doing this, ride the arc east until a jumpoff point comes into view. It leads to another elevator which we'll take down into a much larger, complex triple-path area. :D

---

The map y'picked up earlier is pertinent to this location only, so hit that Select button if bearings get lost. As you can see by the color-codedness, there are a few ways to go through this place. I'll try to give the most consise route:

- Head south all the way to get a [BATTLE APRON]
- Then, north, west, and south to the next stairway
- Search the dead-ends for items #4-7
- Backtrack, take the stairway up
- Go west, north a ways, and east until you can get the next stairway.

- Follow the LONG path west until you can go south, to a [WHIP-LASHER].
- Keep going west to a bifurcation, then go south to a stairway
- Follow to an \_awesome\_ [ECONOMETHER] chest! It halves EP usage.
- Back up the stairs, follow the path straight north to the exit elevator.

Save when you can and jump east over the lift (and broken path) to get near a twin windmill rotation path. You'll have to jump both, which isn't so hard since they're synchronized pretty well. Take the lift downwards, which leads a series of relatively straightforward tunnel-n-stairway routes, until ending by a savepoint and the exit ladder.

Back in the regular elevator bottom, head west to Seibzehn's maintenance hangar for some scenes. No boss fight, but that shortage will be taken care of pretty soon...

---

/ CHAPTER 41 - RAID OF SHEVAT! |

---

| 51) SHEVAT PALACE

[WK41] |

---

With some destruction complete, Solaris' gears are inbound. The Yggdrasil II and any crewmembers you left behind will now be in Shevat for our leisure. Even more, Margie will be in the guest bedroom and can change party members if needed. In a surprise twist, Chu-Chu will also join the gang as a playable member...except you can't use her yet. Declaration of intent for now...

Citan will give the lowdown on the units on an interception course with the floating city. There will be four separate battles, and four allies will take them on (one to a battle). Maria and Chu-Chu cannot be chosen for these first four battles, however.

| UNITS                                    | RECOMMENDED       |
|------------------------------------------|-------------------|
| #1 - 2 small gears & some human troops   | Vierge            |
| #2 - 3 White Knights                     | Any High DEF Gear |
| #3 - 1 White Knight & a large Gear       | High-Powered Gear |
| #4 - 1 White Knight & a large Power Gear | High-ATK, HP Gear |

Vierge makes sense for the first generator's battle, as Elly's ethers will be able to take out the troops in droves. The second battle's with lightning quick units who can hit hard, so an equal in speed (Renmazuo) or a high-DEF gear with Booster makes sense. For the third battle, a hard-hitter should be sent as this is one of the more annoying battles to get through. Lastly, the fourth battle should follow basically the same criteria as #3's, although any high-HP frames will be great. Since the player knows his/her units best, take the time to contour your own ideas to the gameplan.

Once you've selected your choices (mine are: Elly, Renmazuo, Citan, Fei) for the match, you can walk around for awhile. Take this time to upgrade any of the gears or, if you want, return to the Central Dock and get back into the emergency shaft to earn some levels/cash. The #3/4 battles are the hardest, so upgrade all aspects for those gears.

When ready, tell Citan you wanna get a move-on and the battles can start, in any order in fact. However, if you pick a certain order, things can go a lot more smoothly. The order I list 'em in is the recommended one.

---

| GENERATOR BATTLE #1 |

---

```

\ / BOSS: Littlefoot          | HP: 600 | DROP: Silver Ar/Silver Ar+1 |
/ \ BOSS: Solaris Guard [6] | HP: 200 | DROP: ----- |
/ / \ _____|_____|_____|
// \
\ / • [Gebler] Physical attack [~250]
    • [L'foot] Short Beam/Beam Atk [~700 beam dmg]

```

Although this may seem like a really minor battle, the Solaris Guard units can really bring the smackdown since they're incredibly fast & have a beefed-up physical attack. Elly's ethers/Aerods clean house... anyone else comes, however, it'll be needlessly drawn-out. Either way the Gear that takes this generator should have a Frame HP30 or better to keep buoyant. The reason this battle is first isn't because of the 'difficulty,' however -- it's because Littlefoots drop Silver Ar/+1s which are immensely helpful in another generator battle. [15000 EXP, 3000G].

Since the drops aren't guaranteed, however, you may want to try until you get one of the armors for later use. Seriously, they make a difference.

```

\ \ / _____| _____| _____| GENERATOR BATTLE #2 |
\ / BOSS: White Knight [3] | HP: 290 | DROPS: Ether Ar, Lite Ar+1 |
/ \ _____|_____|_____|
/ / \
// \ • Physical vert swordslice [~630]
\ / • Physical lateral swordslice [~630]

```

This battle is mundane -- the enemies die in one Deathblow, after all! However, they're fast as greased lightning and can deal some attacks that may dwindle your gear HP quite a bit, even in the absence of any skills. A DEF Circuit can help somewhat, but it may be overkill for those who power-levelled. Booster-ing should get a fast gear like Renmazuo on par with his targets, and that's about all the help you need. [8400 EXP, 1500G]

The 4th battle calls upon both high HP, speed, and decent defenses. If you have an Ar Repairer lying in your inventory, stick it on for this battle to save some time. That Power Crisis found in Aphel Aura's secret apartment is also helpful.

```

\ \ / _____| _____| _____| GENERATOR BATTLE #4 |
\ / BOSS: Avalanche          | HP: 5000 | DROPS: Noise Filter |
/ \ BOSS: White Knight [2] | HP: 290 | DROPS: Ether Ar, Lite Ar+1 |
/ / \ _____|_____|_____|
// \
\ / • [Avlnch] Physical bumrush [~2300 dmg]
    • [Avlnch] Physical slapping [~2300 dmg]
    • [Avlnch] Physical machinegun [~1500 dmg]
    • [WhiteK] Physical vert swordslice [~630 dmg]
    • [WhiteK] Physical lateral swordslice [~630 dmg]
    • [Avlnch] Avalanche Drill [inflict: Armor Damage]

```

Booster and take out the White Knights first, being wary anytime the Avalanche Drill is used (if you have no Ar Repairer). Considering how powerful the 'power gear' is, you will want to repair your defense as soon as possible, since the effects stack and you can be looking at 5000+ damage if you concentrate only on attacking. If you happen to have brought Fei, use Yin Power, which is glitched so that it only

raises his ATK and does nothing to his DEF. With upgraded engines, it can only take three basic Deathblows to send Avalanche to the junk heap. [10400 EXP, 21000G]

Before you start the third battle, make sure you've stuck the Silver Ar/+1s you won at the first generator battle onto the unit. The effects stack, so two will completely nullify gel damage. This helps immensely! If you did battle #4, equip the Noise Filter instead of a Frame HPxx since you'll be taking little to no damage at all from Citadel!

```

\ \ / _____ | _____ | _____ | GENERATOR BATTLE #3 |
\ / BOSS: Citadel | HP: 6000 | DROPS: Gold Plate |
/ \ BOSS: White Knight [2] | HP: 290 | DROPS: Ether Ar, Lite Ar+1 |
/ \ \ _____ | _____ | _____ |
/ / \/

```

- [WhiteK] Physical vert swordslice [~630]
- [WhiteK] Physical lateral swordslice [~630]
- [Citadl] Gel Breath/Gel Atk [~3000 gel dmg]
- [Citadl] Sonic Boom/Sonic Atk [~4000 Sonic dmg]
- [Citadl] Physical gunshot [~0 dmg w/ best armor?]

White Knights are no new thing, but Citadel is a junkyard dog, and a powerful one at that. Gel Breath can do over 3000 damage, although it can be nullified with Silver Ar types. So why complain? Because it also has a sonic-type attack that can do even more! But, it's not the most-used attack in existence (and may only be used if you null the gel atk?), and manageable with Frame HPxx once you eliminate the White Knights and ignite the Booster. With an upgraded engine, this one's in the bag. Citan's good for this battle because he can capitalize on the mech's slow speed, and can have a high-HP gear. [10000 EXP, 21000G]

All four battles must be completed to continue -- should be obvious, eh? ^\_\_^ After some scenes, another battle will take place. "Don't chu be rude to me!" I guess she is at that dangerous age like mentioned, haha...

```

\ \ / _____ | _____ | _____ |
\ / BOSS: Achtzehn | HP: 3000 | DROPS: ----- |
/ \ \ _____ | _____ | _____ |
/ / \/

```

- Physical ray-shoot [0 dmg]
- Physical 3-hit lunge combo [0 dmg]

Is this a for-real battle? Of course! Chu-Chu cannot be damaged in any way, so it's rather hilarious. [20000 EXP, 0G]

Of course, the chapter can't end on such an embarrassing note! Maria will do a final showdown with her sister gear...

```

\ \ / _____ | _____ | _____ |
\ / BOSS: Achtzehn | HP: 12000 | DROPS: WizardryRing |
/ \ \ _____ | _____ | _____ |
/ / \/

```

- Physical ray-shoot [~800]
- Physical lunge attack [~1100]
- Physical 3-hit lunge combo [~2400]
- Ethertype explosion attack [~1600 ether? dmg]



Although you'd think Achtzehn would be superior since it had time to hone the technology based on Seibzehn, that ain't happenin'. Booster of course (the gear is not a speed demon) and lay the smackdown with LV1 deathblows. This shouldn't be such a hard strategy since Seibzehn has the best engine available to anyone thus far, and it's got a lot of output within -- it's not hard to do 3000+ with Dyna Fight, for example. It's doubtful you'll even need to heal once this entire time as well. [30000 EXP, 10000G]

Seibzehn will get the 'Grav. Cannon' ability on Seibzehn's Special Options tab afterwards, and Maria gets the 'Graviton Gun' option when she's on foot -- fitting presents.

/ CHAPTER 42 - PROTECT NISAN!

52) SHEVAT

[WK42]

A couple things have now taken place. The Yggdrasil, now the III type, has gained the ability to fly. It's able to dock in Shevat/Babel Tower, and can maneuver like before mostly. Secondly, Gaspar will have removed everyone from their limiters, which basically means they can use 7 AP attacks from now on and get better Deathblows they couldn't before (any that were 100% before but not usable have been learned). Thirdly, Maria & Chu-Chu are permanent allies! If you want to leave, head for the Central Dock and get a move-on...

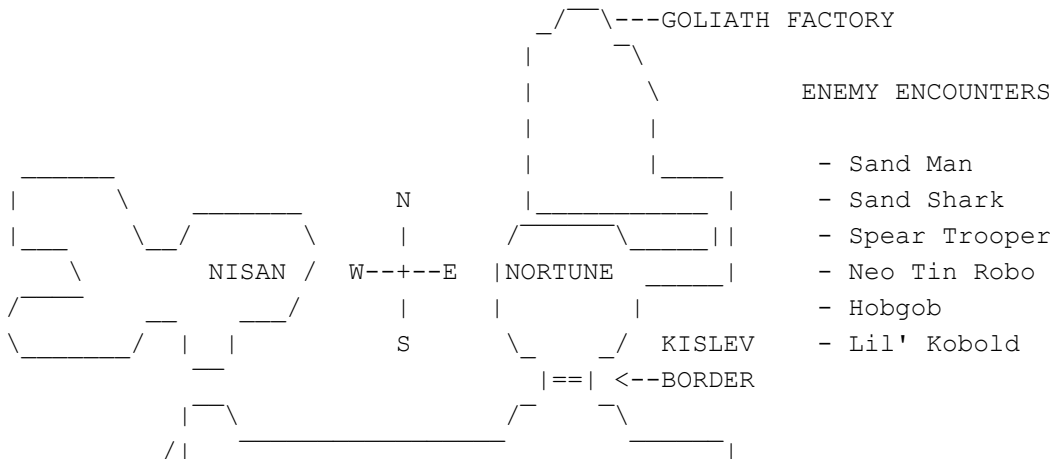
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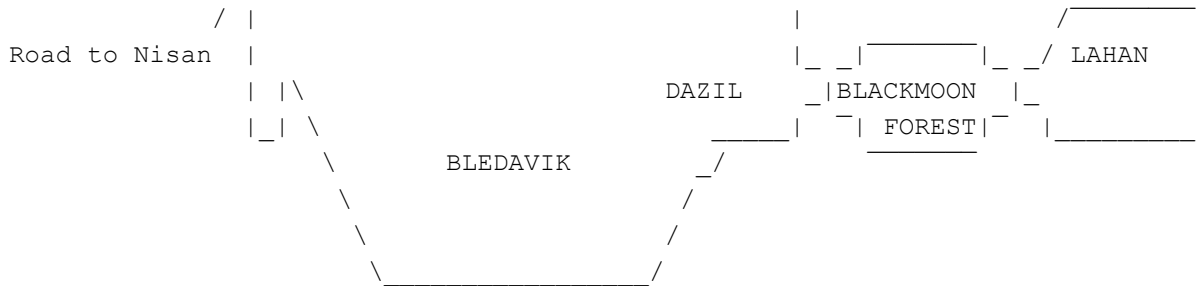
If you were paying attention to a few things, you'll know the next target is to help out Nisan. Once you infiltrate the nation, you won't be able to leave until all events are cleared up. A problem I ran into last time I played was that there is no way to purchase ammo for Billy, so if you like using him, stock up ahead of time.

---

So what's available for (useful) exploration still? Not much. Thames is open still, and so is Nortune. Billy's orphanage can still be accessed if you did not get the items, but besides that, everything's either empty or permanently closed. Not much on the archipelagos of the Aquvy and northern regions -- but it's possible to fight Dragons in the southeast islands. They only appear in the snowy icecapped areas, however. The reason they're so awesome is because they drop the superb female-only 'Devil Dress' which is a good equip for any femme at the moment.

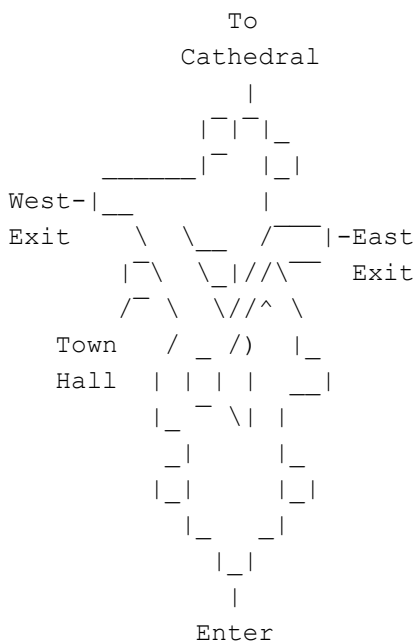
Nisan's up next, so burn rubber to get thar!





|                  |                |
|------------------|----------------|
| 53) NISAN        |                |
| ITEMS            | FOES           |
| There ain't any! | • ShakhanGuard |

REMEMBER: Once you save here, you cannot leave until all events are cleared! Upgrade all gears except Bart's -- it'll be evident later on.



Nisan is mostly vacant as the villagers have fled into the mountains. Instead, their presence has been replaced by some Shakhan Guards. Luckily, these battles are few in number [x5 - 26070 EXP, 180G] Clean the town of this scum to liberate the area.

After a meeting, and the Yggdrasil III's subsequent withdrawl which strands Fei's team in Nisan, Margie will ask everyone to meet her by the mausoleum. It's on the Nisan map behind the cathedral. Bart is a mandatory character, and Citan isn't able to be selected, so pick a suitable third member. You cannot change until the next dungeon has been cleared...!

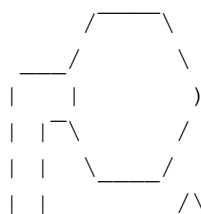
That said, you can purchase items at the vacant counter across from the townhall [SH16]. It's basically what was over at Shevat, with no Gear equips.

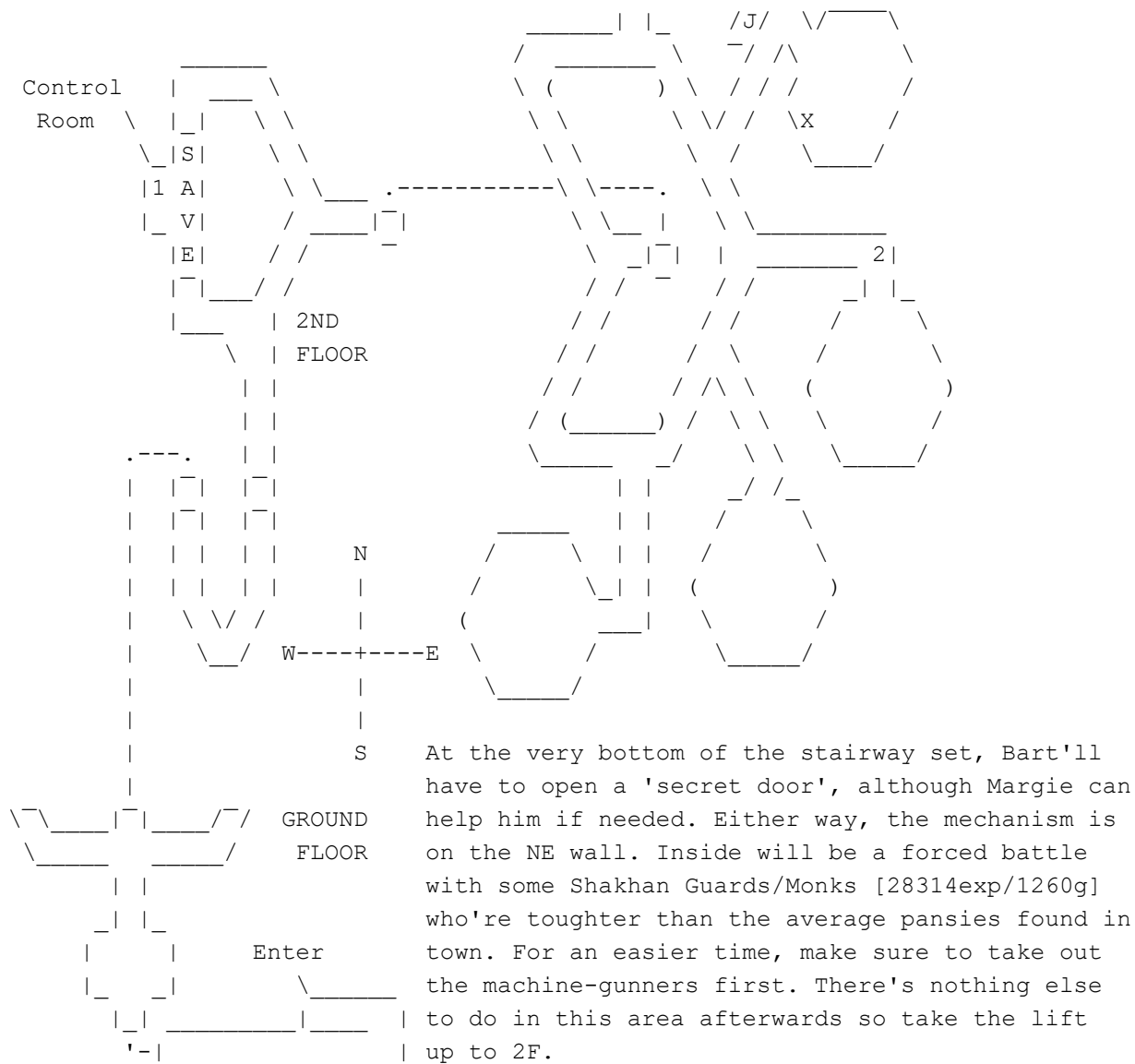
|                                       |                                                            |
|---------------------------------------|------------------------------------------------------------|
| 54) NISAN MAUSOLEUM                   |                                                            |
| ITEMS                                 | FOES                                                       |
| • Desert Worm      • DeathBlower1     | • Shakhan Guard [Type 2]<br>• Shakhan Monk<br>• Freelancer |
| Map also found at following location: |                                                            |

[http://db.gamefaqs.com/console/psx/file/xenogears\\_nisan.png](http://db.gamefaqs.com/console/psx/file/xenogears_nisan.png)

[LEGEND]

- 1 - Desert Worm
- 2 - DeathBlower1
- J - Jasper Lock/Save
- X - Entrance to Andvari





The good thing about the upstairs portion is that it's completely enemy-less, for now at least. This makes exploration a bit easier -- most people have a time in this faux-maze. Anyway, it's a straightforward corridor until some statues bar the way. In the next room, head north and go NW at the first sign to enter the control room. The power's off so it's not that important; there is a [DESERT WORM] chest and savepoint here, however. Back in the hall, take the eastern elevator up to the third floor.

---

At the fork, take the SW hallway into the next, huge semi-circle room. There are five doors in here, all leading to a hallway-'n'-hangar combo. However, most are useless. Starting at the bottom (going counterclockwise NE), skip the first 2 doors, taking the second. It goes straight east and the only other treasure in this place can be found in the hallway, a [DEATHBLOWER1]. Get back in the arcing hallway and take the next one north. There will be an offshoot doorway here which leads to a Jasper lock and savepoint. Save and trigger the thing with Margie to hear a rumbling nearby. Take the memory cube up on its purpose and enter the hangar nearby. It'll be different than the others because there's no ginormous generator. Head south along the inner wall until you come to a floor lit up like a runway -- the bay door here is open. This leads to a large Gear sitting on a throne... Inspect the panel at its base to give power to the control room on the 2nd Floor. [The map above will tell you how to get there, which should be easy because you can go in either direction to enter the elevator block.]

---

In the 2nd-floor control room, turn on the power to the Gear that was found. Unfortunately, this also lets some of Shakhan's minions get into the fortress through the upper floors. We'll have to work our way back to the hangar and cut down some guards along the way. These ones appear on the field and will initiate battle if touched; otherwise, they're in finite amounts. Make sure to save and use the control-room shopkeep's stuff if you need it. [SH15] Use my ASCII map to get into the hallway adjacent to the jasper lock. If you're having trouble with the enemies, you can Escape from them in battle. ^ \_\_\_ ^

---

Anyway, in that hallway near the Jasper lock, a forced battle with a couple Shakhan Monks & Guards takes place [28314 EXP, 1260G]. After a scene, once again use the Jasper lock and save the game. Enter the gear hangar and see some awesome scenes (!?) with the Omnigear, Andvari. This will replace our old friend Brigandier from now on, and is much more powerful.

```
\ \ / \
 \ \ / _____ | _____ | _____ |
  \ / BOSS: Neo Etone [2] | HP: 3300 | DROPS: Seal Barrier, Seal Ar |
  / \ _____ | _____ | _____ |
 / \ \
 / / \ / • Seal [~2000+ Seal-type dmg]
 \ /
```

Andvari can clean house by himself, but Fei and the third ally will assist anyway. The battle is rather easy and the enemies are rather weak, but Seal can still be annoying if left alone. Since another much harder boss coming up will use a Seal-type attack, try and get at least one Seal Barrier which nullifies all Seal damage. It'll be very useful, trust me. [30510 EXP, 10000G]

Bada-bing, chapter ends.

---

/ CHAPTER 43 - GATE1 -MARGIE |

---

| 55) IGNAS' GATE CAVE | [WK43] |

---

Back in Nisan, you can change party members by talking to them. Fei and Bart both have to tag along, however, so there's not much wiggle room. Even though the Yggdrasil III is stationed nearby, you can't leave -- thus, buying gear stuff (it's possible!) in Nisan is the only option.

ANDVARI EQUIPS: G45-4600 Engine, BRIG-18500 Frame, RX Metal 60 Armor

As you can see, Andvari uses all Brigandier-brand stuff but has nothing that is worth replacing at this point. Any accessories/weapons on Brigandier have also been transferred, so hooray...? Anyway, when ready, exit onto the world map and make for the tiny cave on the west part of Nisan's island. What once was called the "Hermit's Hole" is now the "Ignas' Gate Cave." Enter inside and a battle will take place.

```
\ \ / \
 \ \ / _____ | _____ | _____ |
  \ / BOSS: Neo Etone [2] | HP: 3300 | DROPS: Seal Barrier, Seal Ar |
  / \ _____ | _____ | _____ |
 / \ \
 / / \ / • Seal [~2000+ Seal-type dmg]
 \ /
 \ / • Physical? attack w/ torch [~1200 phys/fire? dmg]
```

Same business as before. Try and win another Seal Barrier here for the upcoming boss. If you only got one before, try and get two here. Either way, three of them will really help. [30510 EXP, 10000G]

If you got damaged a bit, return to Nisan and heal yourself -- no use doing battle in less-than-perfect condition. With Seal Barriers (or two Seal Ars) equipped, FrameHP30s or better, and maybe a DeathBlower1/WaterVeil AR, it's time to finally confront this uber-cretin further down the line!

```
\ \ / \
 \ \ / _____ | _____ | _____ |
  \ / BOSS: Shakhan | HP: 20000 | DROPS: Ether Ar+1
  / \ _____ | _____ | _____ |
 / \ \
 / / \ / • Absorbing gate energy [heals 1000 HP]
 \ /      • Seal Punch [3000+ seal-type damage]
          • Ignas Storm/Fire Eth [~3000 fire ether dmg]
          • Start absorbing gate energy [attaches to the gate]
          • Physical punch [~300-600; also phys-counter if unattached 1 RDMT]
          • Can't reach to hit you [idles; when attached to gate, turn 1 only]
```

The first time I played this game, it was incredibly hard -- I was a bit unprepared, and had bad upgrades...and I couldn't buy any others! However, it's possible to make do even against this boss. First off, have Fei use Yin Power to raise his ATK -- remember, it's glitched & does not lower his DEF. This should help his deathblows give an extra punch (figuratively). Andvari's attack regiment should be strictly a Triangle -> Deathblow one. It's not hard, and he'll have the greatest engine output anyway. The third character is up to you -- however, it helps if you have Citan or Elly. Citan can do Renki + Suiseii, which helps bring Ignas Storm's damage down a peg. In fact, with Seal Ars & Barriers, it's his only significant method of damage. Citan is also a speed demon with Booster, which can help too. Elly on the other hand is immediately great because of her 'Aerods' attack. With a couple of Power Magics/E Circuits and an Ether Doubler equipped, the specialty attack can do 9999. Mine usually does over 5000 which, even at that rate, is enough to undo the damage Shakhan heals.

As for Shakhan's attack pattern, it's not too hard. When he attaches to the gate, he will heal 1000 HP on each of his turns. In this state he will not be able to do anything against physical attacks. HOWEVER, when half of his HP is gone, he counters by healing 1000 HP. Take off Boosters during this point and charge fuel; when he unplugs, drop a bomb on the guy. Ignas Storm is ALWAYS used the turn before Shakhan gets ready to unplug, so early on you can keep wailing on the guy, but in the late stages, it gives you a head's-up to heal. Since that is his only useful attack besides Seal Punch (which should be doing 0 damage with Seal Ar/Barriers), continuing unheeded isn't that much of a problem. It's mostly an uphill battle, but Shakhan only heals about 2000, and gives ample time -- if Booster'd -- to erase it.

This is the hardest battle you've faced in awhile, so go all out. If you need to use items like Speed/Hard Stars, the DeathBlower1s, or Elly's Aerods (which isn't cheap, just resourceful ^\_\_^), definitely go for it! [218343 EXP, 30000G]

Boot-scoot outta this collapsin' cave, and leave the boss to rot in peace...! Bledavik will now be accessible (with a few changes), and searching out the second Gate is the main agenda. The fair and its festivities won't be found

in Bartholomew Square, though. =/

NOTE: If you gave the Bledevik street urchin 1000g capital early in the game he'll now have a shop setup that sells Hob-Jerky, Hob-Meat, and Hob-Steaks for 70g/per across the board. These can be resold in Nortune for more, if you wanna take the trip. If y'wait a bit at the price menu, there will be some "automatic haggling" that drops the price a bit, to a maximum of 60g.

/ CHAPTER 44 - GATE2 -BABEL |

| 56) BABEL TOWER

| [WK44] |

After a li'l rumination, it's decided one party will take Babel Tower and tweak the mirror, while another heads to Ft. Jasper to fire the beam gun at the Ethos HQ. Fei and Elly [mandatory] will defend Babel Tower, while Bart & a third party member will defend the fort. Citan and Billy cannot be selected as the optional character, however. Make sure to upgrade all characters' gear parts before committing, too.

Anyway, dock in Babel Tower first and you'll be able to decide your second team. Recommendation for optional fighter: Seibzehn. Gigantic fatso with high HP and defense, and isn't too bad with Booster. Did I mention it's got a huge output? Yeah, great choice -- you'll see why momentarily.

Enter the control room in Babel's vent and scenes will commence.

```
\ \ /
 \ / BOSS: Bladegash | HP: 4000 | DROPS: EP Drive
 / \ BOSS: Marinebasher | HP: 5000 | DROPS: ETHDEF Drive
 / \ \
 / / \
```

- ```
\ /
```
- [B] - Heals self [~1600 HP]
  - [M] - Heals self [~2400 HP]
  - [B] - Physical attack [~1600+, single]
  - [M] - Water-type maelstrom attack [~1300, all]
  - [M] - Water-type bubble attack [~1500, single]
  - [B] - Wind Sword [next attack is wind-elemental]
  - [B] - Fire Sword [next attack is fire-elemental]
  - [B] - Earth Sword [next attack is earth-elemental]
  - [B] - Water Sword [next attack is water-elemental]

Looks daunting with the combined repertoires of each attacker...but we have Elly, and Aerods can severely cripple both, if not OHKO 'em in one fell swoop. Conserve HP and fuel because this battle will need to be repeated. Shouldn't be too hard since Bladegash can only attack every other turn due to elemental weapon imbuing. [51024 EXP, 10000G] [NOTE: It seems that if you use an elemental attack on Bladegash, it will 'counter' by automatically turning its weapon into that element, saving it a turn. Watch out!][Drops are not 100% ensured!]. A reader (D Christopher Williams) wrote in and said that by using a non-elemental on Bladegash, it loses its elemental affinity (if it has one) and has to recharge or do piddly normal damage.

Over at Ft. Jasper, the next attacker duo strikes!

```
\ \ /
```

```

\ / BOSS: Skyghene | HP: 5000 | DROPS: ETH Drive |
/ \ BOSS: Grandgrowl | HP: 6000 | DROPS: VIT Drive |
/ /\ \ _____| _____| _____|
// / \/

```

- [G] - Physical lunge attack [~1500, single]
- [S] - Physical 3-hit combo [~1000/per, RDMTs]
- [S] - Tornado attack [~300-1400 wind eth dmg, single]
- [G] - Fire ring attack [~600-1400 fire eth dmg, single]

Skyghene's the most annoying as its attacks everyone and has decent evasion. It also has the lowest HP, so lead off with a Wild Smile & pummel it first. If Seibzehn gets its hands around Tolone for a nice Deathblow, it can do much damage, probably over 3000+. Either way, it is the safest route and this battle will have to be repeated as well! Grandgrowl's mostly a pushover in comparison, but don't underestimate Seraphita's gear. I should note that it doesn't seem like they cure at all until one of them is alone. Use T,X deathblows and this won't take too long. [51024 EXP, 10000G] [Their drops are NOT 100%!]

All castmembers for an encore... Same HP/EP/Fuel limits apply. =/

```

\ \ / \/
\ / BOSS: Bladegash | HP: 4000 | DROPS: EP Drive |
/ \ BOSS: Marinebasher | HP: 5000 | DROPS: ETHDEF Drive |
/ /\ \ _____| _____|
// / \/

```

- [B] - Heals self [~1600 HP]
- [M] - Heals self [~2400 HP]
- [B] - Physical attack [~1000+, single]
- [M] - Water-type maelstrom attack [~1300, all]
- [M] - Water-type bubble attack [~1500, single]
- [B] - Wind Sword [next attack is wind-elemental]
- [B] - Fire Sword [next attack is fire-elemental]
- [B] - Earth Sword [next attack is earth-elemental]
- [B] - Water Sword [next attack is water-elemental]

Same as before, clusterbomb 'em with Aerods. Even if you can't OHKO them, it's better than nothing since they don't appear to heal until one lassie's by her lonesome. For what it's worth, I believe Kelvena is weak to fire. Using elements on Bladegash seems to cut the middle-man out of the equation and let her attack with an elemental sword of what was used on her, no charging needed. [Drops are not 100%!]  
[51024 EXP, 10000G]

And curtain call for our favorite chickadees...

```

\ \ / \/
\ / BOSS: Skyghene | HP: 5000 | DROPS: ETH Drive |
/ \ BOSS: Grandgrowl | HP: 6000 | DROPS: VIT Drive |
/ /\ \ _____| _____|
// / \/

```

- [G] - Physical lunge attack [~1500, single]
- [S] - Physical 3-hit combo [~1000/per, RDMTs]
- [S] - Tornado attack [~300-1400 wind eth dmg, single]
- [G] - Fire ring attack [~600-1400 fire eth dmg, single]

Same as before, target Skyghene with a Wild Smile and lay into 'er. Booster helps pick up some slack for how fast these girls are. Show

them little girls should not play inside big destruction machines!  
[51024 EXP, 10000G] [Drops are not 100% ensured!]

The cool thing is that you can get multiple Drive drops if Lady Luck is on your side. The second gate is destroyed, and now the final one gets a chance to be demolished. It's impossible to enter Ethos HQ now, so hopefully it was looted earlier.

---

---

/ CHAPTER 45 - GATE3 -THE DEEP |

| 57) THAMES

| [WK45]

---

---

Talk with the cap'n at the bridge to learn the third gate's at Sargasso Point in the middle of the ocean. All gears (or at least the three you're taking with you) will be upgraded to withstand underwater pressure. Check out the gear shop in the supply entrance [SH17] for some upgraded gear wares. It is still possible to play the card game Speed 'round these parts if you haven't indulged. ;)

Either way, head to the dock when ready and the Yggdrasil III will head for the destination automatically.

---

---

| 58) SARGASSO POINT

| ITEMS

| • Mermaid Mail • Dark Rod  
| • DeathBlower2

| FOES

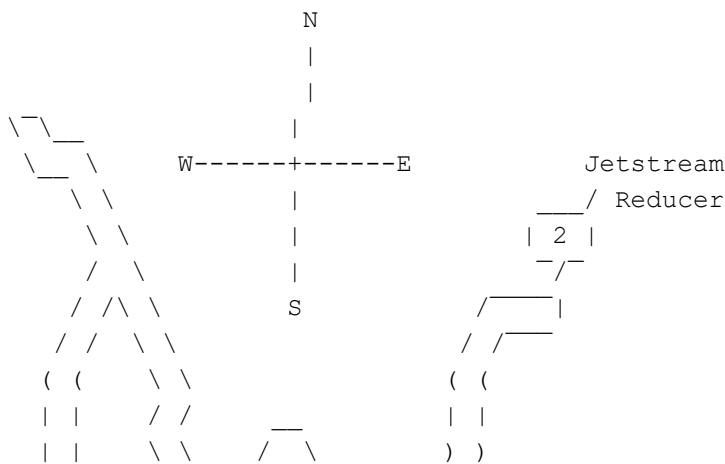
| • Medusoid  
| • Death Scythe  
| • Salvager  
| • Merman  
| • Aragonite

---

---

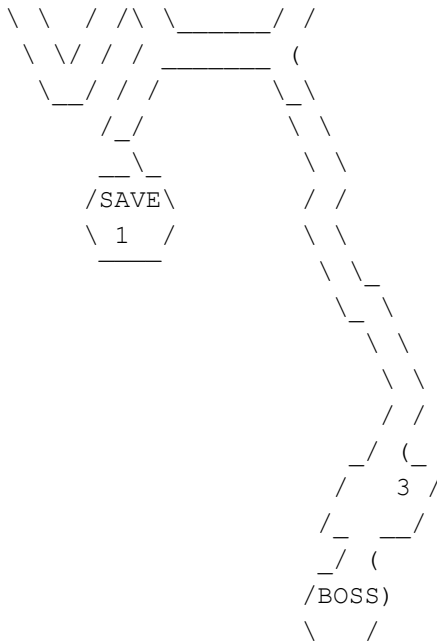
Since this stretch takes place underwater, there are different controls for moving around. Triangle will jump in the water, and repeatedly pressing it (in conjunction with d-pad) moves around at varying levels of height. Holding Circle while swimming makes the gears go doubletime.

Anyway, the compass is missing from this area but there are fixed camera angles, so 'north' is toward the background as given by the first area. Not too hard to follow. If you find this area too hard (Death Scythes can really wear y'down, it's possible to leave back to the Yggdrasil by going 'south' in the first screen (i.e. towards foreground).





```
 /
ENTER
```

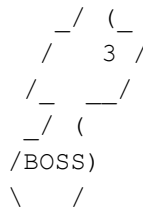


LEGEND

1 - Mermaid Mail

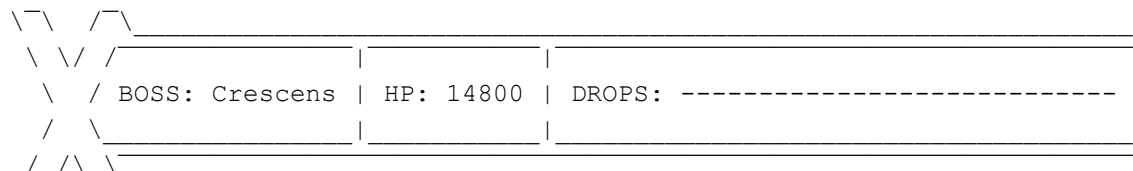
2 - Dark Rod

3 - DeathBlower2



Anywho, at the first fork, take the east (righthand) path and follow that a ways to another fork. Again, take the east (righthand) path to a small screen with a beam of light in it. You can surface by repeatedly pressing Triangle here, and it leads to a savepoint grotto with [MERMAID MAIL] inside. Double-back to the previous fork and trailblaze through the west (lefthand) path.

This next fork has one entrance with a large jetstream in it; it ebbs after awhile, though, which is the cue to bolt into the west (lefthand) path. It leads to another surfacing point with a [DARK ROD] and an empty chest that cuts off the jetstream. It'll eventually suction everyone to another surface point with a [DEATHBLOWER2] and a manmade door. Equip any Ether Ars you may have and enter inside.

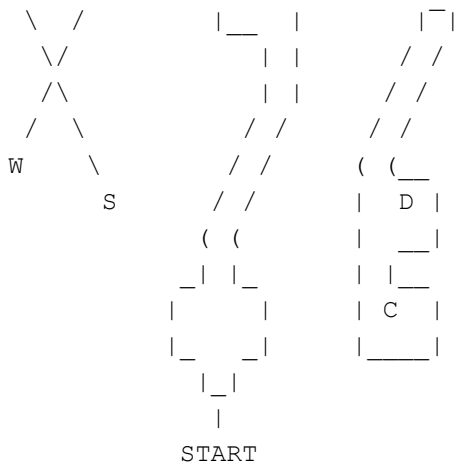


- / / \ / • Physical attack [~1000]
- \ / • Physical piledrive [~1800]
- Fire-element ether [~2000+ eth dmg, single/all]
- Wind-element ether [~2000+ eth dmg, single/all]
- Water-element ether [~2000+ eth dmg, single/all]
- Earth-element ether [~2000+ eth dmg, single/all]

All HP/EP/Fuel values are the same as before, but that's about all that Crescens has going for her. She's got rather paltry physical attacks and with some Ether Ars, her main means of damage gets cut off at the knees. She's fast and has decent evasion, and is immune from Wild Smile's effects, but has rather poor defenses. Abuse the Frame HPxx if you need to -- don't let that 5000+ fuel storage go to waste, now. [253260 EXP, 10000G]

You have one minute to escape at this point...NOT! You automatically leave this dump. See-yuh!





their sight. Basically, even if the enemy is all the way across the screen, if you enter it's line of sight (even if it has its back to you), you lose.

The 'B' elevator gives a bit of a shortcut however, and making it to the 'C' elevator is rather easy. Take it down and locate a 'D' elevator before the exit. This leads to a [AQUASOL DX] chest. Then, take the long curvy path to the exit.

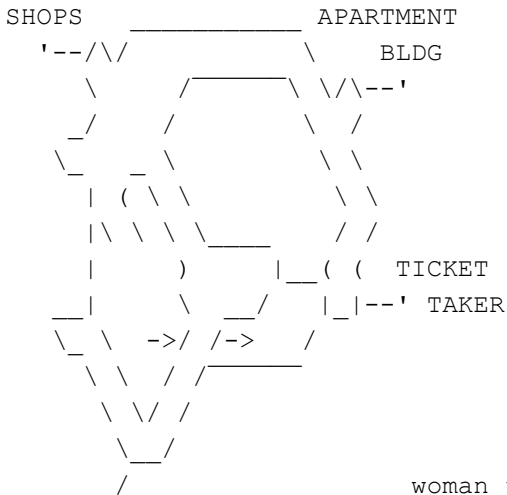
Events with Samson take place and entering the scanner will occur, thanks to Elly.

Now the populated shopping mall area is open!

```

=====
| 61) SECOND-CLASS BLOCK [SOLARIS]
=====
| ITEMS
|
| • Tickets
|
=====

```



Check out the shops here which have some great stuff [SH18], all of it being rather new. The Matchlock & Crimson Vest/FeatheredCap are all great purchases.

After looking around, find the ticket-taker on the upper level, further down from the apartment complex. He'll say there aren't anymore tickets left, but Elly insists on finding some. Head up to the apartment's 2nd floor. A

To 3rd Class  
F-block Area

woman there can't make the Emperor's dedication ceremony, so she gives Fei & Elly the [TICKETS] for absolutely no charge. Feel free to save right across the hall from her house, as well.

With the goods in hand, head past the ticket-taker and watch the ceremony. A couple scenes later, Fei and Elly are on the lam!

/ CHAPTER 47 - ESCAPE SOLARIS |  
/ CHAPTER 48 - LONE WOLF |

```

=====
| 62) SEWER SYSTEM & ELLY'S HOUSE [SOLARIS] [WK47, WK48]
=====
| ITEMS      | FOES
|
| • Crimson Vest      • Aquasol DX      | • Security Cube
| • FeatheredCap      • Psycho Rod      |
| • Army Cardkey      • Ivory            |
|
=====

```

Finally, a streamlined dungeon! There's no complexity here, just a lengthy waterway running west. It's basically running, jumping pits, going up mini ladders, etc. -- simple stuff. What's more, there are no random battles; but,

Security Cubes (appear in twos) will show up. They're extremely pathetic and will change their defenses to either physical/ether damage. Each character's got a workaround, so it's even more simple. Needless to say, it's a good time to learn some Deathblows if possible. 2000G per battle, too. [NOTE: Escape is not an option for any of these.]

Along the way are 3 chests: a [CRIMSON VEST], [AQUASOL DX], & [FEATHEREDCAP]! The exit ladder's near the last of them.

---

Once above, try and enter a locked gate to the west, which Elly reveals is actually her house. Inside, meet Medena and it's time to take showers (haha). Save and visit downstairs again -- one of the rooms has a maid who'll give Elly a [PSYCHO ROD] as a present. Across from that chamber, talk with Medena to get her to leave -- you can't enter Elly's father's den in the main hall with mother dearest crashing the party. Dink around on his computer to learn the other allies are accessible from a trash chute in the 3rd-class citizen level! More scenes ensue and...

---

[Ch. 46 starts now.]

...Fei's back in the mall area. Try to leave back into the maze area (as seen in section 60 and Citan will join the party. Use the aforementioned section's map to get back to the F Block. The dust chute, a blue hexagon on a platform west of the 'maze' entrance, is the destination. [You can save in Fei's old bunk if wanted.]

Jump into the filthy receptacle, press the green button. Elly will rejoin and help activate the vacuum system with a [ARMY CARDKEY] received from her dad (in a scene the player has to act out). Then, it's ridin' the tubes! [NOTE: You will want to equip Citan with some new armor/helms before jumping in! He won't have his sword available though.] x-loto says that after using the Cardkey, an [IVORY] chest will be aft of the characters, inside the tubes -- make sure to get it!

---

/ CHAPTER 49 - KRELIAN'S LAB |

|                          |              |                 |
|--------------------------|--------------|-----------------|
| 63) DUST CHUTE [SOLARIS] |              | [WK49]          |
| ITEMS                    | FOES         |                 |
| • Hob-Steak              | • Aquasol DX | • Security Cube |
|                          |              | • Solaris Guard |

Jump the NW 'stairway' to a door, leading to a ladder series, leading to one more door! A room with a gigantic propeller fan is spinning in this garbage area. Push the piece of debris (walk against it until it moves) nearby until it breaks the rotor. If you turn the camera, you'll see a ladder on the NE side with a door on it. Fall into the pit and grab hold; otherwise, everyone ends back up in the dust-chute receptacle!

In the NE passage, at the first fork, one of the passages leads to a single [HOB-STEAK]. Lame! The other option leads to a food distribution area, with an [AQUASOL DX] on top of some crates. Fei and Elly will chow down a bit and then it's into the factory...





```

10 - Eyeball          #      ___| |_      | |__| |
11 - Gold Nugget     #####|_  3  |      |___  |
12 - Hob-Meat        |  4  |      | |_____|
13 - Aquasol DX      |  5  |      |  _  _|
14 - Aquasol DX      |_  _|      | |  |_|
15 - SurvivalTent    _| |___      | |  |2|-SAVE
16 - Silver Ar+1     |_____|      | |  -
17 - Aquasol DX      |  ___|___|_|
18 - Ether Veiler    |_____|
19 - DeathBlower3    /
# - Elevator Path    Omnigear Hangar

```

Alright, let's get this started -- many people find navigating this gigantic place a real pain, but it shouldn't be as hard with a map. Enter the large room with a stairway in the center. It can't be accessed, and neither can the SW doorway -- looks like the only option's to go NE!

Down the hallway are two side-rooms, and each contains an item: [AQUASOL DX] & [SURVIVALTENT]. The former has a memory cube within that can be used (you will understand once you see it!). Further NE leads to Solaris' Omnigear hangar. The straightforward path eventually turns into an experimentation area...and there are live subjects. They don't want to be let out, but if you go against their wishes and go for the treasure chests, they have to be slain to continue.

```

.------. It's possible to get a [SCALES], [MUSCLE BELT]
| Mouse-man = Neo Wels [4] | and [HOB-MEAT]. Neo Wels have a tendency to
| Dog-owner = Orphan      | self-destruct, while the Orphan counters most
| Cyclops   = Neo Wels [4] | attacks by draining HP (phys) or EP (ether).
'------' Take the SW exit (SE elevator is locked) up
           the hallway to another experimentation area.

```

```

.------. More fighting for prizes, again. [ANGELIC ROBE]
| Human Mutant = Dorothy   | is the best prize, but an [EYEBALL] and (lame)
| Purplepants  = Neo Wels [4] | [HOB-STEAK] round out the other options. Once
| Demi-human   = Neo Wels [4] | again, the SE elevator bars entrance, so it's
'------' SW for a while further...

```

In this new hallway, enter the first pink door to find access into two rooms, containing an [EXTRA AR+6] & [EYEBALL]. Down the corridor, through the last pink door, a [HOB-MEAT] and [GOLD NUGGET] can be found in the two side-areas. At the main hallway, follow the bend NE to the 'briefing room' -- it's got an [AQUASOL DX] inside. The computer here will turn off the security lock, making it possible to continue further NE. SURPRISE -- back in that first room with a stairway. With the lock off, the pink door at the top will open for the chest duo: [AQUASOL DX] & [SURVIVALTENT]! The second floor is now ripe for pickin'! You may want to save before coming up, though...

Continue southeast, ignoring the side-passages -- they just lead to the lifts connected to the downstairs holding cells. The brightly-lit tube room beyond has a [SILVER AR+1] hidden by the SW wall. The trek SE leads to yet another [AQUASOL DX] inside the "fire laser at experiments" room. Creepy! At the 2-door fork, go northeast.

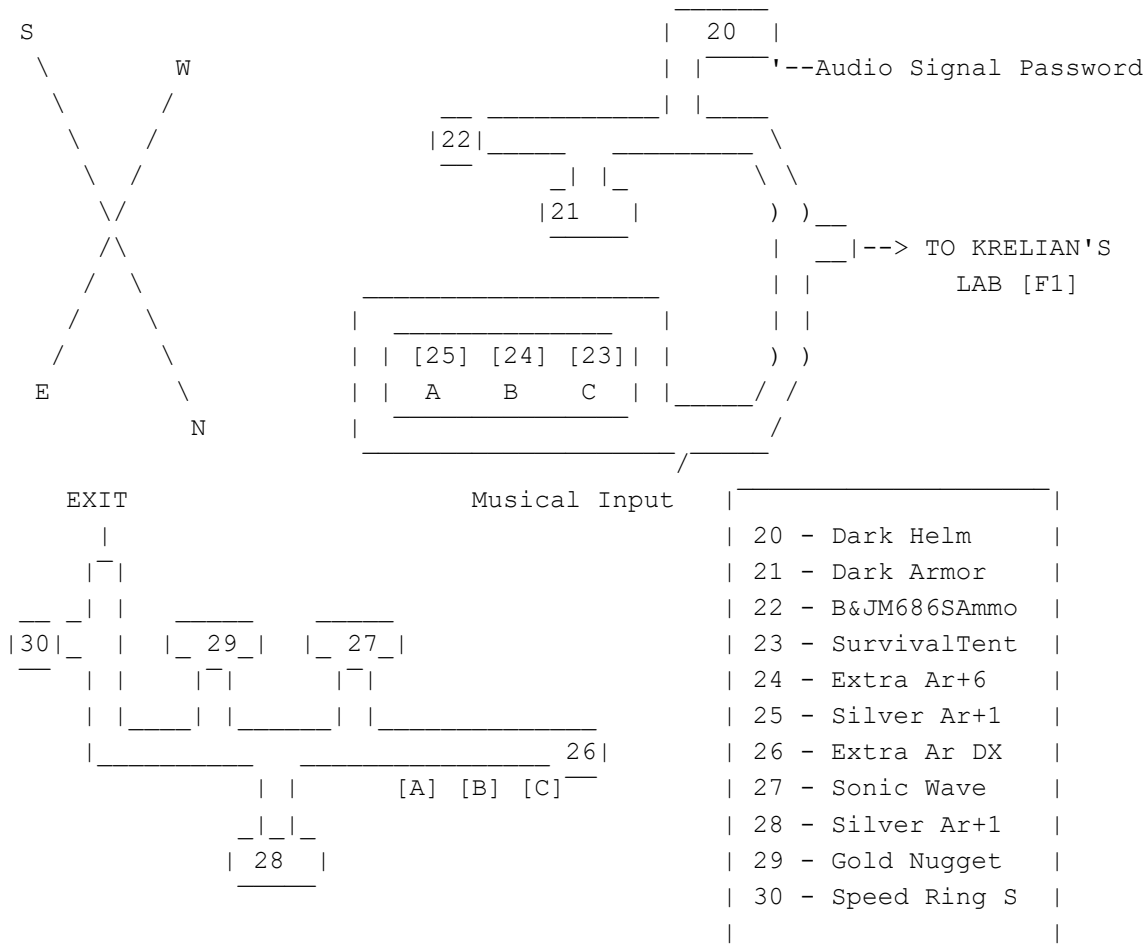
In here is a ginormous cage with two treasure chests inside, and quite a few occupants as well.

```

.------.
| Redcoat Bear = Orphan      | Some enemies wander, some bolt straight
| Liteblue Man = Orphan     | for the party -- kinda run-of-the-mill.

```

| Green Pirate = Orphan | The only battle that is of any real  
 | Blue Bunny ? = Dorothy | concern, or should be, is the Bloody Bros  
 | Orange Mouse = Neo Wels [4] | one. They are basically duplicates of the  
 | Zombi-Pirate = Neo Wels [4] | Redrum/Bloody bosses and have the same  
 | Red Cyclops = Neo Wels [4] | ability to instantly murder someone. Then  
 | Robed Moose? = Neo Wels [4] | once the first turn is over, they won't  
 | Blue Cyclops = Neo Wels [4] | use it anymore! Their attacks are crappy,  
 | Gray Cyclops = Bloody Bros [2] | and seem to be weak to water. Just don't  
 '-----' | come into battle with one ally dead or it  
 | is game over time! Use Omegasols when the  
 chance arrives to get through some of these annoying skirmishes, and reap two  
 awesome treasures afterwards: [ETHER VEILER] & [DEATHBLOWER3]!!! Backtrack  
 one room and go SE this time. After some waste-o'-space corridors, there's a  
 fork -- take the SW path to another fork, and keep that same direction.



The room here has a [DARK HELM] and also a console that gives an audio signal password for the NE hallway (marked with an asterisk). Before that, however, down the southeast corridor are two dead-end rooms containing a [DARK ARMOR] and [B&JM686SAMMO]. Now, backtrack to the asterisk'D hallway and input the audio sound. The correct d-pad input is: Up, Down, Up, Left, Right. Press the x-button to confirm, leaving the rest of the hallway open for searching. Open for exploring are three stairways, each containing an item: [SURVIVALTENT], [EXTRA AR+6], [SILVER AR+1]. Since they all lead to the same place, raid all of them. :p

Upon reaching the 3F, follow NW to an [EXTRA AR DX]. Continuing southeast, there are three side-rooms, all having one item inside, being: [SONIC WAVE], [SILVER AR+1], [GOLD NUGGET]. Pocket 'em! Further down the line, enter the SE door to find a hologram room with a [SPEED RING S] container. You can see a bit of information by observing those holograms...very interesting.

Down the main hall, stroll SW to see some of the disc's best scenes! Fei,



alone, will have to enter the side-room to the SE. Enjoy!

66) LABORATORY 3F DUCTS [SOLARIS]

[WK50]

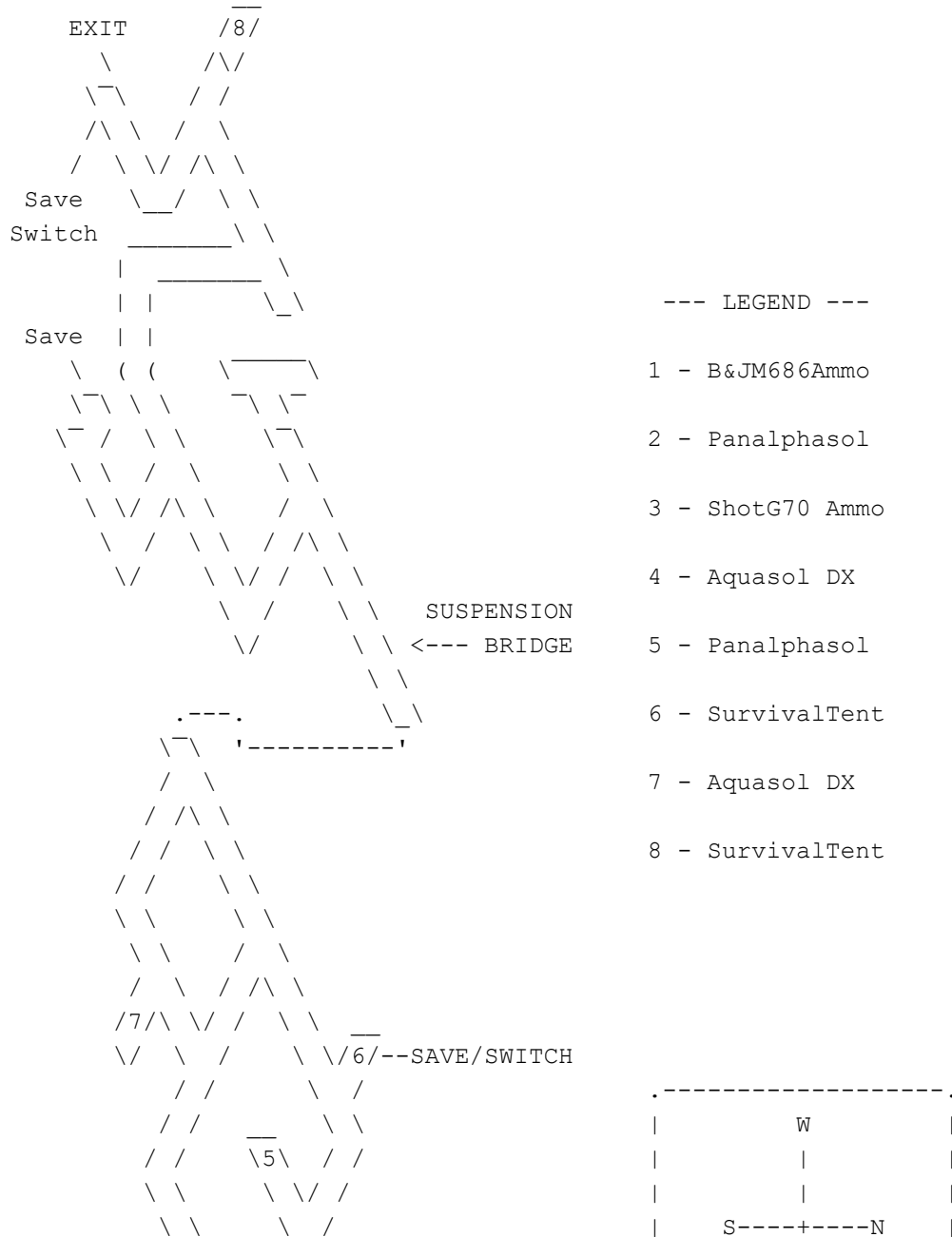
ITEMS

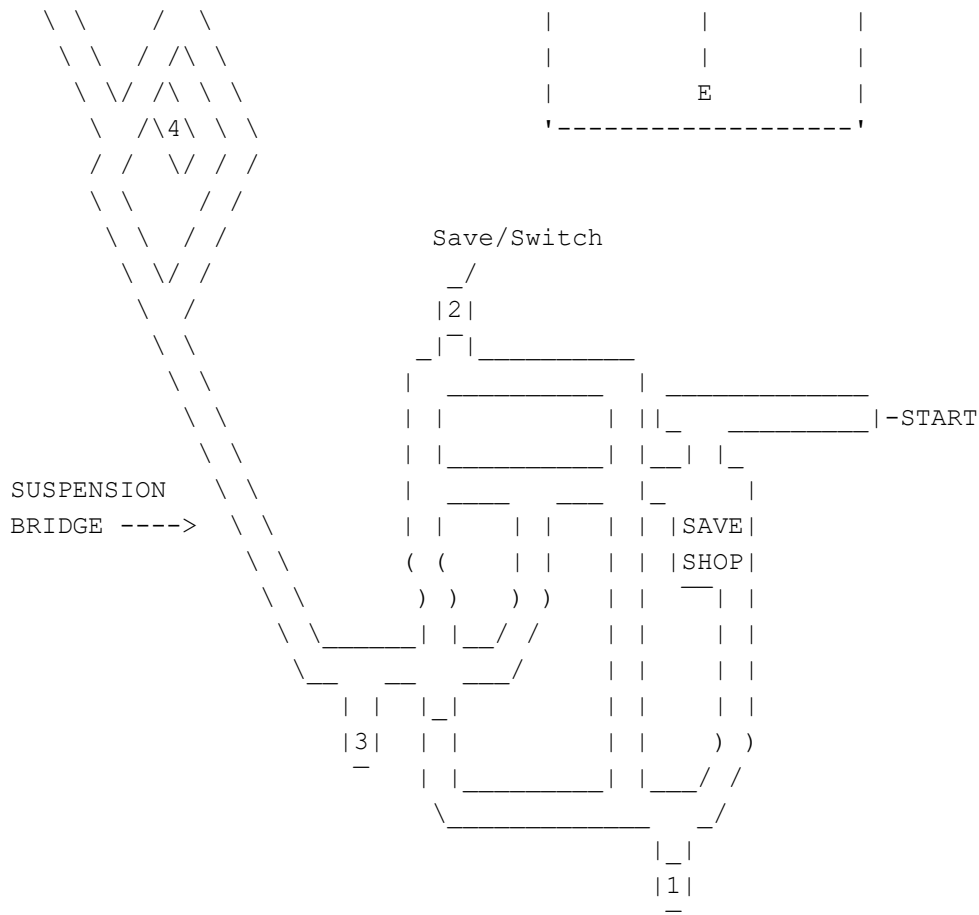
- SengokuSword
- Panalphasol
- Aquasol DX
- SurvivalTent
- SurvivalTent
- B&JM686Ammo
- ShotG70 Ammo
- Panalphasol
- Aquasol DX

FOES

- Solaris Guard
- Orphan
- Neo Wels
- Dorothy
- Security Cube

The disc is drawing to a close, but it ain't over yet! The party will be Fei, Bart, and Billy. Down the small one-area duct, Elly gets rescued as well. In this new duct area, follow to the gated dead-end...but there's actually a semi-hidden door there. You can even see the door's threshold, so...yeah. :p There's a blue memory cube in this room that allows convenient party switches to take place. Hammer will also sell items [SH19], although it's just stuff available already. Citan will have brandished his [SENGOKUSWORD] for battle purposes now, making him even more potent than before -- a good ally to have coming up. BUY ZETASOLS IF YOU DO NOT HAVE ANY!





While you're walking along here, you'll probably encounter some fake doors. They look like they can be opened, but they're as useful as a wall fresco, y'dig? Those aren't displayed on the map. Anyway...

Exit the savepoint room to the east, going down the crooked corridor. Enter the first room in view to find a [B&JM686AMMO] container. Take the only west-reaching door to get out. Ignore everything and just go straight west until a new screen is entered. Here, in this small corridor, one of the westside corridors opens into a save/switch room with a [PANALPHASOL] hiding. Save and whatnot, leave -- take the southern-side exit.

Go through the southern side of this previous screen into the only plus-shaped area here (as you can see on the map). One of the east-side doors opens into the third treasure chest room, a [SHOT670 AMMO] holder. Take the southern corridor to the first suspension bridge and beyond.

This next area is complicated, but the map can see you through. Within are a two [AQUASOL DX]s, a [PANALPHASOL], and [SURVIVALTENT]. All pretty worthless rarity-wise. You can reach the exit by hugging the SE wall and not taking any sidepaths, thankfully. Beyond, a different-looking hallway will be shown in a few segmented parts. Go SE, SW, SW again, W, SW, and NW -- this leads to the last treasure in Solaris, a [SURVIVALTENT]. Backtrack one room and head into the opposite path, which leads to a room where everyone regroups. There's a save/switch point here, for yer convenience. The hangar is just through those doors...

|                                                                                                                                                            |  |  |
|------------------------------------------------------------------------------------------------------------------------------------------------------------|--|--|
| <pre> \ \ / \  \ \ /   \ / BOSS: Grahf        HP: 6666   DROPS: -----    / \ BOSS: Executioner   HP: 4444   DROPS: -----   / \ \  / / \  / / \  \ / </pre> |  |  |
| <ul style="list-style-type: none"> <li>• [G] Physical combo [~350]</li> </ul>                                                                              |  |  |

- [E] Darkness ether attack [~100, all]
- [G] Super Guided Shot clone [~100-150 ether dmg]
- [E] Instant-death attack [damage = character max HP]

Surprisingly, Grahf's power has been reined in somehow, making him a secondary threat. Executioner should be the main target, having both low HP and an instant-death attack. She also has a weak ether-type attack that affects all, and will make an appearance later on in a much more dangerous display. For now, both targets are not exactly a behemoth team, and with enough Zetasols, it's all gravy. [Citan was doing 1400+ with Haze of Fire here]. Also, unlike previous battles, Elly will be targeted by Grahf, so there's no flyin' under his radar this go-'round. [278415 EXP, 0G]

Kind of an weak-sauce boss battle to end this disc, but it'll have to do. Eat a sandwich, drink a cool beverage...enjoy the closing scenes here. ^ \_\_\_\_\_ ^

---

/ CHAPTER 51 - SHOT DOWN! |

---

| 67) TAURA'S HOME

| [WK51] |

---

Disc 2, finally here. Well, there will be a radical change in storytelling due to budget issues. This one will have poorer pacing and focus more on the loose ends, with less fighting & action. Basically, this portion mostly tells the story instead of letting the player 'act' it all out. =/

---

After some lengthy monologue scenes, Fei wakes up in a stranger named Taura's house. Follow him into the dining room to find Hyuga there as well! The new 'couple' will go outside to talk; come back in when Taura calls. The lord of the house will give Fei a wristband that controls the 'Id' impulses, allowing it to be controlled. In a gear, Fei will have 'System Id' available for 1000 Fuel, which brings him into Infinite Level Mode for 3 turns. [Holy Pendants' double-duration effect does not apply however.] Thor Wave [600f] and Flaming Hell [1000f] are also new gear-only additions.

A Shevat emissary will call for some help at this time. More talky scenes... and a battle in the forest!

```

\ \ / \
 \ \ / _____ | _____ | _____ |
  \ / BOSS: Vendetta | HP: 12000 | DROPS: ----- |
  / \ _____ | _____ | _____ |
 / \ \

```

- ```

/ / \ / • Physical 3-hit combo [~1850]
\ \      • Broke Blaze Pose! [ends pose]
          • Megaflare/Eth Atk [~3000 eth dmg]
          • Building up power [used Turn 2 of Blaze Pose]
          • Can't break Blaze Pose [shown if Blaze Pose does not break]
          • Blaze Pose/amass PWR to Atk [idles; allows use of Megaflare]
          • Physical ring shoot [~1200 phys? dmg; missed atk/dblow counter]

```

Weltall will have 17700 HP for this battle, and starts in Infinite Level Mode. It's incredibly easy to wallop Ramsus' gear, but don't underestimate him. He can chip off some sizeable HP chunks himself, if left to his own devices. Megaflare is his most powerful, but can

only be used if his Blaze Pose remains unbroken for two turns. Any combo can break it, so that should never occur. Make sure to finish him quickly, because his evasion isn't that bad, and he counters all missed attacks/deathblows! Reuse System Id if necessary. [32397 EXP, 50000G - confirmation not given in-game]

More monologue scenes prefacing a save prompt.

---

/ CHAPTER 52 - BREAK THE SEAL |

---

| 68) NORTUNE OUTSKIRTS [KISLEV] |

| [WK52] |

---

Some revelations about the administrative office in town, and then it's a row of mountainous proportions! Yggdrasil IV, oh my!

```
\ \ / \
 \ \ / _____ | _____ | _____ |
  \ / BOSS: Ft. Hurricane | HP: 15000 | DROPS: Blue Star
  / \ _____ | _____ | _____ |
 / \ \
 / / \ / • Physical attack [~150]
 \ \      • Beam attack [~300 ether dmg]
          • Lateral slice [~150 phys dmg]
          • Horizontal slice [~150 phys dmg]
          • Glows red-hot [no visible effect? power increase maybe?]
```

Wow, 99999 HP on the ally side. The 'Ygg Cannon' option carries a 9k fuel cost, but is a guaranteed 9999 damage. [Descript: Ygg main gun Eth Atk/none]. Other than that, this walking windmill has no special attacks and Yggdrasil IV can completely wreck its shiny chrome face! [32367 EXP, 50000G (Bart-only)]

Yet more blabbing...

---

| 69) SOYLENT SYSTEM FACILITY |

---

Somewhere on the planet, people flocked to these facilities during the world crisis. A giant mutated being shows up -- put it in the ground, folkarinos! Menu and member change options available beforehand. [Default: Fei, Elly, & Citan]. You can save before fighting, as well.

```
\ \ / \
 \ \ / _____ | _____ | _____ |
  \ / BOSS: Sufal [4] | HP: 1300 | DROPS: Gold Nugget
  / \ BOSS: Sufal Mass | HP: 4800 | DROPS: Pilot Shield [100%]
 / \ \
 / / \ / • Ice attack [~100 ice eth dmg, all]
 \ \      • HP Drain [kills a Sufal; regains 1300 HP]
          • HP Drain [drains max HP from single target]
          • Rapidfire pellets [low eth dmg, single; fire-elem?]
```

Sufals suck, and so does the Sufal Mass...that is, until its minions are gone. At that point, things can go south real fast -- it gains a





```

\ \ / BOSS: Tolone | HP: 2000 | WEAK: Earth | DROPS: VIT Drive |
\ / BOSS: Dominia | HP: 4000 | WEAK: Wind | DROPS: STR Drive |
/ \ BOSS: Kelvena | HP: 2500 | WEAK: Fire | DROPS: ETHDEF Drive |
/ /\ BOSS: Seraphita | HP: 2000 | WEAK: Water | DROPS: ETH Drive |

```

```

/ / \

```

- ```

\ /

```
- [T] Tornado attack [~80-120, all]
  - [K] Healing [~700-1400 HP, single]
  - [D] Physical attack [~60-80, single]
  - [T] Physical dive-and-punch [~300, single]
  - [S] EP Drain [drains all EP from target, single]
  - [K] Ice encasement [~50 ice-type eth dmg, single]
  - [T] Positron Beam/Wind Eth [~33 eth wind-type dmg]
  - [S] Seraphita "I'll get you." [~130 eth fire dmg, single]
  - [T] Tornado/Lightning attack [~130 wind-type dmg, single]
  - [D] 5000 HP Heal [dmg counter if other Elements are standing]
  - [D] Slicing attack [~300+, single; only when allies are KO'd]

Four bosses sounds hard, but it's really not that difficult as long as healing is possible. Naturally, Citan's Renki + Sazanami creates a great opportunity of sustenance, but Seraphita can ciphon all EP from a target this time around, making her a good first target. Note that the girls have an elemental weakness that is easy to capitalize on (not that it's necessary). Girls absorb their own element and may absorb a couple others, but sticking to strict weakness exploitation is best. After Seraphita/Kelvena are defeated, go after Tolone... In fact, all Elements have to be defeated before Dominia stops her auto-damage counter of curing 5000 HP. Overall most attacks do damage in the double-digits, so abusing elemental deathblows/ethers works like a charm [Haze of Fire OHKO'd Kelvena for instance :p]. When Dominia's the only one standing, she unleashes a furious single-target attack that more than makes up for the rather bland beginning of the battle, so be at full health coming into that stretch. She doesn't spam it all the time, but it ain't staying on the bench either. [15000 EXP, 2000G].

And there's a rematch in the gears right after this, without the chance to save or switch party members. Elements, it's mighty morphin' time! [Obvious joke]

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\ \ / _____ | _____ | _____ |
\ / BOSS: G Elements | HP: 45000 | DROPS: Kishin Sword |
/ \ _____ | _____ | _____ |
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- ```

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- Physical attack [~1100 dmg, single]
  - Kishin Sword [~6000-8000 phys-dmg, single]
  - Dominia "I'll finish 'em!" [allows use of Kishin Sword?]
  - Kelvina "I'll have a go." [~600-1000 wtr eth dmg, all allies]
  - Tolone "Leave it to me!" [~600-1000 wind eth dmg; 2 allies only?]
  - Serphita "I'll get you." [~450 fire eth dmg, turn after announced]

Like any gear boss, you can spam Aerods to do much damage to balance out the mucho HP it has. Fei can abuse System Id (Charge on Turn #3 to regain 10x more fuel than normal) for great effect, while the other party members can abuse lower-tier Deathblows. In the first half of the fight using Booster isn't exactly necessary, since the boss will waste a turn announcing who will "get the party", cuing one into the element used next turn. When Dominia starts kicking out the "Kishin Sword" attack, that's the time to Booster because that sucker is one dangerous technique. It helps to try and get into Infinity LV

Mode with the other gears if possible, but it's not necessary to win, of course.

TheFado96 also wrote in to say that when an element "calls out," G Elements absorbs all elements except the one that girl would normally be weak to. Example: Kelvena calls out, so G Elements absorbs each element except water's weakness (fire). Elly may want to stop using Aerods in this instance and needle elemental weaknesses instead.  
[319068 EXP, 30000G]

After a longtastic battle, it's time to read more 'literature' scenes and get to the next dungeon. Can choose the party beforehand, also.

---

/ CHAPTER 54 - THE STARS KNOW |

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| 71) ANIMA RELIC 2

| [WK54]

---

| ITEMS

- Aquasol DX
- SurvivalTent
- Aquasol DX
- King's Helm
- Ether Guard
- Rose Tabard
- Beastly Robe
- EtherDoubler

| FOES

- Croaker Tribe
  - Tusk-Tusk
  - Griffon
- 

[CAVERN #1]

Lucky for us, this time a map isn't required. Shopkeep Johnny will be poised by the exit (blocking it) and have his wares laid bare [SH20]. Same stuff as last time. Anyway...

Just beside the save/switchpoints in this cavern is a big boulder that can be pushed aside. Enter the human-sized hole to find a dead-end room. If you look at the walls there are cryptic clues to 'something'. Well, those 'somethings' are rocks that drop around this room, three in all. The triggers:

~~~~ THIS PART IS GLITCHY AND MAY CAUSE YOU TO PULL YOUR HAIR OUT! ~~~~

- The hardest is first, and that's the one that is triggered by inspecting the 'invisible' string on the west side of the room. If you try to walk parallel Fei will eventually stop somehow; that's where the string is. As this seems to be glitchy and may not occur if the other two are done, here is how it seems to work for me. Read all pillars and wall messages, then inspect the string before the rock falls from the ceiling. THIS APPARENTLY WORKS 100% OF THE TIME, by my calculations. [NOTE: You don't have to do the '4 steps south, 10 steps west' junk to get this; sometimes you can get it immediately. <pulls hair out>]
- Rock #2 falls (apparently) after inspecting the back of the west pillar. [Guillaume LeBlanc and Thomas Lee have confirmed this.]
- The easiest one to get involves pushing Rock #2 north of the center pillar and vaulting onto it. Jump straight up to knock loose the third rock. This is the only trigger, luckily.

If you do it right, in the large cavern adjacent, some pillars will break a bit and allow passage to the opposite cliff exit. Should the player screw up while doing this puzzle, re-enter the room to reset everything. Collect the two chests -- [AQUASOL DX] & [ETHER GUARD] -- before bailing into the eastern cavern complex.

[CAVERN #2]

This one has a pool that puts an entrance underwater. Exit the gears along the southern walkway and take the naturally-formed walkway to a mini-doorway. This dark room has a [SURVIVALTENT] sitting in plain sight, leading to an even darker hallway next door. The corridor leads east and has breakable tiles in front of and behind the [ROSE TABARD] & [AQUASOL DX] chests. Finding the exit is a bit tricky if one had to figure it out without help, but it's wryly clever. The easternmost floor pit has a passage hidden IN the shaft, and when falling, move the party east ('airwalk') to land in its threshold.

This next room has a simple trick -- when the ceiling falls, stand directly in the center of the platform (not jump to the alcove, which is a red herring that drops everyone downwards). It's possible to jump on the spiked ceiling mechanism and be brought upwards after, gaining access to the next passage on the east wall.

PUZZLE No. 3! A message on the wall says two switches control the water level here, and that a 'happy medium' is needed. Because one lever raises the pool 7 spots, and one raises it three, a medium must be '5', no? So, in short, the switches decide the increment, while the floor tiles decide the rise/fall of the water. Voila!

| - Lower water 7 (current: 3) | puzzle...oh well. Upon reaching that 'magic
| - Raise water 3 (current: 6) | number', the water drains in this little
| - Raise water 3 (current: 9) | pool and also the main #2 cavern. Jump down
| - Lower water 7 (current: 2) | into the little pit and enter the door --
| - Raise water 3 (current: 3) | a [BEASTLY ROBE] is nearby. Exit by pushing
'-----' the boulder into the lower path, the one he
who failed in any of the previous traps has
seen quite a few times... ^_^ Backtrack to the previous cavern, get in your
gears, and take the lowroad that was once wet and soggy. A few chests sank
to the bottom, being a [KING'S HELM] and [ETHERDOUBLER]. That EtherDoubler
will help for the upcoming boss battle, so don't think it's here by chance
alone...! Save in the third cavern before going on ahead, now. Any equipment
that reduces gel-type attacks will be helpful, also.

Up the path, the human-sized doorway leads to the relic that aligns with our old friend Rico's gear, Stier. Huh? You forgot about Rico? Haha, yeah, he's not been a major player since forever. Another person who hasn't been a major player in forever ends up being the boss... Oh, how he's fallen...

After this battle, Elly will not be able to be used any longer, so make sure you unequip her of any one-of-a-kind items if you're an avid collector, yo!!
#####

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 \ \ / _____ | _____ | _____ |
  \ / BOSS: Hammer | HP: 48000 | DROPS: Nothing -or- Trader Card |
  / \ _____ | _____ | _____ |
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- / / \ / • Physical attack [~1800, single]
- \ / • Physical tail slap [~1200, all]
- Physical 2-hit sting [~600/per]
- Defense reducer [inflict: Def DOWN]
- Gel Breath/Gel Atk [~3000 gel-type dmg]
- Physical 4-hit sting [~1000/per, 2 RDMT]
- Self Modification [grows extra part to his body]

- I've a really bad feeling... [said 2 turn before self-destruction]
- "Should we get out of here?" [said turn before self-destruction]

Hammer's a bit of a peculiarity, in that it's possible to win despite not reducing his HP to 0. He starts off rather small, but eventually grows parts via self-modification, upping his attack strength and technique repertoire. His attacks grow increasingly violent as the modifications take place, so Booster-ing is advised. When about 30k HP has been removed, Hammer will comment that he's got a bad feeling and starts to resonate red-hot. At this point, you'll have to rush to defeat him the 'right way', so spam Aerods, System Id, Level Three Deathblows, JessieCannon, etc. in order to defeat him. Why the rush? You do not gain the 'Trader Card' for letting him self-destruct, and it's really a great unique item: enemies drop rare items more often! There's actually a few turns before he goes belly-up, and he doesn't attack during this time, so it's basically sucker-punching him until he keels over. Using the ChronoRodG (Slow) may be able to buy extra time. [348174 EXP, 0G]

ALTERNATE STRATEGY (from Charles Czuhajewski):

If Aerods/JessieCannon are doing 0 damage, there is an alternate, albeit arduous strategy for defeating Hammer the 'right way'. Citan and Billy are recommended party members. The following must take place once approximately 24-26k HP is removed (Hammer's self-destruct countdown begins at around 27k HP removed). Have Citan and Billy at attack level 3, and Fei in the first or second round of System Id. Attack with Fei first, and either Billy or Citan must reach Infinity mode (this is imperative). If the first character fails to do so, execute a level 3 Deathblow; if neither hit Infinity, you can try to defeat Hammer with two level 3 Deathblows and subsequent fierce attacks, but this will likely not get the job done. Each character should get two rounds to attack (including Fei's first System Id) before Hammer self-destructs. A character in Infinity mode will get two rounds of 4k+ damage, and thus secure true victory over Hammer.

A sad end to this dungeon...I miss y'bro. ;__;

/ CHAPTER 55 - ABOVE MAHANON |

| 72) YGGDRASIL IV

[WK55]

Been awhile since we had to bum around this place. After some scenes inside the Gun Room, talk to Elly in one of the lower cabins. Watch a "consummate" scene with the couple. ^ ____ ^

```

BRIDGE/SAVE <-| ____ |-> EXIT                                W
                                                         |
                                                         S ---- N
                                                         |
                                                         | "GUN ROOM" |
                                                         |
                                                         | ____ |
                                                         | ____ |
_____| CREW QUARTERS | | | | X X --| |-----> ENGINE
| GEAR SHOP | | ____ | | | | ____ | | ROOM
| GEARHANGAR | | ____ | | ____ | | ____ | | ____ | | ---
| ____ | | ____ | | ____ | | ____ | | ____ | | Accessory Shop
| ____ | | ____ | | ____ |

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| | | |
MARGIE'S ROOM -> | | |NURSE|
|_____| |_____|

```

Oh, and for the upcoming battles, Elly will not be in the main lineup. Fei needs her to be his "home" to return to. HOW SWEET~! <gurgle> More scenes take place in Nisan, before a save prompt appears (saving possible) with party-change options. Mahanon ain't no Matterhorn, folks...

/ CHAPTER 56 - PARADISE |

| 73) MAHANON [THE ELDGRIDGE] [WK56] |

OH MY GOD, AN ALIEN!

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\ \ / \
 \ \ / _____ | _____ | _____ |
 \ / BOSS: Deus | HP: 40000 | DROPS: -----
 / \ _____ | _____ | _____ |
 / \ \

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- / / \ / • Physical slash [~3000, single]
- \ / • Heals 16000 HP [automatic counter to any type of damage]
- Enemy and Ally HP halved [all fighters current HP's halved]
- Cosmic Crusher-esque attack [~4000 ether-based? dmg]

So you attack him and he heals 16,000 HP -- lose/lose situation? Not at all! Deus will use an attack that halves everyone's HP, including his own, so all one has to do is wait until it's in quadruple digits and unleash an easy attack to off him. System Id works great in this respect and since all damage is percentage-based, use Yin Power or Yamiga to help maximize damage on the attacker. Deus attacks with a physical HP-to-1 strike upon dying, however. [363345 EXP, 30000G]

NOTE: There is a habit of the game freezing up at this battle before the "Cosmic Crusher"esque attack goes off. It only acts up periodically, but changing the PS2's disc speed/texture mapping apparently helps reduce the chance of its glitchy head rearing. At worst, it buys some time. Deus'll be in KO territory after three turns of HP-halving, so use System Id (etc.) before then to expedite things.

All gears are healed to full after the fight (thanks to TheFado96 for this reminder). Further inside this chocolate factory is...

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\ \ / \
 \ \ / _____ | _____ | _____ |
 \ / BOSS: Alpha Weltall | HP: 100000 | DROPS: Slayer Robe
 / \ _____ | _____ | _____ |
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- / / \ / • Physical attack [9999 dmg, single]
- \ / • Physical 2-hit combo [19998 max, single]
- Physical 3-hit combo [29997 max, single]

Under normal circumstances this battle is unwinnable, but Fidormula has contributed his method of mopping the floor with Alpha Weltall:

"Fei and Bart get three Magnetic Coats. Bart also gets a SonicGWhip which breaks AWS Ether Machine. Billy gets two Power Magics and a MagneticCoat. Everyone gets two Evasion Rings. Fei gets the Trader

Card, Bart gets the Holy Pendant and Billy gets and an Ether Doubler. Use Booster your first round. Use Wild Smile, System Id and JessieCannon next. Get Bart up to Hyper Mode next, and unleash. (A hint: when you are at attack level three and are trying to get into Hyper Mode, you can also use Ether Attacks such as Wild Smile. You should be able to figure out the rest. You should dominate him."

Of course, you cannot bring Citan along for this mission because he is not battle-applicable here. Without the Trader Card, the Slayer Robe has only a slim chance of being dropped. [197472 EXP, 0G]

A crapload of scenes ensue... Y'know, the disc-two usual... From this point on to the end of the game, Elly will not be usable as a party member. Take the save prompt up on its offer when shown.

/ CHAPTER 57 - PROMISED LAND |
/ CHAPTER 58 - MERKAVA CALLS |

| 74) MERKAVA | [WK57, WK58] |

There's a save/switch point here, and proceeding east, a shopbot has a bounty to offer [SH21]. Basically, equip everyone with an Frame HP30 [recommended!!] and two Ether Ar+3s -- these will be great coming up for what is generally one of the most annoying boss duos of the entire game. It's sad, too, because there is no escape and no leveling-up available beforehand! [Ch. 56 begins prior to boss battles.] Northward to our fates... MAKE SURE EVERYONE HAS GOOD GEAR UPGRADES BEFORE GOING.

```

\ \ / \
 \ \ / _____ | _____ | _____ |
  \ / BOSS: Amphysvena | HP: 28000 | DROPS: Golden Vest
  / \ _____ | _____ | _____ |
 / / \ \

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- / / \ / • Physical tail slap combo [~2000, single]
- \ / • Ring shooter [~2000 ether damage, single]
- Terraflare/Eth Atk [~2000 eth damage, all]
- Physical three-hit combo [~600/per, single]
- Physical attack [0 dmg; inflict: Def DOWN, single]
- Blaze Pose/save PWR, Atk [uses Terraflare in 3 turns]
- Can't break Blaze Pose [Terraflare can still be used]
- Wave#3 Demiser/HP equal to 1 [all ally gears' HP > 1]
- Physical attack [0 dmg; inflict: Camera Damaged, single]

This battle is incredibly annoying for the fact that it's the only one where an enemy can bring a gear's HP down to 1. It's often used at the beginning and a few times before the battle ends, if you're diligent. Booster immediately, having Fei abuse System Id and the others their lowest-tier Deathblows and X-button attacks. His DEF is not exactly award-winning, so abuse when possible. If you've managed to equip two Ether Ar+3s apiece, Terraflare is a weak attack -- don't get intimidated. The 'Demiser' is the only attack to fear, after all. IMPORTANT: No matter what, if you have Ether Ar+3s equipped, allowing all allies to survive the battle is the only goal you need! However much fuel is irrelevant. [189465 EXP, 50000G]

The second battle is with...

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\ \ / _____ | _____ | _____ |
\ / BOSS: Opiomorph | HP: 25000 | DROPS: ExecutorGown
/ \ _____ | _____ | _____ |
/ /\ \

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- ```

/ / \ / • Def UP [auto-use after offensively attacked]
\ / • Wave#4 Devastator/Eth Atk [0-9999 eth dmg, all]
 • Eth Atk UP also [auto-use after offensively attacked]
 • Eth Atk rises UP [when in low HP, auto-use after Devastator]
 • Def DOWN [auto-use after Devastator; built-up defense decreases]
 • Eth Atk DOWN [auto-use after Devastator; built-up EthDEF decreases]

```

Make no mistake, Opiomorph is not exactly a cakewalk. However, with a high ether defense, it's possible to get back on track with a bit of work. Opiomorph's only attack is ether-based, and rises in power when attacked; however, if you do not attack, and simply charge up fuel and heal thusly, it will constantly do 0 damage. Takes awhile, but one can eventually get back on track no matter the damage taken previously. Many times Opiomorph just idles, wasting her turn. Don't forget fuel is charged faster when in Infinity Mode, and low-HP gears enter it more easily. When back on track, be careful of repeated atks as they just incremently increase Wave#4's power; instead, chip away so that everyone can get close to Infinity LV Mode and take Opiomorph down in one fell stroke. Why is this? After enough damage, the boss' Eth ATK will raise after each use of Devastator, spelling disaster if the battle isn't brought to a finish quickly (Booster if possible). Two people in Infinity Mode/LV3 can probably finish her off...don't push it, though. :p [189465 EXP, 50000G][Without the Trader Card, you may not get Opiomorph's one-of-a-kind drop]

Delicious scenes ensue, and then a save prompt.

```

_____ / CHAPTER 59 - DREAMS... |
| 75) ZO HAR | WK59 |
| _____ |

```

After a great many scenes involving Shevat and Lacan's past, this place that was 'so hard to find' seems to be pretty easy to get to. Save prompt before entering, as well as the usual jazz. [Fei and Elly not choosable]

```

\ \ / _____ | _____ | _____ |
\ / BOSS: Id | HP: 30000 | DROPS: -----
/ \ _____ | _____ | _____ |
/ /\ \
/ / \ / • Physical attack [~1600-2000, single]
\ / • Divebomb attack [~0 ether]

```

Uh, Id doesn't do any technical displays of prowess or anything, so it's basically wailing on him in the preferred fashion. LV1 D'blows, x-button attacks, ethers, whatever. His divebomb attack is ether-type and can be (practically) nullified with Ether Ar+3s, however. Based on my observations, I would say Id grows in power conversely to his HP decreases -- seems that way, anyhow. [200000 EXP, 30000G - isn't displayed]

After a cornucopia of jibberjabber, a save prompt.

76) ZOHAR [CONTINUED]

[WK60]

And one more battle eventually... Accept this fist full of memories!

```

\ \ / \
 \ / BOSS: True Weltall | HP: 15000 | DROPS: ----- |
 / \
 / \
 / / \ /
 / / \ / • Ether pellets [~800 eth dmg]
 \ / • Physical attack [~700 damage]
 \ / • Physical 2-hit combo [~750/per]

```

Fei will no longer have System Id available for use, but it's really not necessary -- Grahf's gear has checked in to the Pushover Motel. The final form of Weltall, 'Xenogears', is more than capable of doing the job here, and LV1 Deathblows can do ~2500. For a solo battle, it really requires little skill...having 30,000 HP helps, too. Booster, of course. [198000 EXP, 15000G]

Once the neutralization of Merkava's cannon is completed, it's an upswing!

77) SNOWFIELD HIDEOUT

[WK61]

ITEMS

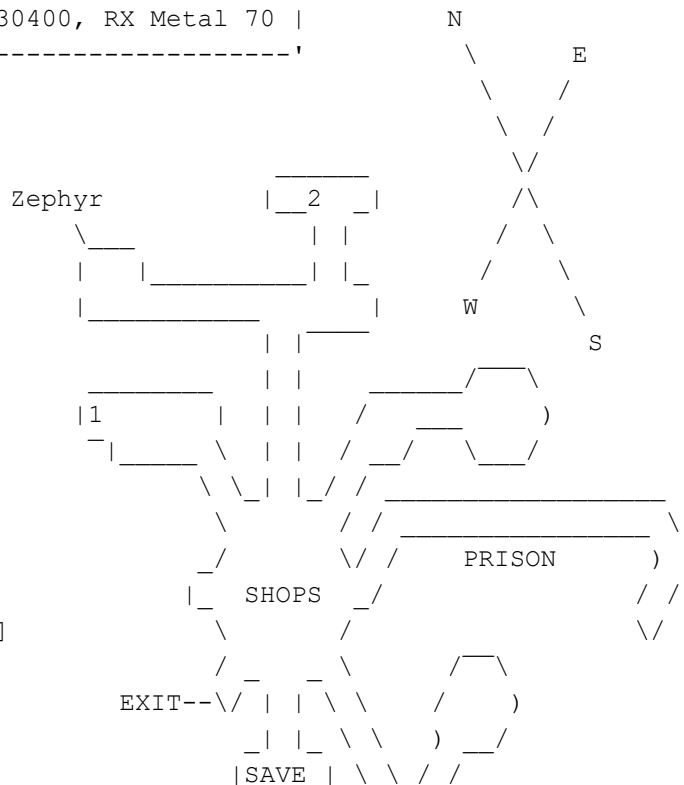
- Kijin Sword
- HerculesRing
- Emer Jr. Doll
- Elly Jr. Doll
- WizardryRing
- Yamato Belt
- Vivid Turban
- Hero Costume
- Speed Shoes

XENOGEARs: Y60-7000, XENO-30400, RX Metal 70

[LEGEND]

- 1 - Kijin Sword
- 2 - HerculesRing
- 3 - Emer Jr. Doll
- 4 - Elly Jr. Doll

[Other items not pictured]



|SAVE | \ \ \ / /

```
 |_____| |_ /
 / |3|
START _|4|_
 |HANS |

```

This place is nearly as complex as the previous place...well, almost. Where Fei and company begins is the save/heal room, and the large circular area all passages stem from has the shops [SH22]. The item healer is the Aveh soldier by the bar, mind you. Buy as many upgrades as you like, although you may want to avoid engine upgrades if you plan on using the ones in Big Joe's shop (see Lighthouse section for more information).

---

Now, let's get the free items around here. By the gear shop owner, enter in the passage behind him. This leads to the abandoned gear hangar...but hey, there's a guy there. If you still have that Kishin Sword around and haven't sold it yet, he'll temper it into the [KIJIN SWORD]! +200 attack for Fenrir! Note that an equipped item can't be reforged, so one needs a spare sword for the purposes of this method (swords can be bought at Anima Relics 1 & 2 if need be).

Next, enter the NEmost chamber where Dan and Midori are. If you obtained the 'Midori's Ring' at Citan's house during Chapter 2, you can trade it here for a [HERCULESRING] which gives 50% more EXP during battle. And Midori talks for once! Double-play!

Thirdly, enter the southern passage in the circular area by jumping the bar counter. Beyond, a cutscene with newlywed Hans will take place, and his li'l Damien-of-a-stepson, Lance (^\_\_^). Talk with Hans a second time to find the Thames' Captain alive and well, too. He name-drops 'Duneman Isle', somewhere that has an optional quest later... Anyway, you can play Anna's daughter in 'Speed', which gives prizes: [EMER JR. DOLL] and [ELLY JR. DOLL]. The former is earned after one win, the latter after five consecutive wins. She learned from Queenie, so she ain't a pushover...

---

Back in the circular room, the NW path leads to a guy in a dead-end tunnel. He wants Gold Nuggets to keep digging, though. If you're short, Forbiddens drop them by Anima Relic 2, if you defeat them before they break their bonds. Once he's been given one, wait awhile and he'll ask for a Gold Bullion. Give him one and after about ten minutes, he'll unearth a super-deluxe jukebox to listen to (for 100g/per that is).

Lastly, talk to the woman near the tunnel entrance and offer to buy up her picotiles [20000g]. They fly away, but allow the small elevator pad to be used. It leads up to the former Chu-Chu lounge and Fei can rob it blind by searching display cases. Items obtained: [WIZARDRYRING], [YAMATO BELT], [VIVID TURBAN], [SPEED SHOES], [HERO COSTUME], and a [HERCULESRING]!

---

Anyway, the destination is Deus, but there are tons of optional things to do before then.

NOTE: If you're wondering why you can't have Chu-Chu in the party, it's 'cuz she's in the Yggdrasil IV gear hangar getting a checkup! Talk to the mechanic by her scaffolding to hear some funny scenes ("I'd like a massage!!") before she's back in the lineup. If Chu-Chu doesn't appear there, talk with Margie

first.

---

Oh, and if you want good equipment for relatively no work, fight Neo Gimmick enemies by the Hideout for 'Golden Vests'. In the NW icy island near Anima Relic 2, destroy Neo Tears for 'Golden Hoods' [they appear there the most].

The following places are the only towns and dungeons surviving the world's crisis. The Lighthouse and Duneman Isle don't have map dots, however.

- Taura's House
- Anima Relic 1
- Anima Relic 2
- SnowfieldHideout
- Nortune (Kislev)
- Lighthouse
- Deus
- Duneman Isle

| 78) TAURA'S HOUSE & VICINITY [OPTIONAL] |                 |
|-----------------------------------------|-----------------|
| ITEMS                                   | FOES            |
| • Manly Mantle      • Goddess Robe      | • Lil'Allemange |
|                                         | • Slugger       |
|                                         | • Tusk-Tusk     |
|                                         | • Planter       |

I'll make this the first 'optional' priority.

Taura's house is one of the dots in the southeastern part of the world map, a house inside of a mass forest. Talk with him to earn a [MANLY MANTLE]...and [GODDESS ROBE]! Nice present, y'old fogie.

But, that's not all. There is a rare encounter in the forest (only) around Taura's house, on the world map. It's a 'Slugger' enemy that looks like a, well, slug. Physical attacks inflict 1dmg, but Deathblows knock it into next week. Either way, with the Trader Card equipped, it will drop a 'Speed Shoes' accessory which grants auto-haste. Basically, the character acts like s/he is permanently in Speed UP status, and this will carry over into Gears as well. ...Which means there's no need to ever use Booster again! Cheap but worth it. Try to get at least three for your main party members (if you're like me), or one for everyone if that's your racket.

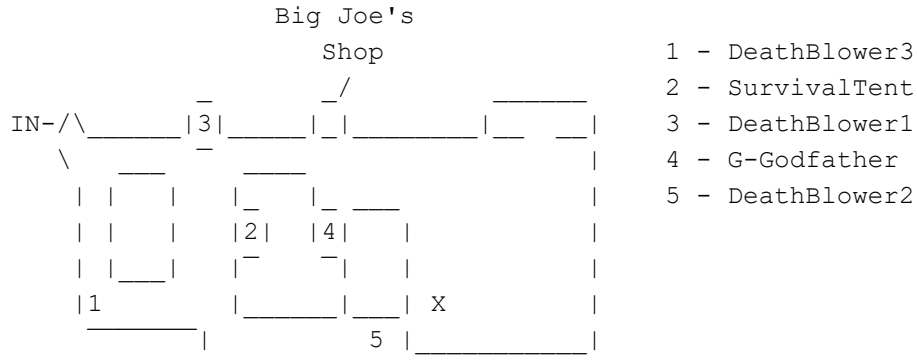
HIGHLY SUGGESTED FOR COMING DUNGEONS & BATTLES!!

| 79) LIGHTHOUSE & ZEBOIM RUINS [OPTIONAL] |                 |
|------------------------------------------|-----------------|
| ITEMS                                    | FOES            |
| • DeathBlower3      • SurvivalTent       | • Griffin       |
| • DeathBlower1      • G-Godfather        | • Dragon        |
| • Z Charger          • DeathBlower2      | • Hammerhead F1 |
|                                          | • Croaker Tribe |
|                                          | • Shellbelle F1 |
|                                          | • Carrier F1    |



Yeah, the Lighthouse. You may have seen it in the Aquvy region but haven't had a chance to get into it. In fact, it's been closed up until now. It's on a peninsula NE a short distance from Babel Tower. Gears-only inside, so take a trip. Bring Emeraldalda with for special scenes.

Anyway, the lighthouse lift leads to the ruins of an underground city. Should you see a small yellow light at the base of a building, it means entrance is possible (exit gear).



Head south and angle the camera to find a [DEATHBLOWER3] chest sitting by the side of the road. West, look for a building entrance and go inside to find a defunct television studio. A [SURVIVALTENT] & savepoint is here, but that's all. Upstairs is an old video reel that can be watched if yer interested in a history lesson.

Back outside, steer north to the horizontal street and enter that building. It's full of useless boxes, but upstairs is a [DEATHBLOWER1]. Exit and veer and enter a new, wider doorway on foot. Big Joe will have set up his very own shop here [SH23] that has great gear accessories that can't be found anywhere else. There are also four random treasure chests that appear each time the building is entered. The items (one type/per) appear to be:

- Book 2
- Elfanana
- Hob-Meat
- Book 1
- Matchlock
- Rosesol
- Extra Ar+1
- Spider
- Comedienne
- Radish
- UFO Photo
- Hob-Jerky
- Eyeball
- Ariberry
- Spider Web
- Aquasol

Matchlocks are the best, selling for 6000g/per. Spider Webs inflict 'Slow' on the enemy, and are rather useful given their abundance. When finished, go across the street (south) to the next building. Enter to get a [G-GODFATHER] gun for Renmazuo, its best. [NOTE: This chest is not visible on the field]

The last chest to find here is a [DEATHBLOWER2], which is found by going down the north/south path, and angling east at the end of the street. See the map, should you have trouble. ...But, that's not all! There's a reason that we took Emeraldalda along.

The eastern part of this civilization's ruin is a huge parking area, maybe an old tarmac. It's wide and there's nothing to do...seemingly. Fei will comment that there's seems to be a place to go on foot when you near the 'X' on the map. This time, don't look at the buildings -- the 'thing' to enter is a road pothole of sorts, easily visible. Three screens in is a subway station, with a [Z CHARGER] inside. Go up the stairway to see a Contact/Antitype scene from ages past. After this touching display, Emeraldalda will 'grow up before Fei's eyes'...literally!

That's all there is to do here in the Lighthouse, except visit Joe's shop for goodies.

#####  
Now that you've transformed Emeraldalda into an adult, return to the Snowfield Hideout and talk to the man in the farthest reaches of the prison area. If the player obtained the Mermaid Tear in the very first chapter, it can be traded for the [MERMAID RING]. Emeraldalda use only, I'm 'fraid.  
#####

|                                    |                |
|------------------------------------|----------------|
| 80) DUNEMAN ISLE [OPTIONAL]        |                |
| ITEMS                              | FOES           |
| • Yamato Sword      • Kingly Armor | • Dune Man     |
| • Godfather                        | • Dragon       |
|                                    | • Wyrn         |
|                                    | • Neo Tin Robo |
|                                    | • Sand Shark   |

So where is this place? It's right off the southwestern coast of the Aveh continent, near Bart's Lair. It's a sandy island that has some ruins and a beach -- shouldn't be too hard to identify. [Daniel Beller wrote in to say it may be possible to get stuck on the island if you land your airship at the wrong angle, so perhaps have a backup save? Land far enough away? Yeah.]

Upon entering, tell the enemies that you don't want to go back, and...

```
\ \ / \
 \ \ / _____ | _____ | _____ |
 \ / BOSS: Duneman [3] | HP: 200 | DROPS: ----- |
 / \ _____ | _____ | _____ |
 / / \ \
 / / \ \
```

\ / Don't worry, these guys are pathetic, not only in their palette-swapped goodness but every other field. Not really bosses either, so how's that workin' for 'em? [3000 EXP, 360G]

I'll say right now, fighting Dragons is VERY worth it. They have a crapload of HP (18000!) and have to be fought on foot, but drop extremely rare items (Death Adder, Blessed Habit, Blessed Helm, Kaiser Helm, Mumyo Sword). Equip a Trader Card and make sure to take these guys down when possible. It absorbs a random element, so using Fei's best Deathblow is suggested. Oh, and using Speed Shoes on everyone is, of course, wise. The "Dragon Breath" attack hits with heavy ether damage (~600 about, at worst), but if one can survive it, all's well mostly -- it either idles or physically attacks (2 RDMT) for about the same per strike. Billy's a good character to bring for healing, although with a Power Crisis equipped, Deathblows can do upwards of 4000+ a pop, so it may not be imperative.

Okay, now onto the exploration. This place is huge, but I'll make the map a bit more palatable (North = up). There is also only one true path to emerge through, so don't bother exploring. Upon a screwup, it's easy to get lost as the screens repeat, so pay attention carefully!

---

|          |                                                                                                                                   |
|----------|-----------------------------------------------------------------------------------------------------------------------------------|
| SKELETON | From the beginning screen, go three screens east into the first pure desert one. North one screen everyone sees a flock of sharks |
|----------|-----------------------------------------------------------------------------------------------------------------------------------|

```

 ___ | moving west. Ignore them and go north once
 | 1 | | more to find a gigantic skeleton. Climb its
 ___| | | FISH | vertebrae column and pull the [YAMATO SWORD]
BEGIN |2 3| | | --FLOCK | out of it.
 \ | | | | |
 |___|___|___|___| |
EXIT-|___|___|___|___| | South once, west once -- there will be a
 / | | | | | | scene where a sandflow pulls everyone toward
EXIT | | | | | | | the 'water'fall. There are two chests here,
 | | | | | | | a [KINGLY ARMOR] and [GODFATHER] gun, but
 | | | | | | | only a single one can be obtained before all
 | | | | | | | tumble over the side. You can use the rocks

```

as stepping stones, but this only works to a certain degree; if y'fall in, it leads to a big do-over! After taking a plunge over the falls the first time, one has to fight a 'Wyrn'. It only takes one ether attack to deplete its HP, which is 200. A return trip should get the 2nd treasure chest, completing all there is to do here (besides Dragon farming, that is).

If you want to leave, head back towards the first rocky area. You'll find a Dune Man with a stuck dunebuggy. Help him get it out and he'll let everyone hitch a ride out. If he ain't there, it's only a short walk anyway.

---



---

| 81) DEUS PREPARATIONS

---



---

Ah, here we are, coming into the last battle of the game. Really, there's no 'right' combination, but there is one that is basically guaranteed to wallop Deus so bad, he's on the world's permanent impatient list. So, here it is:

...THE MIRACULOUS 9999-STRIKE PUPPY POWER X STRATEGY!

Big Joe's Shop, which has the best gear add-ons and upgrades, is found in the Aquvy Lighthouse, which is NE of Babel Tower. It wasn't accessible back in the first disc, but can now be accessed. Go east from the entrance until reaching the 2nd accessible apartment building's door -- dude's inside...!

```

.------. A 'GNRS50' output modifier [65000g] ups the dmg
| ENGINE : OMEGA100 | a Gear can do beyond its normal limit. Putting
| G FRAME : Ally Optimum | three on a gear will give it a lot of overkill
| G ARMOR : Z Gold 100 | potential, 2500-8000dmg/per (depends). This
| ACCSRY1 : Speed Shoes | means deathblows can inflict tons of damage. So
| ACCSRY2 : Irrelevant | you can imagine there's nothing in the entire
| ACCSRY3 : Irrelevant | game that can stand up to that! The engine and
| GPART 1 : GNRS50 | frame/armor may not even be necessary if you can
| GPART 2 : GNRS50 | shell out the damage to get that. Of course, we
| GPART 3 : GNRS50 | will need heapin' helpings of cash to finance
'------' this god-slaying operation...

```

NOTE: Three GNRS50s on one person isn't exactly necessary; spreading them amongst the other teams can be of more use, if that's the route one's going to go.

As for human accessories, the only one that really helps is the Speed Shoes which puts a character into 'haste' mode which duplicates Booster w/o having fuel leaks.

PARTS THAT ARE NOT NECESSARY: Well, none of them are, really, but if you're sticking a bunch of GNRS50s on someone, the Engine upgrade [which leaves the

character with 1000 total Fuel] can probably go to the best fuel-giver. This means if you /do/ get in a bind somehow, you can use a Frame HPxx to charge. You can switch out a GNRS50 for a Z Charger as well [gives 500 fuel per each Charge], but remember, this setup is the 'best', and should be able to truck through every piece of opposition inside Deus.

---

GOOD PLACE TO GET MONEY: Well, there are two, depending what's available. If you got the Trader Card from Hammer, farming Cloaker Tribes [x6] inside of Anima Relic. Also, Neo Gimmicks/Neo Tears in the snowy regions drop Golden Vests and Golden Hoods (respectively), and they can be sold for 2900g+ per each, and you can often get at least 1 per battle. Things like scales and ivory can be sold for very high prices at the B-Info store in Nortune (where Yggdrasil IV used to be) so that's an option, too.

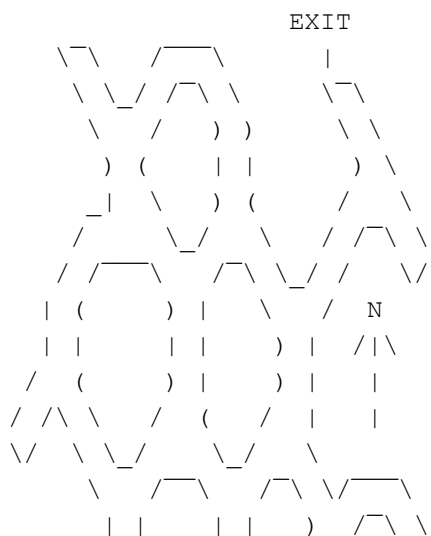
Of course, this entire section is just a suggestion. I beat the game my 1st time doing none of this, with just good armor, Frame HP30s, and Z Chargers all around. Do what you're comfortable with, and at least try it. Possible to have fun either way!

|                |                |                |
|----------------|----------------|----------------|
| 82) DEUS       |                | [WK60]         |
| ITEMS          | FOES           |                |
| • G-GodsonAmmo | • Pilot Shield | • Wind Seraph  |
|                |                | • Eagle Gunner |
|                |                | • Edin         |
|                |                | • Fire Seraph  |
|                |                | • Power Seraph |
|                |                | • Earth Seraph |
|                |                | • Heal Seraph  |

NOTE: Heal Seraphs restore 1300 HP or fuel if attacked, so attack with your weakest inputs (if possible) to gain some good n' free healing. They also drop Ether Ar+3 & Angel Ar, and often appear in twos -- yay!

Although this is the last place in the game, it's not the point of no return. Once you enter inside, the last savepoint is by an exit, 'case you feel like ditching at the last minute. I shouldn't have to mention that Deus is on the large island SSE of SnowfieldHideout, but I will anyway. ...So there!

After jumping into the entrance hole, it's possible to see a map for this zig-zag section (and only this one) with the Select button. No chests to be found here, so make a beeline for the exit. Sorry the map looks so goofy; it's hard to maintain perfect symmetrical hexagons in ASCII. o\_o



It's not that hard to read directions on the map, which will also mark the current locale for the player. North is up, blah blah blah, the exit's in sight. There are powerful angel enemies around here, which use angel-element attacks. There will be a vendor at the very end of this place to heal up, so try and keep your HP/Fuel out of the red.

Anyway...

Through the door there is a long shaft that ends up being a huge tunnel. It's got laser beams for some reason, and if hit, the party



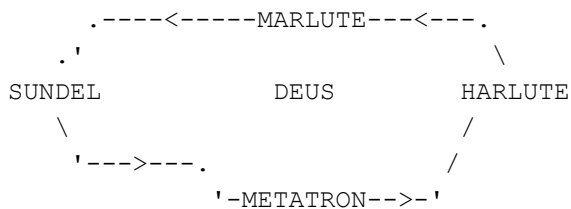


Now, I'll explain something. These 'pods' are actually mini-bosses and offing one will block part of Deus' powers. It's sort of like Final Fantasy IX where a boss was powered-down by collecting items around the castle. On one hand, it's always good to be in top shape for fighting the boss, and if you can do 9999-damage no matter what, who cares about its blocked skills. On the other hand, if you're unsure of yourself but have Z Chargers that allows for easy healing, by all means, fight its parts.

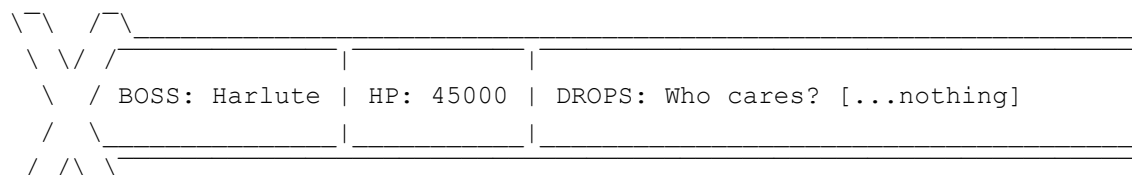
I'll have to describe them either way, but if you choose the last boss, just swim up to its gigantic glaucoma-causing acid-trip core. Otherwise, bump in-to one of the spheres around it. It's impossible to tell which boss each is, so you'll have to do some trial and error. Here's a list of what's blocked if you go through with it.

BEAT SUNDEL = Seals 'Healing' ability  
 BEAT MARLUTE = Seals 'Fuel Drain' ability  
 BEAT HARLUTE = Seals 'Heaven Anointment' technique  
 BEAT METATRON = Seals 'Earthly Anointment' technique

NOTE: You can access a party switcher to save fuel/HP on your main party if you go that way, but there's no exit or game save. Use the d-pad to get through this mucky-muck. The orbs are in rotation counterclockwise around the final boss, and have this formation always:

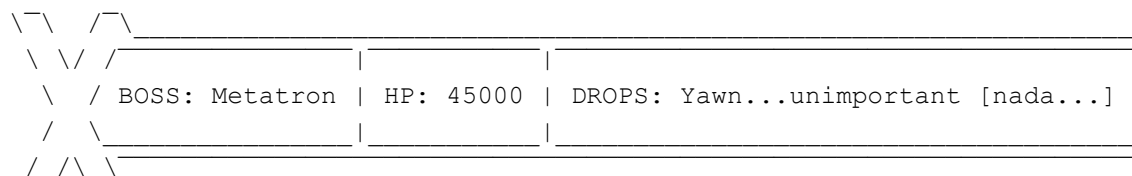


ALRIGHT, ENOUGH STALLING!



- / / \ / • Explosion of some sort [~4000, all allies]
- \ / • Space & Time/move 1 at a tim [only one Gear's timebar moves]

"Space & Time" is basically 'Stop' status on two characters of random choosing, but it shouldn't be a huge impedement. Its minor explosion shouldn't be much of a threat either. Basically...just beat the crap out of it. It seems like such a lazy strategy, but in actuality, it idles so many turns, that's basically what it boils down to. Using a T > TX Deathblow strategy is probably more efficient than saving up for Infinity LV Mode, so don't bother. With one GNR50, it's easy to do 6500+ per Deathblow, so let's just leave it at that [1 EXP, 0G]



- / / \ / • Sonar attack [Inflct: Def DOWN]
- \ / • 5-hit phys attack [~1500dmg, 2 RDMT]
- Explosion attack [~4000 eth?dmg, single]

- Earthly Anointment [~3500 eth? dmg, all]

Metatron's kind of a pushover, and isn't much different from the newly departed Harlute. It's got better physical defense, that's about it. <shrug> It uses its Def-DOWN attack before its physical attack most of the time, so cure that armor damage lest it become a major problem. Wild Smile can work here, also. This is a great boss to charge fuel on, so save it for when you need it, mayhap, friend? [1 EXP, 0G]

```

\ \ / \
\ \ / _____ | _____ | _____ |
\ / BOSS: Sundel | HP: 54000 | DROPS: Haha...no matter [nothing]
/ \ _____ | _____ | _____ |
/ \ \
/ / \ \ • Spin attack [~3000 dmg, area]
\ \ • Physical drill [~1200, single]
 • Healing/restore [1000 HP restored]
 • Targeting/Counter Atk target [counters physical attacks on 1 ally]

```

Sundel will lead-off with its 'Targeting' attack on a Gear, and will counterattack that gear only. If you attack with it, it hits the that one ally ONLY, so don't bother and conserve fuel instead on whoever's targeted, so they can heal up. This is definitely the best fight to charge fuel on, hands-down. It helps that the boss has basically no physical defense either. Out of all the pillars, this one if probably the best sealed ability to removed. [1 EXP, 0G]

```

\ \ / \
\ \ / _____ | _____ | _____ |
\ / BOSS: Marlute | HP: 54000 | DROPS: Not that it matters [nothing]
/ \ _____ | _____ | _____ |
/ \ \
/ / \ \ • Physical attack [~400, single]
\ \ • Fuel Drain/steal fuel [~330-350 fuel loss, all]
 • Weird explosion orbs [~6000+ damage, all allies]

```

With the Z Chargers available, its Fuel Drain skill is worthless. HORRIBLE defense, and crappy physical attack. Basically, this boss is supposed to run down the player's fuel supply, but barring that, it's like beating up a six-year-old. Definitely fight this last if possible to conserve fuel (if you're using your main team for all of this like I am, that is). The only downside is that this battle has to last without ANY Deathblows; it's considered a human-sized foe, I guess. Because of this 'impedement,' it's incredibly easy to be forced into Deathblow mode, which only helps charge fuel faster. It's explosion orb attack can actually hurt, but luckily for all of us, rarely gets used at all. [1 EXP, 0G]

Whew, if you fought all those guys, good job -- Deus will be a heckuva lot weaker now. Switch out any party members you need to replace at this point, because coming in with low-HP, low-fuel allies is still stupid. Equip Speed Shoes on everyone, gear FrameHPxx healer devices, and let's roll! Any Ether defense attacks will help also.

```

\ \ / \
\ \ / _____ | _____ | _____ |
\ / BOSS: Deus | HP: 40000-75000 | DROPS: Your freedom! :p
/ \ _____ | _____ | _____ |
/ \ \

```



- // \// • Physical counter [~600, 2 RDMT]
- \// • Physical attack [Inflict: Def DOWN]
  - Cosmic Crusher [~7000 eth? damage, one]
  - Healing/Restore [restors 4000 HP, self]
  - Fuel Drain [~330-350 fuel removed, all]
  - Beam attack [~5000+ eth? damage, single]
  - Explosion attack [~4000 eth-dmg, single]
  - Ultimate Break [~7000+ ether damage, all]
  - Earthly Anointment [~5000 eth damage, all]
  - Heavenly Anointment [Inflict: PWR loss, single]
  - Sparkles all around [Inflict: Pilot Confusion, all]
  - Deus' Thunderbolt/Angel atk [~8000+ eth damage, all]

Its HP is lowest if all its mini-bosses were defeated, by the way. If you didn't, Deus will open the battle by using all of his orbs' attacks. He won't send his angels out 'til about 40000 HP is left. When you physically attack Deus, his two right-hand angels will fire an explosion at 2 random targets. This will happen throughout the battle, and rarely can y'get by without a counterattack. Make sure you heal that up quick! Cosmic Crusher can hurt a bit, but it's single-target so it's not a huge loss. The universe-exploding attack 'Ultimate Break' hits hard, and the best in Deus' arsenal... Keep your HP above 10,000 (if possible) at all times, because this sucker can ruin yer stride. Besides that, most damage will can from the angels' counterattacks; however, with the Z Gold 100 armor, it's heavily reduced. Naturally, if you took a trip with the GNRS50s this strategy isn't needed. Its light flares can inflict Pilot Confusion, however, so make sure that's cured with items. Regardless, as long as the battle's won, it doesn't matter who survives. [0 EXP, 0G]

I say that, 'cuz it ain't over yet. =p

```

\ \ / \
 \ / / _____ | _____ | _____ |
 \ / BOSS: Urobolus | HP: 50000 | DROPS: Ain't a problem...
 / \ _____ | _____ | _____ |
 / \ \

```

- // \// • Physical slashes [Inflict: Def DOWN]
- \// • Physical slashes [~700 damage, single]
  - Explode-and-toss [~6000, fire-elem?/eth? damage]

A one-on-one battle with Fei in the starring role. Since it's rather storyline-related, its difficulty is near the gutter. Xenogears will be fully-healed, so just use X > TX attacks, restoring armor if/when it damages it. Of course ignite the Booster if you somehow didn't have Speed Shoes. Infinity LV Mode speeds this up, but only if doing 9999 damage regularly is a problem. [0 EXP, 0G]

And that's it. Enjoy the ending! ^\_\_\_\_^

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#### IV. SIDEQUESTS AND APPENDICES

[SDQS]

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Here's where you can find the game's sidequests, and how to do 'em. They're in order of APPEARANCE, not completion. Since there are explanations beyond this point, there WILL BE SPOILERS so don't write me nasty e-mails 'cause you didn't read this mini-disclaimer. Thxabunch!

| ##  | SIDEQUEST              | LINK |                                 |
|-----|------------------------|------|---------------------------------|
| 01) | The Badges             | SD01 | I will add information as I get |
| 02) | Bledavik Fairgrounds   | SD02 | it, so if you have anything to  |
| 03) | Kislev Battling Pt. I  | SD03 | add, please do. The email's:    |
| 04) | Speed!                 | SD04 |                                 |
| 05) | Three Rocks            | SD05 | shotgunnova at gmail [.] com    |
| 06) | Snowfield Picotiles    | SD06 |                                 |
| 07) | Snowfield Jukebox      | SD07 |                                 |
| 08) | Kislev Battling Pt. II | SD08 |                                 |
| 09) | Taura's Treasure       | SD09 |                                 |
| 10) | The Lighthouse         | SD10 |                                 |
| 11) | Duneman Isle           | SD11 |                                 |

## | 01. The Badges \

There are three badges in the game, all missable eventually. Here's how to get them.

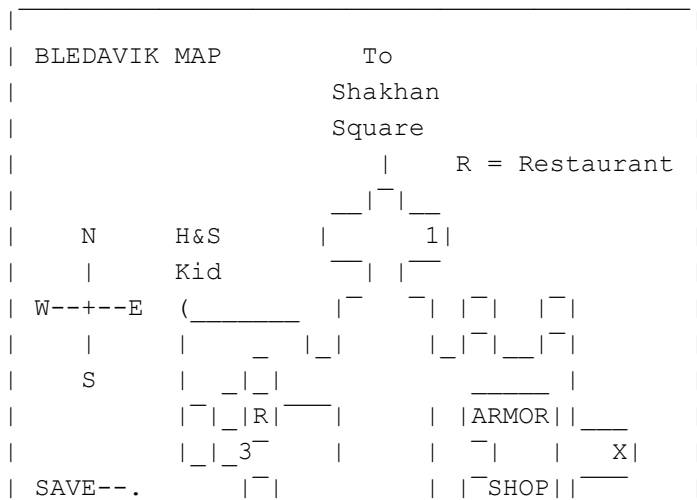
- RPS Badge

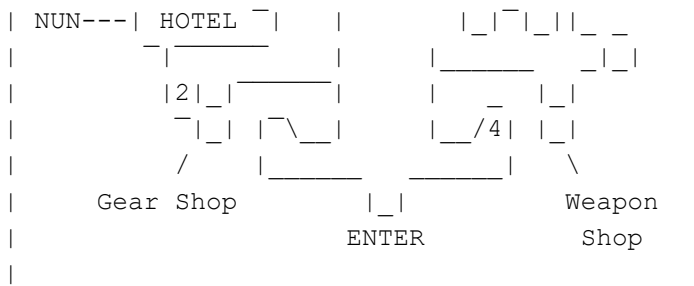
The availability for this item starts when you can wander around Lahan for the first time, and ends when you meet Citan at the mountaintop house. This item is obtained in the town's SE house, from a man who likes to play RPS (Rock-Papers-Scissors). You have to beat him five times consecutively -- i.e. without leaving the house or losing -- to earn this item.

Some people think that there's a methodology to defeating him in this game, but the success stories are often as plentiful as the "Argh, I reset for the 50th time!" stories. However, there are some observations one can make about his playing strategy: the first three rounds are easiest and he tends to NOT use that which he loses with twice in a row. So, if someone beats his paper with scissors, he won't use paper the next round. Of course, there's no science behind this but it may just work...

- H&S Badge

The availability for this item starts when you first get to Bledavik, and ends when Fei participates in the tournament (because the town goes under martial law after awhile and you can't enter). There is a kid in the NW corner of town (use the blind-spot stairway from the street) who likes to play H&S, being Hide & Seek. He'll challenge you to find him, and vanishes when you enter into any buildings.





The numbers on the map represent the kid's hiding spots (in order, natch). Once he's found in one, enter another building to make him vanish and go to the next location.

- ~ 1 - By northern exit. Overhanging arch blocks view of him.
- ~ 2 - Barrels by the Ethos Workshop ('Gear Shop' on map)
- ~ 3 - Path leading to house, just south of lower restaurant entrance
- ~ 4 - Near entrance, east side where camera angle has near-blind spot

After finding him four times, he gives the H&S Badge and retires from the lovable sport. =)

- Tag Badge

The third and final badge also happens to be the easiest one to obtain. It can first be gotten at Billy's Orphanage at any time on the first disc, but not the second (point of no return for Disc 1 is Chapter 44, during the infiltration of Solaris). Anyway, this quaint little house has a chicken pen. Talk to the guy standing in there and he'll want you to help him get them back in the pen. There are only 3 to find, they're all outside, and all in plain sight. However, to lead them back to the pen, you'll need to continuously 'remind' them to follow you, as their attention span is quite short. The Tag Badge is received from the birdman when all the birds have been collected (and readied for dinner? Hehehehehe...).

Once you've collected all three of the badges, you'll be able to trade them in at Shevat. In Aphel Aura there is a room with a bunch of Chu-Chus, and if all three of your prizes have been collected, they can be traded in to the one standing near the item counter for a Charger A and Power Ring S.

The trade can be done anytime from when the party first arrives in Shevat, to the initial infiltration of Solaris. It can't be done on Disc 2, naturally.

---

| 02. Bledavik Fairgrounds \ \_\_\_\_\_

I haven't written anything up on these yet, but basically the Fairgrounds can be played only before infiltrating Fatima Castle. The reason is the town gets stuck under martial law most of the game, and when it's lifted, the fair has already packed up. [More on the games later]

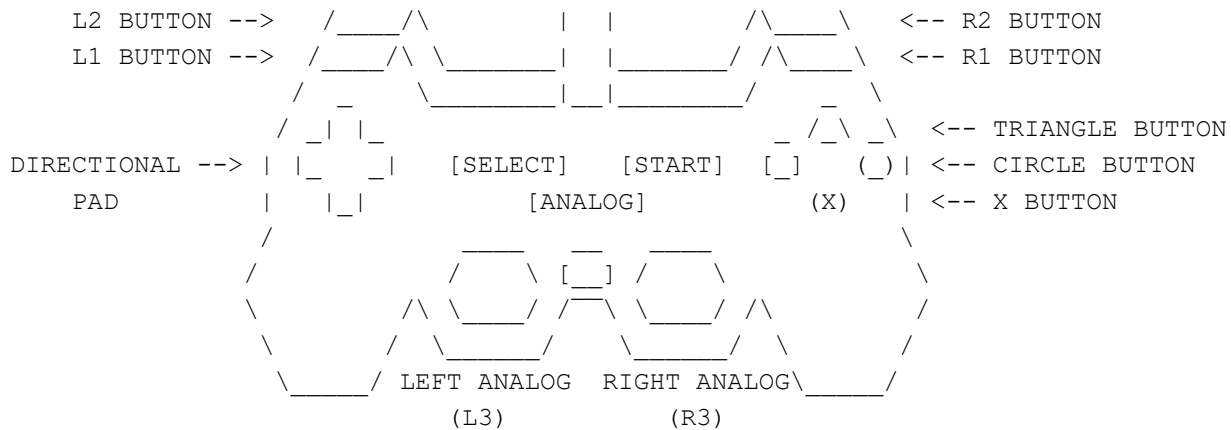
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| 03. Kislev Battling Pt. I \ \_\_\_\_\_

After the successful bid for freedom from the D-Block penitentiary, but 'fore the Hecht events, Fei can fight a bit with Weltall. More on this later... =/

---

| 04. Speed! \ \_\_\_\_\_



Only buttons with a function are displayed below!

| BUTTONS       | FUNCTIONS                                          |
|---------------|----------------------------------------------------|
| Start         | Un/pause game                                      |
| D-Pad         | Control Fei's movement                             |
| D-Pad [Left]  | Pick empty slot where card can be moved from deck  |
| D-Pad [Right] | Pick empty slot where card can be moved from deck  |
| Circle        |                                                    |
| Square        | Confirm card onto empty spot                       |
|               | Confirm in-play card onto center card (left side)  |
| Select        | Can quit the game -> i.e. lose game                |
| Triangle      | Confirm card onto empty position                   |
|               | Confirm in-play card onto center card (right side) |
| X-Button      |                                                    |
| L1 Button     | Confirm card onto empty position                   |
|               | Confirm in-play card onto center card (left side)  |
| L2 Button     |                                                    |
| R1 Button     | Confirm card onto empty position                   |
|               | Confirm in-play card onto center card (right side) |
| R2 Button     |                                                    |

### OVERVIEW

Yeah, let's take drugs! Just kidding -- Xenogears' Speed is actually a card game that can be played onboard the Thames (and later at the SnowfieldHideout where some refugees are). It's completely optional of course, but by skipping out you miss some chances to get some unique items.

### PLAYERS

There are three people who play this game on the Thames at first, and later when the party joins back up, you can find Big Joe on top of the Yggdrasil inside the Thames dock.

- #1 - NPC Kid [Supply Entrance]
- #2 - NPC Man [Beer Hall]
- #3 - Queenie [Armor Ground]
- #4 - Big Joe [Yggdrasil Topdeck]

Queenie is the only player who will not teach you how to play, so you'll have

to learn from the others. Later on, it's possible to play Kanna, a demi-human in the Snowfield Hideout, on Disc 2.

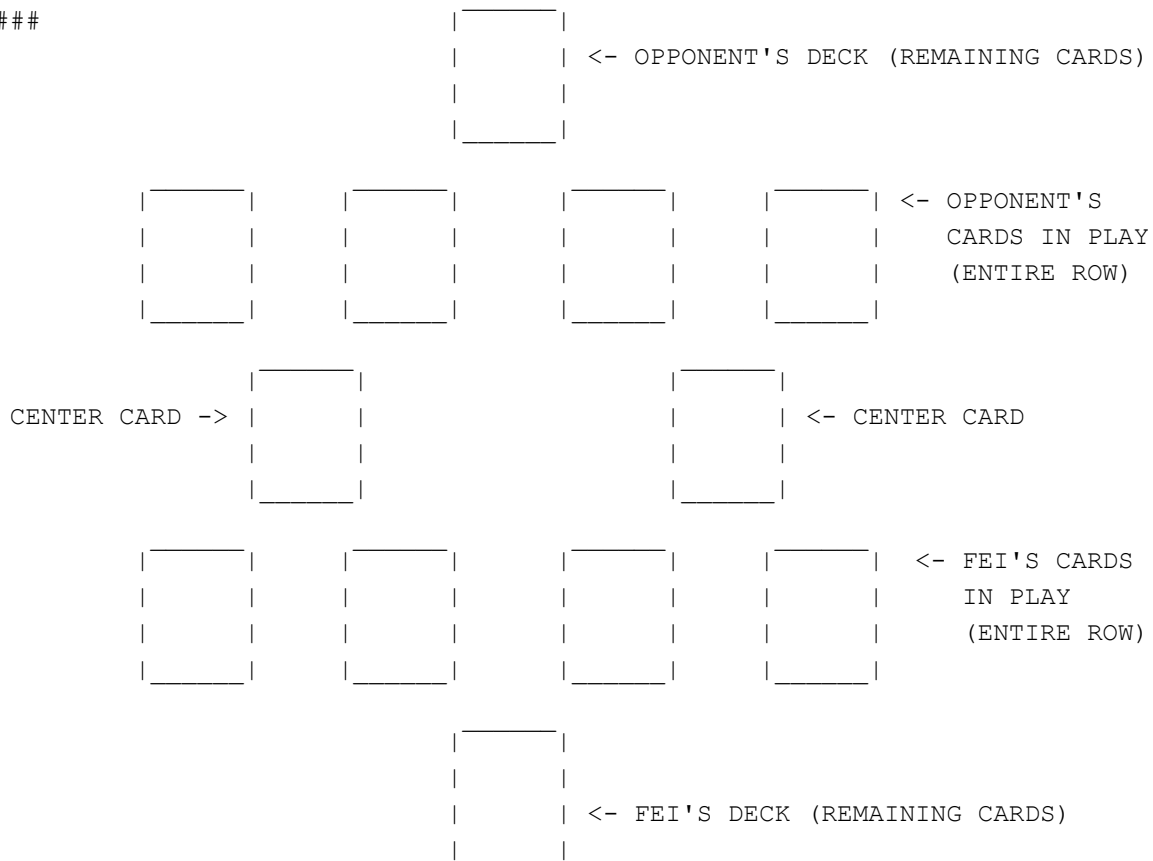
#####  
CARDS  
#####

Everyone should be familiar with a deck of cards, but if you're not, here is the general flow.

A -> 2 -> 3 -> 4 -> 5 -> 6 -> 7 -> 8 -> 9 -> 10 -> J -> Q -> K -> A -> ETC.  
(11) (12) (13)

As you can see, all cards have a certain number about them, even face cards which don't have it displayed. When the rules mention placing cards on the center pile to the amount of one lower/higher than what's displayed, this is where the numerical flow comes in.

#####  
LAYOUT  
#####



#####  
RULES  
#####

Here are the main rules as said by the man/kid. It's far easier to learn the game first-hand because even the tutorial has visual aids; I won't make any claims that this will be better, 'cause it's for reference only.

- Each player is dealt 26 cards
- 4 cards are put in front of each player ('in play'), 1 is put in the center
- The goal is to place the remaining 21 cards on the center card
- First one to have no in-play cards or deck remaining is the victor

The specific rules for placing cards are:

- Cards can only be placed on the center cards if they follow numerically, as

one higher ('2' is placed on an 'A') or one lower ('9' is placed on an '8').

- In-play cards can be placed on either center card, using the Triangle/R1 buttons (to play on right side) or Square/L1 (play on left side). The enemy player is also doing this simultaneously, so there's not much thinking time!
- If a 'deadlock' occurs -- i.e. neither player can put any cards on the pile in the center -- 1 card is drawn from each deck and placed on the center to begin the process (hopefully). If there are no cards in a player's deck, but s/he still has cards left in play, the leftmost card will be put on the center pile. [NOTE: Opponent's leftmost card is actually player's rightmost due to the perspective.]

```
#####
PLAYERS / REWARDS
#####
```

As stated before, there are four total players that can be battled inside the Thames.

```

-----+-----+-----
| PLAYERS [LOCATION] | REWARD FOR DEFEAT | FUNCTION |
-----+-----+-----
| #1 - NPC Kid [Supply Entrance] | SuperGoggles | Hit% +5 |
| #2 - NPC Man [Beer Hall] | Premier Shoes | Evade% +5 |
| #3 - Queenie [Armor Ground] | Deathblower1 | Give T,X G-D'blow |
| #4 - Big Joe [Yggdrasil Topdeck] | LongDarkCoat | Atk, EthDef +10 |
-----+-----+-----

```

There is no order as to who you play, except that you must first beat NPCs #1 and 2 before challenging #3. Big Joe can be played at any time while the Yggdrasil II is docked, and doesn't count towards Queenie's quota. You must always hear the 'tutorial' before playing a game, also. As for order of difficulty, I would place it at

```

WORST -----> BEST
Big Joe ----> NPC Kid -----> NPC Man -----> Queenie

```

Queenie is definitely a pain to beat, but don't despair -- it's not like you lose anything upon defeat. You'll want that Deathblower1 because there is a finite number of 'em! She's the only person on the Thames who can be played over and over, also. The subsequent prizes she gives seem to be just Zetasols, although she gets INCREDIBLY hard later on, to the point where the AI is practically three steps ahead of Fei (by my count).

---

Later, on Disc 2's Snowfield Hideout, it's possible to play newlywed Hans' stepdaughter in Speed for unique prizes, being:

| <u>WIN</u> | <u>PRIZE</u>  | <u>ALLEGED EFFECT</u>       |
|------------|---------------|-----------------------------|
| # 1        | Emer Jr. Doll | Reciprocated counter damage |
| # 5        | Elly Jr. Doll | ETH flucation: +50% or -50% |

Note you have to beat her five times consecutively to get the Elly doll...

```
#####
TIPS...?
#####
```

- There aren't really any, because as the tutorial person says, this game is a game of speed -- hesitate and you lose ground. However, as long as the player knows the general controls, you can rush around and mash the buttons and still keep up speed. This works well enough on getting the items, but for people like Queenie who gets harder each time she's played, this might not work for everyone. Try to play enough so that it gets to be second nature; otherwise, you'll stay at that mediocre mid-level forever.
- Pause the game with 'Start' if you want to carefully assess what's on the field. This takes some of the fun and speed out of it, but if you're only in it for the prizes, the guilt's only in yo' mind... This is an great 'cheat' for people who completely blaze through the rounds, like Queenie!
- By my count, Chu-Chu has the fastest natural speed for this game, making her a bit better than the rest in movement. Rico's the worst, I think...

```
#####
BATTLE QUOTES
#####
```

When a character wins or loses, they'll have a quote to go along with it ^\_\_^  
 You can tell the connotation of each quote, so I won't complicate the list...

```

| FEI | Huh? That's it!? |
| | Guh... It's not over yet! |
|-----+-----|
| BART | COME ON ALL READY! THE DAY'S ALMOST OVER!! |
| | ...JERK!! |
|-----+-----|
| ELLY | Yesssss! |
| | Oh... |
|-----+-----|
| RICO | Hah! Amateur. |
| | Ooh... Ergh... Ughh... |
|-----+-----|
| BILLY | Open your hearts to the light and God will be |
| | Oh Lord, please forgive these sinners! |
|-----+-----|
| CITAN | See? Power isn't everything, is it? |
| | Ergh... Nice move...that last one... |
|-----+-----|
| CHU-CHU | <something>! Yaayyy! |
| | Uhhh... I'm hungry... |
|-----+-----|
| EMERALDA | Out of my way... |
| | ...hate...you... |
|-----+-----|

```

---

| 05. Three Rocks \\_\_\_\_\_

In Shevat's residential area (Aphel Aura) there is a tale of a secret room that was once used by an important person...and Fei's crew can find it when they arrive!

Here are the locations of the three items that are needed, all within Aphel Aura:

- Dawn Rock - On the Shevat 'world map,' locate the angel statue that leads to the palace. Instead of entering, walk southwest along one of the spokes until you reach the outer ring of the floating city. Inspect there to find it.
- Dark Rock - This is the trickiest one, and cannot be found until Fei's spoken with the pink Chu-Chu on top of a lamp, in the room where all of the Chu-Chus have gathered. Once clues have been given to the whereabouts, take the lift in this area to a lower fountain. In a sideroom, a man will let Fei buy some fishing string (50g) for getting fish in the fountain. Jump up to the very top of the fountain and inspect it to make Fei bide his time. When a fish bites, choose to reel it in. Either the string will break and Fei has to get a new one, or he'll pull up a fish and take the rock out of its mouth. Remember: you have to talk with the pink Chu-Chu before the item can be obtained! Lots of people miss this crucial step.
- Dusk Rock - Proceed through Aphel Aura until you get near the end of town. There will be a lift alongside the path that leads to a deserted house. Inspect the doll on the table to obtain.

When all three rocks have been collected, you can power-up the defunct lift in Aphel Aura. To find it, enter town and take the first circular lift into a building interior. Go downstairs and out the next door to locate the ride, which drops everyone into a building chimney. Search a ledge to find a bunch of items, and the one opposite it for another. The following can be obtained at this point:

- |                |                |                |
|----------------|----------------|----------------|
| • Power Crisis | • Panalphasol  | • Hob-Steak    |
| • Physimentsol | • Samson'sHair | • Yamato Belt  |
| • Hard Star    | • Speed Star   | • ETH Drive    |
| • VIT Drive    | • STR Drive    | • ETHDEF Drive |
| • HP Drive     | • EP Drive     | • Chu-chu Idol |

Return to town the same way y'came in.

---

## | 06. SNOWFIELD PICOTILES \

---

"What the heck is a picotile?" you may ask. Well, they're the birds found in the Snowfield Hideout on Disc 2. In the main room there is a girl who sells a few of them for 20,000g. When you buy them, they fly away -- oh well! But, they leave the elevator they're standing on, which leads up to the former Chu-Chu lounge.

No one's here, and it's basically become a museum. So, let's raid! Inspect the displays to get:

- WizardryRing
- Yamato Belt
- Vivid Turban
- Speed Shoes
- Hero Costume
- HerculesRing

I'll say that's worth 20,000g!

---

## | 07. SNOWFIELD JUKEBOX \

---



Yeah, we're certified jukebox repairmen after all we've done, so what happened to the one in Aphel Aura's bar? Well, it's still here...just buried! Talk with the miner in the Snowfield Hideout (room NW of entrance) and give him a Gold Nugget to keep mining. Wait awhile -- it isn't instantaneous or anything, for some reason -- and he'll ask for Gold Bullion. [NOTE: Intervals don't seem to be more than ten minutes tops].

After the second dig, the jukebox is found and can be played, provided your 'M Disk' is still in your inventory. You have to pay 100G to listen to each song, but it's super deluxe! Songs available are:

- The Valley of the Wind
- A Distant Promise
- Lost... Screeching Shards
- Our Village is No. 1
- We Wounded Follow the Light
- The Brave Seek Dreams
- September Mermaid
- The Sky, the Clouds and You
- A Nest of Dreams
- An Ancient Dance
- Tears of Stars and Memories
- Shards Calling One Another
- Prayers of Wind and Fire

Most sound like self-help book titles but-- <eviscerated by rabid fans>

Note that you can listen to the Nortune battle arena's jukebox for free, and it has far more tracks (although unnamed).

---

#### | 08. Kislev Battling Pt. II \

---

On Disc 2, after the world undergoes some changes, those scrappers in Nortune will still survive and have the arena open for fighting.

#####  
BATTLING CONTROLS  
#####

These haven't changed a wink, but I'll post 'em for posterity:

| CONTROLS | FUNCTION                                                       |
|----------|----------------------------------------------------------------|
| D-Pad    | Gear movement / Tap 'back' to accelerate away from opponent    |
| X        | ATTACK button in close-combat situations (three-chain max)     |
| Square   | ATTACK button in close-combat situations (three-chain max)     |
| Triangle | JUMP button. Can use X/[]/R1 while airborne, also              |
| O        | DASH button. Gives fast acceleration around arena battlefield  |
| L1       | GUARD button. Prevents some/most damage when applicable.       |
| R1       | Shoots Ether Bullets at opponent                               |
| Start    | Un/pause the battle / Can choose 'GIVE UP' to quit when paused |

#####  
ITEM EXCHANGES  
#####

Here are the items that can be exchanged with their BP costs attached. When

one first arrives, Fei has 0 BP [sorry, none carried over from the tourney way back when!]. This incentivizes playing -- who wants to spend 65000g on a GNRS50? And there's an EtherDoubler, which are unbuyable now. And cutesy dollies!

NOTE: You can get Speed Shoes free with the Trader Card, so don't ever cash your chips in for that ripoff.

| NORMAL EXCHANGE    |  | COSTS | RARE ITEM EXCHANGE |                     | COSTS |
|--------------------|--|-------|--------------------|---------------------|-------|
| #00 : Anoret Seed  |  | 250   |                    | #00 : M Disk        | 4000  |
| #02 : Bulimy Seed  |  | 250   |                    | #01 : Power Ring S  | 2000  |
| #03 : Samson'sHair |  | 800   |                    | #02 : StaminaRingS  | 3000  |
| #04 : Anoret Fruit |  | 750   |                    | #03 : Speed Ring S  | 4500  |
| #05 : Bulimy Fruit |  | 750   |                    | #04 : Gallant Belt  | 6000  |
| #06 : Lite Ar+1    |  | 750   |                    | #05 : Fei Jr. Doll  | 3000  |
| #07 : Lite Ar+2    |  | 1250  |                    | #06 : Bart Jr. Doll | 3000  |
| #08 : Lite Ar+3    |  | 1500  |                    | #07 : BillyJr. Doll | 3000  |
| #09 : Mirror Ar    |  | 1500  |                    | #08 : Body Guard    | 4000  |
| #10 : Wind Ring    |  | 2000  |                    | #09 : Mind Guard    | 4500  |
| #11 : Earth Ring   |  | 2000  |                    | #10 : EtherDoubler  | 8000  |
| #12 : Fire Ring    |  | 2000  |                    | #11 : Ether Guard   | 8500  |
| #13 : Water Ring   |  | 2000  |                    | #12 : Life Stone    | 9000  |
| #14 : WindVeil Ar  |  | 3500  |                    | #13 : S Charger     | 10000 |
| #15 : EarthVeil Ar |  | 3500  |                    | #14 : X Charger     | 12500 |
| #16 : FireVeil Ar  |  | 3500  |                    | #15 : GNRS50        | 15000 |
| #17 : WaterVeil Ar |  | 3500  |                    | #16 : DeathBlower3  | 18000 |
| #18 : ElementAero  |  | 4500  |                    | #17 : Speed Shoes   | 30000 |
| #19 : ElementTerra |  | 4500  |                    |                     |       |
| #20 : ElementPyro  |  | 4500  |                    |                     |       |
| #21 : ElementHydro |  | 4500  |                    |                     |       |
| #22 : EtherStoneLg |  | 7500  |                    |                     |       |
| #23 : AntiEthRockL |  | 8500  |                    |                     |       |

#####  
 BATTLE MODES.....?  
 #####

To quote the receptionist:

"The Imperial Games Battling Contest event has been changed to a regular sport. There are now two modes. 'Special Mode 1' is the same as ordinary matches except for...woo-hoo-hoo...well, see for yourself! It's faster to try it out than hear me explain it! 'Special Mode 2' differs from ordinary matches in that upon winning a bout you receive Battle Points, which you can collect and exchange for prizes!"

To clarify, she's 'woo-hoo-hoo'-ing over nothing, really. Anyway, choose the first battling mode and you can have the Practice/Tutorial options available, as well as being able to choose the enemy mech who'll be squaring off here. Matches are completely random, but you can pick the gears (including any form of the past, such as normal Weltall) and the music. If you want to change the battle music, talk to Big Joe by the jukebox, change the room theme -- it can carry over!

'Rubber Band Mode' sounds odd, but it basically means that the competitors cannot distance themselves too much or they'll 'snap' back towards each other. ^ \_\_\_\_\_ ^

#####  
 AVAILABLE FIGHTERS  
 #####

For Special Mode 1, the player can set who they'll fight as and who'll they will face. There are a crapload of allies from past and present, as well as a couple gears from the past... For Special Mode 2, only Xenogears, Weltall, and Weltall-2 are available to fight with.

- Xenogears
- El-Fenrir
- El-Andvari
- El-Renmazuo
- El-Stier
- Fixbot
- Merman
- S-Trooper
- EG-Armor
- Weltall
- Renmazuo
- Crescens
- El-Regrs
- Ganador
- Titan
- WShaver
- Firewheel
- Silverstar
- Worker
- Salvager
- S-Tripper
- Pedestal
- Vierge
- Stier
- Chu-Chu
- Musha
- Hatamoto
- Backfirer
- Shinobi
- Wyrm
- Dozer
- Trooper
- Sufal
- Edin
- Heimdal
- Bladegash
- Weltall-2
- Tin Robo
- Rankar
- Etonel
- Etone2
- Golem
- Death
- Twinburner
- EG-Gunner
- EG-Blade
- Siebzehn
- Argento

Wait, Chu-Chu's here? How...peculiar... o\_0

#####  
 BP ACCUMULATION  
 #####

Battle Points [BP] are obtained through victories in battle. How great those victories are determines the amounts given to Fei, as well as the battle mode he's currently fighting on. [Thanks to Duke Darkwood for compiling these and for letting me use them!]. The spectrum is as follows:

- Great Victory
- Victory
- Close Victory
- Close Loss
- Loss
- Great Loss
- Ether Bullet Loss
- Forfeiture

| GREAT VICTORY | LV 0 | LV 1 | LV2   | VICTORY       | LV 0 | LV 1 | LV 2 |
|---------------|------|------|-------|---------------|------|------|------|
| Repair Cost   | +000 | +000 | + 000 | Repair Cost   | - 10 | - 30 | - 50 |
| Battle Points | +215 | +300 | + 900 | Battle Points | +145 | +175 | +450 |
| Cash Bonus    | +500 | +700 | +1000 | Cash Bonus    | +210 | +330 | +550 |

| CLOSE VICTORY | LV 0 | LV 1 | LV2   | CLOSE LOSS    | LV 0 | LV 1 | LV 2 |
|---------------|------|------|-------|---------------|------|------|------|
| Repair Cost   | - 50 | -100 | - 150 | Repair Cost   | - 50 | -100 | -150 |
| Battle Points | + 75 | +120 | + 245 | Battle Points | - 90 | -120 | -175 |
| Cash Bonus    | +150 | +300 | + 450 | Cash Bonus    | + 00 | + 00 | + 00 |

| LOSS          | LV 0 | LV 1 | LV2   | GREAT LOSS    | LV 0 | LV 1 | LV 2 |
|---------------|------|------|-------|---------------|------|------|------|
| Repair Cost   | - 10 | - 30 | - 50  | Repair Cost   | - 50 | -100 | -150 |
| Battle Points | - 32 | - 48 | - 150 | Battle Points | -100 | -150 | -450 |
| Cash Bonus    | + 00 | + 00 | + 000 | Bonus         | + 00 | + 00 | + 00 |

| ETHER B. LOSS | LV 0 | LV 1 | LV2   | FORFEITURE    | LV 0 | LV 1 | LV 2 |
|---------------|------|------|-------|---------------|------|------|------|
| Repair Cost   | - 15 | - 45 | - 75  | Repair Cost   | - 00 | - 00 | - 00 |
| Battle Points | - 16 | - 32 | - 175 | Battle Points | - 45 | - 75 | -300 |
| Cash Bonus    | + 00 | + 00 | + 000 | Cash Bonus    | + 00 | + 00 | + 00 |

All of these are just varying degrees of winning/losing, except for the two lowest-denominator failures here. An "Ether Bullet Loss" occurs only when the player's gear KO's at the hands of using too many ether bullets, which causes overheating and damage. Standing in the water helps cool down the gear faster, mind you. A "Forfeiture" means the player chose to quit the match before any outcome could be decided. This can be done from the battle menu.

Again, thanks to Duke Darkwood for figuring these figures out. (b^-^b

09. Taura's Treasure \

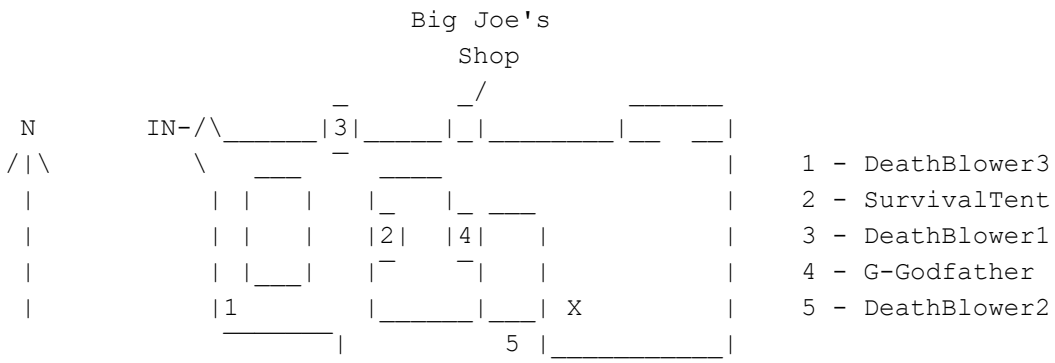
Disc 2 opens with scenes at Taura's House, and then there's no reason to go back there...right? WRONG! Getting free Speed Shoes around his house isn't the only reason to revisit. He lives on the map's southeastern island, the long'un north of Anima Relic 1 -- get in by entering the black zone circling his house (it's easy, get what I'm tryin' to say?).

He'll say he ain't got much time left and wants to give everyone a present, being a Manly Mantle and Goddess Robe.

10. The Lighthouse \

Every cruised around the Aquvy Island region and saw a lighthouse? Pretty out of the ordinary, huh? This structure, on a cape northwest of Babel Tower, was inaccessible through the better part of the game, but starting Disc 2, opens its doors.

Anyway, the lighthouse lift leads to the ruins of an underground city. Should you see a small yellow light at the base of a building, it means entrance is possible (exit gear).



Big Joe, our friendly neighborhood tough guy, has set up a shop on the north lateral street, two accessible buildings east of the entrance. Inside, he'll have a great shop [WK23] where the best gear equipment is sold (arguably). Also, each time the building is entered, four treasure chests will be laid out in front of our host, free for the taking. Contents vary from:

- Book 2
- Elfanana
- Hob-Meat
- Book 1
- Matchlock
- Rosesol
- Extra Ar+1
- Spider
- Comedienne
- Radish
- UFO Photo
- Hob-Jerky
- Eyeball
- Ariberry
- Spider Web
- Aquasol

But, that's not the only reason for coming down here.

The eastern part of this civilization's ruin is a huge parking area, maybe an old tarmac. Fei will comment that there's seems to be a place to go on foot when you near the 'X' on the map. This time, don't look at the buildings -- the 'thing' to enter is a road pothole of sorts, easily visible. Three screens in is a subway station, with a Z Charger inside. Go up the stairway to see a Contact/Antitype scene from ages past. After this touching display, Emeraldal will 'grow up before Fei's eyes'...literally! She'll have become an adult, which is good in-and-of-itself, but also gives her the best statistic growth in the game.

---

After Emeraldal's scene, it's now possible to get the Mermaid Ring from the man in the SnowfieldHideout's prison section...provided you got the Mermaid Tear in Chapter 01.

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| 11. Duneman Isle \

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The other optional dungeon on Disc 2 is a sandy place first mentioned by the Captain o' the Thames. Apparently there's a mysterious sword there from ages past. This place is off the west coast of the Aveh Continent, nearest Bart's Lair.

Enter and meet (err, destroy) some crappy Dune Man enemies to gain access to this place's mind-boggling screen repetition. If you entered the Aveh Desert before checking out Dazil way back when, it'll be sort of the same thing. Do not deviate from the course or getting lost is easy as finding sand.

|                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <pre> N          SKELETON / \          \__                  1                  ___      FISH   BEGIN       2 3 ___ --FLOCK               \                          ___ ___ ___ ___  EXIT- ___ ___ ___ ___        / EXIT </pre> | <p>From the beginning screen, go three screens east into the first pure desert one. North one screen everyone sees a flock of sharks moving west. Ignore them and go north once more to find a gigantic skeleton. Climb its vertebrae column and pull the Yamato Sword out of it.</p> <p>South once, west once -- there will be a scene where a sandflow pulls everyone toward the 'water'fall. There are two chests here, a Kingly Armor and sweet Godfather gun, but only a single one can be obtained before all</p> |
|                                                                                                                                                                                                                                 | <p>tumble over the side. You can use the rocks</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |

as stepping stones, but this only works to a certain degree; if y'fall in, it leads to a big do-over! After taking a plunge over the falls the first time, one has to fight a 'Wyrn'. It only takes one ether attack to deplete its HP, which is 200. A return trip should get the 2nd treasure chest, completing all

there is to do here.

---

Actually, there's one more thing to do (save with your bounty first). 'Round here is a Dragon enemy that can be fought for some great items. Equip that Trader Card received in Anima Dungeon 2 -- THIS MUST BE DONE OR THE ITEMS WILL NOT DROP -- and find a Dragon. If you defeat it, it drops a randomized prize being:

- Mumyo Sword
- Death Adder
- Blessed Helm
- Blessed Habit
- Kaiser Helm

However, unlike other Dragons that were me and easily defeated, this one has to be murdered on-foot. Its 'Dragon Breath' attack inflicts high ether damage to all allies, and can kill without compunction. In fact, it's often leads off with the attack. So, how to get around it if you can't survive it on the normal terms? Two suggestions:

- Yamato Belt - gives a high HP increase, more than enough to survive it if the character's HP is around 400-500. Dragon Breath typically deals 600 damage at worst, and that can be whittled down with ETHDEF add-ons to a more manageable number.
- Power Crisis. This has nothing to do with HP itself, but when in low HP, it turns normal deathblows into agents of mass destruction. If an attack was doing ~1000 damage at full HP, at critical HP, it can do ~4000+ with a bit of ATK Up-ping. Dragons have 18000 HP, so you do the math.

Billy and Citan are great candidates for party inclusion, as they can heal all allies in one go, and both have Speed Up techs should Speed Shoes be un-available.

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## DEATHBLOWS & SKILLS

[DTHB]

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Deathblows are the special combinations the character uses in battle, able to be used in both gears and on foot. Learning them can be a chore to newcomers, and there's really no better place to learn about it than Fidormula's D'blow Learning Guide at GameFAQs [<http://tinyurl.com/26wbrj>]. Better than I coulda summed it up, anyway (don't think I'm lazy or something :p).

Anyway, I'll summarize the rest of the stuffz:

| LEGEND  | DESCRIPTION                                                    |
|---------|----------------------------------------------------------------|
| D'Blow  | Name of the Deathblow                                          |
| Combo   | Input combination with [T]riangle, [S]quare, and [X]-buttons   |
| AP      | AP used to completed skill; also required to use fundamentally |
| #       | Value when the 'Combo' option is used in battle                |
| LV      | Minimum level needed to make Deathblow usable                  |
| ELMNT   | Tells whether d'blow is elemental or not                       |
| G Dblow | Stands for "Gear Deathblow"                                    |
| CB      | Input combination with [T]riangle, [S]quare, and [X]-buttons   |

LV | Attack LV requirement  
 Fuel | Fuel used with T/S/X button + extra cost for finishing Deathblow  
 |  
 Learn | Level skill learned at  
 EP | EP Cost  
 Target | Who the attack targets [read: Single/Self/All/Some + Ally/Foe]  
 Effect | What the ability does  
 " Gear | If the ability transfers into the Gears, what it will do

NOTES:

- Asterisked Gear d'blows need appropriate DeathBlower1/2/3s to be used.
- "Deflt" in the LEARN column means "Default"...it's started with
- 100% learning rate AND requirement level needed to make D'blow usable
- Elemental deathblows do not carry over to gears
- Gear-type Deathblows cannot be used on human-sized (small) enemies
- 7-AP deathblows cannot be used with the 'Combo' command
- Missed hits and deathblows still count towards the overall learning rate
- 7-AP deathblows unusable until after mandatory Shevat events on Disc 1!!
- The first six Deathblows are tied to the first six Deathblows in a Gear, meaning if you learn TX normally, TT becomes available; and so on...

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FEI FONG WONG

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Fei is the only character in the game with 13 Deathblows open to him, with special inputs for his last two.

| D'blow   | COMBO | AP | # | LV | ELMNT | G Dblow | CB | LV  | FUEL     |
|----------|-------|----|---|----|-------|---------|----|-----|----------|
| Raijin   | TX    | 4  | 1 | 05 | ----  | Raigeki | TT | 1   | 10 + 40  |
| Senretsu | TTX   | 5  | 2 | 10 | ----  | Reppu   | TS | 1   | 10 + 50  |
| Hagan    | SX    | 5  | 3 | 16 | ----  | Raigo   | TX | *1  | 10 + 10  |
| Hoten    | TTTX  | 6  | 4 | 22 | ----  | Hazen   | ST | 2   | 20 + 70  |
| Tenbu    | TSX   | 6  | 5 | 30 | ----  | Ryuten  | SS | 2   | 20 + 80  |
| Ryujin   | STX   | 6  | 6 | 38 | ----  | Juji    | SX | *2  | 20 + 20  |
| Koho     | XX    | 6  | 7 | 46 | ----  | Raibu   | XT | 3   | 30 + 100 |
| Fukei    | TTTTX | 7  | - | 50 | Wind  | Ryubu   | XS | 3   | 30 + 110 |
| Chikei   | TTSX  | 7  | - | 50 | Earth | Shinrai | XX | *3  | 30 + 30  |
| Kakei    | TSTX  | 7  | - | 50 | Fire  | Kosho X | T  | Inf | 10       |
| Suikei   | STTX  | 7  | - | 50 | Water | Goten X | S  | Inf | 20       |
| Kokei    | SSX   | 7  | - | 70 | Light | Kishin  | X  | Inf | 30       |
| Yamikei  | XTX   | 7  | - | 80 | Dark  |         |    |     |          |

| CHI NAME     | LEARN | EP | TARGET | EFFECT          | GEAR EFFECT        |
|--------------|-------|----|--------|-----------------|--------------------|
| Guided Shot  | Deflt | 2  | S Foe  | Chi attack      | Chi attack         |
| InnerHealing | Lv 10 | 2  | S Ally | Recovers HP     | Restore Gear DEF   |
| Iron Valor   | Lv 20 | 4  | Self   | Raises ATK      | -----              |
| CounterForce | Lv 35 | 4  | Self   | Raise Counter%  | -----              |
| Yang Power   | Lv 46 | 5  | Self   | DEF Up, ATK Dwn | Def UP, ATK Down   |
| Yin Power    | Lv 46 | 5  | Self   | ATK Up, DEF Dwn | ATK Up, DEF Down   |
| Radiance     | Lv 55 | 10 | S Foe  | Chi attack      | Chi attack         |
| Big Bang     | Lv 72 | 20 | A Foes | Chi atk + Stop% | Chi attack + Stop% |

| GEAR COMMAND | FUEL | LEARNS                  | TARGETS | EFFECT          |
|--------------|------|-------------------------|---------|-----------------|
| Thor Wave    | 600  | Once Weltall-2 obtained | 1 Enemy | Non-elem damage |
| System Id    | 1000 | Once Weltall-2 obtained | Self    | Gives Inf ATKLV |
| Flaming Hell | 1000 | Once Weltall-2 obtained | 1 Enemy | Fireelem damage |

NOTE: All special Gear Commands are lost once Fei obtains the Xenogears mech, post-Zohar scenes.

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### CITAN UZUKI

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Citan is the only character in the game to gain a weapon where previously there was none, meaning his DeathBlows change names and animations change their aesthetic at that time. Tilde-d (~) names are sword-only abilities which replace their fist-type counterparts. Also, 'Ryukage' becomes the new DeathBlower1 ability after gaining access to Fenrir. [NOTE: 'LV' column was deleted to save space; it's the same as everyone else's, though.]

| D'blow        | COMBO | AP | # | ELMNT | G Dblow   | CB | LV  | FUEL     |
|---------------|-------|----|---|-------|-----------|----|-----|----------|
| Ukigumo       | TX    | 4  | 1 | ----- | Kentsui   | TT | 1   | 10 + 40  |
| Amaoto~       | TX    | 4  | 1 | ----- | Reppu     | TS | 1   | 10 + 50  |
| Mufu          | TTX   | 5  | 2 | ----- | Ryuei     | TX | *1  | 10 + 10  |
| Engetsu~      | TTX   | 5  | 2 | ----- | Ryukage   | TX | *2  | 10 + 10  |
| Jinrai        | SX    | 5  | 3 | ----- | Shinrai   | ST | 2   | 20 + 70  |
| Amagumo~      | SX    | 5  | 3 | ----- | Fujin     | SS | 2   | 20 + 80  |
| Shinrai       | TTTTX | 6  | 4 | ----- | Ryuga     | SX | *3  | 20 + 20  |
| Himatsu~      | TTTTX | 6  | 4 | ----- | Hakai     | XT | 3   | 30 + 100 |
| Renken        | TSX   | 6  | 5 | ----- | Kenjin    | XS | 3   | 30 + 110 |
| Yako~         | TSX   | 6  | 5 | ----- | Tensho    | XX | *3  | 30 + 30  |
| Hakai         | STX   | 6  | 6 | ----- | Ochiba    | T  | Inf | 10       |
| Zanretsu~     | STX   | 6  | 6 | ----- | Zanrestsu | S  | Inf | 20       |
| Ougi          | XX    | 6  | 7 | ----- | Enken     | X  | Inf | 30       |
| Myogetsu~     | XX    | 6  | 7 | ----- |           |    |     |          |
| Willow Wind   | TTTTX | 7  | - | Wind  |           |    |     |          |
| Festive Wind~ | TTTTX | 7  | - | Wind  |           |    |     |          |
| Rare Earth    | TTSX  | 7  | - | Earth |           |    |     |          |
| Rumble Earth~ | TTSX  | 7  | - | Earth |           |    |     |          |
| Hell Fire     | TSTX  | 7  | - | Fire  |           |    |     |          |
| Haze of Fire~ | TSTX  | 7  | - | Fire  |           |    |     |          |
| Tsunami Ice   | STTX  | 7  | - | Water |           |    |     |          |
| CrystalWater~ | STTX  | 7  | - | Water |           |    |     |          |

| ARCANE NAME | LEARN | EP | TARGET | EFFECT                 | GEAR EFFECT |
|-------------|-------|----|--------|------------------------|-------------|
| Sazanami    | Deflt | 2  | S Ally | Restores HP            | Restore DEF |
| Renki       | Lv 10 | 2  | Self   | Next Arcane affcts all | "           |
| Fuuseii     | Lv 25 | 4  | S Ally | Defense v. Earth       | "           |
| Chiseii     | Lv 25 | 4  | S Ally | Defense v. Wind        | "           |



|          |       |   |        |                       |       |  |
|----------|-------|---|--------|-----------------------|-------|--|
| Suiseii  | Lv 25 | 4 | S Ally | Defense v. Fire       | "     |  |
| Kaseii   | Lv 25 | 4 | S Ally | Defense v. Water      | "     |  |
| Ryokusho | Lv 40 | 3 | S Ally | Heal all PHY statuses | ----- |  |
| Reisho   | Lv 42 | 3 | S Ally | Heal all MNT statuses | ----- |  |
| Koga     | Lv 52 | 2 | S Ally | DEF Up, ATK Down      | "     |  |
| Amiga    | Lv 54 | 2 | S Ally | ATK Up, DEF Down      | "     |  |
| Senkei   | Lv 60 | 6 | S Ally | Speed UP              | ----- |  |

- Citan gets no special Gear Commands.

Renki will allow the next Arcane attack to affect all of the allies, but'll need to be recast afterward. This 'status' stays on Citan, even if he should be KO'd and need to be revived.

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ELHAYM VAN HOUTEN

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['LV' column once again deleted to save space]

| D'blow       | COMBO | AP | # | ELMT | G Dblow       | CB | LV  | FUEL     |  |
|--------------|-------|----|---|------|---------------|----|-----|----------|--|
| Screamer     | TX    | 4  | 1 | ---- | Double Impact | TT | 1   | 10 + 40  |  |
| Cyclone Kick | TTX   | 5  | 2 | ---- | Hard Smash    | TS | 1   | 10 + 50  |  |
| Breakthrough | SX    | 5  | 3 | ---- | Beat Storm    | TX | *1  | 10 + 10  |  |
| Double Shock | TTTX  | 6  | 4 | ---- | Sonic Drive   | ST | 2   | 20 + 70  |  |
| Sky Attack   | TSX   | 6  | 5 | ---- | Heart Strike  | SS | 2   | 20 + 80  |  |
| Bright Spark | STX   | 6  | 6 | ---- | Mega Impact   | SX | *2  | 20 + 20  |  |
| Sting Kick   | XX    | 6  | 7 | ---- | Flash Drive   | XT | 3   | 30 + 100 |  |
| Anemo Zap    | TTTTX | 7  | - | Wind | High Diva     | XS | 3   | 30 + 110 |  |
| Terra Charge | TTSX  | 7  | - | Erth | Blaze Dance   | XX | *3  | 30 + 30  |  |
| Thermo Thump | TSTX  | 7  | - | Fire | Flash Flail   | T  | Inf | 10       |  |
| Aqua Frost   | STTX  | 7  | - | Wter | Blue Beast    | S  | Inf | 20       |  |
|              |       |    |   |      | Dark Diva     | X  | Inf | 30       |  |

| ETHER NAME   | LEARN | EP | TARGET | EFFECT          | GEAR EFFECT      |  |
|--------------|-------|----|--------|-----------------|------------------|--|
| Anemo Bolt   | Deflt | 2  | S Foe  | Wind-elemental  |                  |  |
| Terra Lance  | Deflt | 2  | S Foe  | Earth-elemental |                  |  |
| Thermo Cube  | Deflt | 2  | S Foe  | Fire-elemental  |                  |  |
| Aqua Ice     | Deflt | 2  | S Foe  | Water-elemental | ALL OF THE ETHER |  |
| Anemo Burn   | Lv 20 | 6  | Area   | Wind-elemental  |                  |  |
| Terra Storm  | Lv 20 | 6  | Area   | Earth-elemental | EFFECTS TRANSFER |  |
| ThermoDragon | Lv 20 | 6  | Area   | Fire-elemental  |                  |  |
| Aqua Mist    | Lv 20 | 6  | Area   | Water-elemental | TO VIERGE        |  |
| Anemo Wave   | Lv 55 | 10 | A Foes | Wind-elemental  |                  |  |
| Terra Ghost  | Lv 55 | 10 | A Foes | Earth-elemental |                  |  |
| Thermo Largo | Lv 55 | 10 | A Foes | Fire-elemental  |                  |  |
| Aqua Lord    | Lv 55 | 10 | A Foes | Water-elemental |                  |  |

Sometimes Elly will use an Ether and say "Sorry...I failed..." while doing paltry damage to the enemy(s). The percentage (ex: 76%) displayed next to her ether on the list tells not the potency, but the chance for success. If it's

maxed out at 100%, it never fails due to lack of concentration.

| GEAR COMMAND | FUEL | LEARNS                 | TARGETS  | EFFECT       |
|--------------|------|------------------------|----------|--------------|
| Aerods       | 400  | After Haishao battle 2 | All Foes | Ether damage |

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BARTHOLEMEW FATIMA

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Bart's the first character in the game to come with pre-learned abilities, being Head Hunter & Wild Smile. This should be obvious, of course, since they were displayed in the battle before he joins.

| D'blow       | COMBO | AP | # | ELMT | G Dblow      | CB | LV  | FUEL     |
|--------------|-------|----|---|------|--------------|----|-----|----------|
| Head Hunter  | TX    | 4  | 1 | ---- | Chain Whip   | TT | 1   | 10 + 40  |
| Twin Sonic   | TTX   | 5  | 2 | ---- | Beat Serpent | TS | 1   | 10 + 50  |
| Rhythm Shock | SX    | 5  | 3 | ---- | Spark Wave   | TX | *1  | 10 + 10  |
| Dynamic      | TTTX  | 6  | 4 | ---- | Blood Snake  | ST | 2   | 20 + 70  |
| Astral       | TSX   | 6  | 5 | ---- | Hit Storm    | SS | 2   | 20 + 80  |
| Bracer       | STX   | 6  | 6 | ---- | Dead Cannon  | SX | *2  | 20 + 20  |
| Justice      | XX    | 6  | 7 | ---- | Dance Wave   | XT | 3   | 30 + 100 |
| Angel        | TTTTX | 7  | - | Wind | Twin Snake   | XS | 3   | 30 + 110 |
| Land Break   | TTSX  | 7  | - | Erth | Sky Drive    | XX | *3  | 30 + 30  |
| Prominence   | TSTX  | 7  | - | Fire | Meteor Fall  | T  | Inf | 10       |
| Tornado      | STTX  | 7  | - | Watr | Dead Dance   | S  | Inf | 20       |
|              |       |    |   |      | Soul End     | X  | Inf | 30       |

| ETHER NAME    | LEARN | EP | TARGET | EFFECT                | GEAR EFFECT |
|---------------|-------|----|--------|-----------------------|-------------|
| Wild Smile    | Deflt | 2  | S Foe  | Camera Damaged        | "           |
| Heaven Cent   | Lv 18 | 2  | S Foe  | Ether damage          | "           |
| White Lure    | Lv 28 | 3  | S Foe  | Foe attacks Bart only | -----       |
| Red Cologne   | Lv 38 | 4  | Self   | ATK Up                | -----       |
| Blue Cologne  | Lv 42 | 6  | Self   | Raises ACC & EVD      | -----       |
| White Cologne | Lv 50 | 6  | Self   | Can counter phys atks | -----       |
| Wind Mode     | Lv 56 | 4  | Self   | Weapon = wind-element | "           |
| Earth Mode    | Lv 56 | 4  | Self   | Weapon = erth-element | "           |
| Fire Mode     | Lv 56 | 4  | Self   | Weapon = fire-element | "           |
| Water Mode    | Lv 56 | 4  | Self   | Weapon = watr=element | "           |

| GEAR COMMAND | FUEL | LEARNS                 | TARGETS | EFFECT       |
|--------------|------|------------------------|---------|--------------|
| Ygg D.Charge | 600  | After Haishao Battle 2 | 1 Enemy | Ether damage |

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RICARDO BANDERAS

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Rico is the first character to join the party who's unable to learn a 4th 7-AP Deathblow. He joins with Rico Rocket, Death Drive, Steel Body, and Steel Fist at the ready, however.

| D'blow       | COMBO | AP | # | ELMNT | G Dblow      | CB | LV  | FUEL     |
|--------------|-------|----|---|-------|--------------|----|-----|----------|
| Rico Rocket  | TX    | 4  | 1 | ----- | Drill War    | TT | 1   | 10 + 40  |
| Death Drive  | TTX   | 5  | 2 | ----- | Bomber Head  | TS | 1   | 10 + 50  |
| Banderas     | SX    | 5  | 3 | ----- | Drill Driver | TX | *1  | 10 + 10  |
| Dragon Fist  | TTTX  | 6  | 4 | ----- | Grand Slam   | ST | 2   | 20 + 70  |
| Fire Bomb    | TSX   | 6  | 5 | ----- | Twister D    | SS | 2   | 20 + 80  |
| Pile Crasher | STX   | 6  | 6 | ----- | Hammer G     | SX | *2  | 20 + 20  |
| Spin Strike  | XX    | 6  | 7 | ----- | Mega Body    | XT | 3   | 30 + 100 |
| Death Roll   | TTTTX | 7  | - | ----- | Sky Driver   | XS | 3   | 30 + 110 |
| Flame Lariat | TTSX  | 7  | - | ----- | Scrap        | XT | *3  | 30 + 30  |
| Hell Splash  | TSTX  | 7  | - | ----- | Drill Kaiser | T  | Inf | 10       |
|              |       |    |   |       | Drive Kaiser | S  | Inf | 20       |
|              |       |    |   |       | Iron Kaiser  | X  | Inf | 30       |

| SPIRIT NAME  | LEARN | EP | TARGET | EFFECT       | GEAR EFFECT |
|--------------|-------|----|--------|--------------|-------------|
| Steel Fist   | Deflt | 2  | Self   | ATK Up       | -----       |
| Steel Body   | Deflt | 2  | Self   | DEF Up       | -----       |
| Steel Spirit | Lv 50 | 2  | Self   | ETHDEF Up    | -----       |
| Steel Mettle | Lv 60 | 4  | S Foe  | Ether damage | "           |

BILLY LEE BLACK

| D'blow      | COMBO | AP | # | ELMNT | G Dblow      | CB | LV  | FUEL     |
|-------------|-------|----|---|-------|--------------|----|-----|----------|
| Adams Apple | TX    | 4  | 1 | ----- | Double Snap  | TT | 1   | 10 + 40  |
| Gunholic    | TTX   | 5  | 2 | ----- | Hard Snap    | TS | 1   | 10 + 50  |
| Hell Blast  | SX    | 5  | 3 | ----- | Hard Gun     | TX | *1  | 10 + 10  |
| Nut Crack   | TTTX  | 6  | 4 | ----- | Gun Blaze    | ST | 2   | 20 + 70  |
| Sky Walker  | TSX   | 6  | 5 | ----- | Impact Gun   | SS | 2   | 20 + 80  |
| Devil Blast | STX   | 6  | 6 | ----- | Holy Fist    | SX | *2  | 20 + 20  |
| Banfrau     | XX    | 6  | 7 | ----- | Blaze Shot   | XT | 3   | 30 + 100 |
| True Dream  | TTTTX | 7  | - | ----- | Hard Gatling | XS | 3   | 30 + 110 |
| Holy Gate   | TTSX  | 7  | - | ----- | Sky Gatling  | XT | *3  | 30 + 30  |
| Dear Friend | TSTX  | 7  | - | ----- | Thousand     | T  | Inf | 10       |
|             |       |    |   |       | Holy Climb   | S  | Inf | 20       |
|             |       |    |   |       | Holy Soul    | X  | Inf | 30       |

| ETHER NAME    | LEARN | EP | TARGET | EFFECT           | GEAR EFFECT      |
|---------------|-------|----|--------|------------------|------------------|
| Purity Light  | Lv 43 | 2  | S Ally | Refreshes status | -----            |
| Healing Light | Lv 43 | 2  | S Ally | Recovers HP      | Recover Gear DEF |

|              |       |   |        |                |                    |
|--------------|-------|---|--------|----------------|--------------------|
| Holy Light   | Lv 43 | 4 | A Ally | Recovers HP    | Recover Gears' DEF |
| Goddess Call | Lv 43 | 4 | S Ally | Speed UP       | -----              |
| Goddess Eyes | Lv 43 | 4 | S Ally | Def UP         | -----              |
| Wind Shield  | Lv 55 | 4 | S Ally | Defnse v. Wind | "                  |
| Earth Shield | Lv 55 | 4 | S Ally | Defnse v. Erth | "                  |
| Fire Shield  | Lv 55 | 4 | S Ally | Defnse v. Fire | "                  |
| Water Shield | Lv 55 | 4 | S Ally | Defnse v. Watr | "                  |
| Goddess Wake | Lv 60 | 8 | S Ally | Recovers KO    | "                  |

| GEAR COMMAND | FUEL | LEARNS                 | TARGETS | EFFECT          |
|--------------|------|------------------------|---------|-----------------|
| JessieCannon | 500  | After Alkanshel battle | Area    | Non-elem damage |
| JessieBlasta | 1000 | Upon getting Omnigear  | Area    | Non-elem damage |

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EMERALDA KASIM

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| D'blow       | COMBO | AP | # | ELMNT | G Dblow     | CB | LV  | FUEL     |
|--------------|-------|----|---|-------|-------------|----|-----|----------|
| Leg Cutter   | TX    | 4  | 1 | ----- | Arm Bash    | TT | 1   | 10 + 40  |
| Wave Cutter  | TTX   | 5  | 2 | ----- | Air Bash    | TS | 1   | 10 + 50  |
| Leg Spin     | SX    | 5  | 3 | ----- | Dance Bash  | TX | *1  | 10 + 10  |
| Hammerhead   | TTTX  | 6  | 4 | ----- | Devil Hand  | ST | 2   | 20 + 70  |
| Grand Arm    | TSX   | 6  | 5 | ----- | Devil Hold  | SS | 2   | 20 + 80  |
| Divider      | STX   | 6  | 6 | ----- | Devil Bird  | SX | *2  | 20 + 20  |
| Flying Arm   | XX    | 6  | 7 | ----- | Dead Spin   | XT | 3   | 30 + 100 |
| Tornado Hand | TTTTX | 7  | - | ----- | Dead Drive  | XS | 3   | 30 + 110 |
| Reycount     | TTSX  | 7  | - | ----- | Dead Melody | XT | *3  | 30 + 30  |
| Dark Beast   | TSTX  | 7  | - | ----- | Dark Wave   | T  | Inf | 10       |
|              |       |    |   |       | Dark Force  | S  | Inf | 20       |
|              |       |    |   |       | Dark World  | X  | Inf | 30       |

| ETHER NAME   | LEARN | EP | TARGET | EFFECT          | GEAR EFFECT     |
|--------------|-------|----|--------|-----------------|-----------------|
| Anemo Dharm  | Deflt | 3  | S Foe  | Wind-elemental  |                 |
| Terra Feist  | Deflt | 3  | S Foe  | Earth-elemental | ALL EMERALDA'S  |
| Thermo Gord  | Deflt | 3  | S Foe  | Fire-elemental  |                 |
| Aqua Aroum   | Deflt | 3  | S Foe  | Water-elemental | ETHERS HAVE THE |
| Anemo Omega  | Deflt | 6  | A Foes | Wind-elemental  |                 |
| Terra Holz   | Deflt | 6  | A Foes | Earth-elemental | SAME EFFECT IN  |
| Thermo Geist | Deflt | 6  | A Foes | Fire-elemental  |                 |
| Aqua Dhaum   | Deflt | 6  | A Foes | Water-elemental | CRESCENS        |

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MARIA BALTHAZAR

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Maria is one of the characters who learns no Deathblows, but don't count her out of the mix yet. Her attacks can still deal 9999 given the right setups,

'cause she uses her Gear even when she's not in it. :p

| G Dblow       | CB | LV  | FUEL     |
|---------------|----|-----|----------|
| Mega Fight    | TT | 1   | 10 + 40  |
| Dyna Fight    | TS | 1   | 10 + 50  |
| Gravity Fist  | TX | *1  | 10 + 10  |
| Dyna Rush     | ST | 2   | 20 + 70  |
| Head Dive     | SS | 2   | 20 + 80  |
| Gravity Press | SX | *2  | 20 + 20  |
| Meteor Press  | XT | 3   | 30 + 100 |
| Iron Break    | XS | 3   | 30 + 110 |
| Iron Storm    | XX | *3  | 30 + 30  |
| Fire Drive    | T  | Inf | 10       |
| Magneto       | S  | Inf | 20       |
| Maria Beat    | X  | Inf | 30       |

| CONTROL NAME | LEARN | EP | TARGET | EFFECT          | GEAR EFFECT |
|--------------|-------|----|--------|-----------------|-------------|
| Robo Beam    | Deflt | 2  | S Foe  | Beam damage (?) | -----       |
| Robo Missile | Deflt | 4  | S Foe  | Physical damage | -----       |
| Robo Punch   | Lv 48 | 5  | Area   | Physical damage | -----       |
| Robo Kick    | Lv 48 | 8  | Area   | Physical damage | -----       |
| Graviton Gun | ----- | 30 | A Foes | Physical damage | -----       |

Maria learns 'Graviton Gun' after defeating Achtzehn in Shevat.

| GEAR COMMAND | FUEL | LEARNS                | TARGETS | EFFECT       |
|--------------|------|-----------------------|---------|--------------|
| Missile Pod  | 400  | Default               | All     | Ether damage |
| Grav. Cannon | 1000 | After Achtzehn battle | All     | Ether damage |

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CHU-CHU  
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Chu-Chu has no gear to ride in, but instead grows many times her size to be about as big as one. All of her spells are available in that mode, and she's got the only healing ability in the game that can affect gears' HP as well! [Obviously she won't have any gear commands and such.]

| SPELLS NAME  | LEARN | EP | TARGET | EFFECT               | GEAR EFFECT |
|--------------|-------|----|--------|----------------------|-------------|
| Forest Dance | Deflt | 2  | S Ally | Recovers HP          | -----       |
| Culen Prayer | Deflt | 2  | S Ally | Recover PHY statuses | -----       |
| Myrm Prayer  | Deflt | 2  | S Ally | Recover MNT statuses | -----       |
| Play Dead    | Deflt | 2  | Self   | 'Play Dead' status   | -----       |
| Maiden Kiss  | Deflt | 8  | S Ally | Recover 'Play Dead'  | -----       |
| Forest Wind  | Lv 58 | 4  | S Foe  | Wind-elemental ether | -----       |
| Earth Gnome  | Lv 58 | 6  | Area   | Earth-elementl ether | -----       |
| Ancient Myth | Lv 62 | 10 | A Foes | Non-elemental damage | -----       |

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FUEL CHART

[FLCH]

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While in a gear, fuel can be gained by using the 'Charge' option. Normally it is worthless [in the capacity it brings measly amounts back], but it gains a bit of "oomph" as the Attack LV rises, and if special g-accessories are on. Here's a chart about charging fuel!

'Normal' is the fuel-charging rate without any help from accessories, while the 'Chargers' are the new rate if equipped. 'INF' is Infinite Level Mode, of course. Don't know what that is? Ctrl+F 'ILM' to find the appropriate section.

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.------.------.------.------.------.------.
| LV? | Normal | A Charger | S Charger | X Charger | Z Charger |
|-----+-----+-----+-----+-----+-----|
| LV0 | 30 | 50 | 100 | 200 | 500 |
| LV1 | 50 | 70 | 120 | 220 | 520 |
| LV2 | 70 | 90 | 140 | 240 | 540 |
| LV3 | 90 | 110 | 160 | 260 | 560 |
| INF | 300 | 500 | 1000 | 2000 | 5000 |
.------.------.------.------.------.------.

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NOTES:

- Charger accessories' effects do not stack
- Infinity Level Mode's charging rate is ten times (x10) the current LV0 rate

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V. SHOP LIST

[SHPL]

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I usually go straight vertical, but I tried to utilize as much space as I could here. Hooray!

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.------.------.------.------.------.------.
01) LAHAN [SH01] | 02) DAZIL [SH02] |
.-----+-----+-----+-----+-----+-----|
Aquasol 20 | Magical Rod 50 | Aquasol 20 |
Rosesol 100 | Arcane Rod 100 | Rosesol 100 |
Omeegasol 50 | Leather Whip 60 | Physisol 10 |
SurvivalTent 150 | Martial Wear 50 | Mentsol 20 |
 | Fencing Wear 80 | SurvivalTent 150 |
 | Martial Cap 30 | |
 | Fencing Cap 40 | |
 | Power Ring 200 | |
 | Stamina Ring 200 | |
.-----+-----+-----+-----+-----+-----|
03) OL MAN BAL'S SHOP [SH03] |
Aquasol 20 | G6-1200 1200 |

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|              |     |            |      |
|--------------|-----|------------|------|
| Rosesol      | 100 | WELT-02100 | 400  |
| OmeGasol     | 50  | WELT-02500 | 800  |
| SurvivalTent | 150 | HEIM-03200 | 1800 |
|              |     | BRIG-02200 | 500  |
| Extra Ar+1   | 50  | BRIG-02700 | 900  |
|              |     | MS 6       | 500  |

04) SAND CRUISER YGGDRASIL

[SH04]

|              |      |              |      |              |      |
|--------------|------|--------------|------|--------------|------|
| Iron GWhip   | 1600 | Resp Circuit | 2500 | Aquasol      | 20   |
| SnapperGWhip | 2000 | Def Circuit  | 2500 | Aquasol S    | 100  |
|              |      | C Circuit    | 250  | Rosesol      | 100  |
|              |      | MagneticCoat | 4000 | Rosesol S    | 300  |
|              |      | Lens Cover   | 2500 | Zetasol      | 100  |
| Z9-1500      | 1800 | Engine Guard | 5000 | Physisol     | 10   |
| WELT-03000   | 1400 | Tank Guard   | 3000 | Mentsol      | 20   |
| MS 9         | 1500 | Ar Repairer  | 4000 | White Star   | 500  |
|              |      | Motion Guard | 4000 | Brown Star   | 500  |
|              |      |              |      | Blue Star    | 500  |
|              |      |              |      | Hard Star    | 800  |
|              |      |              |      | Speed Star   | 1000 |
|              |      |              |      | OmeGasol     | 50   |
| Power Ring   | 200  |              |      | SurvivalTent | 150  |
| Stamina Ring | 150  |              |      |              |      |
| Speed Ring   | 1200 |              |      |              |      |
| GuardianRing | 2000 |              |      |              |      |

05) BART'S LAIR

[SH05]

|              |      |              |      |
|--------------|------|--------------|------|
| Aquasol      | 20   | Iron GWhip   | 1600 |
| Aquasol S    | 100  | Resp Circuit | 2500 |
| Rosesol      | 100  | Def Circuit  | 2500 |
| Rosesol S    | 300  | C Circuit    | 250  |
| Zetasol      | 100  | MagneticCoat | 4000 |
| Physisol     | 10   | Lens Cover   | 2500 |
| Mentsol      | 20   | Engine Guard | 5000 |
| White Star   | 500  | Tank Guard   | 3000 |
| Brown Star   | 500  | Ar Repairer  | 4000 |
| Blue Star    | 500  | Motion Guard | 4000 |
| Hard Star    | 800  | G6-1200      | 1200 |
| Speed Star   | 1000 | WELT-02500   | 800  |
| OmeGasol     | 50   | HEIM-03200   | 1800 |
| SurvivalTent | 150  | BRIG-02700   | 900  |
|              |      | MS 7.5       | 1000 |

06) NISAN

[SH06]

|           |     |              |       |
|-----------|-----|--------------|-------|
| Aquasol   | 20  | Power Ring   | 200   |
| Aquasol S | 100 | Stamina Ring | 150   |
| Rosesol   | 100 | Speed Ring   | 1200  |
| Rosesol S | 300 | GuardianRing | 2000  |
| Zetasol   | 100 | HolyPendant  | 8000  |
| Physisol  | 10  | Life Stone   | 20000 |
| Mentsol   | 20  | EtherDoubler | 38000 |

|              |      |
|--------------|------|
| White Star   | 500  |
| Brown Star   | 500  |
| Blue Star    | 500  |
| Hard Star    | 800  |
| Speed Star   | 1000 |
| Omegasol     | 50   |
| SurvivalTent | 150  |

[SH07]

07) BLEDAVIK

|              |       |              |      |
|--------------|-------|--------------|------|
| Magical Rod  | 50    | Iron GWhip   | 1600 |
| Arcane Rod   | 100   | Resp Circuit | 2500 |
| Iron Whip    | 120   | Def Circuit  | 2500 |
| WhippaSnappa | 280   | C Circuit    | 250  |
|              |       | MagneticCoat | 4000 |
| Leather Vest | 150   | Lens Cover   | 2500 |
| Leather Hat  | 80    | Engine Guard | 5000 |
| Power Ring   | 200   | Tank Guard   | 3000 |
| Speed Ring   | 1200  | Ar Repairer  | 4000 |
|              |       | Motion Guard | 4000 |
| Radish       | 08-10 | G6-1200      | 1200 |
| Ariberry     | 08-10 | WELT-02500   | 800  |
| Elfanana     | 08-10 | HEIM-03200   | 1800 |
|              |       | BRIG-02700   | 900  |
|              |       | MS 7.5       | 1000 |

NOTE: For the street-bought items (Radish, Ariberry, & Elfanana), you can haggle a bit on the price. When the seller poses the 10G price, just leave the text prompt up and he'll kick a few G off of the purchase. This's only done twice, and 8G is lowest the dealers will go.

08) AVEH-KISLEV MOUNTAINS -- REPAIR BOT

[SH08]

|              |      |              |      |              |     |
|--------------|------|--------------|------|--------------|-----|
| Iron GWhip   | 1600 | Resp Circuit | 2500 | Aquasol      | 20  |
| SnapperGWhip | 2000 | Def Circuit  | 2500 | Rosesol      | 100 |
|              |      | C Circuit    | 250  | Omegasol     | 50  |
|              |      | MagneticCoat | 4000 | SurvivalTent | 150 |
|              |      | Lens Cover   | 2500 |              |     |
| Z9-1500      | 1800 | Engine Guard | 5000 |              |     |
| WELT-03000   | 1400 | Tank Guard   | 3000 |              |     |
| MS 9         | 1500 | Ar Repairer  | 4000 |              |     |
|              |      | Motion Guard | 4000 |              |     |

NOTE: When talking with this bot, if you choose 'Can't trust you' you will fight it (Nomad Fix Bot) and it will disappear. Don't do this!

09) NORTUNE D-BLOCK [HAMMER'S SHOP]

[SH09]

|              |     |              |      |            |      |
|--------------|-----|--------------|------|------------|------|
| Aquasol      | 20  | Metal Jacket | 550  | Extra Ar+1 | 50   |
| Rosesol      | 100 | Metal Helmet | 200  | Extra Ar+2 | 75   |
| Zetasol      | 100 | Poison Guard | 1500 | V10-2000   | 2000 |
| Physisol     | 10  | Sleep Guard  | 1500 | V12-2000   | 2600 |
| Mentsol      | 20  | Brain Guard  | 1500 | WELT-03600 | 2200 |
| Omegasol     | 50  | GuardianRing | 2000 | WELT-04300 | 3200 |
| SurvivalTent | 150 |              |      | MS 12      | 2500 |
|              |     |              |      | MS 15      | 3500 |

Hammer only sells gear parts after the first round of the Battle Arena, and



only at that location.

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10) NORTUNE A-BLOCK [SH10]

|              |     |              |      |              |     |
|--------------|-----|--------------|------|--------------|-----|
| Aquasol      | 20  | Metal Jacket | 550  | *Hot Rod     | 250 |
| Rosesol      | 100 | Metal Helmet | 200  | *White Beret | 150 |
| Zetasol      | 100 | Poison Guard | 1500 | *Aquasol S   | 100 |
| Physisol     | 10  | Sleep Guard  | 1500 |              |     |
| Mentsol      | 20  | Brain Guard  | 1500 |              |     |
| Omeegasol    | 50  | GuardianRing | 2000 |              |     |
| SurvivalTent | 150 |              |      |              |     |

\* - Only appears in shops after defeating the Hecht

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11) NORTUNE C-BLOCK GEAR HANGAR [SH11]

|              |      |            |      |       |      |
|--------------|------|------------|------|-------|------|
| Hot RodG     | 4200 | V10-2000   | 2000 | MS 12 | 2500 |
| Extra Ar+1   | 50   | V12-2000   | 2600 | MS 15 | 3500 |
| Extra Ar+2   | 75   | WELT-04300 | 3200 |       |      |
| Extra Ar+3   | 100  | WELT-05100 | 4400 |       |      |
| Resp Circuit | 2500 | VIER-04000 | 2900 |       |      |
| Def Circuit  | 2500 | HEIM-05400 | 4600 |       |      |
| Frame HP10   | 250  | HEIM-06400 | 4900 |       |      |
|              |      | STIE-06900 | 5600 |       |      |

-----  
12) GOLIATH FACTORY [HAMMER'S SHOP] [SH12]

|              |      |            |      |       |      |
|--------------|------|------------|------|-------|------|
| Hot RodG     | 4200 | V10-2000   | 2000 | MS 12 | 2500 |
| Extra Ar+1   | 50   | V12-2000   | 2600 | MS 15 | 3500 |
| Extra Ar+2   | 75   | WELT-04300 | 3200 |       |      |
| Extra Ar+3   | 100  | WELT-05100 | 4400 |       |      |
| Resp Circuit | 2500 | VIER-04000 | 2900 |       |      |
| Def Circuit  | 2500 | HEIM-05400 | 4600 |       |      |
| Frame HP10   | 250  | HEIM-06400 | 4900 |       |      |
|              |      | STIE-06900 | 5600 |       |      |

-----  
13) YGGDRASIL II [SH13]

|              |      |             |      |              |      |
|--------------|------|-------------|------|--------------|------|
| G-M10A Ammo  | 100  | V15-2000    | 3000 | Aquasol      | 20   |
| G-M686A Ammo | 200  | V18-2000    | 4000 | Aquasol S    | 100  |
| G-GG040 Ammo | 100  | WELT-05100  | 4400 | Rosesol      | 100  |
| Extra Ar+4   | 150  | WELT-06100  | 4700 | Rosesol S    | 300  |
| Lite Ar+1    | 150  | VIER-04800  | 3900 | Zetasol      | 100  |
| A Circuit    | 250  | VIER-05800  | 4100 | Physisol     | 10   |
| D Circuit    | 250  | HEIM-05400  | 4600 | Mentsol      | 20   |
| E Circuit    | 250  | HEIM-06400  | 4900 | White Star   | 500  |
| Beam Jammer  | 1000 | BRIG-05400  | 4600 | Brown Star   | 500  |
| Ground       | 1250 | BRIG-06400  | 4800 | Red Star     | 500  |
| Frame HP10   | 250  | RENM-07200  | 6000 | Blue Star    | 500  |
| Frame HP30   | 750  | Z Alloy20/5 | 5000 | Hard Star    | 800  |
| Frame HP50   | 1250 | XMS 25      | 6500 | Speed Star   | 1000 |
|              |      |             |      | Omeegasol    | 50   |
|              |      |             |      | SurvivalTent | 150  |

NOTE: Even though you can access the Yggdrasil II during Ch. 32 [Adrift at Sea], you won't be able to buy Maison's items until Chapter 37 [Betrayal]. His stuff's the third column...

|              |      |
|--------------|------|
| Power Ring   | 200  |
| Stamina Ring | 150  |
| Speed Ring   | 1200 |
| GuardianRing | 2000 |

NOTE: After meeting Billy and being able to leave Thames to go to the Ethos HQ, the following mini-column will replace the inventory that Maison sells, accessory/weapon wise. That's means no more GuardianRings or anything to buy...

|              |      |
|--------------|------|
| Marshal Rod  | 1000 |
| SerpentSting | 1200 |
| B&JM10A Ammo | 20   |
| ShotG50 Ammo | 30   |
| Penguin Coat | 1000 |
| DervishDress | 1400 |
| Wind Ring    | 5000 |
| Earth Ring   | 5000 |
| Fire Ring    | 5000 |
| Water Ring   | 5000 |

NOTE: After defeating Alkanshel, the Gear Shop'll get a new inventory shown below (not in the column to the immediate right).

|              |      |            |      |              |       |
|--------------|------|------------|------|--------------|-------|
| BSnake GWhip | 6800 | E20-2700   | 4000 | HEIM-09200   | 7700  |
| SBlood GWhip | 7600 | E23-3000   | 6000 | BRIG-07700   | 6300  |
| G-M10A Ammo  | 100  | V28-2200   | 6000 | BRIG-09100   | 7100  |
| G-M10S Ammo  | 200  | WELT-07300 | 6100 | STIE-08200   | 7200  |
| G-M686A Ammo | 200  | WELT-08700 | 8000 | STIE-09800   | 8300  |
| G-M686S Ammo | 300  | VIER-07000 | 5200 | RENM-09800   | 7600  |
| G-GG040 Ammo | 100  | VIER-08400 | 7200 | XMS 30       | 8000  |
| G-GG060 Ammo | 200  | HEIM-07800 | 6700 | Z Alloy30/10 | 10000 |

14) THAMES

[SH14]

|              |      |             |      |              |      |
|--------------|------|-------------|------|--------------|------|
| G-M10A Ammo  | 100  | V15-2000    | 3000 | Marshal Rod  | 1000 |
| G-M686A Ammo | 200  | V18-2000    | 4000 | SerpentSting | 1200 |
| G-GG040 Ammo | 100  | WELT-05100  | 4400 | B&JM10A Ammo | 20   |
| Extra Ar+4   | 150  | WELT-06100  | 4700 | ShotG50 Ammo | 30   |
| Lite Ar+1    | 150  | VIER-04800  | 3900 | Penguin Coat | 1000 |
| A Circuit    | 250  | VIER-05800  | 4100 | DervishDress | 1400 |
| D Circuit    | 250  | HEIM-05400  | 4600 | Wind Ring    | 5000 |
| E Circuit    | 250  | HEIM-06400  | 4900 | Earth Ring   | 5000 |
| Beam Jammer  | 1000 | BRIG-05400  | 4600 | Fire Ring    | 5000 |
| Ground       | 1250 | BRIG-06400  | 4800 | Water Ring   | 5000 |
| Frame HP10   | 250  | RENM-07200  | 6000 |              |      |
| Frame HP30   | 750  | Z Alloy20/5 | 5000 |              |      |
| Frame HP50   | 1250 | XMS 25      | 6500 |              |      |

|              |     |              |      |
|--------------|-----|--------------|------|
| Aquasol      | 20  | Brown Star   | 500  |
| Aquasol S    | 100 | Red Star     | 500  |
| Rosesol      | 100 | Blue Star    | 500  |
| Rosesol S    | 300 | Hard Star    | 800  |
| Zetasol      | 100 | Speed Star   | 1000 |
| Physisol     | 10  | Igissol      | 2000 |
| Mentsol      | 20  | Aegissol     | 2000 |
| Physimentsol | 50  | OmeGasol     | 50   |
| White Star   | 500 | SurvivalTent | 150  |

15) SHEVAT

[SH15]

|            |      |             |      |              |      |
|------------|------|-------------|------|--------------|------|
| Aquasol S  | 100  | Thunder Rod | 2200 | Ether Ar     | 1000 |
| Aquasol DX | 300  | Stone Rod   | 2200 | Wind Veil Ar | 5000 |
| Alphasol   | 1000 | Flare Rod   | 2600 | EarthVeil Ar | 5000 |

|              |      |              |       |              |       |
|--------------|------|--------------|-------|--------------|-------|
| Rosesol      | 100  | Ice Rod      | 2200  | Fire Veil Ar | 5000  |
| Rosesol S    | 300  | Dynamite Rod | 4500  | WaterVeil Ar | 5000  |
| Rosesol DX   | 800  | Silver Blood | 2800  | Power Magic  | 3000  |
| Sigmasol     | 1500 | EthWind Ammo | 1000  | Veil Doubler | 3000  |
| Zetasol      | 100  | EthEarthAmmo | 1000  | Magic Guard  | 3250  |
| Physimentsol | 50   | EthFire Ammo | 1000  | Pilot Shield | 4000  |
| White Star   | 500  | EthWaterAmmo | 1000  | B30-4200     | 10000 |
| Brown Star   | 500  | War Mail     | 1800  | K35-3500     | 12000 |
| Red Star     | 500  | War Helm     | 600   | WELT-10400   | 8900  |
| Blue Star    | 500  | EtherStone   | 500   | WELT-12400   | 11300 |
| Hard Star    | 800  | AntiEthStone | 500   | VIER-09800   | 8100  |
| Speed Star   | 1000 |              |       | VIER-12000   | 10600 |
| ElementAero  | 1200 | ThunderRodG  | 8200  | HEIM-11000   | 9700  |
| ElementTerra | 1200 | Stone RodG   | 8200  | HEIM-13000   | 11200 |
| ElementPyro  | 1200 | Flare RodG   | 8800  | BRIG-11000   | 9900  |
| ElementHydro | 1200 | Ice RodG     | 8200  | BRIG-13000   | 11200 |
| OmeGasol     | 50   | Chrono RodG  | 10000 | STIE-11700   | 10000 |
| SurvivalTent | 150  | BSnake GWhip | 6800  | STIE-13800   | 12000 |
|              |      | SBlood GWhip | 7600  | RENM-10200   | 8600  |
|              |      |              |       | RENM-12000   | 10700 |
|              |      |              |       | Z Alloy30/10 | 10000 |
|              |      |              |       | XMS 40       | 10000 |
|              |      |              |       | RX Metal 50  | 12500 |

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16) NISAN [II]

[SH16]

|              |      |              |       |              |       |
|--------------|------|--------------|-------|--------------|-------|
| Aquasol S    | 100  | Thunder Rod  | 2200  | Ether Ar     | 1000  |
| Aquasol DX   | 300  | Stone Rod    | 2200  | Wind Veil Ar | 5000  |
| Alphasol     | 1000 | Flare Rod    | 2600  | EarthVeil Ar | 5000  |
| Rosesol      | 100  | Ice Rod      | 2200  | Fire Veil Ar | 5000  |
| Rosesol S    | 300  | Dynamite Rod | 4500  | WaterVeil Ar | 5000  |
| Rosesol DX   | 800  | Silver Blood | 2800  | Power Magic  | 3000  |
| Sigmasol     | 1500 | EthWind Ammo | 1000  | Veil Doubler | 3000  |
| Zetasol      | 100  | EthEarthAmmo | 1000  | Magic Guard  | 3250  |
| Physimentsol | 50   | EthFire Ammo | 1000  | Pilot Shield | 4000  |
| White Star   | 500  | EthWaterAmmo | 1000  | B30-4200     | 10000 |
| Brown Star   | 500  | War Mail     | 1800  | K35-3500     | 12000 |
| Red Star     | 500  | War Helm     | 600   | WELT-10400   | 8900  |
| Blue Star    | 500  | EtherStone   | 500   | WELT-12400   | 11300 |
| Hard Star    | 800  | AntiEthStone | 500   | VIER-09800   | 8100  |
| Speed Star   | 1000 |              |       | VIER-12000   | 10600 |
| ElementAero  | 1200 | ThunderRodG  | 8200  | HEIM-11000   | 9700  |
| ElementTerra | 1200 | Stone RodG   | 8200  | HEIM-13000   | 11200 |
| ElementPyro  | 1200 | Flare RodG   | 8800  | BRIG-11000   | 9900  |
| ElementHydro | 1200 | Ice RodG     | 8200  | BRIG-13000   | 11200 |
| OmeGasol     | 50   | Chrono RodG  | 10000 | STIE-11700   | 10000 |
| SurvivalTent | 150  | BSnake GWhip | 6800  | STIE-13800   | 12000 |
|              |      | SBlood GWhip | 7600  | RENM-10200   | 8600  |
|              |      |              |       | RENM-12000   | 10700 |
|              |      |              |       | Z Alloy30/10 | 10000 |
|              |      |              |       | XMS 40       | 10000 |
|              |      |              |       | RX Metal 50  | 12500 |

NOTE: Gear stuff is only available for purchase after completing events in the Nisan Mausoleum.

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17) THAMES [II]

[SH17]

|              |       |              |       |              |       |
|--------------|-------|--------------|-------|--------------|-------|
| Chaos RodG   | 13200 | Lens Cover   | 2500  | Z Alloy40/15 | 12500 |
| G-Matchlock  | 20000 | Engine Guard | 5000  | RX Metal 50  | 12500 |
| G-M10A Ammo  | 100   | Tank Guard   | 3000  |              |       |
| G-M10S Ammo  | 200   | Ar Repairer  | 4000  | Marshal Rod  | 1000  |
| G-M10X Ammo  | 300   | Motion Guard | 4000  | SerpentSting | 1200  |
| G-M686A Ammo | 200   | Frame HP10   | 250   | B&JM10A Ammo | 20    |
| G-M686S Ammo | 300   | Frame HP30   | 750   | ShotG50 Ammo | 30    |
| G-M686X Ammo | 400   | Frame HP50   | 1250  | Penguin Coat | 1000  |
| G-GG040 Ammo | 100   | F40-5400     | 13000 | DervishDress | 1400  |
| G-GG060 Ammo | 200   | WELT-14800   | 11900 | Wind Ring    | 5000  |
| G-GG080 Ammo | 300   | VIER-14300   | 13600 | Earth Ring   | 5000  |
| G-MAero Ammo | 500   | HEIM-13000   | 11200 | Fire Ring    | 5000  |
| G-MTerraAmmo | 500   | BRIG-15800   | 12400 | Water Ring   | 5000  |
| G-MPyro Ammo | 500   | STIE-16500   | 13000 |              |       |
| G-MHydroAmmo | 500   | RENM-14200   | 12800 |              |       |
| -----        |       |              |       |              |       |
| Aquasol      | 20    | Brown Star   | 500   |              |       |
| Aquasol S    | 100   | Red Star     | 500   |              |       |
| Rosesol      | 100   | Blue Star    | 500   |              |       |
| Rosesol S    | 300   | Hard Star    | 800   |              |       |
| Zetasol      | 100   | Speed Star   | 1000  |              |       |
| Physisol     | 10    | Igissol      | 2000  |              |       |
| Mentsol      | 20    | Aegissol     | 2000  |              |       |
| Physimentsol | 50    | Omeegasol    | 50    |              |       |
| White Star   | 500   | SurvivalTent | 150   |              |       |

18) SOLARIS 2ND-CLASS CITIZEN BLOCK [SH18]

|              |      |              |       |  |  |
|--------------|------|--------------|-------|--|--|
| Aquasol S    | 100  | Matchlock    | 12000 |  |  |
| Aquasol DX   | 300  | B&JM10X Ammo | 60    |  |  |
| Alphasol     | 1000 | B&JM686XAmmo | 80    |  |  |
| Rosesol S    | 300  | ShotG70 Ammo | 90    |  |  |
| Rosesol DX   | 800  | MatAero Ammo | 150   |  |  |
| Sigmasol     | 1500 | MatTerraAmmo | 150   |  |  |
| Zetasol      | 100  | MatPyro Ammo | 150   |  |  |
| Physimentsol | 50   | MatHydroAmmo | 150   |  |  |
| White Star   | 500  | Crimson Vest | 2800  |  |  |
| Brown Star   | 500  | FeatheredCap | 1200  |  |  |
| Red Star     | 500  |              |       |  |  |
| Blue Star    | 500  |              |       |  |  |
| Hard Star    | 800  |              |       |  |  |
| Speed Star   | 1000 |              |       |  |  |
| Omeegasol    | 50   |              |       |  |  |
| SurvivalTent | 150  |              |       |  |  |

19) SOLARIS LABORATORY 3F DUCTS [HAMMER] [SH19]

|              |      |              |       |  |  |
|--------------|------|--------------|-------|--|--|
| Aquasol S    | 100  | Matchlock    | 12000 |  |  |
| Aquasol DX   | 300  | B&JM10X Ammo | 60    |  |  |
| Alphasol     | 1000 | B&JM686XAmmo | 80    |  |  |
| Rosesol S    | 300  | ShotG70 Ammo | 90    |  |  |
| Rosesol DX   | 800  | MatAero Ammo | 150   |  |  |
| Sigmasol     | 1500 | MatTerraAmmo | 150   |  |  |
| Zetasol      | 100  | MatPyro Ammo | 150   |  |  |
| Physimentsol | 50   | MatHydroAmmo | 150   |  |  |
| White Star   | 500  | Crimson Vest | 2800  |  |  |

|              |      |              |      |
|--------------|------|--------------|------|
| Brown Star   | 500  | FeatheredCap | 1200 |
| Red Star     | 500  |              |      |
| Blue Star    | 500  |              |      |
| Hard Star    | 800  |              |      |
| Speed Star   | 1000 |              |      |
| OmeGasol     | 50   |              |      |
| SurvivalTent | 150  |              |      |

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20) ANIMA DUNGEON 1 & 2 [SHOPKEEP JOHNNY]

[SH20]

|              |      |               |       |              |       |
|--------------|------|---------------|-------|--------------|-------|
| Aquasol      | 20   | Wonder Whip   | 6200  | Power Ring S | 800   |
| Aquasol S    | 100  | Yamame Sword  | 12000 | StaminaRingS | 600   |
| Aquasol DX   | 300  | B&JM10A Ammo  | 20    | Speed Ring   | 1200  |
| Alphasol     | 1000 | B&JM10S Ammo  | 40    | GuardianRing | 2000  |
| Rosesol      | 100  | B&JM10X Ammo  | 60    | Evasion Ring | 3000  |
| Rosesol S    | 300  | B&JM686AAmmo  | 40    | Body Guard   | 8000  |
| Zetasol      | 100  | B&JM686SAmmo  | 60    | Mind Guard   | 8000  |
| Physisol     | 10   | B&JM686X Ammo | 80    |              |       |
| Mentsol      | 20   | Godson Ammo   | 200   | SonicGWhip   | 16800 |
| White Star   | 500  | ShotG50 Ammo  | 30    | Yamame Sword | 13000 |
| Brown Star   | 500  | ShotG60 Ammo  | 60    | G-Matchlock  | 20000 |
| Red Star     | 500  | ShotG70 Ammo  | 90    | G-M10X Ammo  | 300   |
| Blue Star    | 500  | ShotG80 Ammo  | 120   | G-M686X Ammo | 400   |
| Hard Star    | 800  | MatAero Ammo  | 150   | G-GG080 Ammo | 300   |
| Speed Star   | 1000 | MatTerraAmmo  | 150   | G-GG100 Ammo | 400   |
| Igissol      | 2000 | MatPyro Ammo  | 150   | G-MAero Ammo | 500   |
| OmeGasol     | 2000 | MatHydroAmmo  | 150   | G-MTerraAmmo | 500   |
| OmeGasol     | 50   | BlackLeather  | 4200  | G-MPyro Ammo | 500   |
| SurvivalTent | 150  | Black Helmet  | 2000  | G-MHydroAmmo | 500   |

|            |      |            |       |               |       |
|------------|------|------------|-------|---------------|-------|
| Extra Ar+7 | 400  | G45-4600   | 18000 | RENM-20800    | 14900 |
| Ether Ar+1 | 2000 | S50-6600   | 24000 | #17-22000     | 15000 |
| Lite Ar+3  | 600  | S55-5800   | 24000 | CRES-17200    | 12500 |
| FX Cleaner | 5000 | WELT-21200 | 15100 |               |       |
| A Charger  | 2500 | VIER-17000 | 15600 | Z Alloy50/20  | 15000 |
| Frame HP10 | 250  | HEIM-19000 | 13300 | RX Metal 60   | 15000 |
| Frame HP30 | 750  | BRIG-15800 | 12400 | Z Alloy 60/25 | 20000 |
| Frame HP50 | 1250 | BRIG-22200 | 15000 | RX Metal 70   | 20000 |
| Frame HP70 | 1750 | STIE-16500 | 13000 |               |       |
| Frame HP90 | 2500 | STIE-20000 | 14200 |               |       |
| Tank Guard | 3000 | RENM-14200 | 12800 |               |       |

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21) MERKAVA [SHOPBOT]

[WK21]

|              |       |             |       |            |       |
|--------------|-------|-------------|-------|------------|-------|
| Aquasol      | 20    | Extra Ar DX | 500   | S50-6600   | 24000 |
| Rosesol      | 100   | Ether Ar+3  | 4000  | N55-5800   | 24000 |
| OmeGasol     | 50    | Lite Ar+3   | 600   | WELT-21200 | 15100 |
| SurvivalTent | 150   | FX Cleaner  | 5000  | VIER-17000 | 15600 |
|              |       | A Charger   | 2500  | HEIM-19000 | 13300 |
| Sonic GWhip  | 16800 | Frame HP10  | 250   | BRIG-15800 | 12400 |
| Yamame Sword | 13000 | Frame HP30  | 750   | BRIG-22200 | 15000 |
| G-M10X Ammo  | 300   | Frame HP50  | 1250  | STIE-16500 | 16500 |
| G-M686X Ammo | 400   | Frame HP70  | 1750  | STIE-20000 | 14200 |
| G-GG080 Ammo | 300   | Frame HP90  | 2500  | RENM-14200 | 12800 |
| G-GG100 Ammo | 400   |             |       | RENM-20800 | 14900 |
| G-MHydroAmmo | 500   | G45-4600    | 18000 | #17-22000  | 15000 |

|              |       |
|--------------|-------|
| Z Alloy50/20 | 15000 |
| RX Metal 60  | 15000 |
| Z Alloy60/25 | 20000 |
| RX Metal 70  | 20000 |

## 22) SNOWFIELDHIDEOUT

[WK22]

|              |       |              |       |              |      |
|--------------|-------|--------------|-------|--------------|------|
| Sonic Wave   | 5600  | B Circuit    | 250   | Aquasol S    | 100  |
| Thor'sThunda | 7500  | Extra Ar+7   | 400   | Aquasol DX   | 300  |
| B&JM10X Ammo | 60    | Ether Ar+2   | 3000  | Alphasol     | 1000 |
| B&JM686XAmmo | 80    | Lite Ar+3    | 600   | Rosesol S    | 300  |
| ShotG70 Ammo | 90    | FX Cleaner   | 5000  | Rosesol DX   | 800  |
| Godson Ammo  | 200   | A Charger    | 2500  | Sigmasol     | 1500 |
| ShotG80 Ammo | 120   | Frame HP10   | 250   | Zetasol      | 100  |
| MatAero Ammo | 150   | Frame HP30   | 250   | Physimentsol | 50   |
| MatTerraAmmo | 150   | Frame HP50   | 1250  | White Star   | 500  |
| MatPyro Ammo | 150   | Frame HP70   | 1750  | Brown Star   | 500  |
| MatHydroAmmo | 150   | Frame HP90   | 2500  | Red Star     | 500  |
| EtherStone   | 500   |              |       | Blue Star    | 500  |
| EtherStoneLg | 2000  | Y60-7000     | 32000 | Hard Star    | 800  |
| AntiEthStone | 500   | X70-8000     | 50000 | Speed Star   | 1000 |
| AntiEthRockL | 2000  | HEIM-27000   | 15500 | Omegasol     | 50   |
|              |       | BRIG-26000   | 16200 | SurvivalTent | 150  |
| Thor GWhip   | 13000 | STIE-30000   | 17400 |              |      |
| G-M686X Ammo | 400   | RENM-24800   | 16200 |              |      |
| G-GG100 Ammo | 400   | #17-30000    | 16200 |              |      |
| G-MAero Ammo | 500   | CRES-20800   | 14500 |              |      |
| G-MTerraAmmo | 500   |              |       |              |      |
| G-MPyro Ammo | 500   | Z Alloy60/25 | 20000 |              |      |
| G-MHydroAmmo | 500   | RX Metal 70  | 20000 |              |      |

## 23) LIGHTHOUSE/ZEBOIM [BIG JOE'S SHOP]

[WK23]

|              |       |              |       |              |       |
|--------------|-------|--------------|-------|--------------|-------|
| Sigmasol     | 1500  | G-GodsonAmmo | 1000  | V80-2000     | 65000 |
| STR Drive    | 10000 | Power Magic  | 3000  | Z90-1500     | 65000 |
| VIT Drive    | 10000 | Veil Doubler | 3000  | OMEGA100     | 65000 |
| ETH Drive    | 10000 | Pilot Shield | 4000  | STIE-36000   | 30000 |
| ETHDEF Drive | 10000 | GNRS20       | 35000 | #17-38000    | 40000 |
| HP Drive     | 20000 | GNRS50       | 65000 | RX Metal 80  | 25000 |
| EP Drive     | 20000 | A Charger    | 2500  | Z Alloy80/30 | 29000 |
| Tragedienne  | 10    | S Charger    | 10000 | RX Metal 90  | 31000 |
| Comedienne   | 10    | X Charger    | 30000 | Z Gold 100   | 32500 |
| Samson'sHair |       | Z Charger    | 50000 |              |       |

## 24) DEUS [OLD MERKAVA]

[WK24]

|              |       |             |      |            |       |
|--------------|-------|-------------|------|------------|-------|
| Aquasol      | 20    | Extra Ar DX | 500  | Y60-7000   | 32000 |
| Rosesol      | 100   | B Circuit   | 250  | X70-8000   | 50000 |
| Omegasol     | 50    | Ether Ar+3  | 4000 | HEIM-27000 | 15500 |
| SurvivalTent | 150   | Lite Ar+3   | 600  | BRIG-26000 | 16200 |
|              |       | FX Cleaner  | 5000 | STIE-30000 | 17400 |
| Thor GWhip   | 13000 | A Charger   | 2500 | RENM-24800 | 16200 |

|              |     |              |      |              |       |
|--------------|-----|--------------|------|--------------|-------|
| G-M686X Ammo | 400 | Frame HP10   | 250  | #17-30000    | 16200 |
| G-GG100 Ammo | 400 | Frame HP30   | 750  | CRES-20800   | 14500 |
| G-MAero Ammo | 500 | Frame HP50   | 1250 | Z Alloy60/25 | 20000 |
| G-MTerraAmmo | 500 | Frame HP70   | 1750 | RX Metal 70  | 20000 |
| G-MPyro Ammo | 500 | Frame HP90   | 2500 |              |       |
| G-MHydroAmmo | 500 | Engine Guard | 5000 |              |       |

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## VI. EQUIPMENT LIST

[EQPT]

This...is a list...of equipment. But you figured that out, I hope. o\_O

Given that there's not that much space to write in where to find things here, keep in mind that some things may've been omitted for space (such as enemy drops, everywhere to buy something, etc.). Cross-reference with the guide and shop list if needed. I write everything as shown in the game, cramped space and all.

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|              |                                       |
|--------------|---------------------------------------|
| Alphasol     | Restores all HP                       |
| Aquasol      | Restores 50 HP                        |
| Aquasol S    | Restores 150 HP                       |
| Aquasol DX   | Restores 500 HP                       |
| Aveh Water   | n/a                                   |
| Bizfruit     | Restores 10 EP [Non-battle Only]      |
| Blue Star    | Water UP/Fire DOWN                    |
| Brown Star   | Earth UP/Wind DOWN                    |
| Comedienne   | Cancels Play Dead                     |
| Durian Juice | n/a                                   |
| ElementAero  | Add Wind element to attacks           |
| ElementHydro | Add Water element to attacks          |
| ElementPyro  | Add Fire element to attacks           |
| ElementTerra | Add Earth element to attacks          |
| EP Drive     | Increases maximum EP +5               |
| ETH Drive    | Increases Ethervalue +1               |
| ETHDEF Drive | Increases ETHDEF value +1             |
| Hard Star    | Increases Defense                     |
| Hob-Jerky    | Restores 50 HP [Non-battle Only]      |
| Hob-Meat     | Restores 150 HP [Non-battle Only]     |
| Hob Steak    | Restores 500 HP [Non-battle Only]     |
| HP Drive     | Increases maximum HP +20              |
| Nisan Water  | n/a                                   |
| Panalphasol  | Restores party's HP to full           |
| Physimentsol | Removes all status effects            |
| Rosesol      | Restores 10 EP                        |
| Rosesol S    | Restores 20 EP                        |
| Rosesol DX   | Restores 30 EP                        |
| Mentsol      | Removes MNT status effects            |
| Omegasol     | Restores HP/EP to full                |
| Physisol     | Removes PHY status effects            |
| Red Star     | Fire UP/Water DOWN                    |
| Sigmasol     | Restores all EP                       |
| Speed Star   | Increases Speed                       |
| STR Drive    | Increases Attack value +1             |
| SurvivalTent | Restores HP/EP to full for all allies |
| VIT Drive    | Increases Defense value +1            |
| White Star   | Wind UP/Earth DOWN                    |

|              |                              |
|--------------|------------------------------|
| Zetasol      | Revives ally from KO         |
| -----        |                              |
| Ariberry     | Goes good with milk          |
| Army Cardkey | Solaris Base keycard         |
| Bell Amulet  | Has ornately carved surface  |
| Book 1       | 'The Adventures of Big Joe'  |
| Book 2       | Not very comical anymore     |
| Book 3       | Helpful Hellfire Teachings   |
| Cabin Key    | Rusty key                    |
| Dark Rock    | A black-colored stone        |
| Dawn Rock    | A white-colored stone        |
| Dog Food     | Breeder's choice             |
| Dusk Rock    | A red-colored stone          |
| Elfanana     | Monkey's favorite            |
| Eyeball      | Should sell for a high price |
| Fang         | Should sell for a high price |
| Gold Bullion | Should sell for a high price |
| Gold Nugget  | Should sell for a high price |
| H&S Badge    | Hide and Seek King           |
| Ivory        | Should sell for a high price |
| Kislev Map   | Map of Nortune's sewers      |
| M Disk       | A Music Disk for a Jukebox   |
| Master Key   | Nortune Gear-dock key        |
| Mermaid Tear | It shines like a jewel...    |
| Minigear     | 1/6 scale model, 24 pieces   |
| Radish       | Goes good with fish          |
| RPS Badge    | Rock-Paper-Scissors King     |
| Scales       | Should sell for a high price |
| Sewer Keys   | Nortune sewer key            |
| Shevat Map   | Map of Shevat's hangar       |
| Spider       | It wiggles and squiggles     |
| Spider Web   | Tough thread                 |
| Tickets      | No cameras allowed in arena  |
| UFO Photo    | Shows a typical Adamski type |
| Work Permit  | Solaris 3rd class ID         |
| -----        |                              |

|              |     |                                         |
|--------------|-----|-----------------------------------------|
| -----        |     |                                         |
| WHIPS        | ATK | LOCATE                                  |
| -----        |     |                                         |
| Leather Whip | +02 | Bart initial equip                      |
| Iron Whip    | +04 | Bart's Lair                             |
| Cobra Cracka | +05 | Fatima Castle [Effect: inflicts Poison] |
| WhippaSnappa | +06 | Buy: Bledavik                           |
| SerpentSting | +07 | Buy: Thames' Armor Ground               |
| Black Snake  | +07 | Zeboim [Effect: Lowers ETH]             |
| Silver Blood | +08 | Shevat, Nisan [post-Shevat]             |
| Whip-Lasher  | +10 | Gear Dock Emergency Shaft [Shevat]      |
| Desert Worm  | +12 | Nisan Mausoleum                         |
| Sonic Wave   | +14 | Krelian's Lab [Solaris]                 |
| Wonder Whip  | +16 | Buy: Anima Relic 1, Anima Relic 2       |
| Thor'sThunda | +20 | Buy: SnowfieldHideout                   |
| Death Adder  | +24 | Dropped by Dragon [Duneman Isle]        |
| -----        |     |                                         |

|             |     |                    |
|-------------|-----|--------------------|
| -----       |     |                    |
| RODS        | ATK | LOCATE             |
| -----       |     |                    |
| Magical Rod | +04 | Initially equipped |
| Arcane Rod  | +06 | Blackmoon Forest   |



|              |     |                                     |                    |
|--------------|-----|-------------------------------------|--------------------|
| Hot Rod      | +08 | Buy in Nortune A-Block [post-Hecht] |                    |
| Lunar Rod    | +10 | Thames' Supply Entrance             | [Inflict: Sleep]   |
| Marshal Rod  | +14 | Buy: Thames' Armor Ground           |                    |
| Thunder Rod  | +14 | Buy: Shevat, Nisan [post-Shevat]    |                    |
| Ice Rod      | +14 | Buy: Shevat, Nisan [post-Shevat]    |                    |
| Stone Rod    | +14 | Buy: Shevat, Nisan [post-Shevat]    |                    |
| Flare Rod    | +16 | Buy: Shevat, Nisan [post-Shevat]    |                    |
| Queen's Rod  | +18 | Gear Dock Emergency Shaft [Shevat]  | [Effect: Eth DOWN] |
| Dynamite Rod | +20 | Buy: Shevat, Nisan [post-Shevat]    |                    |
| Dark Rod     | +22 | Sargasso                            |                    |
| Psycho Rod   | +28 | Elly's House [Solaris]              |                    |

Citan only gains the ability to use a sword after completing Krelian's Lab in Solaris. Heimdal will also get this ability at the same point.

| SWORDS       | ATK | LOCATE                                            |  |
|--------------|-----|---------------------------------------------------|--|
| SengokuSword | +30 | Solaris [obtained automatically during storyline] |  |
| Yamame Sword | +32 | Buy: Anima Relic 1, Anima Relic 2                 |  |
| Yamato Sword | +35 | Duneman Isle                                      |  |
| Mumyo Sword  | +40 | Dropped by Dragon [Duneman Isle Only]             |  |

All of Billy's ammo comes in packs of 100. His Guns actually don't impact the ATK stat, just what munitions he's packing in the chamber. Aero, Terro, Pyro, and Hydro are all (obviously) of a certain element. Not all ammunition can go in the same gun, as one can tell from the beginning of the items' names. Only his handgun can be switched out; his ether- and big-guns carry the same ammo types throughout the game.

When in doubt, check the shop list for the exact place to buy. There are a lot of 'em. ^\_\_\_^ [Some other locations may not appear on list for that same reason]

| GUNS & AMMO  | ATK | TYP | FIND                                            |  |
|--------------|-----|-----|-------------------------------------------------|--|
| B&J M10 Gun  | --- | HGN | Billy initial equip                             |  |
| B&J M686 Gun | --- | HGN | Orphanage [Billy's secret room]                 |  |
| Matchlock    | --- | HGN | Buy: Solaris; Find: Big Joe's Shop [Lighthouse] |  |
| Godfather    | --- | HGN | Duneman Isle                                    |  |
| EthFire Ammo | --- | EGA | Billy initial equip                             |  |
| EthWind Ammo | --- | EGA | Billy initial equip                             |  |
| B&JM10A Ammo | +18 | HGA | Billy initial equip                             |  |
| B&JM10S Ammo | +21 | HGN | See shop list                                   |  |
| B&JM10X Ammo | +24 | HGN | See shop list                                   |  |
| B&JM686AAmmo | +30 | HGA | See shop list                                   |  |
| ShotG50 Ammo | +30 | BGA | Billy initial equip                             |  |
| ShotG60 Ammo | +36 | BGA | See shop list                                   |  |
| B&JM686SAmmo | +36 | HGA | See shop list                                   |  |
| ShotG70 Ammo | +42 | BGA | See shop list                                   |  |
| ShotG80 Ammo | +48 | BGA | See shop list                                   |  |
| MatAero Ammo | +48 | HGA | See shop list                                   |  |
| MatTerraAmmo | +48 | HGA | See shop list                                   |  |
| MatPyro Ammo | +48 | HGA | See shop list                                   |  |
| MatHydroAmmo | +48 | HGA | See shop list                                   |  |
| Godson Ammo  | +60 | HGA | Buy: Anima Relic 1/2, SnowfieldHideout          |  |

- \* HGN - Handgun
- \* HGA - Handgun Ammo
- \* EGN - Ether Gun
- \* EGA - Ether Gun Ammo
- \* BGN - Big-gun
- \* BGA - Big-gun Ammo

| G-GUNS & AMMO | ATK | TYP | FIND                                  |
|---------------|-----|-----|---------------------------------------|
| G-M10 Gun     | --- | HGN | Renmazuo initial equip                |
| G-M686 Gun    | --- | HGN | Dropped by Giant Wels                 |
| G-Matchlock   | --- | HGN | See shop list                         |
| G-Godfather   | --- | HGN | Lighthouse [Disc 2]                   |
| G-M10A Ammo   | +18 | HGN |                                       |
| G-M686A Ammo  | +24 | HGN |                                       |
| G-GG040 Ammo  | +24 | BGN |                                       |
| G-M10S Ammo   | +30 | HGN |                                       |
| G-GG060 Ammo  | +36 | BGN | For the rest of the ammunition, see   |
| G-M686S Ammo  | +36 | HGN | the shop list. Many, many places sell |
| G-M10X Ammo   | +42 | HGN | it all throughout the game.           |
| G-M686X Ammo  | +48 | HGN |                                       |
| G-GG080 Ammo  | +48 | BGN |                                       |
| G-MAero Ammo  | +60 | HGN |                                       |
| G-MTerraAmmo  | +60 | HGN |                                       |
| G-MPyro Ammo  | +60 | HGN |                                       |
| G-MHydroAmmo  | +60 | HGN |                                       |
| G-GG100 Ammo  | +60 | BGN |                                       |
| G-Godson Ammo | +72 | HGN | Big Joe's Shop [Lighthouse, Disc 2]   |

| ARMOR        | DEF  | EDF | FIND                                        |
|--------------|------|-----|---------------------------------------------|
| Martial Wear | + 02 | --- | Fei initial equip                           |
| Fencing Wear | + 04 | --- | Dropped by Hopper                           |
| PilotUniform | + 06 | --- | Elly initial equip                          |
| Leather Vest | + 10 | --- | Aveh Military Transport Ship; Buy: Bledavik |
| Red Mail     | + 14 | --- | Bart initial equip                          |
| WeddingDress | + 14 | +05 | Dropped by Dan                              |
| Metal Vest   | + 18 | --- | Dropped by Big Joe                          |
| Iron Mail    | + 20 | --- | Fatima Castle                               |
| Metal Jacket | + 28 | --- | Dropped by Suzarn                           |
| Knight Mail  | + 34 | --- | Nortune Gov't Building, Kaiser's room       |
| Penguin Coat | + 40 | --- | Thames Armor Ground                         |
| Holy Habit   | + 42 | --- | Billy initial equip                         |
| DervishDress | + 44 | --- | Thames Armor Ground                         |
| Fuzzy Frock  | + 50 | --- | Chu-Chu initial equip                       |
| War Mail     | + 52 | --- | Shevat                                      |
| Mermaid Mail | + 58 | --- | Sargasso                                    |
| Dark Armor   | + 60 | +10 | Krelian's Lab [Solaris]                     |
| Angelic Robe | + 60 | +10 | Krelian's Lab [Solaris]                     |
| Devil Dress  | + 62 | --- | Dropped by Dragon                           |
| Crimson Vest | + 64 | --- | Solaris                                     |
| BlackLeather | + 76 | --- | Buy: Anima Relic 1, Anima Relic 2           |
| Goddess Robe | + 80 | +10 | Taura's House [ +10 ETH]                    |
| Beastly Robe | + 82 | --- | Anima Relic 2                               |
| Rose Tabard  | + 85 | --- | Anima Relic 2                               |
| Golden Vest  | + 90 | --- | Dropped by Amphysvena, Neo Gimmick          |

|               |      |     |                                              |  |
|---------------|------|-----|----------------------------------------------|--|
| ExecutorGown  | +100 | --- | Dropped by Opimorph                          |  |
| Blessed Habit | +100 | --- | Dropped by Dragon [Duneman Isle]             |  |
| Manly Mantle  | +105 | --- | Taura's House                                |  |
| Slayer Robe   | +108 | --- | Dropped by Alpha Weltall [needs Trader Card] |  |
| Kingly Armor  | +120 | --- | Duneman Isle                                 |  |

| HEADGEAR     | DEF | EDF | FIND                                          |  |
|--------------|-----|-----|-----------------------------------------------|--|
| Martial Cap  | +01 | --- | Fei initial equip                             |  |
| Fencing Cap  | +02 | --- | Dropped by Lil' Kobold                        |  |
| Leather Hat  | +06 | --- | Dropped by Aveh Corporal; Buy: Bledavik       |  |
| White Beret  | +08 | --- | Buy in Nortune A-Block, post-Hecht events     |  |
| Iron Helmet  | +10 | --- | Reward at Bledavik Fair's balloon-popper game |  |
| Metal Helmet | +10 | --- | Buy from Hammer [Nortune]                     |  |
| Knight Helm  | +18 | --- | Nortune D-Block Sewers                        |  |
| War Helm     | +20 | --- | Shevat                                        |  |
| Silver Beret | +24 | --- | Ethos Transport Ship, Maria initial equip     |  |
| FeatheredCap | +28 | --- | Solaris                                       |  |
| Dark Helm    | +35 | +05 | Krelian's Lab [Solaris]                       |  |
| Black Helmet | +35 | --- | Buy: Anima Relic 1, Anima Relic 2             |  |
| Starlight    | +38 | --- | Anima Relic 1                                 |  |
| King's Helm  | +40 | --- | Anima Relic 1                                 |  |
| Golden Hood  | +45 | --- | Dropped by Neo Tears [Anima Relic 1 area]     |  |
| Vivid Turban | +50 | --- | SnowfieldHideout                              |  |
| Kaiser Helm  | +54 | --- | Dropped by Dragon [Duneman Isle]              |  |
| Blessed Helm | +55 | --- | Dropped by Dragon [Duneman Isle]              |  |

| ACCESSORY     | EFFECT                | LOCATE                              |  |
|---------------|-----------------------|-------------------------------------|--|
| AntiEthStone  | ETHDEF +2             | Elly initial equip                  |  |
| AntiEthRockL  | ETHDEF +5             | SnowfieldHideout                    |  |
| Battle Apron  | ATK/DEF +5            | Gear Dock Emergency Shaft [Shevat]  |  |
| Bart Jr. Doll | Critical Hit rate% UP | Nortune Battle Arena [Disc 2]       |  |
| BillyJr.Doll  | Increases EV & ACC    | Nortune Battle Arena [Disc 2]       |  |
| Body Guard    | Blocks PHYtype status | Maria initial equip; Nortune Disc 2 |  |
| Brain Guard   | Prevents Forget       | Nortune [Hammer]                    |  |
| Chu-Chu Idol  | ATK/DEF +20%          | Aphel Aura [secret room]            |  |
| Cool Shades   | Prevents Confusion    | Nortune D-Block Sewers              |  |
| Earth Ring    | Defense vs. Earth     | Buy: Thames, Yggdrasil II           |  |
| Economether   | Halves EP Usage       | Gear Dock Emergency Shaft [Shevat]  |  |
| Elly Jr. Doll | ETH randomly ±50%     | SnowfieldHideout card player        |  |
| Emer Jr. Doll | Cntr dmg reciprocated | SnowfieldHideout card player        |  |
| EtherStone    | ETH +2                | Elly initial equip                  |  |
| EtherStoneLg  | ETH +5                | Emeralda initial equip; S. Hideout  |  |
| EtherDoubler  | EP Cost x2; effect x2 | Buy: Nisan; Find: Anima Relic 2     |  |
| Ether Guard   | Blocks EP-absorb atks | Anima Relic 1/2: Kislev Arena Disc2 |  |
| Ether Veiler  | Double Elemental DEF  | Trade Spider to Chu-Chu             |  |
| Evasion Ring  | Increases Evade%      | Nortune; Swordsman who has Minigear |  |
| Fei Jr. Doll  | Critical dmg UP       | Nortune Battle Arena [Disc 2]       |  |
| Fire Ring     | Defense vs. Fire      | Buy: Thames, Yggdrasil II           |  |
| Gallant Belt  | Max HP +10%; Restore  | Nortune D-Block Sewers; Arena Disc2 |  |
| Glasses       | Hit% +2               | Citan initial equip                 |  |
| GuardianRing  | Increases DEF         | See walkthrough/shop list           |  |
| HerculesRing  | +50% EXP gained       | SnowfieldHideout [both of them]     |  |
| Holy Pendant  | 2x support efct times | Billy initial equip; Buy in Nisan   |  |
| Life Stone    | Doubles HP rstoration | Nortune Battle Arena [Disc 2]       |  |

|              |                       |                                     |  |
|--------------|-----------------------|-------------------------------------|--|
| LongDarkCoat | ATK/ETHDEF +10        | Beat Big Joe at Speed [Thames]      |  |
| Mermaid Ring | ETH/ETHDEF +10        | SnowfieldHideout                    |  |
| Mind Guard   | Prevents MNT statuses | Buy: Anima Relic 1, Anima Relic 2   |  |
| MomentoChain | ETH/ETHDEF +6         | Kaiser's Room [Nortune Gov't Area]  |  |
| Muscle Belt  | Increases DEF         | Krelian's Lab [Solaris]             |  |
| Poison Guard | Prevents Poison       | Nortune D-Block Sewers              |  |
| Power Crisis | ATK rises as HP falls | Aphel Aura [secret room]            |  |
| Power Ring   | Attack +2             | Lahan (well)                        |  |
| Power Ring S | Attack +5             | See walkthrough/shop list           |  |
| PremierShoes | Evade% +5             | Cardplayer in Thames Beer Hall      |  |
| Sleep Guard  | Prevents Sleep        | Buy: Nortune [Hammer]; Zeboim       |  |
| Speed Ring   | Agility +1            | See walkthrough/shop list           |  |
| Speed Ring S | Agility +2            | Krelian's Lab / Nortune Arena [D2]  |  |
| Speed Shoes  | Turn wait time halved | SnowfieldHideout / N. Arena [D2]    |  |
| Stamina Ring | Defense +2            | Fei initial equip                   |  |
| StaminaRingS | Defense +5            | Billy initial equip                 |  |
| Step Shoes   | Evade% +2             | Citan initial equip                 |  |
| SuperGoggles | Hit% +5               | Cardplayer > Thames Supply Entrance |  |
| Trader Card  | Rare items drop% UP   | Dropped by Hammer [Anima Relic 2]   |  |
| Water Ring   | Defense vs. Water     | Buy: Thames, Yggdrasil II           |  |
| Wind Ring    | Defense vs. Wind      | Buy: Thames, Yggdrasil II           |  |
| WizardryRing | Deathblow learn% UP   | Anima Relic 1, SnowfieldHideout     |  |
| Yamato Belt  | Max HP +25%/Restore   | Aphel Aura, SnowfieldHideout        |  |

| -----        |                       |                                     |  |
|--------------|-----------------------|-------------------------------------|--|
| GEAR PARTS   | EFFECT                | LOCATE                              |  |
| -----        |                       |                                     |  |
| A Charger    | Charge gives +50 Fuel | See walkthrough/shop list           |  |
| A Circuit    | Agility UP in Barrens | Yggdrasil II, Thames                |  |
| A/C          | Agility UP in Deserts | Brigandier initial equip            |  |
| Angel Ar     | DEF +50; Angldmg -30% | Dropped by Wind/Water Seraph        |  |
| Angel Ar+1   | DEF +100 Angldmg -50% | Dropped by Earth Seraph             |  |
| AntiAngelSys | Nullifies Angel Dmg   | Dropped by Power Seraph             |  |
| Ar Repairer  | Prevents Armor Damage | See walkthrough/shop list           |  |
| B Circuit    | Agility UP in Snow    | Renmazuo initialequip; see shoplis  |  |
| Beam Coat    | Beam damage halved    | Nortune C-Block Gear Hangar         |  |
| Beam Jammer  | Beam damage -75%      | Buy: Yggdrasil II, Thames; Babel T. |  |
| C Circuit    | Agility UP in Desert  | See walkthrough/shop list           |  |
| C Circuit+1  | Agility UP in Desert  | Dropped by Spear Trooper            |  |
| Cast Ar      | DEF +2                | Dropped by Defencer                 |  |
| D Circuit    | Agility UP in Water   | Thames; Buy: Thames, Yggdrasil II   |  |
| DeathBlower1 | Adds a LV1 Deathblow  | Thames Cardplayer, Nisan Mausoleum  |  |
| DeathBlower2 | Adds a LV2 Deathblow  | Sargasso, Lighthouse [Disc 2]       |  |
| DeathBlower3 | Adds a LV3 Deathblow  | Krelian's Lab [Solaris]; Arena [D2] |  |
| Def Circuit  | Increases DEF         | See walkthrough/shop list           |  |
| E Circuit    | ETHDEF +10/ETH Mch +4 | See walkthrough/shop list           |  |
| EarthVeil Ar | Defense UP vs. Wind   | Babel Tower / See shop list         |  |
| Engine Guard | Stops Engine Failure  | See shop list                       |  |
| Ether Ar     | ETHDEF +50            | Babel Tower / See shop list         |  |
| Ether Ar+1   | ETHDEF +100           | Shakhan Drop; Buy: Anima Relic 1/2  |  |
| Ether Ar+2   | ETHDEF +150           | Buy: SnowfieldHideout               |  |
| Ether Ar+3   | ETHDEF +200           | Buy: Merkava, Deus                  |  |
| Extra Ar     | DEF +2                | Weltall initial equip               |  |
| Extra Ar+1   | DEF +5                | See walkthrough/shop list           |  |
| Extra Ar+2   | DEF +8                | See walkthrough/shop list           |  |
| Extra Ar+3   | DEF +10               | See walkthrough/shop list           |  |
| Extra Ar+4   | DEF +20               | See walkthrough/shop list           |  |
| Extra Ar+5   | DEF +30               | Dropped by Tears [Shevat]           |  |
| Extra Ar+6   | DEF +50               | Krelian's Lab [Solaris]             |  |

|               |                        |                                     |  |
|---------------|------------------------|-------------------------------------|--|
| Extra Ar+7    | DEF +80                | Buy: Anima Relic 1/2, Snow. Hideout |  |
| Extra Ar DX   | DEF +100               | See walkthrough/shop list           |  |
| FireVeil Ar   | Defense UP vs. Water   | Babel Tower / See shop list         |  |
| Frame HP10    | Can restore 10% of HP  | See walkthrough/shop list           |  |
| Frame HP30    | Can restore 30% of HP  | See walkthrough/shop list           |  |
| Frame HP50    | Can restore 50% of HP  | See walkthrough/shop list           |  |
| Frame HP70    | Can restore 70% of HP  | See walkthrough/shop list           |  |
| Frame HP90    | Can restore 90% of HP  | See walkthrough/shop list           |  |
| FX Cleaner    | Charge removes status  | See walkthrough/shop list           |  |
| GNRS 20       | Engine Output +20%     | Big Joe's Shop [Lighthouse, Disc 2] |  |
| GNRS 50       | Engine Output +50%     | Big Joe's Shop [Lighthouse, Disc 2] |  |
| Gold Plate    | Nullifies Gel damage   | Dropped by Citadel [Shevat]         |  |
| Ground        | Halves Elec damage     | Dropped by Fis-6 / Babel Tower      |  |
| Heavy Alloy   | DEF +50                | Dropped by Seibzehn [Babel Tower]   |  |
| Insulated Ar  | DEF +10; Elec dmg -30% | Nortune Gov't District [Kislev]     |  |
| Insulate Ar+1 | DEF +50; Elec dmg -30% | Dropped by Aragonite                |  |
| Lens Cover    | Stops Camera Damaged   | See walkthrough/shop list           |  |
| Lite Alloy    | DEF +30                | Dropped by Tears [defeat 2 at once] |  |
| Lite Ar+1     | DEF +15, RESP +5       | See walkthrough/shop list           |  |
| Lite Ar+2     | DEF +40, RESP +5       | Dropped by Gun Drone [Kefeinzel]    |  |
| Lite Ar+3     | DEF +60, RESP +5       | See walkthrough/shop list           |  |
| Magic Guard   | Protect Ether Machine  | See walkthrough/shop list           |  |
| MagneticCoat  | RESP +25               | See walkthrough/shop list           |  |
| Mica          | Electric dmg -30%      | Goliath Factory, Thames             |  |
| Mirror Ar     | DEF +50, Beam dmg -50% | Dropped by Eagle Wing               |  |
| Motion Guard  | Prevents Slow          | See walkthrough/shop list           |  |
| Noise Filter  | Nullify noise damage   | Dropped by Avalanche [Shevat]       |  |
| O2 Cylinder   | Agility UP in Water    | Goliath Factory, Babel Tower        |  |
| Old Circuit   | RESP +10               | See walkthrough/shop list           |  |
| Pilot Shield  | Stops Pilot Confusion  | See walkthrough/shop list           |  |
| Power Magic   | ETHAMP +10             | See walkthrough/shop list           |  |
| Resp Circuit  | RESP +20               | See walkthrough/shop list           |  |
| S Charger     | Charge gives 100 Fuel  | Big Joe's Shop [Lighthouse, Disc 2] |  |
| Seal Ar       | Halves seal damage     | Dropped by Neo Etone                |  |
| Seal Ar+1     | Seal damage down 75%   | Dropped by Neo Etone [rarely]       |  |
| Seal Barrier  | Nullifies seal damage  | Dropped by Neo Etone                |  |
| Silver Ar     | DEF +10; Geldmg -50%   | Dropped by Littlefoot               |  |
| Silver Ar+1   | DEF +50; Geldmg -50%   | Dropped by Littlefoot               |  |
| Simp Circuit  | RESP +10               | Dropped by Shinobi Mk0 [G. Factory] |  |
| Tank Guard    | Stop Fuel Leak/Drains  | See walkthrough/shop list           |  |
| Veil Doubler  | Doubles Elemental DEF  | See walkthrough/shop list           |  |
| X Charger     | Charge gives 200 Fuel  | Big Joe's Shop [Lighthouse, Disc 2] |  |
| WaterVeil Ar  | Defense UP vs. Fire    | Babel Tower                         |  |
| WindVeil Ar   | Defense UP vs. Earth   | Babel Tower                         |  |
| Z Charger     | Charge gives 500 Fuel  | Big Joe's Shop [Lighthouse, Disc 2] |  |

|              |              |                                  |                 |
|--------------|--------------|----------------------------------|-----------------|
| GEAR RODS    | ATK   LOCATE |                                  |                 |
| Magic RodG   | + 2          | Vierge initial equip             |                 |
| Hot RodG     | + 24         | Buy: Nortune C-Block Gear Hangar |                 |
| Stone RodG   | + 60         | Buy: Shevat, Nisan [post-Shevat] | [Earth-elem]    |
| Ice RodG     | + 60         | Buy: Shevat, Nisan [post-Shevat] | [Water-elem]    |
| Thunder RodG | + 60         | Buy: Shevat, Nisan [post-Shevat] | [Wind-elem]     |
| Chrono RodG  | + 65         | Buy: Shevat, Nisan [post-Shevat] | [Inflict: Slow] |
| Chaos RodG   | + 80         | See shop list                    |                 |

| GEAR WHIPS   | ATK  | LOCATE                                     |
|--------------|------|--------------------------------------------|
| LeatherGWhip | + 10 | Brigandier initial equip                   |
| Iron GWhip   | + 16 | See shop list                              |
| SnapperGWhip | + 18 | see shop list                              |
| SerpentGWhip | + 35 | Thames Supply Entrance                     |
| BSnake GWhip | + 50 | See shop list                              |
| SBlood GWhip | + 56 | See shop list                              |
| Thor GWhip   | +100 | SnowfieldHideout, Merkava                  |
| Sonic GWhip  | +120 | Buy: Anima Relic 1, Anima Relic 2, Merkava |

| GEAR SWORDS  | ATK  | LOCATE                                |
|--------------|------|---------------------------------------|
| SengokuSword | + 90 | Automatically gained [Solaris]        |
| Yamame Sword | +110 | Shop: Anima Dungeon 1                 |
| Kishin Sword | +120 | Dropped by G Elements [Anima Relic 1] |
| Kijin Sword  | +200 | Gear Specialist in SnowfieldHideout   |

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## XX. FREQUENTLY ASKED QUESTIONS

[FAQZ]

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[Q] - What does Elly's "Sorry...I failed..." message mean?

[A] - Sometimes when she casts an ether, it fails horribly and does little to no impact. The chance of this NOT happening is displayed next to her ethers. For instance, a "65%" is the chance of it failing 35% of the time, while a "100%" means she'll never mess up critically. Increasing her ETH stat will increase all non-maxed-out percentages to rise some.

[Q] - Argh, my 7-AP STTX/TSTX Deathblows won't rise in percentage!

[A] - There seems to be a glitch where the correct combination won't do much here. Use the 'XTTS' combination instead, which should be the remedy yer lookin' for [thanks to Fidormula for bring this to my attention].

[Q] - Why can't I enter Shevat Palace?

[A] - You have to go to Aphel Aura and find the destroyed upper bedroom (it's accessible by the lift near the town exit). Inspect the rocking horse for a scene and she will catch up with everyone there.

[Q] - I went to the desert by Dazil and now I can't get out!

[A] - Yes, if you go to the desert before you're supposed to, it turns into an endless wasteland of dunes. To leave, keep heading south and eventually it will spit y'back out onto the map.

[Q] - Does Weight factor into anything?

[A] - No. Perhaps there was a planned purpose for it but it's useless now, except for some laughs and dialogue changes.

[Q] - Where can I switch party members?

[A] - There are a few places that get used:

- Margie on the Yggdrasil, in her room
- The waitress in Nortune's Wildcat Bar [Civilian district]
- During post-Nisan Mausoleum events, talk with allies in Nisan lodging
- Party-switch prompts that come up during disc-2 cutscenes

- Blue memory cubes scattered throughout disc-two dungeons

[Q] - Why can't I upgrade Citan's Kishin Sword?

[A] - It can't be in your inventory. This means you must also have a spare to equip (slot can't be vacant), so you'll have to buy one from Johnny in one of the Anima Relic dungeons.

[Q] - When can I use 5-6/7-AP Deathblows?

[A] - 5-AP deathblows are available at level 10, 6-APs at Lv. 20. 7-AP ones can't be used until Lv. 60, as well as having completed events at Shevat where Fei's team defends it from Solaris' attack.

[Q] - When can Fei learn Kokei/Yamikei?

[A] - When 7-AP Deathblows become available [naturally], and he's reached level 70 and 80, respectively.

[Q] - My Deathblow is at 100% completion but I can't use it!!

[A] - You must be the appropriate level and be able to use that AP Deathblow normally already (i.e. bearing story events and such).

[Q] - What the heck is El-Fenrir, El-Andvari, and those types of gears???

[A] - Those are the Omnigear form of everyone's gears. They won't show a new name on the status screen, so you'd only learn of their new names from the titles in Kislev's battle arena (and maybe the Perfect Works translation, maybe).

[Q] - How do I get the Dark Rock in Shevat?

[A] - If you already know about the fishing game and haven't been able to snag anything, it's because you didn't talk to the Chu-Chu on top of the lamp in the lounge/shop above. Stand on an NPC's head and jump to her, or run off the balcony -- either way, initiate conversation somehow.

## VIII. THANKS AND CONTRIBUTIONS

[THKX]

|                 |                                                                                                                                                                    |
|-----------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| CJayC           | Hostin' this                                                                                                                                                       |
| GameFAQs'       |                                                                                                                                                                    |
| Xenogears Board | For bein' awesome and keepin' this game's discussions alive                                                                                                        |
| Eric Elo        | Pointing out omission of Billy Jr. Doll                                                                                                                            |
| Eli Cuevas      | Notifying me that Slayer Robe can be dropped w/o Trader Card                                                                                                       |
| Renan           | Noting that I'd forgotten to add in Blessed Habit's stats!                                                                                                         |
| Chad Lechan     | Pointing out I got the foreign object scanner code wrong!                                                                                                          |
| lwhoistornapart | Giving the characters' minimum levels, culled from stats on his perfect game challenge; telling Elly's Speed quotes; and correcting the deathblow-learning levels. |
| Will Pinkerton  | Correction in Nisan Mausoleum                                                                                                                                      |
| ExireHG         | Battle Arena correction                                                                                                                                            |
| Huan            | Bomb collar values!                                                                                                                                                |

|                         |                                                                                                                                                                                                              |
|-------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Havok Chaos             | Kelvina/Tolone's skills in the G-Elements battle!                                                                                                                                                            |
| Duke Darkwood           | Allowed me to use his Kislev Battling BP gains. Gracias!                                                                                                                                                     |
| FairyLeviathan          | Finding out that Seibzehn (boss) has about 6000 HP, not 8000                                                                                                                                                 |
| Fidormula               | Contributing various information, even if it was just in passing. Dude's like Brainchild from "The Tick," only not quite as evil.                                                                            |
| Bob Johanson            | Correction for Nisan Mausoleum map                                                                                                                                                                           |
| Chris Blackwell         | Finding my mix-up in the Bledavik Castle section                                                                                                                                                             |
| Insightful              | Alerting me that my Ctrl+F codes were one off.                                                                                                                                                               |
| C. Czuhajewski          | Alternate strategy for Anima Relic #3 Boss                                                                                                                                                                   |
| Chirpy13                | Kokei level error >=p                                                                                                                                                                                        |
| TheFado96               | Extra info about 1st Deus fight, including missing 4th atk;<br>G Elements element-absorption tip; several tips during the sinking transport ship event, like the third-floor ladder & disintegrating catwalk |
| shitan_uzuki            | Information on Quadrafoot location                                                                                                                                                                           |
| Lord Alltra             | Kefeinzel drop and WK32 enemy info                                                                                                                                                                           |
| Anima_Caligo            | Aquasol correction in first section                                                                                                                                                                          |
| Samuel Zachos           | Correct in Chapter 53                                                                                                                                                                                        |
| Nate Hancock            | Ch. 65 Extra Ar+6 correction                                                                                                                                                                                 |
| Brian Teo               | HP values for Id, Rico, Rankar Dragon                                                                                                                                                                        |
| flamingspinach          | Deathblow combo corrections                                                                                                                                                                                  |
| odin7777777             | Anima Relic 1 puzzle corrections                                                                                                                                                                             |
| J. Russell              | Tip about jumping with gears                                                                                                                                                                                 |
| D. Engelmann            | Deus switch correction                                                                                                                                                                                       |
| Jérémy Saumen           | Bledavik meat shop price drop info                                                                                                                                                                           |
| Bruno Feldens           | Anima Relic #2 correction                                                                                                                                                                                    |
| Rich Austin             | Various informationz about loose ends (like definitions etc.)                                                                                                                                                |
| G. LeBlanc              | Information on making Rock #2 fall in Anima Dungeon #2                                                                                                                                                       |
| Insightful              | Bloody Bros weakness                                                                                                                                                                                         |
| Sunil Godhania          | Margie/Chu-Chu checkup correction                                                                                                                                                                            |
| D. Christopher Williams | Information on Bladegash/Marinebasher fight & Seibzehn drops                                                                                                                                                 |



|                               |                                                                                                     |
|-------------------------------|-----------------------------------------------------------------------------------------------------|
| John Ryan                     | Wiseman fight info                                                                                  |
| Daniel Beller                 | Duneman Isle warning                                                                                |
| Thomas Lee                    | Correction in Anima Relic #2                                                                        |
| Niguel Lawrence               | For Wyvern's actual HP value                                                                        |
| Khold Griffin                 | Anima Relic #1 corrections                                                                          |
| Valkyreo -.--><br>serogane -' | Info on retaining Lahan mountain egg                                                                |
| JoloStuki                     | Bledavik fair and missing item corrections                                                          |
| Jonathan Moore                | Last chapter shopbot error                                                                          |
| Menno Kos                     | Chapter 25 Mechanic tip                                                                             |
| Calvin Oberly                 | Soylent System Orphan encounter correction                                                          |
| Albert Alverio                | CH31 Fei tip                                                                                        |
| Michael Greer                 | Giant Wels tip                                                                                      |
| Eiji                          | Gear 02 Difficulty/B-Info Shop info                                                                 |
| Arkane Denail                 | ChronoRodG tip for Anima Relic #2 boss                                                              |
| Guy Russell                   | Correction on Dan's You Scum! attack                                                                |
| x_loto                        | Informing me about the missing 'House on the Hill' chapter!<br>Correction about gear dock Beam Coat |
| Philip A. Dorn                | Information on the Seal Ar+1 drop                                                                   |
| Albuyno Ryeno                 | Direction corrections and Ether Guard location in Anima R. 1                                        |
| cowboybbp1 -.-><br>pheifer3   | Information about Elly's "Sorry...I failed..." circumstances                                        |
| The_Borden --->               | Telling about 'Silent Break!' chapter                                                               |
| Mike Schofield                | Dusk Rock clarification                                                                             |

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## IX. LEGALITY

[LGLT]

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## X. UPDATES

[UPDT]

```

10-02-07 ----- .----- Added to GameFAQs
 |----- Walkthrough Complete
 '----- Appendices Complete

10-14-07 ----- .----- Updated Kislev Battling Pt. II section
 |----- Updated Alpha Weltall strategy
 '----- Error corrections

10-25-07 ----- .----- Corrected Deathblows & Skills section
 '----- Added Fuel Chart section

11-05-07 ----- Error corrections
11-10-07 ----- Error corrections & additions
11-13-07 ----- Added info about Elly's failure message
11-20-07 ----- Minor additions + tweaks here and there
11-26-07 ----- Minor additions
01-03-08 ----- Minor additions
01-31-08 ----- Updated G-Elements Battle
03-17-08 ----- Formatting changes
04-01-08 ----- Added 'Silent Break!' chapter
04-11-08 ----- Error corrections
04-29-08 ----- Added Quadrafoot tip
06-02-08 ----- Error corrections
06-15-08 ----- Error corrections (thx to Inslghtful!)
07-09-08 ----- Error corrections (thanks to Renan!)
07-11-08 ----- Error corrections (thanks to G. LeBlanc!)
07-24-08 ----- Error corrections (thanks to C. Blackwell!)
07-31-08 ----- Updated Anima Relic #3 Boss strat
09-07-08 ----- Error corrections (thanks to Chirpy13)
11-07-08 ----- Error corrections
11-22-08 ----- Error corrections
11-28-08 ----- Error corrections
12-01-08 ----- Error corrections
01-28-09 ----- Error corrections
02-02-09 ----- Updated Rockies/Babel Tower section
02-05-09 ----- Updated Nisan Mausoleum

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## FUTURE UPDATES

- 
- Bledavik fair sidequest games overview
  - Definition of Book 3 and Spider

Should you [the reader] have anything to add on these subjects, or happen to have written something on the subject, give me a holler.

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SUPPLEMENTARY READING

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There's a host of good information on Xenogears out there, and I've no qualms about patting these people on the back. (All links are legit and permanent.)

- Perfect Works Translation - [<http://tinyurl.com/2yftuk>]

If you thought Xenogears was complicated, you ain't seen nothing yet. This guide fills in some of the loose ends, gives additional information on some of those sketchy references/allusions, and backstories to boot. Very nice and educational.

- Deathblow Learning Guide - [<http://tinyurl.com/26wbrj>]

Broken down to managable bites, learning those pesky 7-APs or finding out why those percentages don't move up should be a lot easier now. Fidormula wrote and annotated it, but PedanticOmbudsman & Zach Keene deserve to get mentioned as well. Highly recommended, even as casual reading.

- Xenogears' Guardian Angels site - [<http://tinyurl.com/28f4lf>]

Unlike most fansites that put up a few lists and junk, these guys have made an extremely well-rounded shrine to the game, showing a very knowledgeable degree of Xenofacts. Fanfics, fanart, discussions...the only thing they do not give, basically, is fries with that. :p

- Xenogears Secrets FAQ - [<http://tinyurl.com/ytsgtq>]

This used to be hosted on GameFAQs at one point, and now it's stuck in a secluded spot of the internet...until now! It's chock full of secrets and other tidbits/cool information that brighten up the journey. Everyone who knows their stuff has probably sent a reader this way in the hopes they'll have a good read -- and you will.