

# Breath of Fire II Low Level Game Guide

by Sailor Nemesis

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This walkthrough was originally written for Breath of Fire II on the SNES, but the walkthrough is still applicable to the GBA version of the game.

Low Level Game Guide for Breath of Fire II  
for Super Nintendo

by Sailor Nemesis (Sailor-Nemesis@web.de)

Version 1.0

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I. About the LLG

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I.1 Versions

Version 1.0: Initial release, featuring walkthrough and strategys for the basic Low Level Game. There may come a section for additional boss strategys on the lowest average game, but that's a maybe for now.

File Size: 138 KB.

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I.2 History

Well, as for history, there really isn't much to say other than that I wanted a real challenge. I have never seen anyone try before and people deemed it impossible. And for sure, it took me some time to manage as well - but with some tricks it definitely works out.

-----  
I.3 Definitions of the LLG

There is many different types of Low Level Games out there! But for Breath of Fire II, there is only three types of any means, as any others would definitely be easier.

Type 1: Use Bleu and all EXP to her and Ryu

Type one. With a level 35 character, the game becomes insanelly easy. And even up to the point you can get her, Ryu takes all the EXP, so this still goes without any problems. The only hard parts are where your party members go solo. And that parts are all manageable (Rand's Scenario with some more strategy though).

All in all, this type is not recommended. High level characters spoil the challenge.

Levels are 13 for Ryu, 11 Nina, 9 Rand, 11 Sten, all others will be on initial level.

Average Level: 12

Level Difference: 34

Type 2: Minimum average level (Add all levels and divide by number of characters)

This Type gives you a quite powerful Ryu, as he absorbs nearly all EXP. You must have him at level 13 for a special fight either way, so he is best for absorbing everything in this game. Though, a level 18 Ryu VS Barubary is still rather OK, as with enough Items, he will steadily survive.

This game is actually discussable in terms of challenge. Type 3 is my personal favorite for LLG's though.

Your levels in this game will be 18 for Ryu, 11 Nina, 9 Rand, 11 Sten and all others on initial level. Calculation here is different as you will gain bonus EXP with levels so far off.

As Bleu doesn't count in for average in this game:

Average Level: 9.75

Level Difference: 17

Type 3: Lowest difference in level with minimized average level

THE type of LLG we looked out for. Enemies in Infinity one shotting our group. Endless resets for Boss fights. What do you want more?

Your levels at the end of game will be 12-13 with this.

Average Level: 12.375

Level Difference: 1

This guide will discuss the Type 3 game. Boss strategys for Type 2 may come in the future, but are delayed for now.

Also, as a additional challenge, you can decide to fight one of every kind of enemy (as far as they don't show solo and thus would give unnecessary EXP). This guide will also feature a basic rundown of enemies.

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I.4 Additional Rules

Don't forget we want a challenge. So basically, we will have to do some restrictions:

- 1) Stat Boosters, namely Dinker, GutsBL, LuckCndy, MisoSoup, PwrFood and Stamina, is forbidden. You may use them for cooking though.
- 2) Do not gain EXP by fighting random enemies. Even if you do not gain a level with it, winning items from this would not be allowed.
- 3) Items won in battles that don't fall under 2) (namely boss drops) are forbidden to use if they cannot be bought or cooked up. With that, you are allowed to use Herbs and WiseBL that drop, but things like Habaruku's SilverHT are not to be used.

With this sayd, it is time to look on EXP distributions.

-----  
I.5.1 EXP For Lowest Average Game

As I sayd, Ryu will get about all, but other characters will absorb some EXP to minimize the average. This will be the distribution:

Name	EXP	Surviver	Level
Beak	5	Ryu	1
Harpys	150	Ryu	1 -> 5
Pestx6	42	Ryu	5
Roach	32	Ryu	5
Baba	150	Ryu	5 -> 6
Dir.HR	169	Ryu	6 -> 7
Katt	200	Ryu	7
Augus	150	Ryu	7 -> 8
Hood	45	Katt	6
P.Spider + Hood	75	Katt	6
Hood	45	Ryu	8
4 Hoods	180	Ryu	8
Joker	300	Ryu	8 -> 9
Creon	60	Sten	8
Terapin	300	Ryu	9
Nimufu	400	Sten	8 -> 9
Wild Cat	700	Nina	8 -> 9
Jailer	288	Ryu	9
J.Worm	440	Ryu	9 -> 10
G.Roach	500	Sten	9 -> 10
GoldFly	520	Nina	9
Kuwadora	1600	Ryu	10 -> 11
Footman	100	Ryu	11
Trout	1600	Ryu	11 -> 12
Munmar	1150	Ryu	12
M.C.Tusk	2700	Ryu	12 -> 13
Torubo	1750	Sten	10 -> 11
Portal	2400	Ryu	13 -> 14
Shupukay	2350	Ryu	14 -> 15
Aruhamel	3200	Ryu	15

Bush	200	Ryu	15
Bush	216	Rand	6 -> 7
Stone	216	Jean	10
Stump	300	Spar	12
Stump	300	Ryu	15
S.Golem	1624	Spar	12
Paladin	1080	Rand	7 -> 9
Guardian	2592	Nina	9 -> 11
Footman	1500	Ryu	15 -> 16
Zombies	3000	Ryu	16
Necroman	3800	Ryu	16 -> 17
Archer	324	Jean	10
Archer	324	Jean	10
Habaruku	3800	Ryu	17 -> 18
Barubary	4000	Ryu	18

-----  
I.5.2 EXP For Lowest Difference Game

Perfect distribution here, no extra EXP gained. Strategys for this game are in the main walkthrough.

Name	EXP	Surviver	Level
Beak	5	Ryu	1
Harpys	150	Bow	1 -> 5
Pestx6	42	Ryu	1 -> 3
Roach	32	Ryu	3 -> 4
Baba	150	Ryu	4 -> 5
Dir.HR	169	Ryu	5 -> 6
Katt	200	Ryu	6 -> 7
Augus	150	Katt	6 -> 7
Hood	45	Katt	7
P.Spider + Hood	75	Katt	7
Hood	45	Katt	7 -> 8
4 Hoods	180	Katt	8
Joker	300	Katt	8 -> 9
Creon	60	Nina	8
Terapin	300	Katt	9 -> 10
Nimufu	400	Katt	10
Wild Cat	700	Nina	8 -> 9
Jailer	288	Rand	6 -> 7
J.Worm	440	Ryu	7 -> 8
G.Roach	500	Sten	8 -> 9
GoldFly	520	Sten	9 -> 10
Kuwadora	1600	Sten	10 -> 11
Footman	100	Bow	5 -> 6
Trout	1600	Bow	6 -> 10
Munmar	1150	Ryu	8 -> 10
M.C.Tusk	2700	Rand	7 -> 11
Torubo	1750	Sten	11 -> 12
Portal	2400	Katt	10 -> 12
Shupukay	2350	Nina	9 -> 11
Aruhamel	3200	Jean	10 -> 12
Bush	200	Jean	12
Bush	200	Jean	12
Stone	200	Bow	10 -> 11
Stump	300	Jean	12
Stump	300	Jean	12

S.Golem	1624	Bow	11 -> 12
Paladin	1000	Rand	11 -> 12
Guardian	2400	Nina	11 -> 12
Footman	1500	Ryu	10 -> 11
Zombies	3000	Ryu	11 -> 12
Necroman	3800	Ryu	12 -> 13
Archer	300	Spar	12
Archer	300	Spar	12
Habaruku	3800	Spar	12 -> 13
Barubary	4000	Rand	12 -> 13

Also, for your viewing pleasure, I made a excel tab for all kind of LLG's.  
It can be found at <http://www.freewebs.com/snemesis/BoF/> .

-----  
I.6 About the Walkthrough

The walkthrough won't navigate you through everything. I suggest you to have maps, locations of treasure and most of common knowledge about Breath of Fire II in mind at all times.  
Other then that, the walkthrough will look like this:

Items:

LifePI: Rangers room.  
Antdt: Second floor of Inn.

Enemies: !E.Sludge, Leech, -Chorking, (S.Idol), \*Baba

```

|----- Boss Battle -----|
|Name: Baba      HP: 169      Stamina|
|Formation:      Normal|
|Movement:       Baba (20), Ryu (15)|
|Surviver:       Ryu 4 -> 5      Total EXP:      150|
|-----|
|      |Ryu      Lv. 4 |---|---|---|
|-----|-----|-----|-----|
|Bond   |---|---|---|
|      |---|---|---|
|-----|-----|-----|-----|
|Weapon |SilverDR|---|---|---|
|Shield |IronSH  |---|---|---|
|Armor  |IronML  |---|---|---|
|Helmet |KnightHT|---|---|---|
|Etc1   |StickRod|---|---|---|
|Etc2   |Worm x9 |---|---|---|
|-----|-----|-----|-----|
|Boss strategy!|
|-----|

```

This means:

Items: guess this is self-explaining.

Enemies:

!E.Sludge: This is the first time you encounter this enemy and should kill it once to see its HP bar.  
Leech: You should already know this enemy and see its HP bar.  
-Chorking: This enemy only shows alone, so you won't be able to win without

gaining EXP. Skip this ones at all cost.

(S.Idol) Brackets mean this enemy is rare to encounter in this area, or simply doesnt show with a partner here. You are better off fighting it later, somewhere else.

\*Baba: This is a battle you cannot run from, but must fight.

Boss Box: This box gives information on how to handle boss fights.

Name: Name of the enemy.

HP: Enemy Hit Points

Item: The item the boss can drop. Forbidden to use in most cases. In case of Baba, he can drop a Stamina.

Formation: The Formation you should fight in mainly.

Movement: The order in which everyone will act. The brackets show actual Vigor rating. If there is more then one number in brackets for a name it means it may change.

Surviver: The one character who will survive, and what level he will move to. In this case, Ryu will get from 4 to 5.

Total EXP: The amount of EXP gained.

Bond: Shamans to Bond. This isn't actually necessary, but always recommended.

Weapon, Armor, Shield, Helmet, Etc1, Etc2: Gear to wear.

Also note that characters are listed in order they should stand in.

-----  
I.7 Tips'n'Tricks

- Running is hard in this game. You should always have a lot of healing items with you to best your chances. Also, being fast helps for this as well.
- Once you attain the holy shaman, you can transform Nina. In this form, she can use the Banish-Ability. Have her in the last position and all others defend, then use it. Mostly works and makes the last part of the game much easier.
- Know how to cook! Having enough money to afford all gear for all characters is definitely great and early ShaveIce as well as WiseBL's are needed as well.
- Dragons are great, but don't overdo it! Always keep track of bosses HP and only kill your characters when you are sure to do a good finish.

-----  
II Walkthrough

-----  
II.1 Prologue to SimaFort

-----  
Gate

Items:

TreePole: Right at your starting Position.

Herb: First house, second floor.  
Herb: Second house, first floor.

Proceed through the Prologue (make SURE to get the TreePole) until..

```
----- Forced Battle -----
|Name: Beak      HP: -           Herb
|Formation:     Normal
|Movement:      Ryu (16), Beak (15)
|Surviver:      Ryu           Total EXP: 5
-----
|      |Ryu      Lv. 1 |---      |---      |---
|-----|-----|-----|-----|-----
|Bond   |---      |---      |---      |---
|      |---      |---      |---      |---
|-----|-----|-----|-----|-----
|Weapon |TreeST    |---      |---      |---
|Shield |---      |---      |---      |---
|Armor  |Shorts    |---      |---      |---
|Helmet |---      |---      |---      |---
|Etc1   |---      |---      |---      |---
|Etc2   |---      |---      |---      |---
|-----|-----|-----|-----|-----
|Nothing special here.
|-----|-----|-----|-----|-----
```

```
-----
|Hometown|
-----
```

Items:  
LifePI: Rangers room.  
Antdt: Second floor of Inn.  
Herb: Second floor of church, only accessible later.

Enemies: !E.Sludge, !Hunchbak, !Gonghead, !Leech

After Prologue, go fish.  
When you are ready to proceed: go fish again!  
This is the best time for a while to get money.  
Make sure to buy:  
BronzeSD, FalseBW, 2xSuedeAR, 2xSaladBwl, 2xSteelAR  
Total: 1510 Coins

Also, keep in mind that you will mostly need Items for Healing, so around 90 Herbs, 27 Antdt, 9 LifePI and 27 Smoke would be good for starters.  
Also, get a few thousand Coins as Back-Up in the Bank.

After you got enough stuff, go to Mt.Fubi.

```
|-----|
|Mt.Fubi|
|-----|
```

Items:  
SaladBwl: At first intersection in the caves, skip the passageway and continue south.  
FireRock: At second intersection, go left.

Enemies: !S.Goblin, !Widow, !Corpse, Gonghead, Leech, \*Palo, \*Peach,  
\*Puti

Have Ryu in the back Position!!

Proceed as normal (running from every battle) until the Harpys.

Note: You may want to use a Smoke after the Dragon Fountain.

```
----- Boss Battle -----
|Name: Palo      HP: 90          Herb
|Name: Puti      HP: 40          Herb
|Name: Peach     HP: 40          Herb
|Formation:      Scramble
|Movement:       Palo (511), Peach (510), Puti (509), Ryu (11), Bow (7)
|Surviver:       Bow 1 -> 5      Total EXP: 150
-----
```

```

|      |Bow      Lv. 1 |Ryu      Lv. 1 |---      |---
|-----|-----|-----|-----|-----
|Bond   |---      |---      |---      |---
|      |---      |---      |---      |---
|-----|-----|-----|-----|-----
|Weapon |FalseBW  |BronzeSD  |---      |---
|Shield |SteelAR  |SteelAR   |---      |---
|Armor  |SuedeAR  |SuedeAR   |---      |---
|Helmet |SaladBwl |SaladBwl  |---      |---
|Etc1   |---      |StickRod  |---      |---
|Etc2   |---      |Worm x9   |---      |---
-----
```

```
|Have Ryu defend the first round and Bow attack Peach.
|The second round, Bow attacks again and Ryu Herb himself.
|From now on have Bow attack Peach/Puti until those two are dead and Ryu
|either defend or use a Herb on himself. Keep track about Palo's HP and when
|it gets below 20, kill off Ryu, then finish her off.
-----
```

Resurrect Ryu and continue, taking the SaladBwl and FireRock along the way.  
After going off Mt.Fubi, continue to the Ruins.

```
|-----|
|Ruins|
|-----|
```

Enemies: \*Pest, \*Roach

Save, heal up and enter the Boss battles.

```
----- Forced Battle -----
|Name: Pestx6    HP: 10 each      Herb
|Formation:      Scramble
|Movement:       Pest (30), Bow (14), Ryu (11)
|Surviver:       Ryu 1 -> 3      Total EXP: 42
-----
```

```

|      |Bow      Lv. 5 |Ryu      Lv. 1 |---      |---
|-----|-----|-----|-----|-----
|Bond   |---      |---      |---      |---
|      |---      |---      |---      |---
|-----|-----|-----|-----|-----
|Weapon |FalseBW  |BronzeSD  |---      |---
|Shield |SteelAR  |SteelAR   |---      |---
-----
```

Armor	SuedeAR	SuedeAR	---	---
Helmet	SaladBwl	SaladBwl	---	---
Etc1	---	StickRod	---	---
Etc2	---	Worm x9	---	---

-----  
 |These are one-hit-kills. Simply attack until 4 are down, then heal Ryu and  
hope Bow dies by himself.

----- Boss Battle -----  
 |Name: Roach      HP: 100                      Herb  
 |Formation:      Normal  
 |Movement:      Ryu (15), Bow (14), Roach (12)  
Surviver:      Ryu 3 -> 4                      Total EXP:      32

	Bow	Lv. 5	Ryu	Lv. 3	---	---
-----	-----	-----	-----	-----	-----	-----
Bond	---		---		---	---
	---		---		---	---
-----	-----	-----	-----	-----	-----	-----
Weapon	FalseBW		BronzeSD		---	---
Shield	SteelAR		SteelAR		---	---
Armor	SuedeAR		SuedeAR		---	---
Helmet	SaladBwl		SaladBwl		---	---
Etc1	---		StickRod		---	---
Etc2	---		Worm x9		---	---

-----  
 |Use a LifePI on Bow right away! Ryu is faster then Roach is so no problem.  
 |Use Def.Up on Ryu to give it a safe feeling, then kill Bow again. The  
 |cockroach also has the ability to "Get up", which puts it back in action  
after it's HP went to 0. But no worrys. Just Heal when necessary.

After the battles, get back to HomeTown and through the story.  
 If you got less then 20000 Coins (AFTER restocking), while you didn't return  
 Suzy is THE chance to get them. You will need the money.  
 Bring Bow back to Ruins and journey up to Coursair.

|-----|  
Coursair

Items:  
 Bum'sCL:            Second floor of Inn.  
 Herb:              Second floor of Inn.  
 Herb:              Second floor of Church.  
 Smoke:             Second floor of Pub.

Enemies:            !Biruburu, !Eaterman, !Devilkid, !Tsi.Fly

Begin your stay by buying the following Equips:  
 HexadST, LeotrdCL, 2xBronzeHT  
 Total: 1350 Coins

After talking to Rand, continue to TagWoods. I hope you got a few Smokes with  
 you.

|-----|

TagWoods

Items:

Herb: West of Start.  
100C: North of Start.  
Herb: Far North of Start.  
Gold: After first elevator ride, to the south.  
Smoke: After second elevator ride.  
100C: Far south of second elevator ride.

Enemies: !Harpy, !Bugbear, Eaterman, -Docaden, \*Baba

Get the Gold and out of this Woods again!  
Go fish with it and get the Maniro near Coursair.  
Buy the following:  
SilverDR, 2xKnightHT, 3xIronML, 3xIronSH, 2xSilkGL  
Total: 12980 Coins

and equip Ryu with the best of those.

Now, re-enter Tagwoods and confront..

```
----- Boss Battle -----  
|Name: Baba      HP: 169           Stamina  
|Formation:      Normal  
|Movement:       Baba (20), Ryu (15)  
|Surviver:       Ryu 4 -> 5           Total EXP:      150  
-----
```

```
      |Ryu      Lv. 4 |---      |---      |---  
-----  
|Bond  |---      |---      |---      |---  
|      |---      |---      |---      |---  
-----  
|Weapon|SilverDR  |---      |---      |---  
|Shield|IronSH    |---      |---      |---  
|Armor |IronML    |---      |---      |---  
|Helmet|KnightHT  |---      |---      |---  
|Etc1  |StickRod  |---      |---      |---  
|Etc2  |Worm x9   |---      |---      |---  
-----
```

```
|I hope your Cond is OK or better, your Counter Attacks can be helpful. Else,  
|with your new Equipment, Baba shouldn't be able to kill you in 2 hits, so  
|just start a attack-herb-pattern to get him down in no time.  
-----
```

If you die on the way out, so be it. Return to Coursair, proceed with the story and enter the Coliseum.

|-----|  
Coliseum

Items:

1000C: Locker Room.

Enemies: \*Dir.HR, \*Katt, \*Augus

The first thing to do is a Interview.

```

----- Boss Battle -----
|Name: Dir.HR      HP: 160           Herb
|Formation:       Normal
|Movement:        Dir.HR (255), Ryu (18)
|Surviver:        Ryu 5 -> 6         Total EXP:      169
-----
|          |Ryu          Lv. 5 |---          |---          |---
|-----|-----|-----|-----|-----|
|Bond     |---          |---          |---          |---
|          |---          |---          |---          |---
|-----|-----|-----|-----|-----|
|Weapon   |SilverDR     |---          |---          |---
|Shield   |IronSH       |---          |---          |---
|Armor    |IronML       |---          |---          |---
|Helmet   |KnightHT     |---          |---          |---
|Etc1     |StickRod     |---          |---          |---
|Etc2     |Worm x9      |---          |---          |---
|-----|-----|-----|-----|-----|
|Basically, same strategy as against Baba, just less healing and faster.
|-----|-----|-----|-----|-----|

```

Rest, save and continue with the story until..

```

----- Boss Battle -----
|Name: Katt       HP: 220           Herb
|Formation:       Normal
|Movement:        Katt (511), Ryu (20)
|Surviver:        Ryu 6 -> 7         Total EXP:      200
-----
|          |Ryu          Lv. 6 |---          |---          |---
|-----|-----|-----|-----|-----|
|Bond     |---          |---          |---          |---
|          |---          |---          |---          |---
|-----|-----|-----|-----|-----|
|Weapon   |SilverDR     |---          |---          |---
|Shield   |IronSH       |---          |---          |---
|Armor    |IronML       |---          |---          |---
|Helmet   |KnightHT     |---          |---          |---
|Etc1     |StickRod     |---          |---          |---
|Etc2     |Worm x9      |---          |---          |---
|-----|-----|-----|-----|-----|
|With your gear, she can only scratch you. Just heal in time and this should
|be no problem.
|-----|-----|-----|-----|-----|

```

Make sure to SAFE KATT! (hold the control pad up after the fight). She is pretty nice to have in the next boss fight, but remember to equip her in advance.

```

----- Boss Battle -----
|Name: Augustus  HP: 680           Herb
|Formation:       Normal
|Movement:        Katt (33), Ryu (24), Augustus (12), Rand (7)
|Surviver:        Katt 6 -> 7         Total EXP:      150
-----
|          |Ryu          Lv. 7 |Katt         Lv. 6 |Rand         Lv. 6 |---
|-----|-----|-----|-----|-----|
|Bond     |---          |---          |---          |---
|          |---          |---          |---          |---
|-----|-----|-----|-----|-----|

```

```

|-----|-----|-----|-----|-----|
|Weapon  |SilverDR  |HexadST   |HandKN    |----  |
|Shield  |IronSH    |SilkGL    |IronSH    |----  |
|Armor   |IronML    |IronML    |SuedeAR   |----  |
|Helmet  |KnightHT  |SaladBwl  |BronzeHT  |----  |
|Etc1    |StickRod  |---       |---       |----  |
|Etc2    |Worm x9   |---       |---       |----  |
|-----|-----|-----|-----|-----|

```

First things first: Equip Rand (IronSH and BronzeHT). Congratulations, you just got Rand his best Helmet! sigh.. Anyway, keep track about Augus HP and note that he can use Cure1. For Healing, use Unagis if you are hit for more than 40 damage, else Cure1 from either Ryu or Rand should be OK too. Just make sure to kill Ryu and Rand off when Augus HP gets low and things should be fine. I know, having Katt survive is a pain, but what did you expect in this game?

Now would be another good time to go fish for money near HomeTown. Also, if you skipped the Items in TagWoods, get them now while you have three party members. After you are done, progress to the Ruins, HomeTown, and the Joker Hideout.

```

|-----|
|Mt.Rocko|
|-----|

```

Items:

LuckCndy: After the stairs, south.  
SilverDR: After the stairs, far east.  
100C: In second stairs room, to the right.  
1000C: Entrance room, after the boss fight.

Enemies: !Trikster, !Willowsp, !Bloodskr, !Ghoul, \*Hood, \*P.Spider,  
          \*Joker

Right at the start:

```

|----- Forced Battle -----|
|Name: Hood   HP: 82           Herb          |
|Formation:   Scramble        |
|Movement:    Katt (40), Hood (35), Ryu (24) |
|Surviver:    Katt            Total EXP:     45 |
|-----|-----|-----|-----|-----|

```

```

|      |Ryu      Lv. 7 |Katt     Lv. 7 |---  |---  |
|-----|-----|-----|-----|-----|
|Bond   |---       |---       |---  |---  |
|      |---       |---       |---  |---  |
|-----|-----|-----|-----|-----|
|Weapon  |SilverDR  |HexadST   |---  |---  |
|Shield  |IronSH    |SilkGL    |---  |---  |
|Armor   |IronML    |IronML    |---  |---  |
|Helmet  |KnightHT  |SaladBwl  |---  |---  |
|Etc1    |StickRod  |---       |---  |---  |
|Etc2    |Worm x9   |---       |---  |---  |
|-----|-----|-----|-----|-----|

```

Kill off Ryu straight away if he isn't dead from outside battles and finish this off. Shouldnt be any problem.

After that, answer "Pain" at the question dude to skip another battle and continue to

```
----- Forced Battle -----
|Name: Hood      HP: 82           Herb
|Name: P.Spider HP: 200         Herb
|Formation:      Scramble
|Movement:       Katt (40), Hood (35), P.Spider (30), Ryu (24)
|Surviver:       Katt           Total EXP:    75
-----
```

```

|      |Ryu      Lv. 7 |Katt      Lv. 7 |---|---|
|-----|-----|-----|-----|
|Bond   |---|---|---|---|
|      |---|---|---|---|
|-----|-----|-----|-----|
|Weapon |SilverDR |HexadST  |---|---|
|Shield |IronSH   |SilkGL   |---|---|
|Armor  |IronML   |IronML   |---|---|
|Helmet |KnightHT |SaladBwl |---|---|
|Etc1   |StickRod |---|---|---|
|Etc2   |Worm x9  |---|---|---|
-----
```

The Spider packs quite some HP, you may want to resurrect Ryu before this battle and have him take the Poison, just so he can take a few hits and deal some damage. Shouldnt be too tough as well.

After this battle, I recommend looting the treasures below (using a Smoke), then leaving this dungeon to save.

Now, return and go for a series of battles.

```
----- Forced Battle -----
|Name: Hood      HP: 82           Herb
|Formation:      Scramble
|Movement:       Katt (40), Hood (35), Ryu (24)
|Surviver:       Katt 7 -> 8     Total EXP:    45
-----
```

```

|      |Ryu      Lv. 7 |Katt      Lv. 7 |---|---|
|-----|-----|-----|-----|
|Bond   |---|---|---|---|
|      |---|---|---|---|
|-----|-----|-----|-----|
|Weapon |SilverDR |HexadST  |---|---|
|Shield |IronSH   |SilkGL   |---|---|
|Armor  |IronML   |IronML   |---|---|
|Helmet |KnightHT |SaladBwl |---|---|
|Etc1   |StickRod |---|---|---|
|Etc2   |Worm x9  |---|---|---|
-----
```

Kill off Ryu straight away, like before.

```
----- Forced Battle -----
|Name: 4xHood    HP: 82 each       Herb
|Formation:      Normal
|Movement:       Katt (42), Hood (35), Ryu (24)
|Surviver:       Katt           Total EXP:    180
-----
```

```

|      |Ryu      Lv. 7 |Katt      Lv. 8 |---|---|
-----
```

Bond	---	---	---	---
Weapon	SilverDR	HexadST	---	---
Shield	IronSH	SilkGL	---	---
Armor	IronML	IronML	---	---
Helmet	KnightHT	SaladBwl	---	---
Etc1	StickRod	---	---	---
Etc2	Worm x9	---	---	---

This one can be complicated. Damage each of them so they die in 1 hit. This is because if one of them dies, they can get back up after a few turns and thus give another punch of EXP. So just hope the best, but it should not be too difficult. Just kill off Ryu once the slaying begins.

----- Boss Battle -----

Name: Joker      HP: 580                      Herb  
Formation:        Normal  
Movement:        Katt (42), Nina (27), Ryu (24), Joker (24)  
Surviver:         Katt 8 -> 9                      Total EXP:        300

	Ryu	Lv. 7	Katt	Lv. 8	Nina	Lv. 8	---
Bond	---		---		---		---
Weapon	SilverDR		HexadST		FalseRG		---
Shield	IronSH		SilkGL		SilkGL		---
Armor	IronML		IronML		LeotrdCL		---
Helmet	KnightHT		SaladBwl		SaladBwl		---
Etc1	StickRod		---		---		---
Etc2	Worm x9		---		---		---

You will enter this battle fully healed, so no worry about reviving Ryu. First of all, equip Nina with a SaladBwl, LeotrdCL and SilkGL. This battle should feel pretty easy after the probably many resets for the Hoods.

On the way out, snatch the 1000 Coins in the very first room and continue up to Windia.

-----  
Windia  
-----

Items:

TreeST:            Second floor of Inn.

100C:              Second floor of Inn.

Enemies:            !Sniphead, !D.Fly, !W.Bear, !K.Goblin, !Kimoto, !Dethpede,  
                      !Stooly, Tsi.Fly, Devilkid

After acquiring Sten, give him the Equip you bought for him. After that, go to the armory to shop.

LongSD, MagicRG, RevetKN, 2xGlassRG, HolyRB

Total: 2900 Coins

Also, now that you have four characters, go to defensive stance.  
Go on and stop at

```
|-----|  
|Huntldge|  
|-----|
```

Items:

HelpBL:           Loot the one and only dresser.

After looting, on to Capitan.

```
|-----|  
|Capitan|  
|-----|
```

Items:

Tolen:            Second floor of Inn.  
SuedeAR:          Second floor of Inn.  
WFruit:          House right of Inn.  
GutsBL:          Normal House Carpenters house. Hehe.  
Van.Ext.:         Turtle room, west chest.  
Charm:            Turtle room, north chest.  
LifePI:          Grannys home.

Enemies:         !Villager, !Chiroru, \*Creon, \*Terapin

Loot the stuffs, save, make sure to have enough Healing Items and quite a few LifePI's, then enter the well. In here, you will find Ray, and a ferocious

```
|----- Forced Battle -----|  
|Name: Creon    HP: 280            Herb                                   |  
|Formation:    Scramble                                                 |  
|Movement:     Katt (45), Sten (36), Creon (33), Nina (26), Ryu (24)   |  
|Surviver:     Nina                                    Total EXP:        60            |  
|-----|  
|            |Ryu            Lv. 7 |Katt            Lv. 9 |Sten            Lv. 8 |Nina            Lv. 8 |  
|-----|  
|Bond        |---                   |---                   |---                   |---                   |  
|            |---                   |---                   |---                   |---                   |  
|-----|  
|Weapon     |LongSD                   |HexadST               |SilverDR             |MagicRG             |  
|Shield     |IronSH                   |SilkGL                |IronSH               |SilkGL             |  
|Armor      |IronML                    |IronML                |IronML               |HolyRB             |  
|Helmet     |KnightHT                   |GlassRG               |KnightHT             |GlassRG             |  
|Etc1       |StickRod                   |---                   |---                   |---                   |  
|Etc2       |Worm x9                    |---                   |---                   |---                   |  
|-----|  
|Attack and make sure to have your characters killed. Scramble would be wise |  
|to take more damage until only 2 characters are left.                    |  
|-----|
```

Once done, go with Ray. In the turtle room, you CAN skip another fight with Creon. When getting off the first turtle, make sure that the Creon is to the far left, and move up straight away. Your other characters will be used as a bumper as the Creon only moves left-right, not up. Now time it right to get on the second turtle and voila. Put Katt to the last position and start the fight.

```

|----- Boss Battle -----|
|Name: Terapin  HP: 1300           Herb|
|Formation:      Defense          |
|Movement:       Katt (45), Sten (36), Terapin (32), Nina (26), Ryu (24)|
|Surviver:       Katt 9 -> 10      Total EXP: 300|
|-----|-----|-----|-----|-----|
|      |Sten      Lv. 8 |Ryu      Lv. 7 |Nina      Lv. 8 |Katt      Lv. 9 |
|-----|-----|-----|-----|-----|
|Bond   |---          |---          |---          |---          |
|      |---          |---          |---          |---          |
|-----|-----|-----|-----|-----|
|Weapon  |SilverDR      |LongSD       |MagicRG      |HexadST      |
|Shield  |IronSH        |IronSH       |SilkGL       |SilkGL       |
|Armor   |IronML        |IronML       |HolyRB       |IronML       |
|Helmet  |KnightHT      |KnightHT     |GlassRG      |GlassRG      |
|Etc1    |---          |StickRod     |---          |---          |
|Etc2    |---          |Worm x9      |---          |---          |
|-----|-----|-----|-----|-----|
|Katt and Sten are faster then Terapin, so use them as main-healers. This
|battle may take a while. Make sure to be healthy all the time and keep good
|track about his HP. Once he goes below 180, kill off your characters (or
|simply, don't heal them and only Katt) and after that, use your FireRock
|(you should still have it from Mt.Fubi) to finish Terapin off.
|-----|-----|-----|-----|-----|

```

After you finish, the Creons in this room will be gone, so get the two chests and leave the room. Once Ray sets up the barrier, go out of the room, talk to the first guy you see there to rescue him, then talk to Ray again. (I know, safing one villager doesn't do anything, but why let him die if it doesn't give any EXP to do so?) Alternatively, you can go and free as many as you can, or even kill a villager to get the HP Bars done. If you wanna do this:

The first cave has a villager without parasite.

The second cave has 2 pathways and a Chiroru.

The right path of second cave has a creon, so skip this.

The left path is empty.

Now taking the right side from start. The one villager you see is also the only one to reach, the other pathways are blocked. So after this, you get to a max of 3 villagers freed. As I said, it really wont matter to us, as we take the normal carpenter.

Now, back to TownShip. Have fun on the walk. You will get Cure2 spell for someone, I suggest giving it to Nina as she can use Will in battle to replenish her AP, but she also has the most as of now so she will make your item uses a bit less.

Now, back to Capitan, get Sana and Granny, back to Capitan again, get the Normal House Carpenter (the only one you can have) and buy a few WFRuits (you now got your dragon powers! So use them). Continue by boat until the..

```

|-----|
|WitchTwr|
|-----|

```

Items:

CureAl: Left way after start.

3x1C, 5x100C, 1000C: Treasure Room

Herb: 4th floor, on the way to switch room.

SilkGL: Switch room.

WizardRG: Switch room.

WiseRB: Switch room.  
 WiseHoop: Left Platform on 5th floor.  
 WiseBL: Right Platform on 5th floor.  
 SokletAR: Waterfall Cave.  
 KmikzeBL: Waterfall Cave.

Enemies: !H.Fly, !Catfish, !Stamen, !Pollen, !M.Mummy, !Ogre, !Monoped  
 !Seenates, (S.Idol), \*Nimufu

Recommended Party: Sten, Ryu, Katt, Rand

Note that you can run from the battles on the opening tile and that it must be Ryu pressing it (handsome guy stuff). What I recommend is to go through the tower and loot everything, then fall off the tower on the right side of the 5th floor and go save again, then come back to challenge Nimufu. Though, the tower nets pretty many battles, and the chests are mostly along the way.. so you may do another decision there.

For the 5-way-room, numbering platforms from left to right 1 to 5  
 Platform 1 takes you further into the tower  
 Platform 4 takes you to the treasure room  
 Platform 5 takes you to the Water Shaman (after finishing the Tower)

For the switch room, at the first 3 switches, step the center one, then step on the single one after the gate and the center of the next set of 3. Get the chest behind the second gate, then continue up (not pressing any other switch at the set of 3) and make sure you don't step on the switch at the top: you can skip it by walking near the wall. This way the last chests should be reachable and you only need to go back to the switch at the top to open the gate to the stairs.

Anyway, after you reach the top floor, align your party and have fun with

```

|----- Boss Battle -----|
|Name: Nimufu   HP: 550           WizardRG, FireRG |
|Formation:     Normal           |
|Movement:     Katt (49), Nimufu (45), Sten (36), Ryu (24), Rand (7) |
|Surviver:     Katt               Total EXP:   400   |

```

```

|-----|
|      |Katt      Lv.10 |Sten      Lv. 8 |Ryu      Lv. 7 |Rand      Lv. 6 |
|-----|-----|-----|-----|-----|
|Bond   |---           |---           |---           |---           |
|      |---           |---           |---           |---           |
|-----|-----|-----|-----|-----|
|Weapon |HexadST       |SilverDR      |LongSD        |RevetKN       |
|Shield |SilkGL        |IronSH        |IronSH        |IronSH        |
|Armor  |IronML        |IronML        |IronML        |SuedeAR       |
|Helmet |GlassRG      |KnightHT     |KnightHT     |BronzeHT      |
|Etc1   |Charm         |---           |StickRod     |---           |
|Etc2   |WiseHoop      |---           |Worm x9      |---           |
|-----|-----|-----|-----|-----|

```

|She can use the devastating SwtBrth attack and put you all to sleep. Hope this |  
 |doesn't happen and keep your HP up because she can use Thunder magic which |  
 |can be deadly. On top of having hard attacks, she can also cast Cure1 to |  
 |replenish her HP. I just hope you got a bunch of Herbs or other healing |  
 |Items, like Unagis, with you. Anyway, first round, use a Puppy attack with |  
 |Ryu, Sten Herb on Ryu, Katt defend and Rand WFRUIT on Ryu. Second round, |  
 |Rand Katt and Sten use Herbs while Ryu uses another Puppy attack, taking |  
 |Nimufu down to below 100HP. |

If you have enough resources after finishing Nimufu, go and get the Water Shaman, then leave. If not, just come back later.  
Go get Jean and after that the new Dragon Powers from the Waterfall.  
Don't equip the SokletAR just yet, though.  
Head back to TownShip now.

```
|-----|  
|TownShip|  
|-----|
```

Items:

DivideBL: Unity room.  
Charcoal: Left house of first set.  
WiseBL: Center house of first set.  
1C: Right house of second set.

Nice little town you got there! First off, loot the houses as you won't be able to once you got the people to get in. Once done with this, head back to Hometown and enter the building left of your old house to recruit Hekkeller to your city. Next stop is Windia to recruit Baretta from the armory, after that continue over to Capitan and get Leminton from the inn to join you. Now it is time to head back to TownShip.

If you are low on coins, you can make a few GoldBars out of your Unagis (if you still have some, that is, which you should). Cook 4 Unagi to get a GutsBL and 2 Unagi to get a ShaveIce. Now cook 2 ShaveIce and 2 GutsBL for a GoldBar. Do this for about 20000 Coins and have the carpenter make the city bigger. Go in and out of TownShip a few times until you get the second set of houses, then loot those.

Get over to HomeTown again next and recruit Hanz from the same house you got Hekeller from. After that continue to Windia and recruit Daiye from the inn. The last house will stay empty for a little while longer.

Now that you have Hanz, you can buy 3 CondUp's and cook them to a GoldBar at the Carpenters. This will give you a good source of money, so make sure to get some Coins straight away (600.000 is ok for now).  
After that, go shop in your sweet little town:

Hekkellers Shop:

FlameSD, BurnKN, FireRG, FireBW, HeatST, 3xMagmaAR, 3xFlameSH

Lemintons Shop:

WonderRP, MightyAR, DemonSH

Hanz Shop:

4xD.Earing, 8xIronBR

Total: 58040 Coins

Equip the best of those to everyone. Also, get a few CondUps and buy 2 stacks of Bait fish from Daiye.

As for Shamans, this are the combinations you can do right now:

Rand	Sana	normal
Rand	Seso	normal
Nina	Sana	normal
Nina	Seso	normal
Sten	Sana	colored

Sten                   Seso                   normal  
Jean                   Seso                   normal

The best right now would be Sten and Sana as well as Nina and Seso.

After all this, go cook about 5-10 ShaveIce (Freeze in battle) which need 2 Unagi to be made.

That way, you have fire weapons and ice magic items. What can stand against you now???

Once you are done, restock at Capitan (put stuff you won't need to the bank) and save near SimaFort, then go to the

|-----|  
WildCat

Recommended Party: Rand, Sten, Ryu, Nina

Enemies:                -Bouncer, -Witch, \*WildCat (depending on when you visit)

Take that party!! You will get the 16HP Bonus, not ChopChop, so this is a absolute must. Proceed doing as you are told to and choose rare, then fight

|----- Boss Battle -----|  
|Name: Wildcat   HP: 610                -                   |  
|Formation:        Defense                                   |  
|Movement:        WildCat (64), Sten (41), Ryu (29), Nina (29), Rand (11) |  
|Survivor:        Nina 8 -> 9                Total EXP:        700                |

|-----|  
|           |Sten        Lv. 8 |Ryu        Lv. 7 |Rand        Lv. 6 |Nina        Lv. 8 |  
|-----|-----|-----|-----|  
|Bond       |Sana                |---                |---                |Seso                |  
|           |---                |---                |---                |---                |  
|-----|-----|-----|-----|  
|Weapon     |Fork                |Fork                |Fork                |Fork                |  
|Shield     |Plate               |Plate               |Plate               |Plate               |  
|Armor      |Napkin              |Napkin              |Napkin              |Napkin              |  
|Helmet     |---                |---                |---                |---                |  
|Etc1       |---                |---                |---                |---                |  
|Etc2       |---                |---                |---                |---                |

|-----|  
|First round, use Ryus dragon powers to deal some major damage, have Rand use |  
|Curel on Nina, Sten use Spark and Nina defend. Remember: you have no items, |  
|so you cannot resurrect nor heal. It may take a few trys to have the |  
characters you want die, but it should still be easier then Nimufu was...

After you finish him, do NOT forgive this guy until his questions repeat.  
You will get a 16HP boost. Now continue to SimaFort.

|-----|  
SimaFort

Items:  
DluxPole:                Room you wake up in.  
1C:                      Only sometimes, or in some versions of the game, the dresser

in the fake Prince's room holds this.

1000C: Chest in left tower after secret door.

3x1000C: Right door, where the buckets are. search the wall right across the entrance!

GutsBT: Left side of 2nd room on roach side.

HelpBL: Left side of 2nd room on roach side.

Stamina: Lower left exit in first Blue Roach room.

SoleSD: After Kuwadora, it shows itself.

BreathAR: SimaFort treasure room.

RoyalHT: SimaFort treasure room.

IronSH: SimaFort treasure room.

Enemies: !Poltrgst, !Arachnod, !Mimic, -B.Roach, \*Jailer, \*J.Worm, \*G.Roach, \*GoldFly, \*Kuwadora

Recommended Party: Ryu, Sten, Katt, Rand

First off, go shopping. SimaFort sells CureAl, so get those instead of the multiple healing Items you had until now. Also buy:

KnightHT, 3xBacklaw

Total: 3760 Coins

Now, get a full party again. Note that shamans really ain't needed in this part. Equip yourself and confront

```

|----- Boss Battle -----|
|Name: Jailer   HP: 460           Herb           |
|Formation:     Defense           |
|Movement:     Katt (49), Jailer (44), Sten (27), Ryu (15), Rand (7) |
|Survivor:     Rand 6 -> 7       Total EXP:     288 |
|-----|
|      |Ryu      Lv. 7 |Sten      Lv. 8 |Katt      Lv.10 |Rand      Lv. 6 |
|-----|-----|-----|-----|-----|
|Bond   |---      |---      |---      |---      |
|-----|-----|-----|-----|-----|
|Weapon |FlameSD   |SilverDR  |HeatST    |BurnKN    |
|Shield |FlameSH   |FlameSH   |Backlaw   |DemonSH   |
|Armor  |MagmaAR   |MagmaAR   |IronML    |SuedeAR   |
|Helmet |SokletAR  |KnightHT  |GlassRG   |BronzeHT  |
|Etc1   |IronBR    |IronBR    |IronBR    |IronBR    |
|Etc2   |IronBR    |IronBR    |IronBR    |IronBR    |
|-----|-----|-----|-----|-----|
|Use a puppy (NOT a dragon) to damage this guy really hard. He can use Cure3, |
|so don't think this goes too fast. Use Bait's when you are near finishing to |
|have it easier dying. Finish with a ShaveIce. |
|-----|

```

Afterwards, go on with the storyline until you need to enter the dungeon.

Once you get into fight with the fly for the first time, just defend. The fight will end by itself after a few turns. Make sure you have D.Earing's equipped on everyone and clear Zombie/Rotting status or you may have some problems. Go on until you reach

```

|----- Boss Battle -----|
|Name: J.Worm   HP: 1100          Extract, Van.Ext |
|Formation:     Defense           |
|Movement:     J.Worm (52), Katt (49), Sten (27), Ryu (15), Rand (7) |

```

```

|Surviver:      Ryu 7 -> 8          Total EXP:      440
|-----|
|      |Sten      Lv. 8 |Katt      Lv.10 |Rand      Lv. 7 |Ryu      Lv. 7 |
|-----|-----|-----|-----|
|Bond  |---        |---        |---        |---        |
|      |---        |---        |---        |---        |
|-----|-----|-----|-----|
|Weapon |SilverDR    |HeatST     |BurnKN     |FlameSD    |
|Shield |FlameSH     |Backlaw    |DemonSH    |FlameSH    |
|Armor  |MagmaAR     |IronML     |SuedeAR    |MagmaAR    |
|Helmet |KnightHT    |GlassRG   |BronzeHT   |SokletAR   |
|Etc1   |IronBR      |IronBR     |IronBR     |IronBR     |
|Etc2   |D.Earing    |D.Earing   |D.Earing   |D.Earing   |
|-----|-----|-----|-----|
|Use Dragon powers, a W.Fruit and some attacks. After that, use Baits to kill
|off your characters and just finish this.
|-----|

```

Leave the dungeon (geez, hardship) and save.  
Also, RESTOCK! You probably used quite some CureAl/TearDrop for the zombie status and as well some healing items to make running possible. Anyway, return. In the blue roach room, you can use your characters as bumpers (placing them at both sides) so you won't enter any random battles and can approach the huge roach without any problems.

```

|-----|-----|-----|-----|-----|-----|-----|
|-----|-----|-----|-----|-----|-----|-----|
|Name: G.Roach  HP: 1990          Herb
|Formation:    Defense
|Movement:    Katt (49), G.Roach (49), Sten (27), Ryu (16), Rand (7)
|Surviver:    Sten 8 -> 9          Total EXP:    500
|-----|-----|-----|-----|-----|-----|
|      |Ryu      Lv. 8 |Katt      Lv.10 |Rand      Lv. 7 |Sten      Lv. 8 |
|-----|-----|-----|-----|-----|-----|
|Bond  |---        |---        |---        |---        |
|      |---        |---        |---        |---        |
|-----|-----|-----|-----|-----|
|Weapon |FlameSD    |HeatST     |BurnKN     |SilverDR   |
|Shield |FlameSH     |Backlaw    |DemonSH    |FlameSH    |
|Armor  |MagmaAR     |IronML     |SuedeAR    |MagmaAR    |
|Helmet |KnightHT    |GlassRG   |BronzeHT   |SokletAR   |
|Etc1   |IronBR      |IronBR     |IronBR     |IronBR     |
|Etc2   |IronBR      |IronBR     |IronBR     |IronBR     |
|-----|-----|-----|-----|-----|
|He is weak to fire. There is not even the need to use magic at all if you got
|Hekkeller's weapons, you will do 100+ damage a hit. Just wear it down and
|kill your guys. INCREDIBLY easy compared to random battling in this area.
|-----|

```

```

|-----|-----|-----|-----|-----|-----|-----|
|Name: GoldFly  HP: 580          CureAl
|Formation:    Defense
|Movement:    GoldFly (90), Katt (49), Sten (30), Ryu (16), Rand (7)
|Surviver:    Sten 9 -> 10        Total EXP:    520
|-----|-----|-----|-----|-----|-----|
|      |Ryu      Lv. 8 |Katt      Lv.10 |Rand      Lv. 7 |Sten      Lv. 9 |
|-----|-----|-----|-----|-----|-----|
|Bond  |---        |---        |---        |---        |
|      |---        |---        |---        |---        |
|-----|-----|-----|-----|-----|
|Weapon |FlameSD    |HeatST     |BurnKN     |SilverDR   |

```

Shield	FlameSH	Backlaw	DemonSH	FlameSH
Armor	MagmaAR	IronML	SuedeAR	MagmaAR
Helmet	KnightHT	GlassRG	BronzeHT	SokletAR
Etc1	IronBR	IronBR	IronBR	IronBR
Etc2	IronBR	IronBR	IronBR	IronBR

-----  
 |Use a Dragon, kill off your characters, then use ShaveIce to finish this off  
 |in a jiffy. You may even decide to not revive any other then Ryu after the  
roach battle.

After this battle, the blue roachs will be gone, so head back and get the  
 chests if you want to, then outside.

Next thing: save, then restock and continue with the story, save again so you  
 don't need to get through it any more if you die, then encounter

----- Boss Battle -----  
 |Name: Kuwadora HP: 1650 IronML, SlashGL  
 |Formation: Defense  
 |Movement: Kuwadora (53), Katt (49), Sten (33), Ryu (16), Rand (7)  
Surviver: Sten 10 -> 11 Total EXP: 1600

	Ryu	Lv. 8	Katt	Lv.10	Rand	Lv. 6	Sten	Lv.10
Bond	---		---		---		---	
Weapon	FlameSD		HeatST		BurnKN		SilverDR	
Shield	FlameSH		Backlaw		DemonSH		FlameSH	
Armor	MagmaAR		IronML		SuedeAR		MagmaAR	
Helmet	KnightHT		GlassRG		BronzeHT		SokletAR	
Etc1	IronBR		IronBR		IronBR		IronBR	
Etc2	IronBR		IronBR		IronBR		IronBR	

-----  
 |Using ShaveIce and dragons is your best bet in this fight. Keep your health  
 |up and things shouldn't take too long though. Also note that Rand is slower  
then Ryu, so just have him use a Wfruit the same turn Ryu uses a dragon.

Grab the SoleSD and continue with the story. Don't forget to loot SimaFort's  
 special treasure room.

-----  
HomeTown

Items:  
 Cake: Trouts treasure room.  
 Antdt: Trouts kitchen.

Enemies: \*Footman, \*Trout

New character, new Bonds:

Bow	Sana	normal
Bow	Seso	normal

Go to Trouts house with Bow only so you do not have to kill off

anyone. It doesn't make much difference anyway, really. Just make sure to have Bow equipped with the best you got for him (stuff from TownShip/SimaFort you bought in advance, in case you wondered why you had a few spare, as well as the SokletAR and two IronBR's). Also, use a CondUp to make things a little more fun.

```
----- Forced Battle -----
|Name: Footman   HP: 100           BronzeHT, IronSH
|Formation:      Normal
|Movement:       Bow (16), FootMan (16)
|Surviver:       Bow 5 -> 6       Total EXP:    100
-----
|          |Bow          Lv. 5 |---          |---          |---
|-----|-----|-----|-----|-----
|Bond      |Sana           |---          |---          |---
|          |---           |---          |---          |---
|-----|-----|-----|-----|-----
|Weapon    |FireBW        |---          |---          |---
|Shield    |Backlaw       |---          |---          |---
|Armor     |BreathAR     |---          |---          |---
|Helmet    |SokletAR     |---          |---          |---
|Etc1     |IronBR       |---          |---          |---
|Etc2     |IronBR       |---          |---          |---
|-----|-----|-----|-----|-----
|Shot him, or attack a few times. No problem at all.
|-----|-----|-----|-----|-----
```

```
----- Boss Battle -----
|Name: Trout    HP: 550           Extract, Van.Ext
|Formation:      Normal
|Movement:       Trout (30), Bow (12)
|Surviver:       Bow 6 -> 10     Total EXP:    1600
-----
|          |Bow          Lv. 6 |---          |---          |---
|-----|-----|-----|-----|-----
|Bond      |Sana           |---          |---          |---
|          |---           |---          |---          |---
|-----|-----|-----|-----|-----
|Weapon    |FireBW        |---          |---          |---
|Shield    |Backlaw       |---          |---          |---
|Armor     |MightyAR     |---          |---          |---
|Helmet    |SokletAR     |---          |---          |---
|Etc1     |IronBR       |---          |---          |---
|Etc2     |IronBR       |---          |---          |---
|-----|-----|-----|-----|-----
|Start by casting Def-Up, then just use ShaveIce or attack (use a Medicate for
|more damage). Done pretty fast. One thing to make sure is that you have
|enough money for him to steal from you or he may go berserk.
|-----|-----|-----|-----|-----
```

Next, go back to TownShip.

Make some more money (you will need 900.000 Coins soon, for Spar).

Also, you should cook some Biscuit (Def-UpX + CureX) which are made of 2 Dinker (which are 4 CureAl, which can be bought at SimaFort).

Also, from this point on, you can encounter Grizlys when hunting.

For that reason, try to have Bow in your party when you travel, and get a few

(eight to twenty) SprRibs as you will need them later.

After you are done, put Jean and Rand to your party and go on.

-----  
II.2 Whale Cape to Memory

|-----|  
W.Cape

Items:

SteelAR: Room after Adams Apple, right of start.  
100C: Room after Adams Apple, left of exit.  
PwrFood: In first room with webs, take the right turn.  
GoldAR: In second room with webs, slap the closed door to the left.  
Herb: Inside cave at the beach you end up at.

Enemies: !H.Crab, !J.Fish, !Cuttlecb, !Fastman, !G.Lizard, !V.Head,  
Catfish, -G.Shaker, (C.Sludge), \*Munmar

Recommended Party: Ryu, Sten, Bow, Katt

Exchange party, save and continue grabbing items until the fight with the statue.

|----- Boss Battle -----|  
|Name: Munmar HP: 800 D.Earing, WorthRG|  
|Formation: Defense|  
|Movement: Munmar (73), Katt (52), Sten (35), Bow (22), Ryu (16)|  
Surviver: Ryu 8 -> 10 Total EXP: 1150

	Sten	Lv.11	Bow	Lv.10	Katt	Lv.10	Ryu	Lv. 8
Bond	Sana		Seso		---		---	
	---		---		---		---	
Weapon	SilverDR		FireBW		HeatST		FlameSD	
Shield	FlameSH		Backlaw		Backlaw		FlameSH	
Armor	MagmaAR		MightyAR		BreathAR		MagmaAR	
Helmet	KnightHT		BronzeHT		GlassRG		SokletAR	
Etc1	IronBR		IronBR		IronBR		IronBR	
Etc2	D.Earing		D.Earing		D.Earing		D.Earing	

|-----|  
|Have D.Earrings on everyone and his Horror attack will be worthless. Other|  
|then that, he can only attack normally, so defense formation will be most|  
|protective. Though, this battle is just too easy. Use Bait's straight away,|  
keep Ryu healthy and dragon power this thing to bits.

Continue and wake Gramps. Now that we can cross the oceans, time for some side visits.

|-----|  
Side Stuffs

First off to Guntz

Items (Guntz):

Tolen: Karashinikofus house.

Enemies (Guntz):

!Cotris, !C.Sludge, !DinaFung, G.Lizard, Pollen, -S.Golem,  
-M.Golem, (Ganet)

Shop for the following:

2x BlndedAR, 3xBlndedSH, 5xBlndedML

Total: 82000 Coins

Then, get Karashinikofu to your town, as well as Eichichi. Also buy a few F.Spice while around, you will need them for the next boss.

Now, go on to Tunlan.

Items (Tunlan):

Vtmn: 3rd house on the left.

Tolen: 3rd house on the right.

Enemies (Tunlan):

!Beetle, !Pima, Pollen, DinaFung, G.Lizard, C.Sludge, -S.Golem

Shop for:

2xBreathAR, 7xCrmsnRB

Total: 11650 Coins

after finishing the tour in this town, head back to TownShip and shop at Karashinikofus:

2x KingOfDR, BirchST, PierceRP, 2xSilverAR

Total: 34100 Coins.

Now over to Bleu's room in the desert.

Items (Bleu's Room):

Tolen: Chest in the back room.

Cond.Up: Second dresser from left.

Enemies (north Desert):

!Basilisk, DinaFung, C.Sludge, Pollen, G.Lizard, -S.Golem

Enemies (south Desert):

(Cancer), (G.Idol), (Titong), (R.Guard), (RoadSlug)

after that comes to the Uparupa Caves to loot.

Items (Uparupa Cave):

Gold: North in first room.

QuartrST: Northwest, in next room.

OceanRB: Leave second room to the southern exit.

Enemies (Uparupa Cave):

!Sireen, !Stinger, !Aruban

Next is over to west of Sea of Trees fishing Spot and catch the Maniro there

with the Gold from UpaCave to shop:

Maniro:

8xFastShoe, HolySF, 3xKramerBR

Total: 91000 Coins

And after that Mount Maori (the mountain with old geezer from Tunlan) you may as well do this later, though. Only the HushRG and ThornWP are better then what you have, and you probably won't need them too much until you come to them story-wise anyway.

Items (Mount Maori):

MoonDrop: NorthEast entrance to mountains.

ThornWP: First chest you come by.

CureAl: Second chest you come by.

FlameSD: After waterfall, chest in the opening.

FlameSH: After waterfall, chest above the stairs, down south.

MagmaAR: In second opening in cave after waterfall.

HushRG: Fall down the waterfall.

Enemies (Mount Maori):

!Meedid, !Ganga, !Atlas, !Venusfly, !Banbhand, Pollen, C.Sludge

Now, go get your 900.000 Coins and on to Circus at Tunlan. For getting that money, just put all your items to HomeTowns bank, then whale-ride back to TownShip and get all you can. After you are done, get your items again. It's that easy!

|-----|  
Circus

Enemies: \*M.C.Tusk

Recommended Party: Ryu, Bow, Rand, Sten

```
|----- Boss Battle -----|
|Name: M.C.Tusk HP: 1520          CharmSH, SilverAR |
|Formation:      Normal          |
|Movement:      M.C.Tusk (66), Sten (38), Bow (20), Ryu (8), Rand (7) |
|Surviver:      Rand 7 -> 11      Total EXP:      2700 |
|-----|
|      |Ryu      Lv.10 |Sten      Lv.11 |Bow      Lv.10 |Rand      Lv. 7 |
|-----|-----|-----|-----|-----|
|Bond   |---          |Sana          |---          |Seso          |
|      |---          |---          |---          |---          |
|-----|-----|-----|-----|-----|
|Weapon |KingOfDr      |KingOfDR      |FireBW      |BurnKN        |
|Shield |BlndedSH      |BlndedML      |BlndedML      |BlndedSH      |
|Armor  |BlndedAR      |SilverAR      |SilverAR      |SuedeAR        |
|Helmet |SokletAR      |CrmsnRB       |CrmsnRB       |BronzeHT       |
|Etc1   |IronBR        |IronBR        |IronBR        |IronBR        |
|Etc2   |IronBR        |IronBR        |IronBR        |IronBR        |
|-----|-----|-----|-----|-----|
|Bow and Rand both should equip Hekkellers flame weapons, as M.C.Tusk is weak |
|against fire. Anyway, use dragon powers twice, and wear him down. Use a |
|F.Spice (~120 damage) to finish this. Though, he can use Cure2 rather |
```

|frequent... which is highly annoying and can take you easily. |

Now that you have your last character, the final Shaman junction for a while:

Spar                    Seso                    Transform: Sprite

Enemies (Sea of Trees):

!C.Bear, Pollen, Basilisk, Venusfly

Visit the Wise Tree, go back to Tunlan, then continue to

|-----|  
HighFort

Items:

Extract:                Down the stairs, as Sten alone.

MothDR:                Down the stairs, as Sten alone.

QuickCL:               Down the stairs, as Sten alone.

Tolen:                 First 4-way-junction, center one up.

D.Earing:              First 4-way-junction, right one up.

1000C:                First cradle junction, left stairs.

NinjaDR:              After throne room, left entrance.

CloakKN:              After throne room, right entrance.

1000C:                Second junction after throne room, left way.

MoonMask:             In second maze room, take the teleporter in left sideway.

Collar:                After Portal, left stairs.

Tolen:                 After Portal, left stairs.

Enemies:              !Pharaoh, !Ralooba, !Soulflik, !D.Brnger, Basilisk, Pollen,  
                         C.Sludge, \*Trubo, \*Portal, \*Shupukay

Recommended Party: Ryu, Sten, Katt, Nina

Get through the story and get the chests down in the basement.

After that, encounter Trubo.

|----- Boss Battle -----|  
|Name: Trubo      HP: 110                    Herb                    |  
|Formation:       Normal                    |  
|Movement:       Trubo (72), Sten (38)                    |  
Surviver:        Sten 11 -> 12                    Total EXP:            1750
-----
Bond
-----
Weapon
Shield
Armor
Helmet
Etc1
Etc2
-----

|In the first fight with him, only use HelpBL's and defend the 4th turn. It |  
|will end and re-encounter in phase 2. Once Phase 2 begins, use a ShaveIce for|  
|about 100 damage. It won't be enough to kill him, though, so attack him to |

end this battle, hopefully not at cost of Sten's shaman, though.

After finishing Trubo, enter the door he just did, save and drink from the spring. Now continue the normal way. At the first junction you come to, there go 3 ways north and one south to the east. The center and right ones to north lead to chests, but both are useless. Though, no monsters up until here anyway, so grab whatever you want. Continue south and to the next room. On the next junction, go left for 1000C, then continue right. Next, you will come to the room with 4 stairs and your party in the northern part. Continue by using the second stairs from right. Next cradle, go south and skip the entrance along the way. Enter the doorway at the very end for a teleport tile. You will pass the throne room for another teleport tile and come to a room with 3 ways. Left and right have chests, while the center way is the way you need to go. At the next junction, the left way nets 1000C, the right continues to your party. Now that you got your party back, switch back to defensive positions. At the first maze room, go left, left, down, down, up and down. Second maze room goes right, down, then left for a recovery spring and a chest with MoonMask. Now, return to the last junction, go up, right, down, down, right, up, right and up the stairs. You will end up in a room with 3 teleporters. Left and right lead nowhere we haven't been to yet, so enter the center one and confront

```
----- Boss Battle -----
|Name: Portal   HP: 1530           Herb
|Formation:    Defense
|Movement:     Katt (72), Portal (70), Sten (42), Nina (27), Ryu (8)
|Surviver:     Katt 10 -> 12       Total EXP:    2400
-----
```

	Ryu	Lv.10	Sten	Lv.12	Nina	Lv. 9	Katt	Lv.10
Bond	---		Sana		Seso		---	
Weapon	KingOfDR		KingOfDR		HushRG		BirchST	
Shield	BlndedSH		BlndedML		BlndedML		BlndedML	
Armor	BlndedAR		SilverAR		OceanRB		BreathAR	
Helmet	CrmsnRB		MoonMask		RoyalHT		SokletAR	
Etc1	IronBR		IronBR		IronBR		FastShoe	
Etc2	IronBR		IronBR		IronBR		FastShoe	

Magic heals it, and this DOES include item magic. SO, use dragon two times, then make sure to heal it (!) with some weak magic (Cold from Nina is OK), then cast a 3rd dragon. His HP will be REALLY low now, so Katt should be able to finish this off rather fast. Look out for Typhoon though, it can heavily damage all of your characters, yet it isn't used too often.

Continue further and do NOT take the teleporter when you have the choice. After that room, there will be two stairs. The left one nets two chests, the right one is the way to go on, but use a Wfruit on Ryu and heal up before proceeding the steps south of the chests.

```
----- Boss Battle -----
|Name: Shupkay  HP: 980           Herb
|Formation:    Defense
|Movement:     Shupkay (80), Katt (5x), Sten (42), Nina (27), Ryu (8)
|Surviver:     Nina 9 -> 11       Total EXP:    2350
-----
```

	Ryu	Lv.10	Sten	Lv.12	Katt	Lv.12	Nina	Lv. 9
--	-----	-------	------	-------	------	-------	------	-------

Bond	---	---	---	---
	---	---	---	---
Weapon	KingOfDR	KingOfDR	BirchST	HushRG
Shield	BlndedSH	BlndedML	BlndedML	BlndedML
Armor	BlndedAR	SilverAR	BreathAR	OceanRB
Helmet	CrmsnRB	MoonMask	CrmsnRB	SokletAR
Etc1	IronBR	IronBR	IronBR	IronBR
Etc2	IronBR	IronBR	IronBR	IronBR

|-----|  
|First, use a dragon power, then a puppy, then start wearing her off and  
|killing your characters. Her death spell may make you clap, though, but she  
uses it once a year or so.

Now, story, get the flute, save, continue with the story.

Note: Baretta got new goods now. Buy

3xNationHT

Total: 5400 Coins

it's not much, but it's ok.

|-----|  
Mount Maori

Items:

MoonDrop: NorthWest entrance to mountains.  
ThornWP: First chest you come by.  
CureAl: Second chest you come by.  
FlameSD: After waterfall, chest in the opening.  
FlameSH: After waterfall, chest above the stairs, down south.  
MagmaAR: In second opening in cave after waterfall.  
HushRG: Fall down the waterfall.

Enemies: !Meedid, !Venusfly, !Banband, !Ganga, !Atlas, Pollen, C.Sludge

Recommended Party: Ryu, Sten, Katt, Spar

Go get Gedd, then come back to get the mushroom. If you did get the items earlier, then it's just a quick rush-through (which is why I recommend Katt: high Vigor = higher chance to run. We won't stay too long, so Spar can do all the healing and we won't need many items). Eventually, you will reach the top of the mountains, where mushrooms bloom (can they bloom?). On the left side is a small island. On this island, take the far right mushroom. Once done, get the mirror and return to Tunlan.

|-----|  
Queens Body

Enemies: !Ryusight, !Pepshun, !Hemoglod, !Fatty

Recommended Party: Sten, Bow, Spar, Ryu

Note that the Fatty and Hemoglod run away, so they will not give you any EXP. Walk around and run from battles until you find one that has ONLY those two kind of enemies in it, then defend/heal until all of them run. Also, hope you do not counter them to death with Ryu. You may want to take him to the back row

to lessen the chance of this. After you clear a fight, I'd suggest to go outside (use the mirror), save, rest if needed and come back. Better then having to walk around again after a sudden death or counter+EXP fight. After the queen is safed, get the Therapy Pillow. Transform Spar with help of the Water Shaman and enter a wooden dream.

```
|-----|
|InHeart|
|-----|
```

Enemies: !Rapider, !S.Idol, E.Sludge, C.Sludge, Ganga, Gonghead, V.Head, Sniphead, Mimic, D.Brnger

The old shool town has a shop, where you should buy a DoubleWP

Total: 8000 Coins

for Spar. Other then that, there is nothing of matter, so proceed, but don't forget your D.Earrings.

```
|-----|
|Memory Tower|
|-----|
```

Items:

AutoBW: Get back to entrance by paying the old man a second time.

EarthAR: Get back to entrance by paying the old man a second time.

MisoSoup: Third floor, directly west of entrance.

1000C: Fifth floor, directly south of entrance.

HeroBT: Fifth floor, directly north of entrance.

BlndedML: Fifth floor, in the southern part around the center.

Enemies: !Jacky, !P.Eater, !RoadSlug, Rapider, \*Aruhamel

Recommended Party: Ryu, Jean, Bow, Spar

Dreaded sight, seriously. The encounter rate here is horribly high, and the enemies around here use Thunder and S.Boom so they can kill you rather quickly. Too bad there is barely a thing to do against it other then having luck. Note that the Old Man that escorts you for 100C will even escort you if you don't have the money, so it is no problem if you decided to put all your money to the bank. Proceed up, taking the chests and reach the top. If you die on the way, but got a chest, I'd suggest to keep it like that. It's nearly impossible not to die even with all the shortcuts.

```
|----- Boss Battle -----|
|Name: Aruhamel HP: 1600          LopOffWP, ElmoreSD |
|Formation:      Defense          |
|Movement:      Aruhamel (100), Spar (28/21), Bow (20), Ryu (8), Jean (0) |
|Surviver:      Jean 10 -> 12      Total EXP:      3200 |
|-----|
|      |Ryu      Lv.10 |Bow      Lv.10 |Spar     Lv.12 |Jean     Lv.10 |
|-----|-----|-----|-----|-----|
|Bond   |---          |Sana     |Seso     |---          |
|      |---          |---     |---     |---          |
|-----|-----|-----|-----|-----|
|Weapon |KingOfDR    |FireBW   |DoubleWP |PierceRP    |
|Shield |BlndedSH    |BlndedML |BlndedML |BlndedSH    |
|Armor  |BlndedAR    |SilverAR |OceanRB  |BlndedAR    |
```

Helmet	NationHT	NationHT	CrmsnRB	SokletAR	
Etc1	IronBR	IronBR	IronBR	IronBR	
Etc2	D.Earing	D.Earing	D.Earing	D.Earing	

-----|  
|He can make you forget your spells, knows SwtBrth and can cure himself. He |  
|will mostly make you forget your spells though, so that is okay. Take him |  
|down by quite some HP with dragon spells until you forget them, then just |  
keep attacking and finish him with some ShaveIce.

After you finish this dude, go out of Gandaroofs mind and talk to him. Go south to find Fog Valley, then go to Sky Tower.

-----|  
II.3 FarmTown to Infinity

|-----|  
Sky Tower

Items:

GoblinSD:       Lowest floor, right side, in the room.  
SpiritRB:        Lowest floor, right side, at end of stream.  
1000C:           Go left and down from start.  
GutsBL:          Second floor, cannot miss it.  
IceSH:           Chest on fourth floor.  
FrozenAR:        Chest on fourth floor.  
NorthDR:         Chest on fourth floor.

Enemies:        !Darious, !Amonica, !Needle, !Crodworm

Recommended Party: Ryu, Sten, Bow, Spar

There's a shop down here! So buy:

IceBW, ThndrRP, 5xSokletAR

Total: 36200 Coins

Finally some more SokletAR's and no more need to switch the one you had around. Anyway, continue down the tower for a bit to grab the treasures, then go out to save again (if you didn't die after taking the chests, that is. With that running, your breath can run LOW...). After this, continue up. On the 4th and 5th floors, there are shortcuts if you pass by the far south. Continue another floor and get Spoor. Woot, new shaman! Leave the tower, head back to TownShip. This is what you can get now:

Bow	Spoo	normal
Rand	Spoo	normal
Rand	Sana-Spoo	normal
Rand	Seso-Spoo	normal
Nina	Spoo	colored
Nina	Sana-Spoo	colored
Nina	Seso-Spoo	colored
Sten	Spoo	normal
Sten	Sana-Spoo	Transform: Djinn
Sten	Seso-Spoo	normal
Jean	Spoo	normal
Jean	Seso-Spoo	normal
Spar	Seso-Spoo	Transform: Sprite

After you took what you want (I suggest Bow with Sana and Spar with the other two, should suffice for a while), continue to FarmTown, but not before buying a few bonus ShaveIce (~10) from Guntz.

Enemies (FogValey):

!B.Ogre, V.Head, Needle, Aruban, Mimic, P.Eater, -Cyclops,  
-M.Golem

|-----|  
FarmTown

Items:

HelpBL: Second floor of Inn.  
Gold: Second floor of house left of Daisy's.  
Plate: Back room of Daisy's house.  
Tolen: At Namanda, the house you come by.

Enemies: !Tri.ey, !Gallop, !Kiyhood, !Barucuda, !R.Guard, !R.Slug,  
!Ganet, !Mamot, Banbhand, V.Head, P.Eater, Crodworm, Needle,  
Aruban, Pollen, Stamen, C.Sludge, Cotris, RoadSlug, Mimic,  
-M.Golem, \*Stump, \*Bush, \*Stone, \*S.Golem, \*Paladin

Recommended Party: Ryu, Jean, Rand, Bow

Get the gold, and go fish near CotLnd. The spot is a tad hard to reach and you will need Jean in your party but it is worth the trouble, as you will buy 5xBraveAR, 5xMedusaSH  
Total: 300000 Coins

Proceed the story, then plow the field.

|----- Forced Battle -----|  
|Name: 2xBush, 2xStump, 1xStone HP: doesn't matter |  
|Formation: Scramble |  
|Movement: Ryu (28), Bow (26), Rand (18), Jean (11), Others (0) |  
|Surviver: Bow for 1xStone, Other 4 to Jean, Bow 10 -> 11, Jean |  
|Total EXP: 2x200 + 2x300 + 1x200 = 1200 |

	Ryu	Jean	Rand	Bow
Bond	---	---	---	Sana
Weapon	KingOfDR	ThndrRP	CloakKN	IceBW
Shield	MedusaSH	MedusaSH	MedusaSH	MedusaSH
Armor	BraveAR	BraveAR	SpiritRB	BraveAR
Helmet	SokletAR	SokletAR	BronzeHT	SokletAR
Etc1	IronBR	IronBR	IronBR	IronBR
Etc2	IronBR	IronBR	IronBR	IronBR

|Kill your characters as needed and take down the enemies.

|----- Boss Battle -----|  
|Name: S.Golem HP: 1600 Antdt |  
|Formation: Defense |  
|Movement: Ryu (28), Bow (28), Rand (18), Jean (11), S.Golem (1) |  
|Surviver: Bow 11 -> 12 Total EXP: 1624 |

	Ryu	Lv.10	Jean	Lv.12	Rand	Lv.11	Bow	Lv.11
Bond	---		---		---		Sana	
Weapon	KingOfDR		ThndrRP		CloakKN		IceBW	
Shield	MedusaSH		MedusaSH		MedusaSH		MedusaSH	
Armor	BraveAR		BraveAR		SpiritRB		BraveAR	
Helmet	SokletAR		SokletAR		BronzeHT		SokletAR	
Etc1	IronBR		IronBR		IronBR		IronBR	
Etc2	IronBR		IronBR		IronBR		IronBR	

ShaveIce works well on this thing. It can cast Fireball, so you may want to equip some of Hekkeller's Armors here. It mostly defends though. Three Dragon Powers and it is near finish. And besides, this thing is REALLY slow, you will go before it does.

After you finish this, you need to go to Namanda. Over there, make sure to donate at least 20 times (2000 Coins) so you get the Earth Shaman later, then continue with the story. Before going for the next fight, however, I highly advice you to go back to TownShip. Go hunt and kill Grizzlys for a total of four SprRib's, then cook those to a PanPizza. After yu got that and six ShaveIce, shamanize Rand with Seso and Spoo, then continue.

Boss Battle								
Name:	Paladin	HP: 496	WFruit, WiseBL					
Formation:	Normal							
Movement:	Paladin (77), Rand (22/18)							
Surviver:	Rand 11 -> 12		Total EXP:		1000			
	Rand	Lv.11	---		---		---	
Bond	Seso		---		---		---	
	Spoo		---		---		---	
Weapon	CloakKN		---		---		---	
Shield	MedusaSH		---		---		---	
Armor	SpiritRB		---		---		---	
Helmet	BronzeHT		---		---		---	
Etc1	IronBR		---		---		---	
Etc2	IronBR		---		---		---	

He may usually be hard, but with our PanPizza, he is pushover! Use the PanPizza and he will do ~20 instead of ~100 damage to Rand, making it way easy to survive and ShaveIce away.

After this, head back to TownShip. Baretta got new Items:

ThndrST

Total: 7800 Coins

Also, talk to Nina in her room (3rd floor, far right), then get back up to Windia.

Note: You may also go back to Namanda to get Boombada, though you won't use it, really. Give it to Spar, for the matter.

|-----|  
|Windia Castle|

|-----|

Items:

HelpBL: Back room of castle.  
Tolen: Back room of castle.  
Bum'sCL: Queens room.  
MoonDrop: Kings room.  
StormRG: Follow the first junction in the dungeon to the north.  
WindBR: When Nina is alone, east side chest. Approach from right!  
WindRB: When Nina is alone, west side chest. Pass by far left!  
SilverHT: Castle treasure room.  
MoonDrop: Castle treasure room.  
Van.Ext: Castle treasure room.  
CharmRod: When you can fly, dresser on Evrai island.

Enemies: !Gargoyle, R.Guard, RoadSlug, Crodworm, Baracuda, Aruban,  
V.Head, \*Guardian

Recommended Party: Ryu, Sten, Spar, Nina

Continue with the story, take the chests and save again if you die, the right way to go at the multiway junction is the second from top by the way. Continue and get to the part with Nina alone. If you die now, you will be able to re-enter straight away! Go and encounter

|----- Boss Battle -----|

|Name: Guardian HP: <96 Herb |  
|Formation: Normal |  
|Movement: Guardian (70), Nina (62/44) |  
|Surviver: Nina 11 -> 12 Total EXP: 2400 |

|-----|  
Nina Lv.11	---	---	---	
Bond	Seso	---	---	---
	Spoo	---	---	---
-----	-----	-----	-----	
Weapon	StormRG	---	---	---
Shield	BlndedML	---	---	---
Armor	WindRB	---	---	---
Helmet	SokletAR	---	---	---
Etc1	IronBR	---	---	---
Etc2	IronBR	---	---	---

|-----|  
ShaveIce away! One will be enough, so if you survive round 1, it is done.

Get out again, proceed the story and get the ability to fly!

Now, fly to Evrai and get the CharmRod from the house there. After that fly to the island that features Night Riders and the special shop:

EmblemRP, AmberRG, 7xMotherRB, 3xHolySH, 7xSunMask  
Total: 365400 Coins

After this, fly around and get all Fishable chests. You can use Urchins as lures to get them. Also make sure to get the LifeAR and EmpireSD! And don't forget to restock on Baits, if needed. The places to fish at are:

Isle of Giants: LoveBR  
Near Surfys Hut: JahAR  
North end of ShowCave: Tolen

Near Gate: LifeAR  
North of TownShip: IronBR  
East of TownShip: EmpireSD  
Island south of TownShip: Tolen  
NorthWest of Bando: MoonDrop

Also go check for some enemies if you wanna kill one of each:

Enemies (South Desert):  
!Cancer, !G.Idol, !Titong, R.Guard, RoadSlug

Enemies (Gate):  
G.Idol, Mamot, -M.Golem, -Cyclops, -Kimaira

Enemies (Islands west of HighFort):  
!Shupri, !Dinabehm, Ganet, G.Idol, -M.Golem

Next location: Evrai!

|-----|  
Evrai

Items:  
Tolen: House on right side.  
WiseBL: Claris house.  
Tolen: In a dresser after leaving the dungeon.

Enemies: Titong, Cancer, Dinabehm, R.Guard, RoadSlug, -M.Golem, -Kimaira

Recommended Party: Ryu, Sten, Spar, Nina

Loot and proceed with the story. Fastest way out of the dungeon below is to go into the cave right of the start and drop down, then go north and exit. Continue to CotLand and with the story there, then to Thieves Tomb.

|-----|  
ThvsTomb

Items:  
DoubleWP: Moving holes room.  
BananaDR: Moving holes room.  
ThundrGL: Moving holes room.  
SunMask: Moving holes room.  
KramerBR: Face room, south part.

Enemies: !Sheef, !Anubis, !D.Spider, Kiyhood

Recommended Party: Ryu, Sten, Nina, Spar

Get through this and grab the chests along the way. If possible, don't walk on the purple faces. Though, HAVE NINA IN THE LEAD! If you fall into a trap hole on those faces, Nina will just rise up again and thus this will not affect you. Makes getting through much easier if you do not have to take the way multiple times.

|-----|  
|Bando|

|-----|

Items:

SnakeST: Step on right tile once in moving door way.

1000C: Go south in the one north-south-way.

Enemies: !Maindstr, !Lyverma, !D.Spirit, D.Spider, \*Footman, \*Zombie,  
\*Necroman

Recommended Party: Ryu, Sten, Nina, Spar

After dialogue, confront

|----- Boss Battle -----|  
|Name: Footman HP: 954 MystryHT |  
|Formation: Defense |  
|Movement: Footman (92), Sten (73/46), Nina (30), Ryu (29), Spar (24/17) |  
|Surviver: Ryu 10 -> 11 Total EXP: 1500 |

|-----|  
| |Sten Lv.12 |Nina Lv.12 |Spar Lv.12 |Ryu Lv.10 |  
|-----|-----|-----|-----|  
|Bond |Sana |--- |Seso |--- |  
| |Spoo |--- |--- |--- |  
|-----|-----|-----|-----|  
|Weapon |KingOfDR |AmberRG |DoubleWP |KingOfDR |  
|Shield |MedusaSH |HolySH |HolySH |MedusaSH |  
|Armor |MotherRB |MotherRB |MotherRB |LifeAR |  
|Helmet |SunMask |SunMask |SunMask |SunMask |  
|Etc1 |IronBR |IronBR |IronBR |FastShoe |  
|Etc2 |IronBR |IronBR |IronBR |FastShoe |

|-----|  
|This dude SPAMS Cure2. Begin by casting a Dragon and WFruit by Spar so this |  
|guy does nothing but Cure2 from now on. Next turn, use another Dragon to get |  
|him to real critical state, then kill your characters and use another Dragon |  
to finish him.

Go back and get some stuff from Bank if needed. Now continue until you come to the boss room. Heal up and equip yourselves with KramerBRs.

|----- Boss Battle -----|  
|Name: 3xZombie HP: 682 each LifePI |  
|Formation: Defense |  
|Movement: Zombies (92), Sten (73/46), Nina (30), Ryu (22), Spar (24/17) |  
|Surviver: Ryu 11 -> 12 Total EXP: 3000 |

|-----|  
| |Sten Lv.12 |Nina Lv.12 |Spar Lv.12 |Ryu Lv.11 |  
|-----|-----|-----|-----|  
|Bond |Sana |--- |Seso |--- |  
| |Spoo |--- |--- |--- |  
|-----|-----|-----|-----|  
|Weapon |KingOfDR |AmberRG |DoubleWP |KingOfDR |  
|Shield |MedusaSH |HolySH |HolySH |MedusaSH |  
|Armor |MotherRB |MotherRB |MotherRB |LifeAR |  
|Helmet |SunMask |SunMask |SunMask |SunMask |  
|Etc1 |IronBR |IronBR |IronBR |FastShoe |  
|Etc2 |KramerBR |KramerBR |KramerBR |KramerBR |

|-----|  
|Use a Dragon and a F.Spice, then put Ryu back to full AP for the oncoming |  
|fight. Kill 2 of them with either ShaveIce or normal attacks, then kill your |

|characters and the last one. |

----- Boss Battle -----  
|Name: Necroman HP: 2400 DreamBR |  
|Formation: Defense |  
|Movement: Necroman (100), Sten (46), Nina (30), Ryu (22), Spar (17) |  
|Surviver: Ryu 12 -> 13 Total EXP: 3800 |

-----  
Sten Lv.12	Nina Lv.12	Spar Lv.12	Ryu Lv.12	
Bond	---	---	---	---
	---	---	---	---
-----	-----	-----	-----	
Weapon	KingOfDR	AmberRG	DoubleWP	KingOfDR
Shield	MedusaSH	HolySH	HolySH	MedusaSH
Armor	MotherRB	MotherRB	MotherRB	LifeAR
Helmet	SunMask	SunMask	SunMask	SunMask
Etc1	IronBR	IronBR	IronBR	FastShoe
Etc2	KramerBR	KramerBR	KramerBR	KramerBR
-----	-----	-----	-----	

|This dude is why we have KramerBR on everyone. Resurrect your characters |  
|straight away and decimate his HP with dragons. Don't cast Flame Puppy if you |  
|only want to do 256 damage, he is vulnerable to it so it would deal 512 as |  
|well. Once he is low on HP, just finish this with some more ShaveIce or |  
F.Spice. Also notice that Ryu will move before Spar due to FastShoes.

Afterwards, head out (Enemy Meter is now asleep, so no worries), grab the chests  
along the way. Restock, save and head over to the Grand Church again.

|-----|  
Grand Church

Items:  
ElementAR: Floor above Daisy.  
1000C: Floor above Daisy.  
BlastKN: Floor above trap wall.  
SkullBR: Fall down from top at the side the Archers stood.  
DmndBR: North at four-way-intersection.  
RainbwRB: West at four-way-intersection.  
CrmsnCL: Moving Platform room.

Enemies: !D.Crsdr, !Assasin, !M.Knight, R.Guard, R.Slug, -Soldier,  
-Oldman, \*Ray, \*Guardeyex3

Recommended Party: Ryu, Nina, Spar, Rand

Story, then before following Habaruku, go save again. Clicking through story  
can get annoying. Anyway, here comes an old friend.

----- Boss Battle -----  
|Name: Ray HP: infinite |  
|Formation: Defense |  
|Movement: Ray (76), Nina (69/50), Spar (49/42), Ryu (41), Rand (38) |  
Surviver: All Total EXP: 0

	Ryu	Lv.13	Nina	Lv.12	Spar	Lv.12	Rand	Lv.12
Bond	---		Sana		Seso		---	
	---		Spoo		---		---	
Weapon	KingOfDR		AmberRG		DoubleWP		CloakKN	
Shield	MedusaSH		HolySH		HolySH		MedusaSH	
Armor	MotherRB		MotherRB		BreathAR		SpiritRB	
Helmet	SunMask		SunMask		SunMask		BronzeHT	
Etc1	IronBR		FastShoe		FastShoe		FastShoe	
Etc2	FastShoe		FastShoe		FastShoe		FastShoe	

-----  
This battle wiolds no EXP. Have Ryu use KingOfDR first round, Nina and Spar use Agi Down and Rand uses Cure on Ryu. Once Agi Down connects, use a dragon with Ryu and get him to full HP with Rand. Next round, everyone just defends. You are faster then Ray so just take it. After Etherstorm, if Ryu survived, use G.Dragon. If he died but any other of your characters is alive, LifePI Ryu (and maybe Biscuit, if you got 2 up). Hope he survives some time early. After he survives once and G. Dragon is cast, you win.  
-----

After you beat up Ray, save, and head back to Bando to get Seny, the Holy Shaman. Here is the new possible bonds:

Bow	Seny	normal
Rand	Seny	normal
Rand	Sana-Seny	normal
Rand	Seso-Seny	normal
Rand	Spoo-Seny	normal
Nina	Seny	normal
Nina	Sana-Seny	normal
Nina	Seso-Seny	normal
Nina	Spoo-Seny	Transform: Angel Queen
Sten	Seny	normal
Sten	Sana-Seny	colored
Sten	Seso-Seny	normal
Sten	Spoo-Seny	normal
Jean	Seny	Transform: Frog Knight
Jean	Seso-Seny	Transform: Frog Knight
Jean	Spoo-Seny	Transform: Frog Knight
Spar	Seso-Seny	Transform: Sprite

Head back to Grand Church and follow Habaruku. Once you reach the top, there will be some more battles

----- Forced Battle -----  
Name: Archer HP: 300 LifePI  
Formation: Defense  
Movement: Archer (130), Nina (41/30), Spar (24/17), Rand (18), Ryu (14)  
Surviver: Spar (both) Total EXP: 2x300  
-----

	Ryu	Lv.13	Rand	Lv.12	Nina	Lv.12	Spar	Lv.12
Bond	---		Sana		Spoo		Seso	
	---		---		Seny		---	
Weapon	KingOfDR		BlastKN		AmberRG		DoubleWP	
Shield	MedusaSH		MedusaSH		HolySH		HolySH	
Armor	LifeAR		SpiritRB		MotherRB		MotherRB	
Helmet	SunMask		BronzeHT		SunMask		SunMask	

```

|Etc1      |IronBR      |IronBR      |IronBR      |IronBR      |
|Etc2      |IronBR      |IronBR      |IronBR      |IronBR      |
|-----|
|You will fight this battle 2 times. The only skill he knows is Eggbetr, so
|there shouldn't be too much strategy involved you don't know of yet. Pwr.Down
|with Spar and Nina, KingOfDR on Spar and a puppy, then kill your characters
|and finish with a ShaveIce. Resurrect next battle and finish it the same way.
|-----|

```

After you beat the archers, fall down the left side and get the SkullBR from below, then leave to save, restock and get Solo from FarmTown.

New bonds:

```

Bow          Solo          normal
Rand         Solo          colored
Rand         Sana-Solo      Transform: Armadillo
Rand         Seso-Solo      Transform: Armadillo
Rand         Solo-Seny      Transform: Armadillo
Nina         Solo          normal
Nina         Sana-Solo      normal
Nina         Seso-Solo      normal
Nina         Solo-Seny      normal
Sten         Solo          normal
Sten         Sana-Solo      colored
Sten         Seso-Solo      normal
Sten         Solo-Seny      normal
Spar         Solo          Transform: Bud
Spar         Seso-Solo      Transform: Bud
Spar         Solo-Seny      Transform: Bud

```

Also note that if you visit Baretta, she will have new goods:

DeathBW, KaiserKN, 3xHeroAR, 4xShinyHT,  
Total: 187000 Coins

Now, back to Grand Church AGAIN, and through the real way at the top. Get out by the stairway after looting (it is to the south), then save again. You can get back in this way afterwards, so no worry about having to walk to the top again.

North at four way intersection is a chest, west is a chest and the way to go on.

In the room with moving platform, the platform has 9 switches. Number them

```

1 2 3
4 5 6
7 8 9

```

Then 1 and 8 will make it move down, 2 5 and 7 right, 3 and 6 left and 4 and 9 up. Now step like this to get the CrmsnCL: 7 4 5 2 1 8 9 Now, fall down, then back up and step 7 4 5 2 8 9 to reach the stairs. In this room, heal up after each laser if you want to keep shamanized forms. Next boss is coming up shortly after.

```

|----- Boss Battle -----|
|Name: 3xGuardeye HP: 538 each      Herbs      |
|Formation:      Scramble      |
|Movement:      Guardeye (Flame)(170), Guardeye (Cure)(170),
|                Guardeye (Ice)(102), Sten (65/38), Rand (27/18),
|                Spar (24/17), Ryu (14), Oldman (-)
|Surviver:      All              Total EXP:      0
|-----|
|          |Sten      Lv.12 |Spar      Lv.12 |Rand      Lv.12 |Ryu      Lv.13 |

```

Bond	Sana	Seso	Solo	---
	Spoo	---	Seny	---
Weapon	KingOfDR	DoubleWP	KaiserKN	KingOfDR
Shield	MedusaSH	HolySH	MedusaSH	MedusaSH
Armor	HeroAR	MotherRB	SpiritRB	LifeAR
Helmet	ShinyHT	SunMask	BronzeHT	ShinyHT
Etc1	IronBR	IronBR	IronBR	IronBR
Etc2	IronBR	IronBR	IronBR	IronBR

The lower one is weak to ice, while the left one is weak to fire Start by using Fire Puppy on the one in the back and have Sten do some additional damage by casting Spark on the same one, Spar use a Biscuit and Rand a F.Spice (in case Sten gets killed). This should do the trick. Next, use ShaveIce's and Ice Puppy to kill the lower one. Now, the only eye remaining is the one healing. For this one, just ShaveIce away, some Puppy, or simply wait for it to run out of AP. You cannot lose any more.

Church blows up, Town flying.

Now it's time to get back to the very beginning...

----  
Gate

Enemies: \*Habaruku

Recommended Party: Ryu, Sten, Rand, Spar

Go get Shin. Note that you should use your Town to fly here as you will lose the Bird when continuing the story.

New Bonds:

Bow	Seny-Shin	Transform: Robot
Katt	Shin	Transform: Devil
Katt	Sana-Shin	Transform: Devil
Katt	Seso-Shin	Transform: Devil
Katt	Spoo-Shin	Transform: Devil
Nina	Shin	normal
Nina	Sana-Shin	normal
Nina	Seso-Shin	normal
Nina	Solo-Shin	normal
Spar	Shin	colored
Spar	Sana-Shin	Transform: Spiral Dragon
Spar	Seso-Shin	Transform: Sprite
Spar	Spoo-Shin	colored

Now, find Patty and confront

----- Boss Battle -----  
|Name: Habaruku HP: 2500 SilverHT, WisdomRB  
|Formation: Defense  
|Movement: Habaruku (100), Sten(65/38), Rand (27/18), Ryu (24),  
| Spar (24/17)  
Surviver: Spar 12 -> 13 Total EXP: 3800

	Sten	Lv.12	Ryu	Lv.13	Rand	Lv.12	Spar	Lv.12
Bond	Sana		---		Solo		Seso	
	Spoo		---		Seny		Shin	
Weapon	KingOfDR		KingOfDR		KaiserKN		DoubleWP	
Shield	MedusaSH		MedusaSH		MedusaSH		HolySH	
Armor	HeroAR		LifeAR		SpiritRB		MotherRB	
Helmet	ShinyHT		ShinyHT		BronzeHT		SunMask	
Etc1	IronBR		FastShoe		IronBR		IronBR	
Etc2	IronBR		IronBR		IronBR		IronBR	

First round, Ryu uses G.Drgn, Sten and Rand ShaveIce and Spar WFRUIT on Ryu. Next round, Ryu uses another G.Drgn, all others ShaveIce. He will now be in critical HP, so have Sten and Ryu Bait themselves, Rand LifePI Spar and Spar Bait Rand, then hope he uses some weak spell and finish with ShaveIce.

After you accept your destiny, it is time for the hardest dungeon of the game.

#### II.4 Final Stretch

#### Infinity - Part 1

#### Items:

ShinyBR: 1st floor, right part of 3rd floor-part.  
 BusterBW: 2nd floor, right side, needs Sten to pass there.  
 NatureWP: 2nd floor, left side, past the stairs.  
 ShinyHT: 2nd floor, in the side room.  
 Stamina: 3rd floor, northeast.  
 PwrFood: 3rd floor, near stairs down.  
 HeroAR: 4th floor, north of stairs.  
 MotherRB: 4th floor, north of stairs.  
 CrsntSD: 4th floor, from north chests, continue west.  
 HolySH: 11th floor, south from start.  
 SunMask: 11th floor, south from start, further then HolySH.  
 ImortlRG: 11th floor, east from start, then a bit north.  
 ShadowDR: 11th floor, south of ImortlRG  
 DreamBR: 11th floor, along the way.  
 FinalKN: 11th floor, along the way further on.

Enemies: !Humus, !G.Rider, !Dadelous, !Racegude, !BigHand, Ganet,  
 -E.Dragon, -Ifeleet

Recommended Party: Ryu, Sten, Bow, Nina

I'd say, get chests until 4th floor, then go out, save again and afterwards continue downwards.

Anyway, best way to go for all chests: At start, go right, then down the stairs, use Sten to pass by the poles. Next floor, get the chest by passing with Sten again, then pass the doorway and get another chest. backtrack and use the stairway south. Now get north to grab a chest, then back up the stairs and through the doorway, get yet another chest and use the stairs in there, continuing south and around. Before going down to the next floor, go around the floor again and grab the chest, then down. On the 4th floor, go north,

grab 2 chests, continue west and around the room and get the last chest of the early floors. It's maybe a good idea to go back out if you don't have many more items, else continue for now. The next floors are repeating, so just continue. On the next new floor, if you go south from start you will find 2 chests, the east way is the further one. There, grab 2 chests along the way, and when at the next junction, east is the only way to go. Grab another 2 chest on your way, then go south and to Dologany. Alternatively, after grabbing the floor 4 chests, just go straight to Dologany and go back up for the floor 11 chests after saving.

```
|-----|  
|Infinity - Part 2|  
|-----|
```

#### Items:

Noe'sRB: 2nd floor, west junction after Anfini room.  
RiotST: 3rd floor, west in 2nd room.  
HolyRP: 4th floor (north), south of entrance.  
DragonSH: 5th floor (north), follow pathway north of teleport.  
DragonAR: 6th floor (north), north of teleport tile.  
DragonSD: 7th floor (north), by taking ladder from 6th floor.  
DragonHT: 4th floor (south), east of entrance ladder.  
HolySH: 5th floor (south), you can see it from the entrance.  
LifeBR: After Barubary, in secret passage to the east.  
KingHT: After final save point, southwest.

Enemies: !Draagoon, !Skeleton, !Carm, !Conch, !Magicmas, !DPaladin, !Amom  
Ganet, E.Sludge, -Cyclops, -Ifeleet, -Hellion, -Zodiac,  
-P.Dragon, \*Barubary, \*DeathEvn

Recommended Party: Ryu, Sten, Bow, Nina

First of all, get all treasures pre-Barubary.

To do so, first go west at the only junction at level 2 for a chest, then take the east junction to proceed.

On the 3rd floor, go to the second room and west to grab a chest, then east and through the doorway to find a ladder going to 4th floor. Note that this is the north exit. If you skip the doorway and go further south, you will find the south exit of the 4th floor. On 4th floor, first aim south for a chest (in a seperate room), then go back and further west to find the stairs to the next floor. Here, the door above the teleport tile leads to the stairs. However, follow the path around for this floors chest first, then proceed.

Note that you should skip floor 5, 6 and 7 chests first and go save at the pre-Barubary Dragon Statue, then get one by one. It's much safer that way.

Now approaching 6th floor. From start, a bit west is a teleport tile and north of it this floors chest. The tile leads you directly to Barubary. After getting the chest, go south from teleport tile and take the ladder down to 7th floor to find the last chest on this side.

After saving downstairs, take the teleport tile to Barubary, but continue east and go up again. Next floor, take a turn left and another floor up, where you will find another chest. On the next floor, the way up is in plain sight, but continue east for the last chest first. Also note that the tile to the lower left of the chest is a trap! so approach it not using that tile or you will have to walk further. Make your way up to Dologany again or simply cast Exit, then go get Anfini. If you don't have Exit, you should go outside first, safe

at Gate, then get Anfini without safing. That way, you can simply die and re-shamanize.

Now, go back up to the surface. You will need to get some more MoonDrops to finish the game. "How do I get more?", you may ask. There is a little trick not too well known to get infinite of them. Go to ThvsTomb. Now walk on orange, smiling faces and you will have a chance after battle to find a MoonDrop. It's not fast, but works nicely. Get 10-15 MoonDrops now. Next get around 15 Biscuits and a bunch of WiseBL (Stamina (F.Spice + 2 Tuna) + 2 Tuna).

Also, for completeness of enemies, you should go fight at Enemies (N.Rider Isle):

!N.Rider, D.Brnger, -Cyclops

Enemies (Monster Island):

!K.Sludge, -Chorking, -Gonghead, -A.Sludge

Your Inventory should look like this:

01) 9xHelpBL	9xHelpBL
02) 9xHelpBL	9xHelpBL
03) 9xLifePI	9xLifePI
04) 9xLifePI	9xWiseBL
05) 9xWiseBL	9xSmoke
06) MoonDrop	MoonDrop
07) MoonDrop	MoonDrop
08) MoonDrop	MoonDrop
09) MoonDrop	MoonDrop
10) MoonDrop	MoonDrop
11) MoonDrop	MoonDrop
12) MoonDrop	MoonDrop
13) MoonDrop	Biscuit
14) Biscuit	Biscuit
15) Biscuit	Biscuit
16) Biscuit	Biscuit
17) Biscuit	Biscuit
18) Biscuit	Biscuit
19) Biscuit	Biscuit
20) Biscuit	Biscuit
21) PanPizza	PanPizza
22) PanPizza	PanPizza
23) HolySF	EmpireSD
24) KingOfDR	LifeAR

Also, take your money to be able to restock at Dologany if needed (just reset if you die, you got all the treasures already anyway). Now, from Dologany, make your way back to the lower level Dragon Statue to have a nearby save. It's time to meet our nightmare.

```
|----- Boss Battle -----|
|Name: Barubary HP: 5000      SacredSH, ArmyGL|
|Formation: Defense          |
|Movement: Katt (92), Barubary (90), Ryu (44/19/14), Spar (27/19),|
|           Rand (28/18)     |
|Surviver:  Rand 12 -> 13    Total EXP: 4000  |
|-----|
|           |Katt      Lv.12 |Ryu      Lv.13 |Spar      Lv.13 |Rand      Lv.12 |
|-----|-----|-----|-----|
|Bond      |---      |---      |Seso      |Sana      |
|           |---      |---      |Shin      |Solo      |
|-----|-----|-----|-----|
```

Weapon	RiotST	DragonSD	NatureWP	KaiserKN
Shield	HolySH	MedusaSH	HolySH	MedusaSH
Armor	WindRB	DragonAR	MotherRB	SpiritRB
Helmet	SunMask	DragonHT	SunMask	BronzeHT
Etc1	FastShoe	IronBR	IronBR	IronBR
Etc2	FastShoe	IronBR	IronBR	IronBR

-----

The hardest fight this game features. With the right strategy, you got a little chance to win, though don't expect it coming your way too soon. You will easily need a few hours for this to work. BoltX is instant loss once it is cast, so you hopefully are lucky. Anyway, here is what to do:

First fight with Barubary, Katt starts with a Biscuit, Spar MoonDrop, Rand WiseBL on Ryu and Ryu G.Dragon. Next turn, equip Ryu with LifeAR and KingOfDR before any actions. Katt goes defend, Ryu G.Dragon, Spar MoonDrop and Rand defend as well. The fight will end after G.Dragon is cast. After re-combat, as Katt is faster then Barubary, have her use a Biscuit again. Your AP is down, so have Ryu WiseBL himself, but only after Re-equipping DragonSD and LifeAR, or, if Rand and Spar still got shamans, DragonAR. Rand MoonDrop and Spar Pwr.Down on Barubary. From now on, have Rand MoonDrop and Spar WiseBL on Ryu, while Ryu goes for constant G.Dragon and Katt uses a PanPizza every turn until it connects to drop Barubarys attack as he some times will be able to kill our other characters. If that happens, MoonDrop them up straight away and hope PanPizza connects early. Other then that, always have one character use MoonDrop and another WiseBL on Ryu. Note that Spar and Rand will become much slower once de-shamanized, and Ryu should equip the LifeAR once that happened. Ryu also should use G.Dragon whenever possible, and Katt PanPizza until it connects, after that just defend or KingOfDR on Rand, something you see fit, just don't attack or this strategy won't work. After G.Dragon hit Barubary 4 times, the round you cast 5th, don't use MoonDrop. Instead, LifePI Rand with Spar, Rand HelpBL, Ryu cast the 5th G.Dragon and Katt whatever. Now if stuff worked out, all but Rand should be dead next turn, with Rand finishing with a use of EmpireSD. If they don't die due to some tough luck... well, shit happens :) seems PanPizza was too much for you.

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Now, save, get the other chests, save again. If you still have a few Biscuits (~5), you can go on now, else you should leave and make a few more, then come back. Though, the final battle is easier then you would expect. Once you are ready, it's time to kill a false god

----- Final Battle -----

Name: DeathEvn HP: 10000

Formation: Defense

Movement: DeathEvn (138), Ryu (44/19), Nina (45/34)  
 Rand (29/19), Spar (27/19)

Surviver: -

Total EXP: -

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	Ryu	Nina	Spar	Rand
	Lv.13	Lv.12	Lv.13	Lv.13
Bond	---	Spoo	Seso	Sana
	---	Seny	Shin	Solo
Weapon	DragonSD	ImortlRG	NatureWP	KaiserKN
Shield	MedusaSH	HolySH	HolySH	MedusaSH
Armor	DragonAR	MotherRB	MotherRB	SpiritRB
Helmet	DragonHT	SunMask	SunMask	BronzeHT
Etc1	IronBR	IronBR	IronBR	IronBR
Etc2	LifeBR	IronBR	IronBR	IronBR

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|Basically, same strategy as Barubary, but not half as deadly, just more HP. |  
|He cannot kill you (unless Death comes in) until he goes below 4000HP, which |  
|is when he starts BoneLzr, which can kill everyone but Rand. This is mind, |  
|have Rand MoonDrop every turn after that point. If you don't have enough, |  
|just use Biscuits and LifePI. He usually won't be able to wipe you out even |  
with that.

Congratulations, you finished the game at an average Level of 12.375!  
I hope you had some fun and thanks for playing.

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III. Outro

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III.1 Legal Information

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III.2 Credits

Thanks to Capcom Japan for making a great game like this! Even years after  
publishing, there still is people dedicated to it.

Huge thanks to Ben Siron and Sabin 2002 for the Breath of Fire II Handbook  
on [www.GameFAQs.com](http://www.GameFAQs.com). It's simply the best reference to any question about  
Breath of Fire II's battle systems.

Also thanks to the users on [www.GameFAQs.com](http://www.GameFAQs.com) boards for helping to develop  
a good Barubary strategy

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