

Star Ocean (Import) Walkthrough

by Meh1

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Star Ocean Walkthrough

By Meh1

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Updates

Version 0.8: This is my first version. There are probably some mistakes. But
it will be a while before I can play the game again to find
them. So I figure I might as well try to submit this one.

INTRODUCTION

After playing and loving Star Ocean 2nd Story, I was quite thrilled to see
DeJap translating this game. As it allowed me to finally play the first
installment of the series. As I looked around on gamefaqs, I noticed that
the walkthroughs tend not be too detailed. So I figured I'd write one of
those step-by-step walkthroughs.

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Section 1. Main Walkthrough

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1.1 Introduction and the Moore Continent
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/1.1.1 Intro/

Items: Ressurrection Bottle, Flare Bomb, Necklace, Savoryx2, 200 Fol, some Berries

Before starting, you should consider looking at the character list. There are several times when your decisions should be based on who you'll want in your eventual party. So it's best to decide that now. Also, on occasions when you don't want random encounters(which will happen often), the code to turn off encounters is 7E028800.

After watching the opening sequence, you gain control of your party. Go into the menu and look around. Personally, I'd take the message speed up to max. Also look at the status menu. You can press A again to change the name. Press X to look at your talents. Ratix should have at least 'Originality'. And hopefully something else. 'Design Sense' and 'Writing Ability' are ones you'll eventually need. If neither shows up, you might consider resetting. Or you can just try to get them from other characters later.

Open the 3 treasure chests in the room, and exit. You'll meet up with some thieves. Run into them for fights. Just bang the A button for easy wins. If you've never played other Star Ocean games, the battle system might seem strange. Don't worry too much about it now. You'll get used to it. Afterwards, you'll fight the boss. Again, the battle should be easy. There's no strategy involved. If you find him tough, use your flare bomb to deal damage, and ressurrection bottle to revive dead allies. It's possible for you to die if you're a first time player and isn't used to the system. Just start over. There's a lot of luck involved in these battles, as you'll soon realize. Of course, the save-state system is pretty handy for situations like this(for those who like to abuse it ^_^). A scene will follow.

When you gain control of Ratix again, you can now explore around. Before talking to Milly on northeast part of the town, you can exit Clatos on the south side. Save your game on the "world map". There's a blueberry and a necklace here. There are random encounters too, which is good practice for

you. When you're ready, go up to Milly for another scene.

Now you have to follow Milly. Exit the town north to arrive at the world map. The path is pretty much linear, so you shouldn't have many problems. Besides, it's not a bad idea to gain some levels right now. But don't overdo it. Dorn will leave you soon, so there's no point to level him up. On the road to Cool are 2 Savories, Blueberry, and 200 Fols. None are a big deal. So don't worry if you don't get them.

Upon reaching Cool, enter the house on the northeastern corner for a scene. You now have to go to Mt. Metox. It's north of Cool. So go to Cool, exit the town north, and you'll eventually reach Mt. Metox. Now go to the peak for a loooooooooooooong scene.

/1.1.2 Clato/

Items: Spectacles, 420 FOL, Blackberry

After waking up, Iria joins your party. Walk to Clato, and Iria will tell you to find her some appropriate clothing. I believe a positive response will raise her Approval Rating (AR for short, see General Information Section for details) for you. AR isn't all that important, but there's no point in lowering them if you don't have to.

Once in Clato, go into the first house you see on the right. Ask for clothes and buy it. If you're really cheap, you can get some clothes for free from an old lady in another house. But there's really no point. 10 Fol is nothing in this game, and you get a rise in AR this way.

The treasures are on the east edge of the town. Grab them and walk back out to give Iria her clothes. When she's finished dressing, you'll be able to access Private Actions (PA for short, see General Information Section for details). Basically, it allows you to enter town with your party split up, so you can see what everyone does. Most of the time, you don't see much. But there are some important scenes which can cause major changes in AR. It's also necessary to get Perisie and several items.

When you're done in Clato, exit north to Hot.

/1.1.3 Hot/

Item: Flare Bomb

Here you'll see a swordsman talking to the weapon salesman. When he's gone, explore around. But DON'T exit the town north, since you have no weapons and would get clobbered by enemies. If you talk to Raddle the Traveler, tell him Portmis is to the north.

Eventually, you'll want to go to the item store. First, buy all the skills from the skill shop. For those who haven't played the other Star Ocean games, I suggest you read the skills section of the guide. To get a hang of it. For right now, just spend 1 SP on Gale to learn Dash. Now you can run by holding down the B button. You can also use 1 SP to learn one level of kitchen knife. But don't bother spending more until you get the skill Effort, which is much later in the game. I strongly recommend that you don't spend any more SP point until you reach Ionis. You really don't need the skills anyway.

Now talk to the item shop owner and hear his proposal. Accept the job, and he'll say you have no weapons. Now, if you want to recruit Cius into your

party, go back outside and save (IMPORTANT!). Now talk to the weapon shop owner and agree to buy the sword. The swordsman will stop the transaction. Return to the item shop for a scene. And Cius will join your party.

If you want Cius permanently, check his talents. Unless you don't care to get his ultimate weapon, MAKE SURE he has the Originality talent. If not reset and start from your last save. Note that his talents get decided after you try to buy the sword. So you can't abuse the save state to try to change his talents. It might take a while, as Cius doesn't start with Originality often. But trust me, it's still much quicker than the alternative. If you don't want Cius permanently, then it doesn't matter what he has.

Now go to sleep in the Inn. When you wake up, ask the item shop owner for the pass to Portmis. Now exit the town north.

/1.1.4 Portmis/

Item: Ressurect Bottle x2*, ?Herb*, Spell Potion
*Found on the way to Portmis.

Go north and you'll reach Mt. Metox. On first screen, there's a hidden path just a bit northeast of the stone tablet you immediately see. Walk left from there and you can enter the Abandoned Mine. DO NOT run around in that place unless you have a death wish. With your current equipment, you probably can't survive the place until around lv40. Not even going all-out against the weakest enemies will be possible (unless you've leveled up obscenely). So don't even bother. But do remember this place for later on. For the cheaters among you, go ahead and turn on the no-encounter code to loot the place (do not run into the boss). Too bad there are several ?Guards in the dungeon, and you'll need a decent level (3+ is good) identifier to use them. So you can't use those for a while.

Mt. Metox is pretty linear. If you're going to keep Cius or you're a pretty crappy RPG player, I suggest you level up around the healing spring right now. Otherwise, wait for Cius to leave your party before leveling up. So it will be more efficient. Either way, you'll need to gain some extra levels for the upcoming dungeon bosses.

Going north from Mt. Metox will eventually get you to Portmis. Make sure when you come across a fork between a bridge to the west and stairs to the north, take the northern route. The bridge leads to a dead end.

There are several things to do in Portmis. If you gave Raddle the Traveler the right directions, he'll be here and give you a Spell Potion. Go to the Skills shop and buy the new skills. Go to the item shop and get some blueberries (10 is a good number) and aquaberries (5 or so). Now go to the weapon shop to receive your delivery item. Then upgrade all your equipment here.

Backtrack to Hot and give the statue to the owner. If you don't want to keep Cius, de-equip him first. I know his stuff isn't worth much money, but it's just the spirit of things. :) Now Cius will ask if you want him on your journey. Make your decision and head back to Portmis.

/1.1.5 Pirates Hideout/

Items: Oops, forgot to write them down. Will add later...

Go to the Portmis port and try to ride the ship. You'll be told about the pirates. Tell the sailor you'll take care of them. If you're not fully

healthy, rest first. When ready, take the boat to the hideout.

Make sure you save before entering, especially if you haven't been leveling. There's a semi-rare random encounter of Velcant in this cave, which is pretty difficult. Also, if you don't want to make a trip back to Portmis beforehand, set your fighters so they don't use techniques.

There are three doors in the first room. Go to the right one first and grab the chest. Return and enter the middle door. It won't open. But if you dash towards it, the door will break down. Now go down to the 2nd level.

On the 2nd floor, take the south path and exit. Now go right and grab three chests, and then take the bottom path. Press the switch to the right will open the door south. Go through the door down to the 3rd level. Here, save at the save point. Make sure Ratix has the Blaze Sword technique. And have Iria and Cius(if you have him) AIs set on "Use All Your Strength". Then break open the door for a mini-boss.

Boss: Velcant(2550 HP Weak against Fire), Bushwacker(450 HP), Robber Ax(500 HP)

First thing to do is to kill the Robber Ax, which can deal pretty hefty damages if you don't have high levels(~17+). Iria is the best candidate to do this, since her Chi Kung Fist keeps her a safe distance from any attacks. If the AI does this with her automatically, you're set. Otherwise, Iria will probably die from a few strikes. You can also attack him using Ratix, but you might run into trouble if it blocks your attacks. After that, kill the Bushwacker, which should be quick.

Now go after Velcant. Ratix can deal much more damage than Iria with his Blaze Sword. So use him to attack. If you do, chances are the Iria/Cius AI will just sit there. And only help you out if you're getting killed. If you think this is stupid... you're quite right. But you just have to deal with it. Make Iria/Cius the healer by having them giving Ratix blueberries to keep his HP up. If you don't know how to do this, first press the B button. Now press left/right to switch characters, and then press the X button to bring up the item menu. If Ratix run out of MPs, give him a blackberry or move him out of the way, and switch to Iria(making Ratix the healer).

Anyway, there's definitely luck involved in this battle, especially without Cius. If you want to reduce the chance of getting screwed, then level up some more. It took me three tries on my first game here, with just Iria and Ratix at lv13. With Cius, I beat them at lv11 the first try. But that's with a game's worth of experience.

Don't worry, boss battles in this game will become much easier later on. Seems weird? Not really. It's just that you can power yourself up in many other ways, rather than just by tedious leveling.

End Boss

Now open the three chests. Equip the flintstone. Now remember the gas you've come across? Use the flintstone on the gases will cause them to explode, and open up new passageways. But make sure you're not inside the gas area when you use the flintstone, or you'll take damage.

But first, you probably want to go back to Portmis to heal. When you're done, reenter the hideout. This time take the left door, detonate the gas, and open up the chest. Return to the center door and go down to lv2 again. Detonate the gas here to open up a passage right. In the next area, DON'T detonate the gas. Go across and grab the chests. Now take the left passage down, unless you want to lose HP to the spikes... Take the stair down to the bottom. Here you'll see a save point. First go left and open the chest. Return to the save point and go right, through the wall, to open another chest. Now save your game. If you're weak, you might consider going back to Portmis for another rest. Otherwise, bang through the door in the north. At the fork, there's nothing on the left side. Bang the door on the right to open up a boss fight.

Boss: Velcant Boss(5200 HP) Velcant(2550 HP, Weak against Fire)

Take on the Velcant yourself first. Pray that Iria or Iria/Cius don't get clobbered by the Velcant Boss in the meantime. When Velcant's dead, attack the boss and have your other fighters heal. This is a pretty tough fight with just Iria and Ratix, unless the AI decides to have Iria just unload with techs. With Cius the fight's easier, as both Cius and Iria will gang up on the Velcant Boss, keeping him relatively occupied to dish out big damage.

Again, some luck's involved unless you have high levels.

End Boss

After defeating the boss, keep going for a room full of chests. Make sure you grab all the chest first, and then talk to the little girl. You'll automatically be transported back to Portmis. When the girl leaves, pick up the Ocarina she dropped(just to the left of where she fell down). The little boy in the port will also give you a St. Elmo if you talk to him.

Now take the ship to Otanim.

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1.2 Continent of Astral
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/1.2.1 Otanim/

Item: Poison Check

Not much to do here. There will be a scene if Cius is in your party. Visit the skills shop and weapon shop for new stuff. There's a Poison Check in a hidden chest on the northeast corner of the town. You can have the would-be artist draw you, but all I've gotten were scribbles. :P There are also some girls here who'll sell you their magazine. I've yet to find any use for them, personally. When you're ready, leave to go to Tartory.

/1.2.2 Tataroy/

Item: Ressurrection Bottle

Tataroy is a pretty important town, as the battle arena is here. Check out the battle arena section for details on that. For right now, head to the skills shop to buy new skills. If you want, you can try the battle arena right now. How far you can get is totally dependent on your levels. Just think of it as good practice and as leveling up. The good prizes are for winning rank F and rank C. F gives you the trumpet, which is very helpful for getting money. C gives you the arguably the best equipment in the game, Star Guard(a shield) and a very powerful armor, especially at this point in the game. But C is probably out of your reach right now.

NOTE: If you do somehow manage to get Rank C, Ratix will learn the 7-Star Secret Skill. It will appear in his skill menu. Refer to the techniques section on getting secret skills.

If Cius is not in your party, you can now recruit Ashlay. First go to the audience section of the battle arena. He'll be there watching. Talk to him. Now leave town to save your game. Reenter and go to the port on the right. Talk to him again to have him join your party. Make sure he has Originality before you go on the boat. You'll arrive in Astral Castle Town.

If you have Cius, or don't want to recruit Ashlay, you should now go to Astral Castle Town. There are two ways. One is to go to the port and ride a ship there. The other is to go there through the Astral Cave(exit to the left side of the screen). I suggest you just take the boat unless you want some blah treasures right now. If so, use "Part 2" of the Astral Cave section.

/1.2.3 Astral Castle Town/

Here three different(but similar) events can happen depending on your party makeup.

A) If Cius is in your party

Exit the dock for an event. When it's over, choose to explore the town. Buy all the stuff you need. If you need money for Combat Skill 3, you can sell an extra trumpet if you have more than one. Otherwise, just skip it. You really don't have the SP to level up the powerful skills anyway. When you're ready, go back to the inn and sleep. You'll wake up in the middle of the night for an event.

When the event's over, you'll be in the Astral Cave. Fear will temporarily join you. Don't worry about her talents. She gets a new set when you recruit her permanently later on. For now, just be amazed at her ridiculously good regular attack, one of the best in the game(along with Ronixis').

B) If Ashlay is in your party

Exit the dock for an event. When it's over, choose to explore the town. Try to enter the northeast door on the first floor of Ryas' mansion. You'll see a scene. Buy all the stuff you need. If you need money for Combat Skill 3, you can sell an extra trumpet if you have more than one. Otherwise, just skip it. You really don't have the SP to level up the powerful skills anyway. When you're ready, go back to Ryas' Mansion and sleep. A scene will follow, and you'll need to go to the Astral Cave. Exit south from the city.

C) If only Iria and Ratix are in your party

Choose to explore around. If you need money for Combat Skill 3, you can sell

an extra trumpet if you have more than one. Otherwise, just skip it. You really don't have the SP to level up the powerful skills anyway. When you're ready, go back to the inn to sleep. Something will happen overnight. The next day, you find out that Fear is in jail for murder. If you want to recruit Fear, go to the jail cell in the castle. Talk to Fear and break her out. Now you have to escape from Astral Castle Town. Do so through the Astral Cave. Note that if you get Fear this way, she'll never acquire one of her secret abilities. Not that the ability's any good. But I know how anal many RPG players tend to be with these things.

If you don't want to recruit Fear right now, just leave town. I don't believe you need to go through the Astral Cave. So it's up to you whether or not you want to go in.

***NOTE: I have played up to this point in a game with neither Cius nor Ashlay. However, I lost my save-state due to a boo-boo. So I'm not too sure exactly what will happen for this next part. If any of you have completed this part, please tell me what happens exactly. Thank you.

/1.2.4 Astral Cave/

Part 1: Going Downwards...

Items: Reverse Doll, Poison Charm, Spectacles

Enter the cave and head down. There's a healing statue here, but you shouldn't need it. Save your game and exit on the southeast corner. Then head down and right into the door. Grab the Reverse Doll, exit, and go down stairs. Go right over the bridge and down the stairs. Now go straight down into the next room. Keep following the path until you reach an intersection. Go down first and into the door you see. Follow the path to a Poison Charm, and return to the intersection. Now go north and down the stairs.

In the next part, first go into the left door you see. Flip the switch. The bottom door leads to a Spectacles. You'll then see a save point. Save and do your normal boss fight preparation(i.e. change AI settings, heal to full HP, etc.) Now exit right and follow the path for a boss fight.

Boss: Black Widow(10,000 HP), Stroper x2(800 HP)

This should be an easy fight. Kill the Stropers first and go for the Widow. Her attacks are nothing a good blueberry won't cure, and you can pretty much stun her most of the time. Fear probably deals out the most damage right among your party members(if you have her). Although she is a bit weak defensively. Otherwise, use Ratix.

End Boss

If you have Ashlay, you'll have to walk back to Astral Castle Town(since you automatically skipped this section earlier). If you have Cius, you'll be transported back automatically. IN which case, head down to the Parj Temple section. I'm not sure what happens if you have just Fear in your party.

If you do have to walk back out, use Part 2 below.

Part 2: Going Upwards...

Items: 1200 FOL, Fresh Bottle, Saber, Necklace, Claymore, Hard Knuckle, Flare Bomb

Return to the save point. Take the north path upstairs. At the intersection, go down to reach a chest with 1200 FOL. Return to the intersection and go right, up the door, and upstairs. In the next area, head straight down and exit. Keep going until you reach a room with four paths (you should've come in through the northwest door). Go down through the southwest door first for three chests. Now take the northeast door, go right, exit north.

The next area has a save point. Save and exit north. The next room is fairly complicated. There's a switch in the middle, along with 4 exits. Right now, only the east exit is open. If you press the switch, the south exit will open, and the east exit will close. Press it again, and only the west exit will be open. If you just want to leave, press the switch three times will open the north door. Exit through the north to leave the cave. Meanwhile, going through the other paths will lead to some treasures. East path leads to a Claymore, South leads to a Hard Knuckle, and West to a Flare bomb. So basically, all crap.

When you open the north door, head straight up to the next room. Follow the path to a room with the save point and a healing statue. Exit the cave north.

If you're doing this after defeating the Black Widow, go to the castle for your scene.

NOTE: You will get a reward for killing the monster. One of the items is a Cinderella Vial. Do not use it until I tell you. There are only a few in the game, and you'll want to maximize their usage.

/1.2.5 Parj Temple/

Items: Moonite*, Ruby*, Smith Hammer*, Iron*, 1000 FOL*, Lion Statue*, Resist Ring, 18 SP(per person), Spell Potion, Ressurect Bottle.

*On the way to Parj Temple

During the scene following the Astral Cave, Fear will tell you about the Parj Temple. You have a choice to go there or not. It's your choice. But you can't get Joshua if you don't go there... The treasures are ok, but not that great. The enemies are pretty good for leveling. But then again, you might want to save your leveling until you get all the party members, so you can choose who'll be in your permanent party. Anyway, it's up to you. If you decide not to go to Parj Temple, then head down to the next section(Tropp).

Anyway, leave Astral Castle Town using the boat or, if you're in love with the cave, Astral Cave. Head out Tataroy. The path is pretty linear at first. There's a chest with a Moonite on the way. When you reach a fork, take the north path. At the next fork, go right for two chests, then head left two screens, before going up. Follow the linear path to two caves. Go into the left one for two chests. Go into the right one to keep going. You'll come to a wide area. There's a chest in the southeast corner. Then take the stairs to the north. Ignore the west exit.

If you have Cius and want to recruit Joshua, you might consider save here,

so you can reset if you don't like his talents. With Ashlay, you can wait a bit to get a save-state later. If you don't have someone with Rythmic Sense, and don't plan on picking up Perisie, try to get Joshua to get this talent. Otherwise, he really doesn't come with anythin too important. Originality isn't a big deal, because Rods are all found, not customized.

Once up the stairs, you should get a scene. If you did not, it's either because you chose not to come here when prompted, or only Iria and Ratix are in your party. If that's the case, you can't go in the temple.

If Cius is in your party, you'll be prompted to make a choice during the scene. If you choose to stop them, Ratix will break them up. If you don't, Iria will do so. There's probably some AR involved, but not sure exactly... Afterwards, Joshua will join.

If Ashlay's in your party, Joshua will go in by himself. Follow after him.

Note: The blue spheres in this place teleport you to earlier parts of the temple. So try to avoid them.

Once in the temple, head up and go into the left door. Flip the switch on the wall, exit, and head into the right door. Go up and left, into the door. Take the Resist Ring and touch the crystals for 6 SP total. Return to the fork and head up, through the door.

The next room has a bunch of blue spheres. Don't touch them unless you want to start from the beginning of the room again. Eventually, you'll want to reach the upper-right corner door. Going directly right and up is shorter, but has a greater density of spheres. Going left is easier, but longer. Just follow the blue spheres to avoid them. Make sure you don't stop at an intersection, or you might run into another sphere.

Once you're through to the next room, go left and up the door. Now enter the right door. Go up and right into the door. Flip the switch. Exit and head up now, through the door. Head left and up through the door. Flip the switch and exit. Go south through the door. Now head down and left. The doors here should now be open. If not, then you haven't flipped the two switches. Go up the stairs.

You'll eventually reach the room with a save point and a tablet. The tablet gives you a hint. Basically, avoid the red spheres. Save and exit north. Now go right and up through the door.

The two doors leads to crystals. One with 6 SP and the other for healing. When done, head right. You'll come to a room with lots of red spheres. Don't touch them. Instead touch the blue sphere in the middle.

Before you go up for the boss fight, note that it will be a surrounded attack. 3 dogs in front and one in the back. So make sure Joshua isn't far back. And be ready to have Ratix attack the one enemy in the back immediately.

Boss: 4 Wolf Shape (5000 HP)

Have Ratix attack the lone Wolf Shape behind you. Your other two fighters should attack the other three. As long as Joshua's fine, he should provide more than enough healing. So be sure to help him out whenever a Wolf Shape

gets close to him. It shouldn't be hard. If you can't beat them, try controlling Joshua whenever you need him to do something. This will let you deal some extra damage and heal more efficiently.

End Boss

Go up the door for a scene. You'll get to choose whether you want to keep Joshua in the midst of it. Afterwards, head into the door to the north, into the Parj Temple main entrance (this is where you'd be had you taken the west path back at the beginning). Go up and exit through the right door. Now head right and up into the door. Flip the switch and return to the main room. Now take the left door for 6 SP. Exit and try to find a hidden path on the left side of the room here. It's right below the third pillar down on the left edge. Now exit the temple. There's nothing more here. Now go back to the intersection with the signs, and head to Tropp.

/1.2.6 Tropp/

Items: Ressurrect Bottle, Liquor Bottle, Iron, Stink Bomb, Sour Syrup,
Cinderella Vial

Whether or not you went to Parj Temple, you'll need to eventually go to Tropp. Go west from the intersection with the signs. On the screen with the trees and water, you can search for 3 chests. On the next screen, you'll get a scene. I haven't found the difference between the two answers. Either way, go to Tropp.

Visit the shops in Tropp (you should know the drill by now). There's a Cinderella Vial here. The port will have a ship to Portmis. So you can go back and visit the crash site. I'm not sure if you can skip this, because it's really annoying to have to backtrack all the way from Clato. Anyway, to make things easier, here's the no-encounters code again. 7E028800. It's not really cheating, because none of the monsters here can kill you now anyway.

When you're ready, get on the boat to Portmis. Backtrack to the crash site near Clato. Note that now you might be able to take on the cave on Mt. Metox. At least, you can take on some of the enemies in here. If you don't mind using save-states, then try to have two alternate save states after every battle. This way, you can reload if you find the tough enemies impossible to beat. If you just want to dash in, grab some stuff, and leave before getting killed, I suggest the following route. Otherwise, refer to Mt. Metox Cave guide in section 1.4.6.

Head into the cave. Go down and exit right. Go right and down for a ?Guard. Ignore the stairs. Now head up and exit to the right. On the next screen, go right and up for a Darwven Guard, and down for a Cinderella Vial and Darwven Sword. The sword is the most important item for right now, as it provides a major attack boost. Now exit the cave.

Now head to Tropp again. You can also stop by the battle arena on the way back. But if you wait a while, the battle arena will be easier. Your choice. Take the ship to Edcart.

=====
1.3 Continent of Van
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/1.3.1 Edcart/

Once you arrive at Edcart, you may get a scene with Milly, depending on who is in your party. If you see her, go to the inn to get her into your party. If you don't, she'll show up later, so don't worry.

Not much to do in this town. Note that there are two item shops here. One sells instruments. You'll need to come back here later to buy them. But you don't have the money right now. Also, you should now have a complete set of skills after buying the skills here. If not, you missed one earlier. Don't worry too if you missed some. Just get them later.

When you're finished, exit south to go to Ionis. If you don't have Joshua in your party, ignore the next section. Go straight to 1.3.3.

/1.3.2 Joshua's Side Quest/

Items: Forgot to write them down... :(But they're very good. Definitely worth the trip.

If Joshua's in your party, you'll get a scene soon after leaving Edcart. So follow his directions and go left(the path's sort of hidden). Follow the trail to meet Joshua's savior, Foster. You'll get a scene. Tell him you want to clean out the monsters. Exit the house, and go up into the forest.

The monsters in the forest are fixed encounters. None of them should be hard if you even decent levels. One kind of monster here can multiply. If they aren't doing much damage to you, can wait a while before killing them, to get extra experience. Clean out the place as the treasures are VERY good. If you killed all the monsters, talk to Foster to get an Elven Bow. This will be Ronixis' best weapon until the final dungeon.

/1.3.3 Ionis/

Items: Magic Card, Ressurect Bottle

Before you enter Ionis, do the whole saving deal if you're getting Marvel in your party. VERY VERY important that she has Originality. If she does, you can have her customize her ultimate weapon almost right away. Personally, I think Marvel's one of the best(if not THE best) fighter in the game. So if you're going to recruit her, you really should put her in your party. Note that if you have Cius but not Joshua, you can't get Marvel. On the other hand, if you ahve Ashlay or Joshua, she's basically forced into your party. If none of them are around, you have a choice in the matter.

!!!NOTE: The item shop in this town carries all the items needed for item creation. Item creation is the key to making your characters powerful. From this point on in the game, you can start using it. But you probably can't do all things you want to do right now. Read the Item Creation section to see all the things you can do. Or you can try to mess around yourself. Personally, I think you should at least try to start making tons of money.

Ok. So once you're done with all the item creation stuff you want to do, leave town for Van. If you didn't do the Joshua's side quest, then Ronixis won't have a weapon for right now. So don't put him in your party until you can buy a bow.

Also, if you're not a skilled RPG player, I suggest you level up Milly a bit right now(if you haven't already). Try to have her learn 'Cure All' before advancing further. Then again, if your fighters have high levels(~30), you probably won't be needing her healing much.

/1.3.4 Van/

Items: Spectacles, Emerald Ring*, Ressurrection Mist*

*In the castle

On your way, when you come across a screen with many pillars on the bottom, take the northern pass. Going west leads to a dead-end for now.

First do your shopping. The traveling salesman has Ressurrect Bottles, which could be helpful for next dungeon. The weapon shop has bows for Ronixis if you want him in your party. Also, rest at the inn if you need to heal up. A dungeon's coming up. When you're done, go up to the castle for a scene. Then you'll be brought to the Trial Labyrith.

Trial Labyrith

Items: Stone Charm, Mithril

You can leave the place any time you want by going upstairs. In case you need to rest or anything.

Also, if you're fighting against mages, have Ratix take them out quickly. The spells they cast here can be really annoying. It's also the reason why ydou'd want Milly to have Cure All if she's in your party.

First, go into the door to your left. Head up a bit, go left, and down into a secret door. Follow the path to another door. Now head up and into the first door you see. Grab the treasures and exit. Now go up and into the next exit. Go through the door to your right. Keep going until you reach a fork. Head up and right, through the door. There's a save point here. Save your game. Keep going, flip the switch, and through the open door.

You'll now be in a room with lots of doors. There are seven total. I'll number them 1 through 7 from left to right. They look like this.

4

3 5

1 2 6 7

Door #4 leads to the boss and the exit. But it's closed right now. The other doors all have a switch. To open the middle door, flip the switch in #7, #5, and #3 IN THAT ORDER. Note that you got a hint on a tablet earlier. On the tablet, the 'O's represented the doors you need to open, and 'from where the sun rises' meant you need to start from the east.

Once door #4 opens, you might want to go back and save again. Make sure you are not in a formation where the mages are way in the back, because you might get a surrounded attack. Also, give Ratix the Blaze Sword to deal lots of damage. The boss is in the next room. When ready, go through door #4. Keep walking and you'll be drawn into a seemingly-random battle, except

it's the boss. :)

Boss: Peryton(6800 HP Weak against Fire) 3 Whispers (3000 HP Weak against
Fire)

Not too difficult, especially if you're using Joshua. His Ray spell should deal lots of damage to all enemies. If you don't have Ray, use fire spells. Take out the Whispers first, since they have less HP. Then go against Peryton. His attacks are pretty strong, so a fighter may die. But who cares? You can buy Ressurect Bottles now, so feel free to use them whenever needed. As long as your healer doesn't get in trouble, this is an easy fight.

End Boss

Follow the path to the exit. You'll get a longish scene. Afterwards, go back to the castle for some items. There's also a funny Romeo&Juliet parody in a room on the top floor. :)

Now you'll have to get the emblems from the other three kings. You can get them in any order, but it's much quicker to start with Sylvalant.

=====
1.4 The Four Emblems
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/1.4.1 Sylvalant/

Items: ?Gem(Sage Stone)*, Diamond*, Magic Card*, Charm**, Ressurect Mist,
Blueberry, Damascus

*On the way to Sylvalant

**Milly's suppose to give you this at the exit if you open up a PA here, and don't have Ashlay in your party. It does depend on her AR towards you though. So if you don't see it. Do some PAs elsewhere which let her AR for Ratix rise. The best one is in Hot, provided you didn't do the Jewelry PA with Iria earlier.

Leave Van and head left at the fork. The guards will now let you pass. Once you're in the cave, the enemies change. Depending on your levels, they can be quite difficult. So make sure you have your AIs on their most aggressive settings. And save often. Follow the signs and you'll arrive at Dulce. Dulce has nothing new to offer. So rest if you need to. And then exit.

Now head left and follow the path. Two screens later, there's a semi-hidden path to the north with 3 chests. Continue and you'll arrive at Sylvalant.

There are plenty of things to do here. But first, go to the castle to get an audience with the king. Then search around the castle for some chests. When you're done, leave the castle.

There are several noteworthy things about this town.

1. This town has the best weapon shop in the game. Granted, you'll find better stuff later on, but for right now, this will do. If you plan on getting Fear, buy a Baselard for her. If you plan on getting Perisie, get an extra Cestus, and a Cat Suit. If you're getting Tinek, buy a Halberd. For Fear, get a Baselard.

2. If you have Cius in your party(or perhaps only the lack of Ashlay's required, not sure), open a PA and talk to Milly. She'll give you a Charm when you exit town. She'll give you one every single time. So get two. Charm is an accessory that only Ratix can equip. It's the 2nd best accessory in the game, second only to Tri-Emblem. So until you can cough up the money for the Tri-Emblems, this will serve as a good substitute. Also, once your levels are really high, you can equip one charm and one tri-emblem to cover all the elemental protections. If you have Ashlay in your party, Milly can still customize this item, with Ruby Persia I believe.

3. There's a hidden salesman in this town. To find him, first go to the stairs to the castle. There are two trees to the right. He stands right behind one of the trees. Talk to him to get an eye-popping item selection.

The important items here, of course, are Santa Boots and Tri-Emblems. Both cost a ridiculous amount. Santa Boots has a chance to give you a random item every time you sleep at the inn(got to equip it though). I've never gotten anything good out of it. But then again, I'm impatient and only tried like 30 times. If you got something good from it, e-mail me. I'm sure there's at least one super-rare item you can get to justify the high price.

Tri-Emblem, on the other hand, is very much worth the price. Remember the Cinderella Vials I told you about? That's what' they're for. Using a Cinderella Vial brings the price of Tri-Emblem down to 6,000,574. Now, if you have 9,999,999 FOL, and 20 Violins in your inventory, you have the equivalent of 11,999,999 FOL. Sell some other junk and you can easily match the 12,001,148 price of TWO Tri-Emblems. This way, you can get two discount Tri-Emblems for one Cinderella Vial. As far as I know, the best way to make money is to duplicate Violins through art(read the item creation section for details). I STRONGLY recommend that you get *at least* 6 Tri-Emblems. 8, of course, is optimal. 7 is fine if you have Fear or Joshua in your party. Yes, the item is THAT good.

When you're done in Sylvalant, you can now go to either Moore or Astral. If you're the type for wants to be fully prepared, journey back and forth between Sylvalant and Otanim to get yourself all the Tri-Emblems you have the patience for. Otanim has the Magic Colors you'll need to repeatedly duplicate Violins. I suggest you get at least 2 Tri-Emblems, so you can get all your fighters through Rank C easily. You'll want at least 4 Star Guards to go through the rest of the game.

This walkthrough will take you through the Moore Kingdom first. This is more efficient for those with pretty good levels(meaning you had no problems with the enemies on your way to Sylvalant), or those who has managed to get a good number of Tri-Emblems(which has got to be worth 10-20 levels). Otherwise, I suggest you go down to 1.4.5 first, before returning to 1.4.2 to 1.4.4. Some battling in the Battle Arena, both in terms of experience and equipment, will help you out.

/1.4.2 Getting Perisie/

Obviously, ignore this section if you don't plan on getting Perisie. Also ignore this section if you don't have the Ocarina, since you need it to get her.

Note: It seems as if Perisie might not join if you don't have many members in your party. One time, I tried to get her with only Cius and the four core members, and the PA wouldn't show up. Once I recruited Fear and Tinek, I could do the PA again. Perhaps there's AR involved in this. Not sure... If someone can help me out, I'd be very grateful.

So basically, I suggest you create a save in Portmis. If you can't open the PA in Clato, go down to 1.4.5 first and get the Astral Emblem. Then come back and check. You'll want to get Perisie before you get the Moore Emblem, so she'll get her secret skill.

To get Perisie, just go back to Clato. Again, stick on the no-encounter code for those who can't stand the battles. Save your game at Clato, now open a PA.

You'll see Milly and Iria standing with a cat. Talk to Milly and she'll ask you to name the kitty. You'll want to call her Perisie, but other answers will lead to some funny comments. So try the other ones if you want, but eventually Perisie. After you've named her, equip Ratix with the Ocarina and press A near them. You'll get scene and Perisie will join. If she doesn't have Originality, reset and try again. Perisie's complete set of music talent is quite useful if you're not into unlocking hidden talents.

/1.4.3 Mt. Metox Cave/

Items: Emerald Ring, Blueberry, Aquaberry, Dwarven Boots x2, Dwarven Guard x2, Dwarven Sword x2, Dwarven Helm x2, Dwarven Mail x2, Sweet Pot, Cinderella Glass, Astral Sword, Orihalcon x3, Rune Metal x3, Mithril

Remember this cave from way back in the game? If not, here are the directions again. But be sure to buy Pickaxe from Hot or Portmis before you go. Now go back to Mt. Metox. From the healing spring, walk right, down, and left. There's a tablet here. The hidden entrance is a bit northeast of the tablet. Just walk left and you'll run into the cave. Note that you will get Dwarven Swords in this cave. They are Earth elemental, which will heal some monsters in here. So keep whatever weapon you had except for the boss, or until you leave the cave.

Once in, go all the way left and up to the dead end. Press A by the wall to get a Rune Metal. You need to equip the Pickaxe for it to work. Now head back down and go northeast at the fork(the bottom path has nothing). Then head down at the next fork. Grab the chests. Go back up a bit, and right to the next room.

Grab the chest and go up at the intersection. At the dead end, use the pickaxe again for an Orihalcon. Go back to the intersection. Now head right to the next screen. When you come to an intersection, go up and left for a chest. Then all the way right to get pickaxe a rune metal. Go back to the first intersection. Go right for a chest, and then down for three more chests. Return to the previous screen. This time, head left, down, and down the stairs.

Follow the path to a fork. Go left to the next screen. Now head up to

pickaxe an Orihalcon. Return and head up at the fork. Go up again at the next fork to the next screen. Now head left for two chests, and then right and up to pickaxe a rune metal. Return to the previous screen.

Now go right and take the upper path for two chests. Return and take the lower path to the next screen. Here, go up to the next screen to pickaxe an Orihalcon. Go back all the down, follow the path to another screen, and a save point. Save your game and head up for a boss fight.

Boss: Punkponk(11,400 HP), Cunicuius x2(3,300 HP)

If you managed to make it this far into the cave and is still alive, this boss is easy. Your healer will be enough for all the healing. Since the bunnies tend to jump around, they won't be attacking very often. So just concentrate on the Cunicuius first before going for the big fat one. :)

End Boss

Now head up and grab the chests. You can pickaxe a Mithril on the upperleft corner. That's it for this cave.

/1.4.4 Moore Emblem/

Items: Extravagant Sword x3*, Extravagant Armor*, Extravagant Robe x2*, Extravagant Staff*, Ancient Scroll x2, Cure Paralysis, Cure Stone, Ressurect Bottle, Cat-Fu Secret Skill(for Perisie),

*Lost upon leaving the treasure room.

Go to Portmis and save outside. Rest if you need. Now head into Portmis and go up to the castle entrance. You'll get a scene and be transported into a dungeon. Once you've gotten the Extravagant equipments, DO NOT exit until you've completed the cave. Because the chancellor will take them away. :(

Ok, the directions... Head up, right and into the door. Grab all the chests and equip them. The Extravagant Swords should be your best weapon at this time, provided you didn't go berserk on customizing. Also, note that Fear can equip this weapon, even if it isn't a "short sword".

Now leave and head up the next door. Again grab/equip everything. Exit and continue on. In the next room, you'll see another set of doors. The first one has an Ancient Scroll(use it on either Iria or Tinek to learn a secret skill) and two other chests. The second has Perisie's secret skill. Although she must be in your party to learn it. The third one has nothing. Now exit downstairs at the end of the path.

Here, go all the way down and turn left at first opportunity. Then follow the path left and down(ignore the door) and go into the second door you see. You'll get a second Ancient Scroll. Give it to Iria/Tinek. If you don't have Tinek and want to recruit him, don't worry. The chancellor won't collect it. Now exit and go right, down the stairs. Save at the save point. Go up for a boss fight.

Boss: Succubus (25,800 HP), Shadow Beast x2 (5,700 HP)

A pretty easy fight. Go for succubus yourself as your other party members should be able to take care of the Shadow Beasts. The only attack that deals major damage is when Succubus unleashes several arrows at you. Try to attack her out of it. But if you can't, it still shouldn't kill you (unless your levels/equipment absolutely sucks). So have Milly/Joshua heal you. If you have top-notch equipments like double Tri-Emblems and Star Guards on everyone, it should be a joke of a fight no matter your levels.

End Boss

You'll get the Moore Emblem after the fight. Exit the castle. If you have Perisie, I suggest you do this little side quest to get the Bunny Whistle. If don't have Perisie, skip this next mini-section.

Getting the Bunny Whistle

First, do a PA in Portmis and talk to Perisie at the castle gate. Do Save first though, in case you die... Anyway, agree to get the treasure with her, and you'll be transported into the treasure room. There are enemies here, which will be hard now that you only have two people and none of the 'Extravagant' equipments. Re-equip Ratix if you haven't done so, because you don't have the Extravagant equipments anymore. Now head up and go into the second door you see. You'll get a scene and be transported back out.

Now, go to Hot and do a PA. Enter the item shop for an event. You'll now get the Bunny Whistle. It allows you to ride the bunny, which goes extra fast (try dashing with it ^_^). The biggest benefit is that there's no encounters (!!!) while riding it. Too bad you can't use it in dungeons. You can reuse this item however many times you want.

End Bunny Whistle Quest

When you're done in Portmis, take a ship to Astral (if you need the Astral Emblem), Van (if you want to complete the quest now), or Sylvalant (to do the optional Sylvalant Ruins). Head to the appropriate section.

/1.4.5 Astral Emblem and getting Tinek/

To get to Astral, take a ship to Otanim and walk to Tataroy. If you want to get Tinek, just have Ratix fight in the Battle Arena. He'll show up on the boss fight of rank D if Ratix is currently on rank D or lower. Otherwise, he'll show up on the first boss fight you have. Beating him should be easy. With 2 Tri-Emblems equipped, he should do 0 damage. Oh, and be sure to save before fighting him, so he'll get Originality.

Take a boat to Astral Castle Town when you're ready. You can recruit Fear here if you want. Don't worry too much about her talents. Her best weapon, Extravagant Sword, is only permanently obtainable from beating Gabriele (she might randomly drop one).

If you've gotten the four emblems, you can now either go to the Sylvalant Ruins, or directly to Van. Sylvalant Ruins is optional. So if you're in a

hurry to finish the game, go to Van.

/1.4.6 Sylvalant Ruins/

Items: Moonite, Sweet Syrup x2, Shadow Flower, Mithril Mesh x3, Mithril Greaves x3, Mithril Helm x3, Mithril Guard x3, Iria's Secret Skill, Dark Circle(magic for Joshua/Ronixis), Ignite Sword, Star Ruby, Air Blade x2, Reverse Doll x2, Rainbow Diamond

Note: This is an optional quest. You don't have to do this. As for the treasure quality, it's not a big deal unless you want the spell and secret skill it has to offer. The other treasures aren't great. However, if you have Marvel or Marvel&Joshua, there is something very interesting in the ruins. At the bottom of the ruins, you'll get a scene. This scene is pretty uninteresting without Marvel. With her and not Joshua, it becomes a longer, but semi-strange scene. With Joshua, you'll get a pretty major scene. But Marvel will DIE afterwards. So if you want to watch it, make sure you save beforehand. Unless you want Marvel to die, of course...

Ok, enough that, here are the directions. To get to the ruins from Sylvalant, just exit the town and head right. Eventually you'll come to a bridge. Just past it is a hidden path. So head up and run left into it to enter the ruins. There's nothing of note further up this path, at least I haven't found any. You'll just find the real ruins entrance(blocked), and a place for plot elements later on.

Once inside the cave, go up and left all the way. There are two exits going down here, with a combined 3 chests. Now head all the way right, and up through the door. Go up and through the door, grab the chest. Now retrace your steps all the way back to the entrance. Head up through the door. Now go all the way left and up to the door. Grab the chest. Now exit and go through the south exit.

Follow the path and you'll see two exits, one up and one down. The one down leads to a switch that says you can't use, and I haven't figured out any way to get it to work. So it's a dead-end. Head up through the door. The path should be linear until you get to a save point. Save. Now go right and up, through the door.

At the next intersection, go up for two chests. Then return and head right. Keep going to find a semi-hidden chest on the way. Head up at the fork(going left leads back to the exit). Grab the two chests. Now return all the way to the save point.

Now head left and up through the door. Follow the path until you come to a room with three doors. First go through the bottom door. Now go left to the door on your left. Grab the chest, and return to the room with the three doors. Now go through the upperleft door. You'll go through a long, linear path. Until you reach a save point. Save your game, as a boss is coming up. When you're ready, go left and up, through the door.

Boss: Ruin Guarder(25,000 HP)

This guy only has two attacks, one deals around 800 damage to all allies. It's "magical", so defense won't affect the damage. I also don't think it has any elemental properties, because even with all elements protected, Ratix took the damage. It's possible that he'll use it twice in a row. So

it's best if your characters have over 1,700 HP. But if you don't, you can still beat him(just some luck involved). Milly/Joshua AIs both should be casting Cure All after this attack. So just concentrate on attacking and keeping him stunned.

End Boss

Now loot the treasures in the rooms behind him. And return to the room with the three doors. Go through the upper-right door. Keep going until you see an intersection. Head right for a chest. Now go back to the intersection. There's a semi-hidden path left here. So go left to the next room. Follow the path downstairs. In the next room, there's nothing on the bottom. Take the northern door to a room with an intersection. Go right and grab the chests. Now go all the way left and grab the chests.

If you have Joshua and Marvel in your party. SAVE(easy for the 99% of you using emulators) before you take the path going up. Because you'll get a scene, and Marvel will leave your party afterwards. So unless you want to ditch Marvel for another character, you'll want to reset after watching the scene. When you're ready, go up. Note that if Marvel's not in your party, you can "kill her" by choosing to help the girl in ice. If you don't help the girl in the ice, nothing will happen. :)

When you're done, leave the ruins. Here are the directions for the quickest manner. Go back to the room with the three doors. Head up the stairs and go right. Enter the door above the save point. Follow the path until you come to a fork. Go right, and up through the door. Now head right again, and go down through the door. Head down to exit the ruins.

Now if you have all four emblems, go to Van to continue with the story. Otherwise, finish collecting the emblems.

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1.5 Parj Temple and Final Preparation
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/1.5.1 Parj Inner Sanctum/

Items: Sweet Syrup x2, Fairy Ring, Mandrake x2, Lunatic Ring, Artemis Leaf, Meteorite, Sour Syrup x2, Savory x2, Aqua Ring, Flare Ring, Rock, Fairy Potion, Wine,

Go to Van and talk to the king. He'll tell you to go to Parj temple. Do so. If you've been here already, go all the way to where you met those floating ladies. If you've never been in here, go back and read the section on Parj Temple earlier. You'll get a scene and be transported to the Parj Inner Sanctum.

This dungeon, and the next one, are going to be major pain in the asses. They are big and confusing. So if you ever get lost, put on the no-encounter code so you won't get messed by the constant battles. If you have someone with Sixth Sense and Scout ability, you can also avoid encounters. At lv10 Scout, you're pretty much guaranteed no encounters(at least I never got one).

From the entrance, head up and right. Go up the ramp and follow the path.

On the way is a chest. Keep going and down the stairs. Follow the path until you see a fork. First, go down the stairs for two chests. Return and keep going right and down the stairs. The door here is locked. There's a chest semi-hidden here. Get it and then follow the lower-left path down. Eventually, you'll reach a room with lots of doors and a save point. The first door has a chest. You can't open the other doors yet. From the first door, go up and right, down stairs.

Here you'll see three "switches" on the floor. Step on the top two, but not the third one. Return to the previous room. Two of the locked doors here will be open. Take the chests inside, and head up. Through the door you see and down the stairs. Follow the path until you see a fork. Go to the left first. Open the two doors on the way for two chests. Keep going to the end. Where you'll open a chest for a Sour Syrup. Press A in front of the computer in this room to get security card R.

Return to the intersection and head right this time. Grab the chest in the door on the way. At the next fork, go up for a chest, and then left to reach a locked door. Use the card on the flashing red light by the door to open it. Then go down stairs.

In the next area, head left and up to grab two chests. Now go right and follow the path, getting a chest(Savory) along the way. At the fork, first head left to step on the switch. Then return and go up the stairs. Go down the stairs when you can and head down to make sure the door's open. If it's still locked, go back and step on the switch until it opens.

Now comes the really annoying part. You'll have to backtrack. *Sighs* Here's the quickest way. Go down the path to the left of the now opened door. Go up the stairs and head left(right leads to a chest containing an useless Rock). Go through two doors and head right at the fork. Then go up the first door you see, and up stairs. At the next screen, follow the path. Keep going right at the intersection. Head up at the next fork(it's where the three doors are). And go up stairs.

Follow the path and go right when you can. Head down stairs. Now you can step on the bottom switch. Use the key on the red thingy by the door to open it. Go back upstairs. Go into the now opened door for a chest. Then get the blue key card at the top of the room. Now leave the room. Go left and down. Then go left again to go up stairs.

Follow the path until you see a door with blue light by it. Open the door with your card and grab the chest. Head up stairs and follow the path now. Ignore the first stair. Go down the second stair and continue your trip of going back up. Eventually, you'll reach the entrance. Head upwards from there. The path is linear. Eventually, you'll reach a point where you'll need the blue card. Use it and head down. Flip the switch. Now return to the point where you started the backtracking. So read the directions backward and you'll get there. :P

Go through the door and head downstairs. If this door isn't open, step on the switch nearby. In the next room, if the door isn't open, you need to step on the switch at the end of your backtracking just a moment ago. Now you'll reach a save point(Thank God that's over, eh?). Save and go up to the door. You'll get a puzzle. If you want, try to figure it out yourself. If not, look down.

Solution:

Here are the four sayings.

1. Thy fate thou ust not grieve.
2. Until the era of future generations.
3. Have courage.
4. Remain steadfast and resilient.

Take out the "helmet" meant the first first letters. So you end up with "T", "U", "H", "R". Yeah, I know "Ruth" might be the first word to come to your mind. But it's incorrect. Now try sounding out "Urth" and you might find it sound like a word we know. :) Anyway, type URTH in to open the door. You'll get a long scene. Yes, the snowman is now forever gone. :(:(:(^_^

/1.5.2 Final Preparation/

First, you should pay a visit to the Demon World by going to Deserted Island. Don't worry, you're not going through the dungeon yet. After getting inside. Walk up to get a scene. You'll get into a boss fight.

Boss: Del Argasi(15,600 HP)

Pretty easy boss. His attacks shouldn't do much. And he doesn't have any big devastating attacks(at least he never used any on me).

End Boss

You'll get a scene, and then another boss fight.

Boss: Del Argas(15,600 HP)

He's still easy. Attacks very slowly and easily just whacked to death.

End Boss

Now you'll get two Force Swords. Unless you've done Customization, they are the best weapons you have. It's definitely a big attack boost for Fear, as her attack is pretty weak.

Ok, you should probably do some preparation before going to the Demon World. Yes, you can return from there, but you wouldn't want to considering the hassles(remember the backtracking you did in Parj Temple Inner Sanctum?). So might as well not even plan on the return trip. You do reach the point of no return when you fight the boss there, though. So remember that you can't do any of the next stuff at that time.

So, things to do...

1. Stock up on items. Actually, you probably won't need them if your levels and equipments are good. I know I didn't. But you never know. Anyway, here are my recommendations.

A) Spectacles x20: This is the most important item. There will be plenty of armors in the final two dungeons that you'll need to identify. I will tell you what each item is, so you don't have to use identify on all of them. Of course, if you use Familiar(need Love of Animals talent), it's not a big deal.

B) Ressurrection Bottles x20: Less important if Milly has Raise Dead.

C) Blue/Blackberries x20: Backup healing

D) Cure Paralysis/Stone x20: Especially if you don't have Milly. If you do have her, it's just backup.

2. Get Tri-Emblems if you want them. This is the last chance.

3. Customize weapons. Unless you've been cheating, you should've leveled up a lot in Parj Temple. There should be enough SP for you to customize your weapons now. It's not necessary, of course. The final dungeons aren't difficult. But if you want to go through the bonus dungeon afterwards, these weapons will come in handy. Might as well get them early. Look at my

4. Get your 4 Star Guards. From beating Rank C at the Battle Arena. You should've done this a long time ago. But just in case...

5. Look at your equipments. You should be wearing Dwarven/Mithril Gear, equipment won from battle arena, and bought from Sylvalant(or shoes from Van).

6. The best place to level up is in the Demon World. Just stay near the entrance. You can try to get some treasures from here. Before going on your final trip. Then again, you probably don't need the levels.

=====
The Return to the Future
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/1.6.1 Demon World/

Items: Mandrake, Lavender, Berserk Sword, Slayer Sword, Rock, Orihalcon,
Misty Symbol

You can always touch the statue to return to the outside world. Now head up and left to grab a ?Herb(useless Mandrake) if you want. I wouldn't use a spectacle for it, personally. Return to the main path and keep going up. There's another useless ?Herb(Lavender) to your left along the way. At the top, go left if you have Cius to get him some weapons. Otherwise, exit right.

If you went left... On the next screen, head all the way up for a ?Weapon(Berserk Sword). Then go left for another ?Weapon(Slayer Sword). Now return to the previous screen and exit right. Keep going all the way right for a ?Gem(Rock... no joke) if you're in the mood. If not, go generally to the northeast direction. And exit the screen on the NE corner. Grab the Orihalcon. Now return to the previous screen. Exit at the northwest corner.

On the next screen, go left and up for a Misty Symbol. Go head right, save,

and exit the screen. You'll get a scene here, and enter the Time & Space Lab.

/1.6.2 Time & Space Lab/

Items: Reverse Doll, Blackberry, Duel Suit x2, Protect Ring, Star Emblem, Blueberry x3, Sweet Syrup x2, Cure Paralysis, Duel Helm x2, Artemis Leaf, Stun Half, Sylvan Mail, Sylvan Helm, Cure Stone, Star Ruby, Cinderella Vial, Fairy Ring, Star Ring, Mithril

If you thought Parj Temple Inner Sanctum was torcher, you haven't seen nothing yet. This place will make you want to kill yourself. Again, use scout if you ever just get tired of battles. Your levels and equipment should be good enough for the boss fights anyway.

Enter and grab the chest. Head up the stairs. Follow the path and go right at the fork(or go up if you want a blackberry). Keep going, and take the Duel Suit(equip it) along the way. Ignore the stairs and keep going left. After a pretty long road, you'll see an intersection. Go left(going down or right leads to dead ends). Grab the chest. Now return all the way to the stairway. Head up the stairs when you see it. Follow the path, ignore the stairs you see, and head north at the fork. Then follow the path and down the stairs. Now. First head up and right for a Protect Ring and a Star Emblem. Now go up the nearby stairs. Head right. If you want a blueberry, head down the first set of stairs you see. Otherwise, keep going right, then down, and finally go down the second set of stairs you see. Follow the path to the next room.

Here, keep going right, ignore the door for now. Exit the screen to your right. At the intersection, go straight right for two chests. Now return to the intersection and head up. Keep going up on the next screen and you'll see a door. Enter to get a Duel Helm. Return to the intersection and go back left. Go into the door on the next screen. Follow the path upstairs. Go down at first opportunity. Keep going to get a Duel Helm. Now return to the fork. Go left now to exit the screen. Follow the path to the next room.

It's a bit hard to navigate around here. There are three exits. First head down and take the exit on the lower-right if you want a ?Herb(Artemis Leaf). Otherwise, go to the upper-left part to get a Sweet Syrup. The exit leads to nothing. Now retrace your steps and take the left exit to the next area.

Keep going left at the intersection, as the other paths leads to nowhere. On the next screen, ignore the door and keep going. Grab the chests. Identify the ?Guards for a Sylvan Helm and Sylvan Mail. Now go back and up through the door you passed up. Save your game and head up for a scene. You'll be in a boss fight.

Boss: DARKEYE(25,800 HP), Death Charona x2(800 HP)

The Darkeye here is different(or at least seems that way) from the one in the Battle Arena. It never managed to stone me, or even attack much. Anyway, it's only a boss fight in name only. There's no way you could've made it to this point in the game and have trouble with them.

End Boss

Now save again. And go through the door.

Also, note that this is the last chance you have to return to the real world before you defeat the final game boss(you can return afterwards in a sort of an epilogue). So if there's anything more you want to do, do it now.

When ready, go through the door. Head up and right, down the stairs. Go down and right. Exit the screen right. Grab the 3 chests. Backtrack up the stairs. This time head all the way left, and down the stairs. First head left and down for a blueberry and a ?Jewelry(Fairy Ring). Now return and head right. Keep going right at the fork to reach two chests for a ?Gem(the rare Mithril) and ?Jewelry(Star Ring). Now return and head up at the fork. At the next screen, save your game using the save state if you're using an emulator. A boss fight's coming up.

Note: Going up is the point of no return. You'll have no access of the outside world once you fight the next boss. So if you want to do anything else, now's the time to do so.

When you're ready, Go up and through the door. You'll get in a boss fight.

Boss: Asmodeus (28,000 HP)

He has pretty high defense. So unless you have a pretty high attack power, you'll deal pretty little damage. But Asmodeus is such a huge target, and his attacks aren't terribly strong. So it's a pretty easy fight overall.

End Boss

You'll get a long scene. When you gain control of your party, heal if you need. Walk up for two fights, and more scenes. You'll enter the Reverse Tower.

/1.6.3 Reverse Tower/

Items: Sour Syrup, Star Cloak x2, Star Guard, Magical Bikini, Reflex Armor x3, Doom Blade, Elven Cap x2, Meteor Swarm(Spell for Joshua and Ronixis), Hermit Helm, Marvel Sword, Sylvan Bow x2, Cat Band, Elven Boots, Duel Suit

Head up to a healing statue. Then keep going for a save point. At the fork, exit the screen left. On the next screen, go into the first door to open the four chests. The ?Guards are a Star Guard and a Magical Bikini. The Magical Bikini has less defense than Duel Suit. So if Perisie has that on, don't bother equipping it. Star Cloak might have less defense than Mithril Suit for your magic users. But the extra evade and the elemental defense makes it better overall, in my opinion.

Exit the room and head keep going left. Go up the next door for three more chests. I'll mark this place as X. Now keep heading left to enter the next door. Go through the upper door at the next fork. Keep going for two chests. Now head down and go to the room right below where you came out. Grab the chests. Now head back to the "X" I marked in my walkthrough earlier. Head

down and go through the first door you see. Grab the three chests. Now leave and go into the door to your left.

Follow the path until you get to a fork. The bottom door's locked. So go up through the door. At the next fork, head up first to grab three chests. The ?Guard is a Cat Band, which you should already have. There are 2 Sylvan Bows for some weird reason, because only Ronixis can equip bows. Programming error perhaps?

Now head down and follow a linear path for a while. When you reach a fork, go down first for two chests. Now head all the way back up to hit a switch. Remember the locked door I talked about earlier, the switch opens that door. So backtrack to there and go through the door. Walk up the stairs to the next level.

In the room with two doors, go through the left one first. You'll reach three doors. The bottom-left door leads to nothing, but the other two leads to chests. Go back to the previous room and head through the right door. Go up stairs and save your game. Head up.

You see a switch here. It's part of a puzzle. The puzzle's pretty stupid, so here's the answer. Ignore the first switch. Go through the left door. Ignore the switch here, and go up through the door. Press the switch you see. Now head backtrack to the previous room. Press the switch. Backtrack to the first switch. Press it. Go into the right door. Press the switch. Go up through the next door, and press the switch. Now head left, and the door here leading up should be open. If not, you didn't press the switches in the right order.

Head up the stairs for a save point. And be prepared for the final boss. Then keep going up for a scene.

Boss: jie Reverse(31,000 HP)

This is the first of the final two bosses. Reverse hits fairly hard, but usually only towards one person. So Fairy Light is enough for healing. His defense is pretty much non-existent, so the high HP is easily taken off.

End Boss

After some more talking, you'll fight Reverse again.

Boss: Neo Reverse(32,000 HP)

He hits much harder than jie Reverse. Because he hits multiple times in quick succession. That can quickly kill off a character. But if you keep him stunned, that shouldn't be a problem. After all, you should have a pretty high Link Combo now to do your multi-hit barrages. Just make sure you revive anyone who dies.

Oh, and Neo Reverse has a magical attack that deals damage to all allies. But none of my characters took damage, so I'm not sure which element it is.

Probably one of the elements covered by Tri-Emblems.

End Boss

Congratulations. Now you've beaten the game. Watch the ending. You have to wait til the whole ending's done. And go to the next section for you can do now.

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1.7 Epilogue
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After you win the game, there will be a star by the last save of your game. Load it. Now if you haven't done so, let someone learn the Oracle specialty. Just level 1 is enough. Click Execute to enter the Oracle Room.

/1.7.1 Oracle Room/

You'll enter a room with five doors above you, and two exits. The exit on the left leads to Tataroy Battle Arena, and by extension the rest of Roak. The exit on the right leads to the screen just before you fight Reverse. The doors leads to the game's programmers, who'll say different things to you. The five doors require Oracle lv2, lv4, lv6, lv8, and lv10. They're not really worth the SPs if you still want to go through the Seven Star Ruins. otherwise, it's not like you need the SP for anything else.

There are some treasures in the room where you fought Asmodeus. It's not much. But you might decide to go get them. The items are a Duel Suit, a Cure Stone, and a Mithril.

/1.7.2 Seven Star Ruins/

Exit the Oracle room. From just where you enter in the Battle Arena, go up one single step and you'll enter the Seven Star Ruins. Remember this place, so you can come back whenever you want. You might want to do some preparation before taking on this place. For those who have played Star Ocean 2, this is the equivalent of the Cave of Trials. There are no save point here, which shouldn't be a problem for emulator users. Otherwise, you might want to be really prepared.

At this point in the game, attack magic has probably taken a back seat to fighters, who can deal more efficient damage by linking your techniques. Also, try to only use non-elemental weapons if you can.

<Detail walkthrough coming soon>

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Section 2: Information on Different Aspects of the Game

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2.1 Private Actions
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At the entrance of a town, most of the time you'll see a sign for private actions. If you press the Y button at this time, your party will split up and enter the town.

In a way, private actions(PA for short) are optional quests for the plot, similar to optional dungeons for gameplay. Most of the time, you'll just get to see your fellow party members stroll around the city, and get a feel for how they like to act. However, several PAs can lead to more important results.

A) Changing approval ratings

If you enter a PA where you have to make a choice, it will likely have an affect on the approval ratings among the characters involved. A negative response will make your fellow member approve of you less, and a positive response will get the opposite result. However, it's not always that simple. But generally, you can figure out what the results are after seeing the whole PA. Personally, I'd recommend saving before engaging in any PA. So you can reset if you get a bad response. Using the save-state is much easier, of course. Especially if you want to purposely see some bad results just for fun. :)

B) Getting Items

While I'm sure there are more, here are the ones I've found.

1. Bunny Whistle: To get this, first recruit Perisie. Then get the Moore Emblem. Now do a PA in Portmis(save first) and talk to Perisie at the castle gate. Agree to get the treasure and you'll be transported into the treasure room. There are enemies here, which will be hard now that you only have two people and none of the 'Fantastic' equipments. But you only have to go all the way into the second door. Hopefully, you won't run into any enemy. But if you do and get killed, you can reset(hence the save). When you're done, go to Hot and do a PA. Enter the item shop for an event. You'll now get the Bunny Whistle. It allows you to ride the bunny, which goes extra fast(try dashing with it ^_^). The biggest benefit is that there's no encounters(!!!) while riding it. Too bad you can't use it in dungeons.

2. Charm: You can get this if Cius is in your party. You can't get this if Ashlay's in your party. I'm not sure what happens if you have neither. Anyway, open a PA in Sylvalant. Talk t

3. Dragon Summon Secret Skill: You can get this if Ashlay's in your party. Open a PA in Sylvalant right before going to fight Asmodeous. Ashlay will tell you to see him(if his approval rating for you isn't bad). He's in the castle somewhere, can't remember where... look around. Talk to him to get the Dragon Summon Secret Skill.

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2.2 Approval Rating
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What you do in battles and during PAs can affect the approval rating(AR) between characters. You can pretty much figure out whether the effect's

negative or positive fairly easily. Fighting together will raise AR. During battles, helping one another will help with AR. Ignoring a character while s/he's getting killed will hurt AR.

AR determines several things, like whether Milly gives you the Charm, or whether Ashley will teach you the Dragon Summon Secret Skill. During battles, it determines how often a character will go "berserk" (turns red and get boosts in attack power) in battle when someone else dies. I think it also affects whether you get the "together endings" for Marvel/Joshua and Cius/Fear. They'll only be seen together in the ending if they have good AR for each other. Otherwise, they'll have single endings.

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2.3 Battle Arena
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The battle arena is in Tataroy. It there are 8 ranks, from H(easiest) to A(hardest). There are 5 fights for each rank, with a "boss fight" (including the obligatory boss music) in the fifth fight. You get a reward after winning each rank.

I won't much bother with the enemies, since the strategy is stuff you can figure out by yourself. And it's quite dependent on your level/equipment. Do note that you'll fight Dragon Eye as the last fight of Rank A. He can turn you to stone (instantly lose) with each attack, so make sure you only use long range attacks. Ronixis with his bows (as long as he doesn't kill you while you reload). Tinek with just his normal attack. Link Combo involving Marvel with Hail Orb, Ratix with Air Slash, Perisie with Charming Pose (or several of her other long range techs), Iria with Chi Kung Fist. He does have TONS of HP, so be sure you're at a high level if you're relying on techs. Otherwise, your MP will run out fast.

Here are the rewards worth mentioning.

Rank F - Music Set: You'll get an instrument and a music book. The instrument is quite useful early in the game as a source of money. And to duplicate using art, making you more money.

Rank D - Jewel Set: The important jewel here is the Mithril, which you can't make through Alchemy, nor duplicate. So there are only a set amount in the game you can get. Mithrils are needed to make several ultimate weapons.

Rank C - Armor Set: You'll get either a Dwarven Mail or a Mithril Mesh, along with a Star Guard. Star Guard is something you'll want 4 of as soon as you can get it. Not only does it give insane Evade bonus, but it shoots off stars when you block an attack. Plus, EVERYONE can equip it. It is the best shield in the game.

Rank B - Cat Set: Only useful if you have or plan on getting Perisie. For some characters, winning only gets you fairly useless Ruby Persias. Some get you a Cat Band, and some get you Cat Suit. Cat Suit can be bought, but Cat Band is Perisie's best helmet, as far as I know.

Rank A - Deluxe Jewel Set: I think this also changes depending on who's fighting. I've seen Rune Metals, Rainbow Diamonds, and Orihalcons. None of them are a big deal if you

use the cooking trick for Smithing/Customize.
And Rainbow Diamonds can even be duplicated.
Pretty lame for a top prize.

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2.4 Skills
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Skills are needed to boost stats, set off combat skills, use Item Creations, and use Specialties. You raise a skill level by spending SPs on them. SPs are gained at level ups. The higher the level, the more SP you gain at level up. The max level of any skill is 10.

Let's look at how you can use skills.

Stat Boost: Some skills will raise your stats when you level it up. For example, Kitchen Knife will raise your Str by 2 pts when you level it up once. At the max level of 10, you gain an extra 20 Str to that character's stats.

Combat Skills: Combat skills are meant to help you in combat. Most combat skills are randomly applied during battles actions, with a higher chance of triggering at higher levels. For example, the skill Feint let your attack be unblocked. If it triggers, then the enemy will not block your attack. If it doesn't, the normal use of your accuracy stat, the enemy's evade stat, and some randomness will determine if your hit was a success.

Item Creation: This is outlined in section 4.

Specialties: Also outlined in section 4.

One thing to note is that there's a skill called Effort, which lowers the SP needed to raise other skills. If you're the patient type, you might consider raising this to level 10 before going into other skills(reading books and 1SP skills notwithstanding). It does save SP in the long run.

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Section 3. Character Analysis

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3.0 Recruiting Choices
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One of the major decisions in the game is to choose who you want in your final party. There are four mandatory party members in this game. They are Ratix, Milly, Ronixis, and Iria. Everyone else is optional. Of the 7 optional characters, you can only fit 4 into your party. Here's how to get each one to join.

Cius - He'll offer to join after the delivery to Hot.

Ashlay - Talk to him in the Battle Arena audience section. He'll offer to

join if Cius isn't in your party.

Joshua - Decide to go to Parj Temple when Fear asks you about it(impossible if you decided not to recruit Fear, Cius, or Ashlay upon first reaching Astral Castle). Joshua will ask to join after finishing the temple

Marvel - Automatically joins if you have Joshua or Ashlay. Won't join if you just have Cius. Given the option to join(don't get drunk in Ionis) if you have none of Cius/Joshua/Ashlay.

Fear - If you have Cius or Ashlay, she'll ask to join on the Emblem quest. You can break her out of jail on your first trip to Astral if Cius/Ashlay are both not in your party. But you miss out on one of her secret techniques(which really is pretty crappy).

Tinek - After starting the Emblem quest, go to the battle arena. If Ratix is on rank D or below, you get a chance to fight Tinek on the final D battle. Otherwise, he'll show up on the final fight of the level you're currently on. Beat him and he'll ask to join. He's pretty easy.

Perisie - After returning from the pirates base, pick up the Orcana after the cat-girl drops it. Once you start the emblem quest, return to Clato and open a PA. Talk to Milly, name the cat Perisie, and play the orcana there. Perisie will join.

I'd like to point out that there's a side story concerning Marvel and Joshua. If you want to see every side to the story, you have to play the game three times. Once with Joshua and Marvel in your party. Once with Ashlay and Marvel in your party, and once w/o Marvel in your party. This does not pertain to the other characters.

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3.1 Ratix
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/3.1.1 In-Battle Information/

Ratix is the main character in the game. And there is one major difference between Ratix and your other characters. That is, he DOES NOT have an AI. This means that if you're not controlling Ratix, he literally just stands there doing nothing(or getting killed). For this reason, you will be controlling Ratix most of the time.

Because any competent player can control characters better than the AI, Ratix is seemingly a better fighter than others. The fact that he's always in your party, and should have a higher level than other characters, doesn't hurt this illusion. But the truth is, Ratix is only above average as a fighter. And if Ratix had an AI, you won't find Ratix to be all that great.

Ratix's one of the best normal attack in the game, nice speed and range. For the early parts of the game, you can get away with just banging the A button in most battles. Even later on, you'll find yourself using his normal attack quite a bit to save MP. I never found most of his techniques to be much use. Blaze Sword is pretty good against the Pirate boss early. Later, I find Twin Slash(later upgraded to 7-Star Twin Slash with his secret skill) and Air Slash to be his best techs.

Twin Slash does a quick two-hit combo with fast startup and recovery time. Each hit dealing damage same as his normal attack. Link it and the enemy will unlikely have any recovery time between your Twin Slashes.

Air Slash should remind some of Dias' Airslash from Star Ocean 2. Ratix

slashes his sword and a wave comes out of his sword, aiming at the enemy. This technique is great for several reasons. One, you can use it anywhere on the field, provided it's not too close to the enemy (in which case Twin Slash is better anyway). It has a fast startup time and a fast recovery time. Link it together and you'll keep the enemy stunned far away. The wave itself moves pretty fast, but can miss an enemy moving away.

Ratix's other techniques tend to be too slow for my taste. However, I probably haven't given all of them a fair shot. If you think another of his techniques is very useful, e-mail me and I'll try them out.

/3.1.2 Non-Battle Information/

Ratix always starts off the game with the talent Originality. 1/3 of the time, that will be his only talent. Other times, he will randomly come with another talent. I've never seen him start off with three talents. But that might just be me. Since he should have the most SP of any characters, you'll want him to invest for some item creation things. Authoring (uses the talent Writing Ability) and Art (uses talent Design Sense) are two I'd pick. Although Scout (uses talent Sixth Sense) is also good, in case you don't recruit the characters who usually starts off with them - Cius, Tinek, and Perisie. Starting off with Originality means he'll always be able to Customize or Smithing. So that's always a plus.

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3.2 Milly
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/3.2.1 In-Battle Information/

Milly is the healer (Final Fantasy equivalent of White Mage) in this game. She appears briefly in your party early in the game. Then disappear for a long time, before rejoining in Edcart or Sylvalant (depending on your party makeup) As the only dedicated healer of the game, Milly is fairly important. Especially late in the game and in the bonus dungeon.

Unfortunately, she's not nearly as useful as her counterpart Rena of Star Ocean 2. Not only does she not have quick attack-all spells to stun enemies, high-powered healing in this game also isn't as important as in Star Ocean 2. Most of the times, Preisie and Joshua provide ample healing in terms of damage. But Milly shines through her Dispel (gets rid of annoying Stone and Paralysis conditions) and Raise Dead (Revives an ally). Her super healing is also quite important for those taking on the bonus dungeon or Gabrielle.

Personally, I'd say if you want to just beat the game and want Joshua in your party, don't bother with Milly. For those who want to do everything, Joshua might be lacking.

If you're going to use Milly, make sure to turn off all her useless spells like Deep Mist and Silence (use the Y button to do so). These spells are just a waste of MP and space. You might want to turn on some of her status-up spells for boss fights, as well as Press (to stun the boss). Otherwise, just keep her healing spells and you're fine. For the really tough boss fights, you should manually take control of Milly at times so she doesn't slack off.

/3.2.2 Non-Battle Information/

Milly always starts off with Blessing of Mana (no big deal), and usually 3 other talents. Don't worry too much about which ones she gets. And just use her in item creation based on what she does have. Milly can also learn

all the talents fairly well(although still too slow for most people, probably). So she's definitely quite flexible. If you want to use her for the duration of the game, make her use her SP on item creations. This saves up SPs of fighters, who needs to unload lots of SP on combat techniques like fighting style, link combo, etc. On the other hand, Milly just needs to level up Loudmouth to get her spells off quicker.

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3.3 Iria
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/3.3.1 Battling Information/

Along with Marvel, Iria probably would benefit most from an AI option of "Always Use Techniques". Iria's normal attack is absolutely terrible. She runs really close to the enemy, PAUSES, and then does a slow back-kick. So lots of the times, she gets herself whacked before she can pull it off. In contrast, her techniques tend to be really fast. And several put some distance between her and the enemy. The problem is, the AI would use her normal attacks 1/3-1/2 the time even on the most aggressive setting. And when she's not using her techniques in boss fights, she's a good candidate to die quickly.

Personally, I've found her very first technique, Chi Kung Fist, to be the most useful. Iria has to set up an exact distance away from the enemy, before she unleashes a projectile blow at the same damage as her regular attack. It's very fast and easy to link for heavy, quick damage. Later, she can get the upgraded Dragon Fist secret technique.

/3.3.2 Non-Battle Information/

Iria doesn't customize her own weapon. So it doesn't matter if she has Originality. She has a good array of item creation talents.

Because Iria's with you for basically the whole game, she should rack up the second most SP when you get to Ionis to begin your item creation. And she seemingly always starts off with writing ability or design sense. So use her for item creation if you want to do it early.

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3. Ronixis
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/3.4.1 In-Battle Information/

Ronixis is the attack mage of the game. But unlike most attack mages in RPGs, Ronixis can also deal good damage with his bow. This would be ridiculously useful in a Final Fantasy game, where Black Mages basically hang around during normal encounters. But in Star Ocean, spells don't take up many MPs, and MP recovery is pretty cheap and easy. Besides, the AI for mages in the game tend to slack off a lot, rather than constantly using spells.

Ronixis' bow is quite powerful, and has a very fast reload rate. And of course, it has the incredible benefit of being able to attack from anywhere on the field. The problem, though, is that Ronixis doesn't use his bows all that often. I've personally tried all his settings. None of them seem to make Ronixis do much shooting in battle. This is a shame, because if he does attack at the rate of fighters, Ronixis would be much more useful. As it stands, he's average to below average.

Ronixis' spells are a mixed bag. Most of his spells are elemental in nature, which means you never know when he'll cast a spell which might heal the enemy. He also slacks off a lot when it comes to spellcasting. So if you're in a boss fight, it's a good idea to take control of him often to make sure he's always doing something. Ronixis' spells also become less and less useful as you level up. Because fighters' damage dealing capability rises at a much quicker pace.

Motermouth is very important for Ronixis. If it succeeds, Ronix can usually get in a spell at the very beginning of battle, dealing good damage and stunning the enemies for a moment.

One note about Ronixis is that he absolutely shines in the battle arena. The reason is simple. His bow allows him keep away from the enemy. And by just banging the A button, he can kill most enemies without them even coming close to Ronixis. This is actually quite useful, as he can easily win the C level. The win gets you the all-important Star Guard, and a Mithril Mail, which is very good at the time you get Ronixis. Having him first go through the Battle Arena will make it much easier for other characters after him.

/3.4.2 Non-Battle Information/

Even worse than Iria, you can't check Ronixis' talents until midway through the game. Despite the fact that it's chosen at the beginning. While he doesn't customize his own weapons(all bows are found or bought), he is needed to make Iria's ultimate weapon. It is going to be a *painful* process to get him to unlock Originality. So hope that he'll get it. He can't unlock hidden talents Sixth Sense, Love of Animals, or Sense of Taste. But that shouldn't be a big deal.

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3.5 Cius
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/3.5.1 In-Battle Information/

Cius is kind of like Ratix, except his normal attacks sucks big time. It looks good, it has good range, but it's slow as hell. He has some specials similar to Ratix's. Most of them tend to be close range, and not the fastest around. He does get to equip the heaviest armor types. But that's balanced by his close-range of his attacks. Cius also for some reason has the most weapons found in dungeons of any character in the game. It's as if half the weapons found in the final two dungeons are for just him. Pretty weird...

Note that I haven't managed to get all his secret techniques. So one of them might be more useful. But as of right now, I haven't seen any quick enough attacks from Cius to make him really useful. Spirit Blast is ok, but his low running speed makes it hard to execute.

/3.5.2 Non-Battle Information/

Do try to get Cius to start off with Originality, so he can get his ultimate weapon, Cius Special. He does tend to start off with Sixth Sense, which is good for people who hates random battles. Otherwise, don't expect much out of him in terms of item creation.

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3.6 Ashlay

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/3.6.1 In-Battle Information/

Similar to Cius, except with a quicker regular attack. Like Cius, I haven't found much use for him. Too slow in battle and too little MP. He does have more HP than others, but his defense lags a bit. Especially in the beginning. If you have some good combos for him, e-mail and I'll try them out.

/3.6.2 Non-Battle Informaton/

Ashlay's pretty much a non-factor in the item creation business. Just make sure he has Originality, so he can customize his own ultimate weapon. Sixth Sense is also a good talent to have, Ratix didn't start with it.

Ashlay's also useful for teaching Ratix his final secret skill. So recruit him over Cius if you're a completionist.

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3.7 Fear

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/3.7.1 In-Battle Information/

I'm not sure how I should feel about Fear as a battle character. She has arguably the best normal attack in the game. Fear would ran(pretty fast) at the enemy, stops at a distance, and shoots out two flying short swords to deal TWO hits on the enemy. She has several useful techniques, which basically deals more hits with her sword. Raven Sword does damage on the return, to possibly deal 4 hits. 3-Way shoots out three swords in three different directions, which is pretty useful against multiple enemies. But overall, only slightly above average in terms of damage potential.

Fear has two big downsides. First is that she only has one accessory slot to use. Which means one less Tri-Emblem, or a Berserk Ring, or any other accessory you might want to equip.

/3.7.2 Non-Battle Informaton/

You tend to get her pretty late in the game, and therefore won't really need her talents. I haven't reseted much for her talents, so I'm not sure which ones she tends to start with. Originality isn't a concern, since she can't customize(as far as I know). Otherwise, just try to cover talents that you don't have yet.

=====

3.8 Joshua

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/3.8.1 In-Battle Information/

Joshua is a mage with both healing and attack spells. Compared to Ronixis, he has less attack spells, but not really that much worse off as an attack mage. As a healer, Joshua lacks the top healing spells: Fairy Heal (Full HP recovery to one character), Fairy Light(Full HP recovery to all characters), Raise Dead(Revives Character), and Dispel(cures all statuses). He also lacks stat-changing spells, which aren't very useful in the first

place, so it's not a big deal.

Joshua makes a fine healer for most of the game. But begins to lack towards the end. Even worse in the bonus dungeon Seven Star Ruins. His attack spells might be useful for random battles, but much less so in boss fights. He also lacks a second accessory slot like Fear.

If you use Perisie, who has the healing tech Prismatic Dance, you can make up for Joshua's lack of high level HP healing spells. You can also use Ressurrection Bottles and Cure Stone/Paralysis for status cure. But both are much less efficient than Milly, especially if you have Motormouth at a high level. Personally, I don't think the healing spells he lack are enough to make up for his attack spells.

/3.8.2 Non-Battle Informaton/

Joshua tends to start with music talents. Try get him both music talents to start off if you don't plan on getting Perisie. Otherwise, it really doesn't matter what he starts with. Just use him for whatever his talents are good for.

=====

3.9 Marvel

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/3.9.1 In-Battle Information/

Like Iria, Marvel's regular attack sucks big time. Well, at least she doesn't pause before her attack, and it's fairly quick. But she has to be very close to the enemy to attack. Which is quite annoying as Marvel runs(if you can call it that) VERY, VERY slowly. It's like she runs in place.

Marvel's techs are a much different story. She uses her orbs to generate different projectiles at the enemy. They are long-ranged and other than Raven Orb, can be thrown anywhere on the screen. If you link them together, they tend to be thrown in very quick successions. Hail Orb's the best of the bunch, with the best speed and fewest enemies with Ice elemental resistance.

At later parts of the game, Marvel can become a powerhouse. You can throw Hail Orbs(linked x3/4) pretty much forever at bosses until it dies. She is especially great in fights where you can't afford to take any damage at all. Like the Gabrielle fight.

Another thing about Marvel is that she has the easiest obtainable ultimate weapon in the game.

/3.9.2 Non-Battle Informaton/

Try to have her start with Originality. I know you have to wait a while for the dialogues, but frame-skip should make it much quicker. You can then immediately make her a Holy Orb. Making your battles easy. Otherwise, not much to say about Marvel. She can unlock all the hidden talents(minus Blessing of Mana, of course). So let her learn one if you're lacking.

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3.10 Perisie

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/3.10.1 In-Battle Information/

Considering how late you get her, Perisie starts at only lv5. So you have to level her up. This isn't a big deal if you've bought some Tri-Emblems, which allows her to stay alive quite easily. She should catch up quicker than you might think. With SPs to work with than those starting at higher levels.

Provided Perisie isn't at a level deficiency, she's a very good fighter. She runs very quick around the field, with a very quick regular attack. The downside is, her regular attack has very short range, and can easily be hammered if she gets blocked. It doesn't help that her defense isn't so great. Her best weapon does get a +80 Accuracy though. Which makes up for that a bit.

As for her techniques, I've found quite a few useful ones. She shines more in random battles, because they tend to hit multiple enemies. Charming Pose is probably her best technique. She releases one "heart" for every enemy on the field, which has a decent tracking mechanism. It deals for around 2-3 times the damage of a regular attack when it hits. Link it to make quick work of random encounters. Her effectiveness decreases somewhat for boss fights. Or maybe it's just that I haven't found the best combination.

Overall, I think Perisie is a very good fighter. If you put her and Marvel in your party, they'll barely have to move before dispatching all the enemies with Link Combo.

/3.10.2 Non-Battle Informaton/

Perisie starts with both music talents. So she can start composing and performing musics as soon as you get her. Also get her to start with Originality. So she can make her 'Q Power Punch *'(best weapon name in the game). She also tends to start with Sixth Sense, which is always useful in the final dungeons.

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3.11 Tinek
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/3.11.1 In-Battle Information/

Like Perisie, Tinek has great running speed. His regular attack is a bit slower, but has VERY good range and recovery speed. You can pretty much keep the enemy stunned with his regular attack if you don't get blocked much.

Tinek's techniques are less impressive. None of them hit for too much damage. And tend not to get all the hits in.

Tinek does shine in terms of pure stats. He has very good strength, constitution, agility, and stamina. The high strength is somewhat tempered by his lack of a good non-elemental weapon. His best is the Mecha Halberd, which only has a 600 Atk Rating. His most powerful weapon, Offering, also has the annoying property of being thunder elemental. Which tends to heal quite a few enemies.

/3.11.2 Non-Battle Informaton/

Try to get Originality if you want to customize an Offering. Otherwise, you only need Smithing to get Mecha Halberd. He tends to start with Sixth

Sense. So if you need it, this is pretty good. Otherwise, not of much use outside the battles.

=====
3.12 Dorn
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Dorn is in your party for about 10 minutes at the beginning of the game. So it's fairly pointless to level up with him in the party. Otherwise, he's not too shabby. Basically Ratix w/o any techniques. Not that you actually need any at that point in the game.

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Section 4: Item Creation and Specialties

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4.0 Go through the Process
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This section basically tells you which item creation you should invest in, and the order to use them most efficiently. To get the details of each item creation/specialty, refer to each section on them.

/4.0.1 Starting Off/

You should put off item creation until you get to Ionis, where you hopefully has bought all the skills(at least all the non-combat ones). You can start later if you need more SPs, but not earlier.

First thing you should do is create an Author, who needs to have Writing Ability as a talent. Level the author's Authoring up to level 10(or at least 8 or 9 if you don't have the SPs). You should probably level up some Effort beforehand if this is a character you'll want to continue using. To save SPs in the long run.

Now that you have your Author, have him/her start writing books. Do note that you can only use books for level 7 or lower. Write some books for music(Musical Notation and Performance) if you want a musician. Write some sketching books to create an artist. There are some skills you can't write book for. But you can write a surprisingly high amount of skills. Biology and Pyschology are two very useful(and expensive) skills you can just write. Basically, try to write and feed books on all the skills which gives stat boost. This will save up SPs for other skills.

You should also immediately create an Identifier, if you haven't already done so.

You should eventually create a musician, a scout, a cook, a Smith, and an animal lover(Familiar).

Also, have those who you'll want to customize ultimate weapons learn Customize. You only need it at lv3. So lv7 Workmanship, lv1 Esthetic Sense, and lv1 Functionality will work. See the Ultimate Weapons section on how to

go through the process.

****Cooking Trick****

I really should thank the gamefaqs board members for this trick. You'll need it to successfully Smith and Customize in any decent amount of time. Here's what you want to do. Go into the item creation menu. Save your state. Perform your item creation. If it fails, load state. Cook once(doesn't matter if it succeeds or fails). Now save your state. Try your item creation again. If it fails, load your state and cook again... Repeat until you're successful.

/4.0.2 Making Money/

To start off the moneymaking process, it would be best if you have earned some instruments from winning Rank F of the Battle Arena. You tend to get a trumpet for a win, although I've also gotten a sax and a harmonica from it. Try to win two instruments on your first trip to Tataroy. Ratix should have no problems beating Rank F, regardless of your level at that point in the game. Iria is a bit iffy if you haven't leveled up much, since she's so reliant on her techs. But personally, I have no difficulty making it through with Ashlay, Cius, or Fear. So there's two instruments. If you recruited none of those people, then well... you probably want to make a return trip here before you start going. Instruments are the key because they can be sold for so much money.

The second thing you need is an artist. If you have an author, have that character write 7 sketching books. Then spend as much SP as you have to raise your artist's level. Eventually you'll want your artist to be at level 10. But unless you want the money for Tri-Emblems, lv7-8 is more than enough.

Now that you have all that settled, you'll want to buy some magic colors. I know Ionis and Otanim have them, but not sure of other places. Duplicate your trumpet/sax until you run out of magic colors. When you've earned 200,000 FOL(which should be quick), head to Edcart and buy a Violin. Then just start duplicating Violins until you're satisfied with your money supply. You might as well buy all the other instruments at this point.

Note: To make the process efficient, make sure to reorder the items by "New" after you've duplicated your first instrument. This will bring it to the top of the menu, allowing you to duplicate items just by pressing the A button. Then you can just do some other stuff on the computer(like reading online articles or something) while hitting the A button on your computer.

Later in the game, you might find you have the money to make Sage Stones out of Alchemy. Sage Stones sell for more money than Violins, 150,000 to 100,000 Fol. But they're also extremely hard to make. But if you can somehow make them at a similar success rate as Violins, it would be a better method of making money.

So what to do with your money when you've gotten them? 1,000,000 FOL or so is more than enough to buy basically everything you'll need for the rest of your game. Except for Tri-Emblems and Santas Boots. These two items are sold by a semi-hidden salesman in Sylvalant(see walkthrough for exact location).

Tri-Emblem is the best accessory in the game, although less useful at really high levels when you take on the Seven Star Ruins. But even so, spend some

time buying them gives you a HUGE advantage for much of the game.

I've never found anything good in Santas Boots. But I'm sure there are certainly items which are REALLY good, but the odds of getting them is just too low for most people's (or at least my) patience. Feel free to try them if you want.

Oh, and you should save your Cinderella Vials for this. The 25% off is basically 2 million Fols off a single Tri-Emblem.

/4.0.3 Upgrading to Ultimate Weapons/

Note: Use the cooking trick (outlined in 4.0.1) will make this process much easier.

A) Ratix: Aura Blade, Meteor Crash, Duel Sword

Duplicate your Longsword until you have a few. More if you also want to get Ashlay's ultimate weapon.

Longsword+1 & Orihalcon -> Sylvance (Smithing)
Sylvance -> Aura Blade (Customize)

Longsword+1 & Meteorite -> Duel Sword (Smithing)

Aura Blade (1000 Atk Power, Light-Elemental) has the best attack power of any of Ratix's weapons. However, you have to deal with occasionally healing and enemy. Because it has elemental properties.

Duel Sword (760 Atk Power) has the best attack power of Ratix's non-elemental weapons in the regular game. You can get his best non-elemental weapon, Meteor Crash (820 Atk Power, +20 to Accuracy) in the bonus dungeon.

B) Ashlay: Murasame

Longsword+1 & Mithril -> Mithril Sword (Smithing)
Mithril Sword -> Murasame (Customize)

Not much to comment on. It's bar none the best weapon for Ashlay.

C) Cius: Cius Special

Claymore & Most non-buyable minerals (Damascus works) -> Claymore+1 (Smithing)
Claymore & Mithril -> Silver Sword (Smithing)
Silver Sword -> Cius Special (Customize)

D) Tinek: Offering, Mecha Halberd

Buyable weapons for Tinek & most non-buyable minerals (Damascus works) ->
Long Spear+1 (Smithing)
Long Spear+1 & Orihalcon -> Spinning Spear (Smithing)
Spinning Spear -> Offering (Customize)

Long Spear+1 & Damascus -> Mecha Halberd

Offering(1000 Atk Power, +10 to Accuracy, Thunder Elemental) has the strongest attack power. But has the downside of being elemental in nature. Thunder is not a good elemental property to have on a weapon.

Mecha Halberd(600 Atk Power, +50 to Accuracy) is Tinek's best non-elemental weapon. But pretty crappy ultimate weapon in general.

E)Perisie: Q Power Punch *(Yes, there really is a star at the end ^_^)

Buyable knuckles & Most non-buyable minerals -> Knuckle+1(Smithing)

Knuckle+1 & Orihalcon -> Cat Fangs(Smithing)

Cat Fangs -> Q Power Punch *(Customize)

Q Power Punch *(1000 Atk Power, +80 to Accuracy) is the best ultimate weapon of any character. Also the coolest name.

F)Marvel: Holy Orb

Rainbow Diamond -> Holy Orb(Customize)

Holy Orb(900 Atk Power, +10 to Accuracy, Stamina = 0) is the easiest ultimate weapon to get, but also the most annoying with the drop in stamina. It's fairly easy to get this weapon right after you recruit her.

G)Ronixis: Sylvan Bow

Found in the final dungeon.

H)Iria: Kaiser Knuckles

Buyable knuckles & Most non-buyable minerals -> Knuckle+1(Smithing)

Knuckle+1 & Rune Metal -> Metal Fang(Smithing)

Metal Fang -> Kaiser Knuckle(Customize by *Ronixis* NOT Iria)

I)Fear: Extravagant Sword, Force Sword

Extravagant Sword is her best non-elemental weapon. It can be dropped by optional boss Gabrielle. Force Sword's given to you during the story.

J)Milly/Joshua: Crest Rod

I think this is their best rod. You can't Smith or Customize any of the rods in this game, as far as I know. I also do not know of any way to get Extravagant Rods outside the Moore Treasury. Then again, unlike the weapons in Star Ocean 2, Milly/Joshua's weapons will never increase their intelligence(magic power). And there's no situation where you'll actually want them to attack, Try getting them to die in the Battle Arena notwithstanding. :)

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4.1 Alchemy

=====

Required Talent: Blessing of Mana

Required Skill: Technology, Fairy Lore, Minerology

Required Item: Iron

Alchemy lets you make minerals out of Iron. You can make any mineral other than Mithril. You get a greater selection of minerals as your Alchemy level increases. Here's a list of what you can make for each level. Note that it's cumulative, so a lv5 Alchemist can make everything listed from lv2-lv5.

If you use the cooking trick, you probably won't need to ever use Alchemy. If you play on a cartridge, or don't want to use save states, you'll need tons of minerals to support your Smithing. The rare minerals tend to have ridiculously low success rate. Count yourself lucky if you can get 2-3 Orihalcons from every 20 Irons you use.

level 1: Nothing

level 2: Silver, Gold

level 3: Ruby, Sapphire

level 4: Green Beryl

level 5: Crystal

level 6: Diamond

level 7: Star Ruby, Damascus

level 8: Rune Metal

level 9: Rainbow Diamond

level 10: Orihalcon, Sage's Stone

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4.2 Art

=====

Required Talent: Design Sense

Required Skill: Sketching

Required Item: Magic Color, Magic Card

Art lets you duplicate items. Each try costs you a Magic Color, a pretty expensive item. Of course, you can't duplicate everything in the game. But many items are worth duplicating. Instruments can be duplicated to get you tons of money. Weapons can be duplicated so you can try more times at Smithing. Unfortunately, the weapons you need for Customize tend to be unduplicable :(

The Magic Card lets you make various items you can use in battle, as well as portraits of your characters. Since you can't see the portraits in detail, that's pointless. The items for battle that I made were pretty useless.

Art is also useful whenever you just happen to run out of something and needs more of. Overall, strongly recommended that you have a level 10 Artist.

=====

4.3 Authoring

=====

Required Talent: Writing Ability

Required Skill: Writing

Required Item: Research Pen

Writing is one of the best abilities in the game. Each book you write can be "read" by any characters, and raise one level on the skill for which the book was written. For example, if you write a book on Kitchen Knife, then the

reader will gain a level in Kitchen Knife. This only works up to level 7 of each skill. And not all skills can you write books on. You can also only write a book in a skill which you have at least one level of.

The books you write will help you save TONS of SP. Almost all of the non-combat skills can be written. Even some of the big SP users, like Biology. Try making sure your author have at least 1 level of every ability. And have level 10 Writing for fastest book-writing.

=====
4.4 Compounding
=====

Required Talent: Not sure. Probably none, but maybe Blessing of Mana
Required Skill: Biology, Herbal Medicine, Psychology
Required Item: Various plants, like lavender or Artemis Leaf(used up)

Compounding is where you take two plants, like mandrake or lavender, and combine them to make a potion. Basically ones you use in battle, whether for stat changes, damage dealing, or healing.

I've never tried this much. I've read some lists on other FAQs about what you can get. And none of them impresses me. Feel free to drop me an e-mail if there's a particularly useful combo.

=====
4.5 Cooking
=====

Required Talent: Sense of Taste
Required Skill: Kitchen Knife, Recipe, Good Eye
Required item: Food ingredients, like Meat and Seafood(used up)

Cooking is a very cheap item creation ability, and one of the least useful. What it does is make food out of raw ingredients that you buy in stores: seafood, veggies, meat, etc. The result, if successful, is a food that's fairly potent in healing. But only useable outside the battle. Unless you're making a big, long trip into a dungeon where you'll have trouble healing, which is usually never... this is pointless. But because the ingredients are so cheap, you can use it to make it easier on other item creations(see cooking trick in 4.0.1).

=====
4.6 Crafting
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Required Talent: Manual Dexterity
Required Skill: Mineralogy, Workmanship, Esthetic Sense
Required Item: Minerals(used up)

You can make different accessories out of different jewels. I've tried lots of things and most of the results are crap. A good one is the helmet Dream Crown(+40 Def, Elemental Defense of Fire, Thunder, Darkness, and Light). You can make it from Rainbow Diamond. Another one you might like is the Berserk Ring. It lets you be in "berserk" mode in battle, which doubles attack power. But you also loses 1/2 defense. Useful in boss fights where you're really outmatched, and your only hope is to kill the boss before he gets off his attack.

=====
4.7 Customize
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Required Talent: Originality

Required Skill: Workmanship, Esthetic Sense, Functionality

Customize is the last step in making the best weapons of the game. It's ridiculously expensive to level up SPwise. Both Esthetic Sense and Functionality are expensive and can't be written into books. Thankfully, you don't really need this at a high level. Just level 3(level 6 Workmanship, level 1 Esthetic Sense, level 1 Functionality) is fine. Then use the cooking trick(4.0.1) to get your weapons. As for what you can get with Customize, check 4.0.3.

=====
4.8 Dash
=====

Required Talent: None

Required Skill: Gale

Dash allows you to, well, dash. If you have this skill(at ANY level), you can run by pressing the B button. This is the only skill where level doesn't matter, as long as it's greater than 0. :) So just spend 1 SP on Gale when you buy the skill sets at Hot. You'll be able to dash for the rest of the game.

=====
4.9 Familiar
=====

Required Talent: Love of Animals

Required Skill: Animal Training, Whistling

Required Item: Bird Feed(used up)

Familiar opens up an "item shop" anywhere. Useful in deep dungeons(like Reverse Tower or dee in Seven Star Ruins). What you can buy is dependent on the level you have for Familiar. And you need more blackberries or something.

=====
4.10 Identify
=====

Required Talent: None(as far as I know)

Required Skill: Item Lore, Minerology, Herbal Medicine

Required Item: Spectacles(used up)

Identify is something you must have in this game. But you don't need it at a high level. It lets you use spectacles to identify what those items that starts with a '?' is. Success rate depends on the Identify level, and the type of item. Powerful armors, for instance, are much harder to identify than a mandrake.

While the first levels are pretty cheap, you still might want to wait til Ionis before investing, because of the skill Effort. None of the

unidentifiable items before then are much good, anyway.

=====
4.11 Music
=====

Required Talent: Rythmic Sense, Pitch Sense(only in the Performance aspect)
Required Skill: Musical Notation, Performance
Required Item: Various Instruments, Composer's Pen(used up)

Playing music is a 2-step process. First you must write a song, then you can perform the song. Writing the song requires Rythmic Sense. Just choose to compose a song in the menu and the character will try to compose it. The success rate's not great, but not terrible either. There are only 2 songs per instruments, so don't try to compose any more than that.

Most of songs are pretty self-explanatory in the description. But I do want to make notes of the Clarinet and the violin.

Violin 1 and 2 helps out with chances of successful item creation and chances of learning a secret talent. Not too sure about them exactly.

Clarinet 1 will put you in battle with 4 Black Slimes(those in the Dwarven Mines), provided you're in an area where you can battle, like the world map or a dungeon. Pretty useful when you just reach Ionis, as you can gain gain lots of exp by letting the slimes split.

Clarinet 2 will put in battle with Gabrielle and 3 Hound-Forms. Make sure to SAVE before you try playing this, as Garielle is likely to obliterate you. I have yet to find a good strategy for beating her(unless you cont high levels and luck as 'strategies'). I'll have my own section for beating Gabrielle once I have the time to study the fight.

Oh, and if you do manage to beat Gabrielle, she gives tons of experience and sometimes an 'Extravagant' item.

=====
4.12 Oracle
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Required Talent: None
Required Skill: Radar, Piety, Playfulness

Oracle is only useful for game files which have the * by them, indicating you've beaten the game with that save file. If you have an Oracle level of at least 1, you can 'Execute' it to enter the Oracle Room(see 1.7.1 for details). At higher levels, you can enter the locked doors in the Oralce Rooms. Where you get to hear stuffs from the developers. Make sure you spend your SPs on raising oracle levels only if you don't need it for anything else(or save, go into the doors, and reload the save). Because the SPs are better used elsewhere.

=====
4.13 Scout
=====

Required Talent: Sixth Sense

Required Skill: Danger Sense

This allows you to change your encounter settings in the menu. You can choose to have more encounters, or less. And the effect depends on the level of Scout. I don't believe the character with Sixth Sense is required to be in your active party. Just as long as someone has the talent.

Very useful in big dungeons or revisiting early parts of the game. Unlike Scout for Star Ocean 2, Scout can let you have almost no encounters at level 10.

=====
4.14 Smithing
=====

Required Talent: Originality
Required Skill: Forging, Minerology
Required Item: Smith Hammer(used up), A Mineral(used up), A Weapon(used up)

Smithing gives you the mid-level weapons in the game, some of them needed to customize your ultimate weapons. Look at section 4.0.3 for specific combinations. You will use up a Smith Hammer every time you use Smithing.

=====
4.15 Training
=====

Required Talent: None
Required Skill: Effort, Perseverance, Patience

It gives extra experience in battles, in return for lowering your stats. I never saw any difference myself...

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Section 5: Credits

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I would like to thank the other FAQs on this site, which I used to figure out many of the things I can't figure out. Especially to IKelley and LBL.

Also, I'd like to thank the posters on the Gamefaqs message board. Many of them are much better at the game than I am.

Major thanks to DeJap, who did a marvelous job at translating this game and many other games. Allowing American players like me to enjoy these games which never made it to the US. Thanks for all the hard work they put into this translation.

Also thanks to CJayC for such a great site.

THE END

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