

Terranigma FAQ/Walkthrough

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Updated to v1.00 on Jan 22, 2020

Terranigma (Tenchi Suzou)
Walkthrough (version 1.00)

Based on: PAL-version (SNSP-AQTP-EUR)

- The physical damage you deal is $(\text{Offense} - \text{enemy Defense}) \cdot m \cdot r \cdot c$
- $\text{Offense} = \text{Str} + \text{weapon ATP} + (\text{Lv}-1) \cdot \text{Str}/8$
- $\text{Enemy Defense} = (\text{Lv}+11)/12 \cdot \text{Con}$
- m: Attack type multiplier
- t: Attack type resistance (1,0; 1,5; 2,0; 0,5; 0,25; 0)
- e: Elemental resistance (same)
- r: Random variable (0,75; 0,875; 1,0; 1,125; 1,25)
- c: Critical hit roll (2,0)

- You can perform five different physical attacks.

Normal	1,0	
Rush	0,75	Attack rapidly
Slicer	1,5	Run + Attack
Spinner	1,25	Jump + Attack
Slider	2,0	Run + Jump + Attack

- The latter part of the Slider is actually considered a Slicer, although the 2,0x multiplier still remains.

- I've listed the Offense values (without weapon ATP) in the stat chart. However, if you end up using Str Potions (and you probably should), they won't be accurate anymore.

- Ark's defense is $(\text{Lv}+7)/12 \cdot \text{Con} + \text{armor DFP}$. Enemies have a minimum amount of damage that they deal, and stronger enemies have a higher minimum (9 pod at highest). Some enemies have ranged attacks that may have a different ATP than their usual contact ATP.

- You can buy magic at magic shops. The spells are imbued into Magirocks, which can be found scattered throughout the game. Once a spell is cast, the Magirocks are made available for use again.

- Magical damage is $\text{base} + \text{Luck} + (\text{Lv}-1) \cdot \text{Luck}/8$. The base values I've listed (in the misc. section) are likely a little off, since I don't know how enemy magic defense is calculated. Not that it matters. In the end, the only spell worth using is the Grass Pin. Offensive magic is unnecessary for normal enemies and largely ineffective against bosses (with two exceptions).

- There are many dialog choices throughout the game, but unless otherwise specified, the one you need to choose is the first one.

- There is no real penalty for dying. You'll simply be warped back to the last save point you used or a checkpoint.

- Healing items can be used in the menu or equipped, in which case you can use one on the field by pressing the Item button. The healing items are:

S.Bulb	20 HP	P. Cure	Poison
M.Bulb	70 HP	Stardew	Curse
L.Bulb	150 HP	Serum	Deadly Poison
		H.Water	Death Sentence (+ 10 HP)
GrassPin (M)	100% HP	WindPin (M)	All

- Status ailments:

- | | | |
|------------------|--|--|
| Poison | | Lose 6,25% CHP (3% mHP minimum) constantly when moving |
| Deadly Poison | | Lose 6,25% CHP (3% mHP minimum) constantly |
| Confusion | | Directional input is randomized |
| Curse | | Unable to act or move every now and then |
| Death Sentence | | Die after a 24s countdown |
| Stun/Burn/Freeze | | Unable to act or move |
| Str Down | | Str is halved for 12s |
| Con Down | | Con is halved for 12s |
- Gems dropped by enemies disappear after 6,6s.
 - The prices of equipment and spells may vary depending on the location.
 - A town cannot move to the next stage if it's the last place you've saved at.
 - You can pause the game with Start. The play time counter (which is only visible in the save file screen) halts during this.
 - The names of most items and locations are crunched.
 - You can find a version of this guide based on the NTSC-J version if you follow the link in my GameFAQs info.
 - Regrettably, the game's soundtrack was never released.

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Chapter 1 - The Outset

Items (nc): CrySpear (Unique), Clothes (Unique), Jewel Box

Shop:

S.Bulb	10 G	FireRing	5\1
M.Bulb	25 G	Ice Ring	5\1
P. Cure	13 G		
HexRod	170 G (Artifact)		
Leather	190 G (Artifact)		

- When you start a new game, you'll have the chance to name the main character (default: Ark).
- You can save your game by examining journals such as the one found on your desk.
- You have to examine doors to open them.
- Go talk to the elder, then go to the building north. Talk to the woman opposite Elle and choose the first option. Return to the first building. Open the blue door by throwing some pots at it.
- Once you've opened the box, Yomi will give you a tour of the menu screens. Once you're in control, go to the weapon menu and examine the glint.
- I strongly suggest you tweak the settings. I use Gauge Type B and the following controls:
 - Y - Attack / Confirm
 - B - Jump / Cancel
 - R - Dash
 - A - Item
 - X - Guard
 - L - Examine / Confirm (fixed)
- You have 27 slots for usable items and key items (plus 5 additional slots reserved for 5 specific items).
- You have 16 slots for weapons and 16 slots for armor. Four of these slots are reserved for specific pieces of equipment. Once you run out of space, you'll have to use the Whole Hole to discard something. You can't sell items in this game.
- In order to use magic, you need to either equip the Jewel Box or cast them through the Jewelry Box in the Center menu.
- You don't have to keep holding down the Dash button to run.
- Go talk to the elder at the entrance. After that, you can open the two chests (examine them twice) and go outside the village. Don't forget to actually equip your weapon and armor.

Item: S.Bulb \\\ Tower 1 ||

Items (nc): Magirock #1, Magirock #2, Magirock #3

- The Slicer should by far be your most commonly used attack due to the invincibility it gives you.
- Nc-items are items obtained on the field through means other than examining treasure chests.
- Note that you can change the Gauge Type by using L and the Guard button while the game is paused.
- On the third floor, you'll need go out through one of the windows, so you can climb up to the fourth floor.
- The third floor is a great place to level up.
- On the fifth floor, you'll fight 4 Red Huballs. After that, you'll resurrect Eurasia.

Ark: Lv6 \\\ Tower 2 ||

Items: 30 G, S.Bulb

Items (nc): Magirock #4, Magirock #5, Magirock #6

- You can push the statues that have a red jewel on their forehead.
- On the fifth floor, you'll resurrect South America.

\\ Tower 3 ||

Items: S.Bulb, Sleepless Seal (Unique)

Items (nc): Magirock #7, Magirock #8

- Don't miss the Magirock on B1F.
- You can reach the first chest by simply going through the wall.
- Guardner can only be damaged with aerial attacks.
- On the fifth floor, you'll fight a bunch of Cadets. After that, you'll resurrect Africa.

\\ Tower 4 ||

Items: M.Bulb, Life Potion (Artifact), 44 G, Crystal Thread

Items (nc): Magirock #9, Magirock #10, Magirock #11

- The Life Potion increases your max HP by 5. There are 12 of these in the game. The other stat boost items give you a +1 increase. There are four of those each.
- On the third floor, you'll fight a bunch of Hueballs, then resurrect North America.

Item (nc): ElleCape (Unique)

\\ Crystalholm ||

- Talk to Elle and she'll take the Crystal Thread. Go rest in your bed and go talk to her again during the night. The next day, she'll give you the ElleCape. You'll need to equip it in order to access Tower 5.

Boss: Shadow Keeper

\\ Tower 5 ||

[Boss] NRCPD

- 38+38+58+100 HP, 19 Def r r
- 260 Exp in total (30+30+100+100)
- You can block the laser attack.
- Afterwards, Australia will be resurrected.
- There are two more locations you can resurrect.

\\ Shrine ||

- This place is south of Tower 4. (Polynesia)

\\ Wasteland ||

- This one is north of Tower 3. It doesn't appear on the map, so you'll have to sweep the area. Here, you will resurrect Mu.

\\ Crysta ||

- You're about to leave the Crystal Realm and won't be able to return. Make sure you didn't miss anything. You should have 11 Magirocks (aka Prime Blues).
- Go talk to the elder, then Elle.

\\ Hole ||

- This place is east of Crysta. Once you're ready, talk to the elder and choose the second dialog option.

Chapter 2 - Resurrection of the World

Item (nc): Magirock #12

\\ Desert ||

Shop: FireRing - 7\1, ZapRing - 9\2

- (South of Evergreen)

Ark: Lv9

\\ Ra Tree ||

Items: P. Cure, M.Bulb, RaSpear, S.Bulb, 42 G, S.Bulb, M.Bulb,

M.Bulb, S.Bulb, P. Cure, P. Cure, Life Potion, M.Bulb
Items (nc): Big Leaves (Unique), Magirock #13, Ra Dewdrop, Magirock #14
Boss: Parasite

- You will no longer have access to this dungeon once you complete the events here.
- The Crystal Spear will no longer regenerate your HP.
- The chests here look a little different.
- There's a hole in the southeast corner of B3F that you can't reach. The map claims that there's a load zone there, but this is likely just beta leftovers.
- Once you reach an area where the music changes, examine the leaves near the flower to obtain the Big Leaves (only appears after killing a purple Amarante in one of the previous areas). This allows you to swim.
- A flower in another area will give you a Ra Dewdrop. Equip it and use it. After that, you can fight the boss.

[Boss]

- 110 HP, 350 Exp, R:R
- Magic use is blocked.
- Phase 1 ends after 10 hits. You're not doing any damage to it yet at this point.
- In phase 2, it likes to throw out six mini-parasites. These are worth 10 or 11 xp.

\\ Evergreen ||

Item (nc): GrassPin (Magirock #15, #16, #17, #18)

Shop:

RaSpear	240 G
LeafSuit	210 G
RaArmor	380 G

- Talk to Ra to obtain a Grass Pin (comes with 4 Magirocks). It's a spell that fully restores your health.

- Head north through the Guiana Highlands.

Items: M.Bulb, 387 G

\\ Forest ||

- Search the southern Colorado plains to find this small area.

\\ Sanctuary ||

Shop: FireRing - 10\1, PyroRing - 15\2, GrassPin - 20\4

Ark: Lv13

\\ Great Cliff ||

Items: STR Potion (Artifact), RocSpear (Unique), S.Bulb, M.Bulb, M.Bulb, 87 G, Life Potion

Items (nc): Magirock #19, Magirock #20, Magirock #21, Sharp Claws, Magirock #22, Magirock #23

Boss: Dark Twins

- This is the most confusing dungeon in the game, but it's still mostly linear. The path splits on 4F. The path south takes you to a dead end with the RocSpear, which you'll need to destroy some boulders blocking your path when you go back to 4F and take the northwest path.
 - The Rock Spear can't be discarded, but it doesn't have its own slot.
- When you're falling down the first hole, take A first (or just jump down), then B (B and C take you to the same place in the end, but B has a chest on the way).

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/|
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  | \
   B C
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- After the hole, you'll soon find the Sharp Claws, which allow you to climb certain walls, allowing you to reach the second hole.
- In the second hole, hold right to reach the last Magirock. Once you're down, head west to find the Life Potion, then east to reach the boss.

[Boss] NRCPD
- 80 HP, 24 Def, 500 Exp r r

Item (nc): WindPin (Magirock #24 & #25) \\ Sanctuary ||
Shop: BirdSuit - 550 G

- Climb all the way up and talk to King Bird. Next, talk to any of the seagulls near the save point to fly to WindVale.
- In the valley, throw some rocks into the hole.
- Talk to King Bird again to receive a Wind Pin. This one heals status ailments.
- The seagulls can now take you to the following locations:
 - Right one: Wind Valley (no reason to go back there)
 - Middle one: Japan (nothing there yet)
 - Left one: Safarium

Ark: Lv14 \\ Zue ||

Items: M.Bulb, P. Cure, DEF Potion (Artifact), Sticker (Unique),
M.Bulb, P. Cure, S.Bulb, 65 G, Life Potion, Luck Potion (Artifact)
Items (nc): Magirock #26, Magirock #27, Magirock #28

Boss: Storm Master

- The weather changes between sunny and rainy every minute and 12 seconds, although, initially, it'll never rain in the dry areas.
- There are 3 altars here that bring water back to the dried rivers. For each altar, you need to free 4 souls by defeating certain enemies.
- To reach the first altar, you need to crawl through a hole in the riverbed (might be a little hard to see).
- If you don't like the idea of throwing away a unique weapon, feel free to pass up on the Sticker. It's only 1 point higher than the Rock Spear and will quickly get obsoleted once you complete the Canyon. It's in one of the two chests that you reach by going through a crawlspace (the left one).
- To reach the second altar, you need to let one of the Doomas blow you against a weak wall.

[Boss] NRCPD FITEL
- 142 HP, 39 Def | 105 HP, 42 Def r RRRRR
- 650 Exp in total (300+350)

- Back in Safarium, go talk to Neo's wife in the lion's den, then head south to the Bottomless Ravine.

\\ Canyon ||

- You'll need to help out Leim.
- To pass the stone bridge, you need to move closely along Leim.
- Defeat the mudman at the end by throwing rocks at him.

Item (nc): NeoFang (Unique) \\ Safarium ||
Shop: GeoRing - 10\1, SnowRing - 15\2, WindPin - 10\2, Stardew - 30 G
- Talk to Neo to obtain Neo's Fang. You can now travel across Indus

river in the west to reach Tibet.

Shop: FurCoat - 750 G

\\ Indus River ||

Ark: Lv16

\\ Eklemata ||

Items: FirePike (Unique), IceSuit (Unique), Stardew, Life Potion,
99 G, Stardew

Items (nc): Magirock #29, Snowgrass Leaf, Magirock #30, Magirock #31,
Magirock #32

Boss: Dark Morph

- Keep the FurCoat equipped to avoid getting frozen.
- This is the first dungeon where you can get confused. To get rid of it, you need to move to another area.
- I choose not to pick up the Flame Spear myself (it's in the little area blocked by a boulder), as there's no use for a Fire-elemental weapon after this dungeon.
- Once you obtain the Snowgrass Leaf, take it to the hot spring where the yeti was.
- You can reach the boss after the avalanche.

[Boss]

FITEL

- Phase 3: 180 HP, 48 Def RRRRR
- 700 Exp in total (350+350)
- Magic use is blocked.
- In phase 1, all you need to do is wait.
- In phase 2, you need to do the Zelda thing.

Chapter 3 - Resurrection of the Genius

\\ Lhasa ||

Item (nc): BonePin (Magirock #33)

Shop: MonkRobe - 1080 G

- You can no longer speak with animals and plants.
- Go speak with Kumari and you'll obtain a BonePin. This one warps you out of dungeons.
- Next, go talk to Meihou at the entrance of the town and again at Kumari's chamber.

- Before advancing the storyline, there are a few Magirocks we can hunt down.

Item (nc): Magirock #34

\\ Safarium ||

- Beat the mini-game to win a Magirock.
- Take a bird to Sanctuary then another bird to Japan.

\\ Neo Tokio ||

Items (nc): Magirock #35, Magirock #36

- Beat the noodle eating contest. You may want to use the default controls for this one.
- Examine the trash can in the northern part of the city. When fighting the ghost, you need to hit it 4 or so times to end the battle (0 xp). Whenever it appears, it'll either fly around a little or do his whirlwind attack. He's completely invulnerable during the latter. After beating the ghost, the Quintet building will appear.
- If you enter the menu just as you defeat the ghost, the game may crash.
- That's all. Return to Tibet.

Item (nc): Magirock #37

\\ Forest ||

- This one is northeast of Gobi.

Ark: Lv17-18

\\ \\ Louran ||

Items: M.Bulb, P. Cure, Rags (Unique), LightRod, Holy Seal, 178 G,
L.Bulb, STR Potion

Items (nc): Magirock #38, Red Scarf, Magirock #39, Magirock #40,
Magirock #41, Magirock #42, Magirock #43, Magirock #44, 500 G

Shop: BrnzPike - 880 G

- Follow the girl through the Gobi desert to reach a town.
 - On the west side, talk to Temjin and choose the first dialog option twice.
 - At Mei Ling's place, grab the Magirock, then crawl through the fireplace and talk to Mei Ling.
 - You can buy a Bronze Spear if you want, but it's really not necessary.
 - Now, head to the inn. The woman should talk to you as soon as you enter.
- Go rest in the bed in the western room.

- The inn is a good place to level up. Zombies M-a, M-b, and F-a will absorb one hit with their heads. The heads will blow up with any damage, but they do actually have just as much HP as the bodies. If you deal at least that much damage, the heads will give you 18 xp, just like the bodies. Zombie F-b will launch her head at you if she survives a hit (she's invincible while doing so). Hit the head to get 18 xp from that as well.

- The Zombie sprites are switched in a few areas, so don't be surprised if you see a male zombie launch his head at you.
- Jump down the hole in the inn. Go to Mei Ling's room and pick up the scarf lying on the floor.
- Retrieve the Holy Seal from the east side, then take the hidden path behind the building near the inn (the ghosts can't grab you when you're equipped with the Holy Seal).
- Don't miss the Magirock on the top floor of the large building on the north side. You need to crawl under the table in a room with 3 Madus.
- When you reach the graveyard, equip the Red Scarf and talk to Turbo. It will then lead you to Mei Ling. After the event, the enemies will be gone. Time to head to "Yurp."

- Items by location:

West side: Magirock #38 (before zombie hour), Red Scarf

Square: P. Cure, Rags (you can skip this one),

Magirock #43 (can only be reached from the north side)

East side: Magirock #39, Light Staff, Magirock #40, Holy Seal

North side: 178 G, Magirock #41, Magirock #42, L.Bulb, STR Potion,

Magirock #44

Graveyard: 500 G (Temjin's grave)

\\ \\ Taklamakan ||

- Save your game before attempting this. If you get lost, the fastest way out is to reset the game.
- To cross the desert, you need to change direction at each landmark: west (3 big rocks), south (line of rocks), northwest (2 skulls), north. Make sure you get close enough to each of them.

Item (nc): Magirock #45

\\ \\ Mountain ||

- (East of Loire)

Items: 500 G, L.Bulb

\\ \\ Mush Forest ||

Item (nc): Mushroom

- (Northeast of Finland)

Item (nc): nx Pretty Flower

\\ \\ Loire s1 ||

Shop:

BrnzPike	880 G	Ray Ring	15\1
LightRod	980 G	ElecRing	30\2

SlvrPike 1500 G BonePin 30\1
RingMail 1280 G

- Buy two Pretty Flowers.
- Go to the inn. After the event, get some rest, then give the Mushroom to the guy by the table.

\\\ Nomads' ||

- Cross the Taklamakan desert to get to the Nomads' camp. Equip a Pretty Flower and talk to the girl in the northeast tent.

\\\ Loire Castle ||

- Go talk to the guard on the second floor, then talk to the guy in blue in the other room.
- Go talk to Elle and the king, then the old man in front of the throne, then leave.

Item (nc): Sleep Potion \\\ Loire ||
- Get the drug from the guy.

Item: Protect Bell \\\ Loire Castle ||

- Items (nc): Magirock #46, Jail Key, Magirock #47
- Slip the drug into the pot in the kitchen.
 - Get to the third floor and push the guard out of your way. In the king's room, move the statue so you can get the Protect Bell.
 - You can also let White Wind out of jail (the guard has the key), but it's not mandatory.
 - Head to the forest in Scandinavia.

Ark: Lv21-22 \\\ Norfest ||

- Items: RingMail, Life Potion, 389 G, Dog Whistle, M.Bulb, M.Bulb, Portrait
- Items (nc): Magirock #48, Magirock #49, Magirock #50
- Without the Protect Bell, you wouldn't be able to explore much of the forest.
 - As far as I know, there's only one chest hidden behind the trees. It's the Life Potion in the second area after the ruined bridge (right before it gets dark).
 - Make sure you've found all the Magirocks before exploring Storkholm. You'll start finding them after hooking up with Mei Ling.
 - Once you reach Storkholm, use the Dog Whistle to take care of the wolves, then get the two chests.

\\\ Loire Castle ||

- Go to the throne room and talk to the king.

\\\ Loire ||

- Go listen to Jean's speech by the fountain. Refresh the area, then examine the box north of the fountain and vote for Jean. Go stand by the fountain again, refresh the area, and stand by the fountain one last time to hear the results.
- Head south to Litz. Once you save your game there, Loire will reach stage 2 (I'll cover it after the next dungeon). Remember: A town can't move to the next phase if it's the last place you've saved at. If you already did save somewhere else, the town will evolve once you've been to another location.

Item: Luck Potion \\\ Litz s1 ||
Shop: L.Bulb - 70 G, SlvrVest - 1550 G

Ark: Lv22-23

\\ Sylvain Castle ||

Items: Stardew, VestArmr, 651 G, STR Potion, Icepick, Tower Key,
DEF Potion, Ruby, L.Bulb

Items (nc): Magirock #51, Magirock #52, Black Opal, Topaz, Magirock #53,
Sapphire

Boss: Bloody Mary

- First, find your way to the chapel and take the soul back to the armor near the beginning.
- In the room where Yomi talks to you, set the combination to 286 by moving against the wall (the numbers might be a little hard to see). This will lower the chandeliers in one of the previous areas, allowing you to obtain the Ruby. (On a side note, they seem to have gotten the sprites for the Ruby and Black Opal switched. Doesn't really matter.)
- You can find the Black Opal by crawling into a hole.
- At the top of the left tower, Yomi will give you a hand, allowing you to obtain the Topaz.
- In the right tower, you'll find a switch that stops the poison from being released into the water. This allows you to get the Sapphire from the fountain in the first area.
- Once you have all 4 jewels, return to the portraits and the path to the boss will open.
- When you're ready, jump down the hole. Four dolls will appear and spin around you. When they stop, you need to attack the one that was behind you when they stopped. Once they stop appearing, talk to the NPC. Next, you need to attack the doll at the end of a small area, but you can only move at certain times (40 xp).

[Boss]

NRCPD FITEL

- 391 HP, 181 Def, 147 MDF, 850 Exp r RRR
- You're supposed to use magic in this one due to her high defense. Equip the LightRod or FirePike to increase your Luck.

Item (nc): Fever Medicine

\\ Litz ||

- Talk to the nurse at the counter to obtain some medicine.
- Rest at the inn to trigger a scene.

\\ Loire s2 ||

Items (nc): Matis's Painting, Camera, Wine, Fancy Clothes

Shop: Icepick - 1770 G, VestArmr - 1850 G, BoomRing - 25\3

- Talk to Matisse to obtain one of his paintings.
- Talk to Pierre and keep helping him until he creates the Camera. You'll need to use it to take a picture of Suncoast and show it at the tourist centers of other towns. You can take pictures of other towns and show them as well, but it has no effect on anything.
- Go to the winery. Again, help the guy out until you obtain an item.
- Talk to Madeleine at Papillion's shop for one more item.

Item (nc): Magirock #54

\\ Loire Castle ||

- Beat the mini-game.

Item: L.Bulb

\\ Ship ||

- Catch a ship at the Litz harbor. Once you're in control, talk to Elle then go rest in the cabin. Next, defeat the ghost (it's the same kind that you probably already fought at Neo Tokio). Afterwards, talk to Elle and go back to bed.
- If you die here, you'll just be back in the cabin.

\\ Freedom Harbor ||

Items (nc): Royal Letter, Magirock #55

- You don't have to do anything with the letter.

Items (nc): nx Log \\ \ Gumin Forest ||
- (North of Nirlake). You'll need 9 logs.

Shop: SoulWand - 1650 G \\ \ Freedom s1 ||
- Talk to the kid with the skateboard, then follow him into the building northwest.
- Talk to Eddy and help him out (push the machine).
- Talk to Bell and agree to go check on his girl in Nirlake.
- Give the Fancy Clothes to the 3 girls.
- Give the Wine to the woman in the bar.

Item: Life Potion \\ \ Nirlake s1 ||
Item (nc): Tin Sheet
- Help Mick invent the hamburger. Choose the first dialog option, refresh, choose the first one again, refresh, and talk to him one more time.
- Talk to Amanda in the building next door.
- Take the path east from the village to reach Will's place. You'll find the Tin Sheet lying on the floor there.

Item (nc): Magirock #56 \\ \ Freedom ||
- Talk to Bell and choose the first dialog option. Go talk to him in the bar a couple of times. Once he leaves, you'll find a Magirock at his place. Talk to him one more time when you're picking that up. Visit another location and Freedom should reach stage 2.

Item (nc): Magirock #57 \\ \ Freedom s2 ||
Shop: Trident (Artifact) - 2100 G
- Go to the black market and buy King Bird out for 5000 G.
- Go help Eddy out again.
- Go test Bell's phone (talk to him, then check the phone in the other room).

Item (nc): Magirock #58 \\ \ Colorado River ||
- (West of Freedom). Give the logs to the guy so he can build a bridge. Head to South America.

Item (nc): Magirock #59 \\ \ Sanctuary ||
- Climb up to find a Magirock.

Item (nc): Magirock #60 \\ \ Racing Course ||
- (South of Liotto)

Items: 378 G, Life Potion \\ \ Desert ||
- (Southwest of Liotto)

 \\ \ Pit Stop ||
- This one's just nearby the desert ruins. The bird will take you to Greenland.

Item: 961 G \\ \ Cave ||
- (Northwest of Penguin Land)

 \\ \ Penginea ||
Items (nc): Magirock #61, Starstone
- Equip a Pretty Flower and talk to the penguin standing by one of the iglos. The Starstone will be needed later (mandatory).

 \\ \ Liotto ||
Items (nc): Magirock #62, Magirock #63

Shop: Serum - 45 G, SoulWand - 1650 G, NiceSuit - 1220 G

- Get the Magirocks, then talk to Mei Ling. Take her to the statue north. Go rest at the inn then go to the statue again.
- Make sure you save your game. Go to the Liotto harbor and have them take you to the Mermaid Tower.

Item: SeaSpear (Unique) \\\ Mermaid Tower ||

Items (nc): WaterPin (Magirock #64, #65, #66, #67, #68, #69),

WaterPin (Magirock #70, #71, #72, #73, #74, #75), Engagement Ring

- Pretty good xp here. Do note that the enemies will be gone once you kill the pink Cally (who has the same stats as the regular Callies).
- After the mermaids return, you'll find two of them blocking your path to the ground floor. Talking to either one will give you a Water Pin after which they'll move and disappear. However, it's actually possible to talk to both of them and obtain *two* Water Pins in which case you'll get 12 Magirocks instead of just 6. You need to stand between them in a very specific spot, so that they're both "standing." Now, talk to the first, and when you obtain the pin, keep mashing Confirm and you'll talk to the other one.
- Talk to Nana to obtain the Engagement Ring. This allows you to access the next dungeon (you can go there right away if you want to).
- When you return to land, you'll obtain your own ship. We have a fair bit of treasure to hunt down.

Items: Life Potion, SeaMail (Unique) \\\ Cave ||

- This one is in the South Pole. The other area nearby will come into play later.

Items: DEF Potion, EnbuPike (Unique) \\\ Mu ||

- (In the middle of the Pacific)
- Polynesia is also nearby, but there's nothing there.

Item (nc): Magirock #76 \\\ Island ||

- (New Zealand)

Item: 892 G \\\ Safari ||

Items: Life Potion, 228 G \\\ Mountain ||

- (Australia)
- There's a bird north of Suncoast that can take you to Alaska, but you can sail there too.

Item (nc): Tasty Meat \\\ Suncoast s1 ||

Shop: H.Water - 90 G, ThunPike - 2450 G

- Get some meat from the guy at the farm on the north side.
- Take a picture with your camera here. You need to show a picture of Suncoast in the tourist centers of Loire, Freedom, and Nirlake (Nirlake doesn't have one yet, though).

Items: Luck Potion, 1403 G \\\ Island ||

Items: Speed Shoes, 378 G \\\ Island ||

- (NW of Australia)

Item (nc): Magirock #77 \\\ Yunkou ||

Shop:

DrgnPike	3150 G	Sky Ring	30\3
KungFuGi	1220 G	WaterPin	65\6

- This is in China.
- The KungFuGi gives you +8 Strength.
- Talk to the man on the first floor of the apartment building twice

(if you didn't give a flower to the silent girl at the nomad camp site, you'll have to do that first). Save your game, so you can death-warp back here.

Item: STR Potion \\\ Desert ||

- This one's in Alaska, in the middle of the forested area.

Item (nc): Magirock #78 \\\ Cave ||

- (North of Scandinavia). Jump into the pit until your health is very low.

Item (nc): 1000 G \\\ Rich's ||

- This one's in the UK. Sell Matisse's painting to Mr. Rich.

\\\ Caravan ||

Shop: BrnzPike - 880 G, Crystal - 1000 G

- This one's in western Africa. Buy a Crystal here.

Items: 1003 G, 703 G \\\ Desert ||

- (North of Caravan). There's another small area nearby as well, but there's nothing there yet.

Item (nc): Canned Sardines \\\ Litz ||

- Give the Crystal to the craftsman.

- Give the Tin Sheet to the sailor in the next building. Refresh and talk to him again to receive an item.

\\\ Nomads' ||

- Talk to the woman in the tent where the girl used to be. Go kill yourself in Eklemata to death-warp back to Yunkou.

Item (nc): Magirock #79 \\\ Yunkou ||

- Talk to the man and you can pick up the Magirock (the most elusive Magirock in the game).

\\\ Freedom ||

- Give Stoma the Canned Sardines and Tasty Meat.

- Show the picture of Suncoast to the lady at the tourist info place (need to have the camera equipped).

Item (nc): Magirock #80, Magirock #81 \\\ Litz s2 ||

Shop:

SlvrPike	1200 G
Icepick	1770 G
RingMail	1280 G
SlvrVest	1550 G
SlvrArmr	2500 G

- Talk to the sardine guy, then visit another location, and Litz should reach its second and final stage.

Item (nc): Apartment Key \\\ Loire s3 ||

Shop:

LightRod	980 G	VestArmr	1850 G
SlvrPike	1500 G	SlvrArmr	2500 G
Icepick	1770 G	DrgnMail	3880 G
		PoshSuit	480 G

- Go talk to Matisse, then visit another location, and Loire should reach its third and final stage.

- Go to the tourist info center and inform them about Suncoast.
- You can buy an apartment and some furniture for it.

Ark: Lv26-28

\\ Great Lakes Cavern ||

Items: Air Herb, 753 G, Magic Anchor, GeoStaff (Unique), DrgnMail

Items (nc): Magirock #82, HornPin (Magirock #83, #84, #85, #86)

Boss: 3x Hitoderon

- This is the cave near Nirlake. Equip the Engagement Ring and you can enter.
- The Air Herb allows you to dive in certain spots.
- In the second waterfall, you have to fall down from the left side to reach the chest with the Magic Anchor. Once you have that, you can swim through the strong currents later in the dungeon.
- There's an area where you have to attack a wall in order to flood the area below.

[Boss]

NRCPD FITEL

- 222 HP, 138 Def R r RRRRR
- 1050 Exp in total (3x350)
- Try the Enbu Spear.
- Magic use is blocked.

- After rescuing Will, it's time to head to China.

Item (nc): Ginseng

\\ Yunkou ||

- Go to the hotel and talk to the girl in the room where Fyda is. Next, talk to the doctor in the northwest building. He'll tell you to go Lon's place, right next door (the door is right next to the stalls). After getting the Ginseng, go back to the doctor, and he'll tell you how to use it.
- Give the medicine to Fyda. After the flashback, choose the second dialog option (otherwise you'll have to go through it again).
- Talk to Perel outside, then head to Dragoon Castle.

\\ Dragoon Castle ||

Items: 200 G, 300 G, L.Bulb, 3PartRod (Unique)

Items (nc): Magirock #87, Magirock #88, Magirock #89

- You will no longer have access to this dungeon once you complete the events here.
- There are no enemies here, but if the guards spot you, they'll kick you out.
- You'll need the Speed Shoes here. If you haven't gotten them yet, go pick it up on one of the islands near Australia.
- Take the northeast path first to find nearly all of the treasure.
- When you take the middle path, you'll find a dead end. Equip the Speed Shoes and use them to run into the wall and smash it. The third Magirock is in the dungeon area after that. Get it before you approach Elle.
- After being rescued by Fyda, go back and take the northeast path from the main hall again. Follow Elle's illusion. After the events with Mei Ling, go back and take the northwest path from the main hall. You'll find a room with 6 candles. Throw pots at them to put them out, and the path will open (make sure you've found all the items at this point). In the next area, examine the wall opposite the first statue to find the switch that opens the path.
- After the events, return to Nirlake and talk to Will. An airfield will be built next to Freedom, which allows you to fly to Russia. This will also allow Freedom to reach its third and final stage.

Item (nc): X-Spear

\\ Freedom s3 ||

Shop:

SlvrPike	1200 G	VestArmr	1850 G
Icepick	1770 G	SlvrArmr	2500 G
ThunPike	2450 G	SoulArmr	4450 G
LghtPike	4350 G	Horn Pin	50\4

- You can win an X-Spear from the lottery.

\\ Suncoast ||

- You need to talk to a man in the city council (the building with the Magirock you can't reach). He's the left-most one (if you're not sure, just talk to all of them).

Item (nc): Airfield Plans \\ Nirlake ||

- Talk to Will to obtain the airfield blueprints.

\\ Suncoast ||

- Give the blueprints to the mayor. The airfield will spawn once you visit a location outside of Australia (but not if Suncoast is the last place you've saved at).

- Time to head to Russia.

Item (nc): Magirock #90 \\ Grand Mosque ||

Shop: RedArmr - 6660 G

Item: Block Rod (Unique) \\ Cave ||

- (NE of Mosque)

Ark: Lv27-30 \\ Lab ||

Items: SoulArmr, DEF Potion

Boss: Sentry

- Head to the lab south of Mosque. There are some places you can crawl through here. Might be hard to notice.

- The room with the switch on B1F is a great place to level up. You can get 10k in about 3 minutes and 10 seconds (without picking up money).

- You'll fight the boss on the 4th level.

[Boss] NRCPD FITEL

- 3x620 HP, 221 Def r w RRRRR

- 1710 Exp in total (3x500 + 7x30)

- Magic use is blocked.

- It can inflict Str Down.

- When Beruga takes you to the tanks, examine one of them, then approach Beruga.

- You'll wake up in Lhasa. Your next objective is to find the 5 Starstones.

- From now on, the bird flight from Sanctuary to Safarium is one-way only.

Item (nc): Starstone \\ Desert ||

- You'll find this small area in northern Sahara.

Item (nc): Starstone \\ Ayres' Rock ||

- This one's in Australia.

\\ Astarica ||

Items: HolySuit (Unique), Starstone

Item (nc): Magirock #91

- This one's in South America. In the dream sequence, push the statue then push the other two statues to the back. At the end, talk to Elle

and drink from one of the goblets.

- The blue Pupila (b) has the same stats as the green one (a), likely due to a programming error.

Items (nc): 9x Letter \\ Nirlake s2 ||

- Now that you've completed the Lab, you should find Nirlake destroyed by a fire. Talk to one of the NPCs to obtain the 9 Nirlake letters.

These letters go to the following people (once they've become successful):

- Nirlake: Will
- Freedom: Eddy
- Freedom: Bell
- UK: Mr. Rich
- Litz: The sardine guy
- Loire: Matisse
- Loire: Pierre
- Loire: Madeleine
- Loire: The wine guy

Item (nc): Magirock #92 \\ Nirlake s3 ||

Shop:

LghtPike	4350 G
SoulArmr	4450 G
ProArmr	7890 G (Unique)

- Show your Camera at the tourist center. This should enable Suncoast to reach its second and final stage. All 5 towns should now be fully developed.

\\ Suncoast s2 ||

Items (nc): WaterPin (Magirock #93, #94, #95, #96, #97, #98),
Magirock #99

Shop:

LghtPike	4350 G
AlphaRod	7500 G (Unique)
DrgnMail	3880 G
SoulArmr	4450 G

- Give the Fever Medicine to the woman in the hotel.

Item (nc): Transceiver \\ Neo Tokio ||

- Pick up the transceiver at the police station then head to the sewers.

\\ Sewers ||

Items: Sewer Key, H.Water, Luck Potion, Fauchard (Unique),
KingArmr (Unique)

Items (nc): Magirock #100, Magirock #101, Starstone

- The area with the 3 Looters is the best place to get 99 999 Gems.

\\ Dry Valley ||

- Once you have all 5 Starstones, head to the desert in the South Pole and set the stones into the skulls.

Chapter 4 - Resurrection of the Hero

\\ Norfester ||

Items (nc): HeroPike (Unique), HeroArmr (Unique)

- After the events in Storkholm, make your way out of the forest (or death-warp - it'll take you to the entrance). Fly to Russia and find the second facility in Siberia (the final dungeon).

Item: Life Potion

\\\ Beruga's Airship ||

Items (nc): Magirock #102, 7x Time Bomb

- You will no longer have access to this area once you complete the events here.

- Once you reach the airship, talk to Fyda to obtain the explosives you need to plant on the computers located around the ship.

- Once you've set all the bombs, head to the rear of the ship.

- You can now use the portal in South America to return to the Underworld (one-way only) and fight the final boss, Dark Gaia. In the first battle he has 540 HP and 262 Defense. In the second battle, he has 972 HP and 340 Defense.

Misc.

A01

Equipment List

CrySpear		3		-		(Crysta)
HexRod		4		(170)		Crysta
RaSpear		6		240		(Ra Tree), Evergreen, Con +1
RocSpear	E	8		-		(Great Cliff)
Sticker		9		-		(Zue)
NeoFang		12		-		(Safarium)
FirePike	F	14		-		(Eklemata), Luck +6
LightRod	L	15		980		(Louran), Loire, Luck +4
BrnzPike		17		880		Loire-s1, Caravan
SlvrPike		22		1500		Loire
SoulWand		24		1650		Freedom-s1, Liotto, HP +50
Icepick	I	25		1770		(Sylvain), Loire-s2
Trident		28		(2100)		Freedom-s2
ThunPike	T	35		2450		Suncoast, Luck +6
SeaSpear		37		-		(Mermaid)
DrgnPike		40		3150		Yunkou, Str +3, Con -3
X-Spear		40				Freedom-s3 lottery, Con -14, Luck +14
GeoStaff	E	43		-		(Great Lakes), Con +5
EnbuPike	x	44		-		(Mu), Str +7, Con -5
3PartRod		48		-		(Dragoon), Con +3, Luck -5
BlockRod	x	50		-		(Cave - Russia), Str -12, Con +9
LghtPike	L	51		4350		Freedom-s3
AlphaRod	x	53		7500		Suncoast-s2, Str -10, Luck +20
Fauchard		58		-		(Neo Tokio Sewers)
HeroPike	x	80		-		(Norfest)

Rags		3		-		(Louran)
Clothes		3		-		(Crysta)
Leather		5		(190)		Crysta
ElleCape	x	6		-		(Crysta)
LeafSuit		8		210		(Ra Tree), Evergreen, I:Poison
RaArmor		10		380		Evergreen, I:Poison
BirdSuit		12		550		Sanctuary
FurCoat		14		750		Indus River, R:I, I:Freeze
IceSuit		15		-		(Eklemata), R:F
MonkRobe		18		1080		Lhasa, I:Curse
NiceSuit		20		1220		Liotto, Luck +5

PoshSuit		20		480		Loire-s3, Luck +2
RingMail		22		1280		Loire-s1, Litz, (Norfest)
SlvrVest		26		1550		Litz, I:Poison
VestArmr		29		1850		(Sylvain), Loire-s2
KungFuGi		30		1220		Yunkou, Str +8
SlvrArmr		35		2500		Litz-s2, I:Poison
DrgnMail		40		3880		Loire-s3, (Great Lakes)
HolySuit		40		-		(Astarica), Str -10, Luck +15
SeaMail	x	43		-		(Cave - South Pole)
RedArmr		44		6660		Mosque, HP -90, Str +13, Con -15
SoulArmr		48		4450		Freedom-s3, HP +40, I:D.Sentence
KingArmr		50		-		(Neo Tokio Sewers)
ProArmr	x	65		7890		Nirlake-s3, HP +40, Str -12, Con +11
HeroArmr	x	88		-		(Norfest)

Enemy List

N: Normal	F: Fire	w: 1,5x
R: Rush	I: Ice	W: 2,0x
C: Slicer	T: Thunder	r: 0,5x
P: Spinner	E: Earth	R: 0,25x
D: Slider	L: Light	I: Immune

Trial Tower	HP	Def	Exp	Gem	NRCPD	FITEL	Ailment
Huball	4	2	2	3	R w		
Wisp a	9	3	4	6	W	IW	Burn
Living Statue	23	8	10	20	w		
Huball (red)	11	7	4	6	R w		
Cadet	20	5	6	13	W		Stun
Guardner	9	6	7	-	III		Slp

Ra Tree (temp)

Garfish a	6	13	11	-		RW	
Dignal	24	10	15	19	Ww		
Amarante a	20	13	13	14	W	WWWWW	Psn
Amarante b	20	13	13	14	W	WWWWW	Psn

Great Cliff

Perynton	24	20	14	-	R ww		
Stone Golem	30	26	17	25	ww r	W	
Mudman	30	18	16	21	III		
Quaker	5	19	18	24	www	W	Stun
Stone Mole	5	19	18	24	www	W	
Lesser Borfes	35	18	16	15	r w		

Zue

Bee	18	17	10	3	w	w	w	
Dangan	27	40	18	10	w	rw		Burn
Lizardman	24	26	22	25	w	rw		
Demibasilisk	44	30	19	22	RW	w		
Dooma a	60	29	20	23	Rw	w		Psn

Eklemata

Saber Dog a	HP	Def	Exp	Gem	NRCPD	FITEL	
Saber Dog a	52	41	23	33		Wr w	Frz
Ice Whirl	34	36	19	21	wR	WR r	Frz
Yeti	80	45	21	-		RW r	
Rakshaki	45	43	23	34	III	w r	Conf

Ice Quaker		12		35		18		-		www		Stun			
Slime (blue)		66		43		20		-		w		W w		Frz	
Slime (blue,sm)		10		15		5		-						ConD	

Louran (temp)

Ghoul Ma		50		53		18		21				w		Psn			
Ghoul Mb		60		53		18		21				w		Psn			
Ghoul Fa		54		53		18		21				w		Psn			
Ghoul Fb		88		53		18		21				w		Psn			
Chonchon		39		49		24		34		III				Slp			
Raiden		64		51		23		36		II W				Stun			
Basilisk		49		62		28		32		Rw		RW		Stun			
Borfes		48		60		26		28		WRw							
Madu		54		72		26		-				w		w		Crs	

Norfester

Bat a		55		72		28		27		R wW		w		Stun	
Saber Dog b		106		87		30		32				w		Psn	
Wisp b		20		87		20		-		W		IW			
Warlock		98		82		28		27				W		Burn	

Sylvain Castle

Cursed Armor		150		113		38		38		W							
Chakra a		135		88		35		41		RwW		w					
Skeleton		105		96		32		31				w		w			
Bat b		78		80		34		30		R wW		w					
Blood Skeleton		120		102		45		-				w		w		Crs	
Soul Knight		170		113		59		57		W							

Gumin Forest

Guumin		95		116		19		-		W					
Guumin (sm)				116		19		57		W					

Mermaid Tower

Cally		187		113		62		79		w		rrwrr		ConD	
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Great Lakes Cavern

Def	Exp	Gem	NRCPD	FITEL											
Garfish b		10		99		49		-				RW			
Dooma b		190		131		65		109		Rw		WW		DPsn	
Slime (green)		184		113		40		-		w		W		Conf	
Slime (green,sm)		10		15		5		-						ConD	
Amarante (red)		148		122		76		65				WWWWW		DPsn	
Pupila a		179		141		69		56		w		W W			

Lab

Figure Head		288		159		80		75		w		W		StrD	
Goblin a		285		138		100		75		w					
Cube		299		160		102		102		W					

Dream (temp)

Chakra b		241		168		98		68		Rww		w			
Pupila b		179		141		69		56		w		W W			

Neo Tokio Sewers

Goblin b		190		177		110		90		W					
Looter		270		166		98		389							
Bit a		160		194		99		-		W		W		DthS	
Necromancer		230		159		98		89				W		DthS	
Chariot a		252		155		100		116		w		W		ConD	

Airship (temp)															
Goblin c		342		211		100		51		W				Burn	
Chariot b		299		241		130		156		W		W		ConD	
Goblin d		312		220		98		51		w					
Bit b		270		170		120		-		W		W		Conf	

Town Progression

A02

Loire

Stage 1

- Vote for Jean.

Stage 2

- Help Pierre invent the camera.
- Take Matisse's painting to Mr. Rich in the UK, then return and talk to Matisse.
- Take the wine to the woman in the bar in Freedom.
- Take the clothes Madeleine made to the three girls in Freedom.
- Help Eddy complete his research in Freedom.

Litz

- Find the tin sheet at Will's place in Nirlake and give it to a guy in Litz to receive some canned fish. Take it to Stomach in Freedom, then return and talk to guy who gave you the fish.
- Buy a crystal at the caravan in Africa and give it to the craftsman in Litz.

Freedom

Stage 1

- Help Eddy with his research.
- Go check on Bell's girlfriend in Nirlake for him and tell him the truth about her. Afterwards, talk to him in the bar until he pulls himself together, then talk to him at his place one more time.

Stage 2

- Help Eddy again.
- Help Bell test the phone.
- After completing Dragoon Castle, talk to Will in Nirlake, and an airfield will be built near Freedom.

Nirlake

Stage 1

- Help Mick invent the hamburger.
- Help Bell for the first time.
- Complete the Lab.

Stage 2

- After Nirlake burns down, take the 9 letters to the following people:
 1. Nirlake: Will
 2. Freedom: Eddy
 3. Freedom: Bell

4. UK: Mr. Rich
5. Litz: The sardine guy
6. Loire: Matisse
7. Loire: Pierre
8. Loire: Madeleine
9. Loire: The wine guy

Suncoast

- Get some meat from the farm and take it to Stomach in Freedom.
- Obtain the airfield blueprints from Will in Nirlake and take them to the mayor of Suncoast.
- Obtain the Camera in Loire, take a picture of Suncoast, and show it at the tourist centers in Loire, Freedom, and Nirlake.

Magic list

Fire	F 1 32	Flamethrower, 7s, ab. 20 hits max
Pyro	F 2 62	
Ice	I 1 32	Ice projectile
Snow	I 2 57	
Zap	T 2 32	Shoot bolts when you attack, lasts 18s
Boom	T 3 57	
Geo	1 -	Stun enemies
Sky	E 3 82	
Ray	L 1 37	Shoot a ball of light
Elec	L 2 82	
Grass	4	Heal all HP
Wind	2	Heal all ailments
Bone	1	Warp out of dungeons
Water	6	Invincible for 12 seconds
Horn	4	???

Magirock list

1. Trial Tower 1 - 2F
2. Trial Tower 1 - 3F
3. Trial Tower 1 - 4F
4. Trial Tower 2 - 1F
5. Trial Tower 2 - 2F
6. Trial Tower 2 - 4F
7. Trial Tower 3 - B1F
8. Trial Tower 3 - 4F
9. Trial Tower 4 - B1F
10. Trial Tower 4 - 2F
11. Trial Tower 4 - 3F
12. South America - Desert
13. Ra Tree - B8Fa
14. Ra Tree - B8Fb
15. Evergreen (GrassPin)
16. -"-
17. -"-
18. -"-
19. Great Cliff

20. Great Cliff
21. Great Cliff
22. Great Cliff
23. Great Cliff
24. Sanctuary (Wind Pin)
25. -"-
26. Zue
27. Zue
28. Zue
29. Eklemata
30. Eklemata
31. Eklemata
32. Eklemata
33. Lhasa (Bone Pin)
34. Safarium (Whac-a-Mole)

35. Neo Tokio
36. Neo Tokio (Noodle eating)
37. Forest near Gobi
38. Louran
39. Louran
40. Louran
41. Louran
42. Louran
43. Louran
44. Louran
45. East Europe - Mountain
46. Loire Castle
47. Loire Castle
48. Norfester
49. Norfester
50. Norfester
51. Sylvain Castle
52. Sylvain Castle
53. Sylvain Castle
54. Loire Castle (eating mini-game)
55. Freedom Harbor
56. Freedom (Bell)
57. Freedom s2
58. Colorado River
59. Sanctuary
60. South America - Racing Course
61. Penguin Land
62. Liotto
63. Liotto
64. Mermaid Tower (WaterPin)
65. -"-
66. -"-
67. -"-
68. -"-
69. -"-
70. New Zealand
71. Yunkou
72. Arctic - Cave
73. Yunkou (silent girl side quest)
74. Litz s2
75. Litz s2
76. Great Lakes Cavern
77. Great Lakes Cavern (Horn Pin)
78. -"-

- 79. -"-
- 80. -"-
- 81. Dragoon Castle
- 82. Dragoon Castle
- 83. Dragoon Castle
- 84. Grand Mosque
- 85. Astarica
- 86. Nirlake s3
- 87. Suncoast s2 (WaterPin)
- 88. -"-
- 89. -"-
- 90. -"-
- 91. -"-
- 92. -"-
- 93. Suncoast s2
- 94. Neo Tokio Sewers
- 95. Neo Tokio Sewers
- 96. Beruga's Airship

Experience/Stat Chart

Lv1		0				
Lv2		38		38		
Lv3		120		82		44
Lv4		250		130		48
Lv5		430		180		50
Lv6		675		245		65
Lv7		995		320		75
Lv8		1573		578		258
Lv9		2293		720		142
Lv10		3138		845		125
Lv11		4118		980		135
Lv12		5233		1115		135
Lv13		6513		1280		165
Lv14		7958		1445		165
Lv15		9578		1620		175
Lv16		11 383		1805		185
Lv17		13 383		2000		195
Lv18		15 588		2205		205
Lv19		18 808		3220		1015
Lv20		21 453		2645		-575
Lv21		24 333		2880		235
Lv22		27 458		3125		245
Lv23		30 838		3380		255
Lv24		34 483		3645		265
Lv25		38 403		3920		275
Lv26		42 608		4205		285
Lv27		47 108		4500		295
Lv28		51 913		4805		305
Lv29		57 033		5120		315
Lv30		62 478		5445		325
Lv31		68 258		5780		335
Lv32		74 383		6125		345
Lv33		80 863		6480		355
Lv34		87 708		6845		365
Lv35		94 928		7220		375
Lv36		102 533		7605		385
Lv37		110 533		8000		395

Lv38		137 003		26 470		18 470
Lv39		156 808		19 805		-6665
Lv40		192 833		36 025		16 220
Lv41		233 403		40 570		4545
Lv42		278 788		45 385		4815
Lv43		329 258		50 470		5085
Lv44		383 268		54 010		3540
Lv45		442 813		59 545		5535
Lv46		508 163		65 350		5805
Lv47		579 588		71 425		6075
Lv48		658 671		79 083		7658
Lv49		716 536		57 865		-21 218
Lv50		802 435		85 899		28 034

	Exp	HP	Str	Con	Luck	Off		HP	Str	Con	Luck	
Lv1		0		28		3		2		3		3
Lv2		38		33		4		3		4		4
Lv3		120		39		4		4		5		5
Lv4		250		47		5		5		6		6
Lv5		430		52		6		5		7		9
Lv6		675		59		6		6		8		9
Lv7		995		65		7		7		9		12
Lv8		1573		72		8		7		10		15
Lv9		2293		79		10		8		11		20
Lv10		3138		86		11		10		12		23
Lv11		4118		95		13		11		13		29
Lv12		5233		102		15		14		14		35
Lv13		6513		109		16		16		15		40
Lv14		7958		118		18		19		17		47
Lv15		9578		125		20		21		19		55
Lv16		11 383		134		23		22		20		66
Lv17		13 383		144		25		24		22		75
Lv18		15 588		153		27		25		24		84
Lv19		18 808		164		29		27		25		94
Lv20		21 453		175		31		29		28		104
Lv21		24 333		188		34		31		29		119
Lv22		27 458		201		36		33		31		130
Lv23		30 838		213		38		35		34		142
Lv24		34 483		224		41		37		36		158
Lv25		38 403		238		44		39		39		176
Lv26		42 608		252		46		42		43		189
Lv27		47 108		265		49		45		46		208
Lv28		51 913		279		51		48		49		223
Lv29		57 033		294		53		50		52		238
Lv30		62 478		310		55		52		54		254
Lv31		68 258		324		58		55		57		275
Lv32		74 383		356		60		58		60		292
Lv33		80 863		395		62		60		61		310
Lv34		87 708		432		65		62		66		333
Lv35		94 928		489		67		65		69		351
Lv36		102 533		532		70		67		73		376
Lv37		110 533		589		72		70		75		396
Lv38		137 003		631		75		72		78		421
Lv39		156 808		694		78		75		80		448
Lv40		192 833		753		80		77		82		470
Lv41		233 403		812		83		80		84		498
Lv42		278 788		853		85		83		85		520
Lv43		329 258		912		87		85		89		543

Lv44		383	268		953		90		88		93		573				41		3		3		4	
Lv45		442	813		999		92		90		96		598				46		2		2		3	
Lv46		508	163		999		94		93		99		622				-		2		3		3	
Lv47		579	588		999		96		95		99		648				-		2		2		-	
Lv48		658	671		999		98		97		99		673				-		2		2		-	
Lv49		716	536		999		99		98		99		693				-		1		1		-	
Lv50		802	435		999		99		99		99		705				-		-		1		-	

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