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**WILD ARMS**®

*Alter code: F*™



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## Prima Games

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# WILD ARMS Alter code: F

PRIMA OFFICIAL GAME GUIDE

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# CHARACTERS

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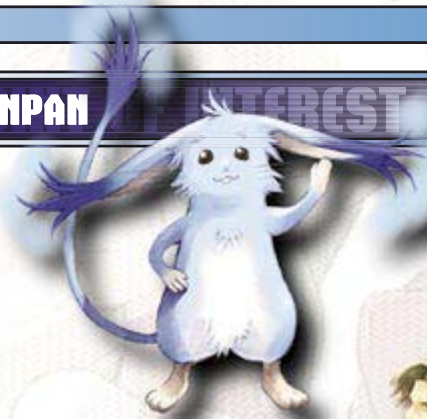
## RUDY ROUGHKNIGHT



### Rudy's Cartridges

Name	Range	Power	Reaction	Hit
Boosted Shell	Single	Attack x 3	75%	+50
Snipe Bullet	Single	Attack x 2.5	200%	+100
Solid Storm	Group	Attack x 1.5	50%	-25
Gatling Raid	Single	Attack x 2	25%	-50
Mighty Avalanche	All (Random)	Attack x 4	75%	-50
Hound Mine	Group	Attack x 2	100%	+25
Gun Claymore	Single	Attack x 5	100%	0
Arc Nova	All	Attack x 4.5	25%	-50

## HANPAN



## JACK VAN BURACE

### Jack's Fast Draws

Name	Starting MP Cost	Level 2		Level 3		Level 4		Level 5	
		Usage	MP Cost	Usage	MP Cost	Usage	MP Cost	Usage	MP Cost
Speed Fang	10	2	8	22	6	75	4	225	2
Strike Buddy	5	3	4	27	3	90	2	270	1
Burst Breaker	15	3	12	32	9	105	6	315	3
Acute Angle	15	4	12	36	9	120	6	360	3
Axle Smash	20	4	16	41	12	135	8	405	4
Blade Pulse	20	5	16	46	12	160	8	455	4
Maximum Risk	25	5	20	42	15	140	10	415	5
Laser Silhouette	30	6	24	45	18	150	12	450	6

## CECILIA LYNNE ADLEHYDE

### Attack Magic

Name	MP	Price	Target	Description
Life Drain	18	180	Enemy / Single	Absorbs an enemy's HP and transfer it to your character
Graviton	10	100	Enemy / Single	Does FP's proportional damage on HP; magic decides maximum damage
Spread	10	100	Enemy / Group	Does damage that spreads out
Fragile	4	40	Enemy / Single	Lowers the defense of the enemy
Feeble Mind	4	40	Enemy / Single	Lowers an enemy's resistance to magic
Dispel	4	40	Enemy / Single	Dispels all magical effects that an enemy possesses; can't be reflected
Crush	6	60	Enemy / Single	Inflicts Earth-type damage
Fire	6	60	Enemy / Single	Inflicts Fire-type damage
Freeze	6	60	Enemy / Single	Inflicts Ice-type damage
Vortex	6	60	Enemy / Single	Inflicts Wind-type damage
Lightning	6	60	Enemy / Single	Inflicts Thunder-type damage
Pressure	6	60	Enemy / Single	Inflicts Water-type damage
Spectre	6	60	Enemy / Single	Inflicts Light-type damage
Darkness	6	60	Enemy / Single	Inflicts Dark-type damage
Devastate	12	120	Enemy / Single	Inflicts damage using magic power
Lucky Shot	32	320	Enemy / Single	Hit enemies with this to get items

### Support Magic

Name	MP	Price	Target	Description
Heal	4	40	Ally / Single	Recovers HP proportional to magic
Revive	8	80	Ally / Single	Brings a fallen character back to life
Restore	18	180	Ally / Single	Cures all negative statuses except Unable to Fight
Resurrection	50	500	Ally / Single	Automatically recover one time
Quick	6	60	Ally / Single	Increases Reaction; lasts 6 to 10 turns
Permanence	10	100	Ally / Single	Eternalizes the positive status of a character
Hocus Pocus	12	120	Ally / Single	Increases Luck temporarily
Reinforce	18	180	Ally / Single	Increases the rate of FP; lasts 3 to 7 turns
Command	36	360	Ally / Single	Executes the last command given; lasts 2 to 6 turns
Analyze	2	20	Enemy / Single	Analyzes an enemy's status
Escape	16	160	Ally / Group	Allows the party to run from battle 100% of the time; does not work on bosses
Shield	10	100	Ally / Group	Increases Defense; lasts 6 to 10 turns
Protect	10	100	Ally / Group	Increases Resistance; lasts 6 to 10 turns
Retaliate	12	120	Ally / Single	Reflects physical damage one time
Reflect	12	120	Ally / Group	Reflects magical attacks; lasts 1 to 5 turns
Turbulence	10	100	Ally / Group	Increases Evasion; lasts 1 to 5 turns



## Cecilia's Materials

Medium Name	Guardian Name	Attack Name	Description	FP
Terra Roar	Grudiev	Planet Breaker	Attacks all enemies with earth damage: Magical Power x 3	50
Aqua Wisp	Schturdark	Assault Tide	Attacks all enemies with water damage: Magical Power x 3	50
Fiery Rage	Moor Gault	Vapor Blast	Attacks all enemies with fire damage: Magical Power x 3	50
Gale Claw	Fengalon	Hi-Speed Ripper	Attacks all enemies with wind damage: Magical Power x 3	50
Holy Man Sorrow	Ione Paua	Sacred Isolater	Creates a barrier that reduces all attribute damage	25
Castle Defense	Zeldukes	Status Lock	Nullifies all negative statuses except for fallen	25
Flash Hit	Stare Roe	Augoeides	Attacks all enemies with light damage: Magical Power x 3	50
Shining Star	Rigdobrite	Shining Star	Changes the property of Crest Sorcery from solo to group	25
Life Flame	Odoryuk	Live Horn	Restores HP and all abnormal statuses: Magical Power x 5	75
Thunder Fang	Noua Shacks	Rage Hammer	Attacks all enemies with thunder damage: Magical Power x 3	50
Ice Crystal	Aru Saluto	Icicle End	Attacks all enemies with ice damage: Magical Power x 3	50
Hell Scream	Dras Drum	Primitive Dark	Attacks all enemies with dark damage: Magical Power x 3	50
Sword Swipe	Equitess	Genocide Edge	Hits all enemies with a single blow	75
Cosmic Cog	Dan Dairam	System Kronos	Stops the flow of time for 1 turn	75
Battle Lust	Luceid	Black Renegade	Attacks an enemy group with non-attribute damage	100
Love Charm	Raftina	Affection Embrace	Recovers Cecilia's MP	100
Brave Seal	Justine	Brave Weapon	Upgrades weapons and decreases the enemy's special defenses	100
Hope Shard	Zephyr	Phantasm Heart	Attacks all enemies with non-attribute damage: Magical Power x 4	100



**JANE MAXWELL,  
AKA "CALAMITY JANE"**



## Jane's Calamities

Name	Description	MP
Sucker	Provokes an enemy group; provoked enemies keep attacking (only applies to groups)	4
Pilfer	Steals an item from an enemy; the lower an enemy's level, the easier it is to steal from it	2
What Can You Do?	Interrupts a monster's attack with a basic shot (does not apply to groups)	6
Follow Me	Jane gets the first attack; your other characters follow her	8
I'll Show You	Attack a single enemy with a giant's bomb in exchange for all of your MP	All



**EMMA HETFIELD**

**TERREST**



## Emma's Emulators

Name	MP	Target	Description
Download	0	Enemy / Single	Steal the enemy's special ability
Rock Gazer	24	Enemy / Single	Dishes out Earth damage: Magic Power x 2
Crack Tremor	36	Enemy / Group	Dishes out Earth damage: Magic Power x 2
Hydro Launcher	24	Enemy / Single	Dishes out Water damage: Magic Power x 2
Maelstrom	36	Enemy / Group	Dishes out Water damage: Magic Power x 2
Caloric Sphere	24	Enemy / Single	Dishes out Fire damage: Magic Power x 2
Ash Reducer	36	Enemy / Group	Dishes out Fire damage: Magic Power x 2
Sky Twister	24	Enemy / Single	Dishes out Wind damage: Magic Power x 2
Storm Blade	36	Enemy / Group	Dishes out Wind damage: Magic Power x 2
Voltage Spark	24	Enemy / Single	Dishes out Thunder damage: Magic Power x 2
Electrigger	36	Enemy / Group	Dishes out Thunder damage: Magic Power x 2
Arctic Lance	24	Enemy / Single	Dishes out Ice damage: Magic Power x 2
Flirtation	36	Enemy / Group	Dishes out Ice damage: Magic Power x 2
Bright Blast	24	Enemy / Single	Dishes out Light damage: Magic Power x 2
Luminous Impact	36	Enemy / Group	Dishes out Light damage: Magic Power x 2
Screaming Mad	24	Enemy / Single	Dishes out Dark damage: Magic Power x 2
Phantom Hazard	36	Enemy / Group	Dishes out Dark damage: Magic Power x 2
Agony Effect	28	Enemy / Single	Dishes out non-elemental damage: Magic Power x 2
Paradigm Pollution	40	Enemy / Group	Dishes out non-elemental damage: Magic Power x 2
Flare Bomb	38	Enemy / Single	Attacks with strong blaze: Magic Power x 3
Reset	4	N/A	Gain time right after a battle starts
Baking Breath	32	Enemy / Single	Strikes with strong flames: Magic Power x 2.5
Blizzard Breath	32	Enemy / Single	Strikes with freezing air: Magic Power x 2.5
Stink Cloud	18	Enemy / Group	Negative Status - Sickness
Toxic Breath	18	Enemy / Group	Negative Status - Poison
Slumber Fog	18	Enemy / Group	Negative Status - Sleep
Luminous Moss	18	Enemy / Group	Negative Status - Confusion
Petrify Cloud	18	Enemy / Group	Negative Status - Stone
Asphyxiation	18	Enemy / Group	Negative Status - Unable to Fight
Noxious Stream	22	Enemy / Single	Negative Status - Sickness
Harmful Wave	22	Enemy / Single	Negative Status - Poison
Hypnotizer	22	Enemy / Single	Negative Status - Sleep
Psychedelicor	22	Enemy / Single	Negative Status - Confusion
Cellular Petrifier	22	Enemy / Single	Negative Status - Stone
Radious Breath	22	Enemy / Single	Negative Status - Unable to Fight
Baryon Corrida	12	Enemy / Group	Attack with laser light: Magic Power x 1.25
Undulation Cannon	32	Enemy / Single	Attack with laser beam: Magic Power x 1.25
Hyperion Blaster	46	Enemy / Single	Attack with laser cannon: Magic Power x 1.25

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Name	MP	Target	Description
Infra Sonic	14	Enemy / Single	Attacks with a non-elemental Sonic Boom: Magic Power x 1.5
Infra Sonic	20	Enemy / Group	Attacks with a non-elemental Sonic Boom: Magic Power x 1.5
Anti-Matter Bomb	36	Enemy / Single	Targets with a concentrated blast: Magic Power x 2.5
Anti-Matter Bomb	48	Enemy / Group	Targets with a wide area blast: Magic Power x 2.5
Hazardous Material 666	40	Enemy / Single	Puts a single enemy in a condition of dying
Hazardous Material 666	60	Enemy / Group	Puts a group of enemies in a condition of dying
Petrify Stare	12	Enemy / Single	Negative Status - Stone Lv2
Insect Breath	80	Enemy / Single	Puts a single enemy in a condition of dying
The Uncertainty Theory	48	Enemy / Single	Negative Status - Sickness and Confusion: Magic Power x 1.5
Shriek	42	Enemy / Group	Negative Status - Sickness and Confusion
Direct Voice	48	Enemy / Group	Negative Status - Sickness and Poison
Arc-en-Ciel	56	Enemy / Group	Negative Status - Poison, Sleep, Confusion, and Stone + 1
Petrify	20	Enemy / Single	Negative Status - Earth damage +Stone +1: Magic Power x 1.5
Vanish	72	Enemy / Group	Negative Status - Unable to Fight
Tsohanocai's Solar Wind	38	Enemy / Group	Gives Fire and Wind damage: Magic Power x 2.25
Apocalypse's Thunder	38	Enemy / Group	Gives Thunder and Light damage: Magic Power x 2.25
Hrimthurs's Eternal Ice	38	Enemy / Group	Gives Ice and Earth damage: Magic Power x 2.25
Sediment of the Styx	38	Enemy / Group	Gives Water and Dark damage: Magic Power x 2.25
Renovation	8	User	Recovers HP: Magical Power x 3
Critical Heal	130	Ally / Group	Recovers all of the front-row characters' HP
Spontaneous Combustion	36	Enemy / Single	Gives Fire damage relative to an enemy's durability
Arc Impulse	64	Enemy / Single	Power is determined by friends defending
Great Booster	48	Ally / Single	Increases a character's battle ability
Flaming Zone	15	Zone	Enhances Fire Attack 50% - Reduce Ice attack 50%
Freezing Zone	15	Zone	Enhances Ice Attack 50% - Reduce Fire attack 50%
Water Zone	15	Zone	Enhances Water Attack 50% - Reduce Thunder attack 50%
Thunder Zone	15	Zone	Enhances Thunder Attack 50% - Reduce Water attack 50%
Wind Zone	15	Zone	Enhances Wind Attack 50% - Reduce Earth attack 50%
Earth Zone	15	Zone	Enhances Earth Attack 50% - Reduce Wind attack 50%
Bright Zone	15	Zone	Enhances Light Attack 50% - Reduce Dark attack 50%
Dark Zone	15	Zone	Enhances Dark Attack 50% - Reduce Light attack 50%
Contaminated Crust	18	Zone	Creates a zone that damages enemies every turn
Anti-Magic Zone	24	Zone	Creates a zone where magic damage decreases
Offense Zone	24	Zone	Creates a zone where physical damage increases
Magic Zone	24	Zone	Creates a zone where magical power increases
Aiming Zone	24	Zone	Creates a zone where accuracy increases
Full Revive	50	Ally / Single	Cures inability to fight and recovers HP completely
Rule of Vengeance	25	User	Creates as much damage as the user received
Captured Web	10	Enemy / Single	Decreases Reaction and Evasion

**ZED** *OF INTEREST*

### Zed's Piled Shots

Name	Price	Starting Bullets	Alter Parts Needed for Upgrade	Description
Secret Sword	0 Gella	5	2	Attack enemy with a strong sword-based attack, but if the enemy is killed extra damage is done to you
Heaven's Wrath	25000 Gella	4	4	Effective toward enemies high in the air; power increases by analyzing the target enemy
Ruin Blade	50000 Gella	3	6	Gives damage to the enemy and applies his own negative status to the enemy; when used with Full Power targets the group
Dancing Heaven	100000 Gella	2	8	Slash enemies randomly six times, with the chance of causing instant death; when used with Full Power will still damage the enemy if it fails
Star Blast	200000 Gella	1	10	The more Zed fights the stronger this technique is; if the attack does not kill the enemy then Zed is damaged the same amount

**MAGDALEN HARTS** *OF INTEREST*

### Magdalen's Weapons

Name	MP	Target	Description
Punishment	6	Enemy / Single	Effective against enemies high in the air, and is stronger the closer you are to max HP
Heaven's Wrath	6	Enemy / Group	Effective against enemies high in the air
Punishing Evil	8	Enemy / Single	A continuous attack that ignores defense

**MARIEL** *OF INTEREST*

### Mariel's Herb Magic

Name	MP	Description
Heal Berry	1	Restores 100 HP to a single character
Revive Fruit	1	Cures status ailment fallen and restores HP to a single character
Nectar	3	Restores max HP and VIT for a single character
Potion Berry	6	Restores 500 HP to a single character
Magic Carrot	6	Restores 50 MP to a single character
Status Apple	10	All status is increased x 1.5
Mega Berry	10	Restores 2000 HP to a single character
Force Carrot	15	Charges the FP gauge to 100%



# GAME SYSTEM

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## ARM MEISTERS INTEREST

ARM Meisters are people around Filgaia who can improve the ARMs of Rudy and Jane. When you enter an ARM Meister there are four options: ARM Remodeling, Cartridge Remodeling, Sell, and Talk. ARM remodeling allows you to adjust different attributes of your ARM; such as ATT Bonus, AIM Bonus, Bullets, Easiness, and Critical.

The trick with ARM Meisters is that you can only upgrade your ARM 15 times, so choose carefully how you upgrade. This page shows three ARM remodeling charts; the first provides price information for upgrades. Following that, upgrade details are given for both Rudy and Jane. I like to upgrade her Attack Bonus



because she already has a decent amount of ammo and her critical hit instantly kills all regular monsters (this doesn't apply to bosses). Rudy is a little bit different because he has special cartridges that need to be remodeled differently. You can remodel based on your preferences, but once you get Gatling Raid, you will definitely want to increase your ammo. Gatling Raid is Rudy's most devastating cartridge when upgraded correctly. My combination at the end of the game was level 8 for attack and level 7 for bullets; this is a good target to shoot for. Experiment with the upgrades to see which path works best for you.

### Remodeling Expense Chart (Prices in Gella)

Lv	ATT Bonus	AIM Bonus	Bullets	Easiness	Critical
01	1000	400	600	100	200
02	4000	1600	2400	400	800
03	9000	3600	5400	900	1800
04	16000	6400	9600	1600	3200
05	25000	10000	15000	2500	5000
06	36000	14400	21600	3600	7200
07	49000	19600	29400	4900	9800
08	64000	25600	38400	6400	12800
09	81000	32400	48600	8100	16200
10	100000	40000	60000	10000	20000
11	121000	48400	72600	12100	24200
12	144000	57600	86400	14400	28800
13	169000	67600	101400	16900	33800
14	196000	78400	117600	19600	39200
15	225000	90000	135000	22500	45000

### Rudy's ARM Remodeling Chart

Lv	ATT Bonus	AIM Bonus	Bullets	Easiness	Critical
Start	10	8	3	1	1.5
01	16	12	4	2	1.6
02	24	18	5	3	1.7
03	34	28	6	4	1.8
04	46	36	7	5	1.9
05	60	48	8	6	2.0
06	76	60	9	7	2.1

Lv	ATT Bonus	AIM Bonus	Bullets	Easiness	Critical
07	94	76	10	8	2.2
08	114	92	11	9	2.3
09	136	108	12	10	2.4
10	160	128	13	11	2.5
11	186	148	14	12	2.6
12	214	172	15	13	2.7
13	244	196	16	14	2.8
14	276	220	17	15	2.9
15	310	248	18	16	3.0

### Jane's ARM Remodeling Chart

Lv	ATT Bonus	AIM Bonus	Bullets	Easiness	Critical
Start	6	7	5	1	1.5
01	10	11	6	2	1.6
02	15	18	7	3	1.7
03	21	25	8	4	1.8
04	28	34	9	5	1.9
05	36	44	10	6	2.0
06	45	56	11	7	2.1
07	55	69	12	8	2.2
08	66	84	13	9	2.3
09	78	100	14	10	2.4
10	91	117	15	11	2.5
11	105	137	16	12	2.6
12	120	157	17	13	2.7
13	136	179	18	14	2.8
14	152	202	19	15	2.9
15	170	228	20	16	3.0

## CARTRIDGE REMODELING

Cartridge remodeling increases the number of times that you can use a cartridge. To do this, you need an item called an Alter Part. Depending on the power of your cartridge, a different number of Alter Parts may be needed. Below is a chart of how many Alter Parts are needed to increase your cartridge usage by one shot. Alter Parts are rare, but late in the game you will get the Parts Scope, which makes monsters drop Alter Parts randomly.

### Rudy's Cartridge Remodeling Chart

Cartridge	Starting Shots	Alter Parts Needed
Boosted Shell	3	1
Snipe Bullet	3	1
Solid Storm	3	1
Gatling Raid	2	2
Mighty Avalanche	2	2
Hound Mine	2	2
Gun Claymore	1	3
Arc Nova	1	3

## CREST SORCERY INTEREST

Crest Sorcery is magic, and Cecilia is the only one who can use it. To obtain a new spell you need to have a Crest Graph. With a Crest Graph you can combine two crests on the Crest Grid to



form a new spell. There are four types of crests and two types of magic, forming 32 possible spells. Below are two charts showing the possible combinations. When you create a spell you must pay a small sum of gella, but it's nothing to worry about.

### Attack Magic

	Geo	Fray	Wing	Muse
Geo	Crush	Dispel	Life Drain	Spectre
Fray	Devastate	Fire	Darkness	Fragile
Wing	Graviton	Lucky Shot	Vortex	Lightning
Muse	Spread	Feeble Mind	Freeze	Pressure

### Support Magic

	Geo	Fray	Wing	Muse
Geo	Shield	Resurrection	Retaliate	Protect
Fray	Command Replay	Reinforce	Hocus Pocus	Analyze
Wing	Reflect	Escape	Quick	Turbulence
Muse	Revive	Permanence	Restore	Heal



## BATTLE SYSTEM



### MIGRANT SEALS AND THE ENC GAUGE

Migrant Seals are needed to avoid battles in the game. You receive your first Migrant Seal in the Berry Cave, and throughout the game you will need to find more. The more seals you have, the better chance you'll have of avoiding a battle. If you look on the left of the game screen, you will notice the migrant level indicator and the ENC Gauge, which measures your encounter level. Every time you avoid a battle, the ENC goes down. The amount it goes down depends on your migrant level and the strength of the enemy. A battle is about to occur when you see an exclamation point appear over your character's head. Once this happens, press the O button to cancel the battle. To refill the ENC Gauge by one, you need to participate in a battle or find a white gem. Below is an explanation of the different exclamation points that might appear over your character's head.



This is a normal battle that can be avoided by "spending" your ENC Gauge.



This indicates that your migrant level is higher than the strength of the monsters, and battles can be avoided without the ENC Gauge going down.



This is an ambush attack and can't be avoided.



### BATTLE TIPS

#### Battling with More than Three Characters

In the first Wild Arms game only three characters were available—this is not the case in Alter code: F. You can change your formation by selecting Form before selecting Get Set in battle. Change formations to bring in characters that best fit the situation. The characters you place in the front row are combatants, while those in back are reserves. If a character in the back is injured at the end of a turn, he'll recover his hit points based on the Vitality Gauge.

#### Working as a Team

Teamwork is crucial to winning many battles, especially those that are late in the game. Every character on your team has special skills that can be helpful to the success of a battle. One skill I like to start with is Jane's "Follow Me," which allows Jane to go first, followed by the other two characters in the front row. This can be helpful when planning coordinated attacks. Cecilia is a magic user and can call the guardians. While she isn't too threatening by herself, she can make the other characters into powerhouses through her use of magic. Make sure you look at the skills your characters have at their disposal, and come up with the best strategy that works for you.



### THE FP GAUGE

The FP Gauge lets you activate special abilities. Each character has a different force power, and to use these a minimum of 25% on the FP Gauge is required. Although it is tempting to use your force when it becomes available, it is better to save it during long battles, just in case you need it in a critical moment.

The FP Gauge charges when you do a number of actions—defending, attacking, using magic, etc.. Anything you do in battle charges the gauge, but some actions charge it more than others. Below is a chart showing how specific actions impact FP.

#### FP Gauge Effects

Action	FP Rise	Comment
An enemy is attacked using a normal attack or shot	8%	—
An enemy's normal attack is evaded	12%	—
A character's original technique is used	12%	—
A character receives damage	$A / 4 = \%$	Damage / Max HP = A. When $A / 4 < 2$ , FP rise is 2%
The personal skill SOS FP Up is activated	100%	This occurs when a character is in a dying state
An item is used	6%	—
A character performs a sneak attack	8%	—
A character performs a critical hit	8%	—
An enemy is defeated	8%	—
A turn ends	4%	—
A character guards	2%	—
A Blocker skill is activated	8%	—
A Defender skill is activated	8%	—
A Penetrator skill is activated	8%	—
A Finest Arts skill is activated	8%	—
An SOS Defense skill is activated	6%	—
A Regeneration skill is activated	6%	—
An Assist Blitz skill is activated	12%	—

#### Benefits of Saving FP

In a long drawn out battle, you are going to need FP to perform killer attacks. But FP has other useful properties. By saving FP you can increase the effectiveness of your defense, increase the amount of damage done with a critical hit, and you can use the Inertial Cancel option. A great advantage of keeping your FP near 100% is that, when it does reach 100%, you will achieve Condition Green. Condition Green erases all negative statuses, and getting rid of these is a good way to conserve items. It's a great advantage, but since you need to reach 100% FP to get it you won't experience it often against normal enemies.



### Inertial Cancel

Inertial Cancel is the least-used feature in Wild Arms, but it's the most useful. To use the Inertial Cancel, you first have to have at least 25% FP. Inertial Cancel works after a counterattack. If you have 25% FP and you get a chance to counterattack, a bar that says "cancelable" will appear at the bottom of the screen. Press the O button to cancel the attack. You will get to choose another attack and, if you have a lot of force, you can choose a powerful attack. The good thing about the Inertial Cancel is that it does not replace the attack that you originally planned.



## SKILL ACTIVATION CREST

Personal skills in battle get activated automatically, but you must have them equipped. Unlike in Wild Arms 3, you don't increase your bonus rate by having a skill equipped. In other words, you can't fight the Creeping Chaos to increase your bonus to 9.9, then get 99000 experience points for each one. Although you can't increase your bonus by using a personal skill, they are still useful for defending your characters and giving them battle abilities.



## COMBINATION ATTACKS CREST

These are powerful attacks, but you can go through an entire game without ever seeing one. To activate a combination attack you need to have the personal skill Assist Blitz equipped on two characters, and the characters must be lined up one behind the other (one in the front row and one in the back). When you attack with the lead character there is a small chance the character in the back row will attack as well. There is no disadvantage to this, because the character in the back will get a free attack. If a combination attack occurs, both characters will perform a powerful attack. You can increase your chances of success by raising both characters' Luck.



## HELPFUL KNOWLEDGE CREST

### BONUS RATE

The bonus rate is very important, because with it you can receive more experience at the end of a battle—based on a multiplier. A number of actions can increase the bonus rate, but guarding will not increase it, and it will even negate the rate increase associated with other actions. Here are situations that increase the bonus rate.

#### Bonus Rate Effects

Action	Bonus Rate
Guarding	0.0
Hitting an enemy normally	0.1
Hitting an enemy critically	0.2
Destroying an enemy *	0.1
Getting hit by an enemy	0.1

\* There is an additional bonus of 0.1 if you destroy multiple enemies at the same time. For example, let's say there are five enemies and you destroy all five at the same time. You will receive 0.1 for hitting the enemies, 0.1 for killing the first enemy, and 0.4 for the additional enemies, resulting in a bonus rate of 0.6. Some enemies in the game can be exploited to take advantage of this fact.

### LEVELING UP

Most people who play RPGs like to level up their characters to their max, but they don't have 40 hours to spare on the task. In this game there is an easy way to level up using enemies called Grow Apples. Grow Apples have one hit point, and any damage you do beyond that one hit point is converted to experience points. It's a great way of gaining levels, and it becomes easier once you have control of the Sweet Candy. When you are at sea, you will randomly fight a Mega Apple that follows the same formula as the normal Grow Apple except the total is multiplied by 10. Grow Apples aren't too rare, so if you want to level up quickly, you may want to stick around an area to fight them.

### GAINING MONEY EARLY IN THE GAME

Getting money early in the game can be tough because of the low-level monsters. Fortunately, there is an enemy that can help you to increase your gella. The Melchom enemy appears in the Filgaia Outfield, and while it seems like you get nothing from it, you can really cash in with these encounters. The key is that all of the elements activate the Melchom. The amount of damage you do to activate this enemy is multiplied by three; the resulting number represents how many gella you get for the fight. Let's say that Cecilia casts Fire and the active number is 300. If you defeat the Melchom in the next turn, you receive 900 gella. This is like a game of chance, because this enemy tends to run away. Once you have Emma in your party, however, you will be able to put Melchom to sleep, making it easier to cash in on the fight.



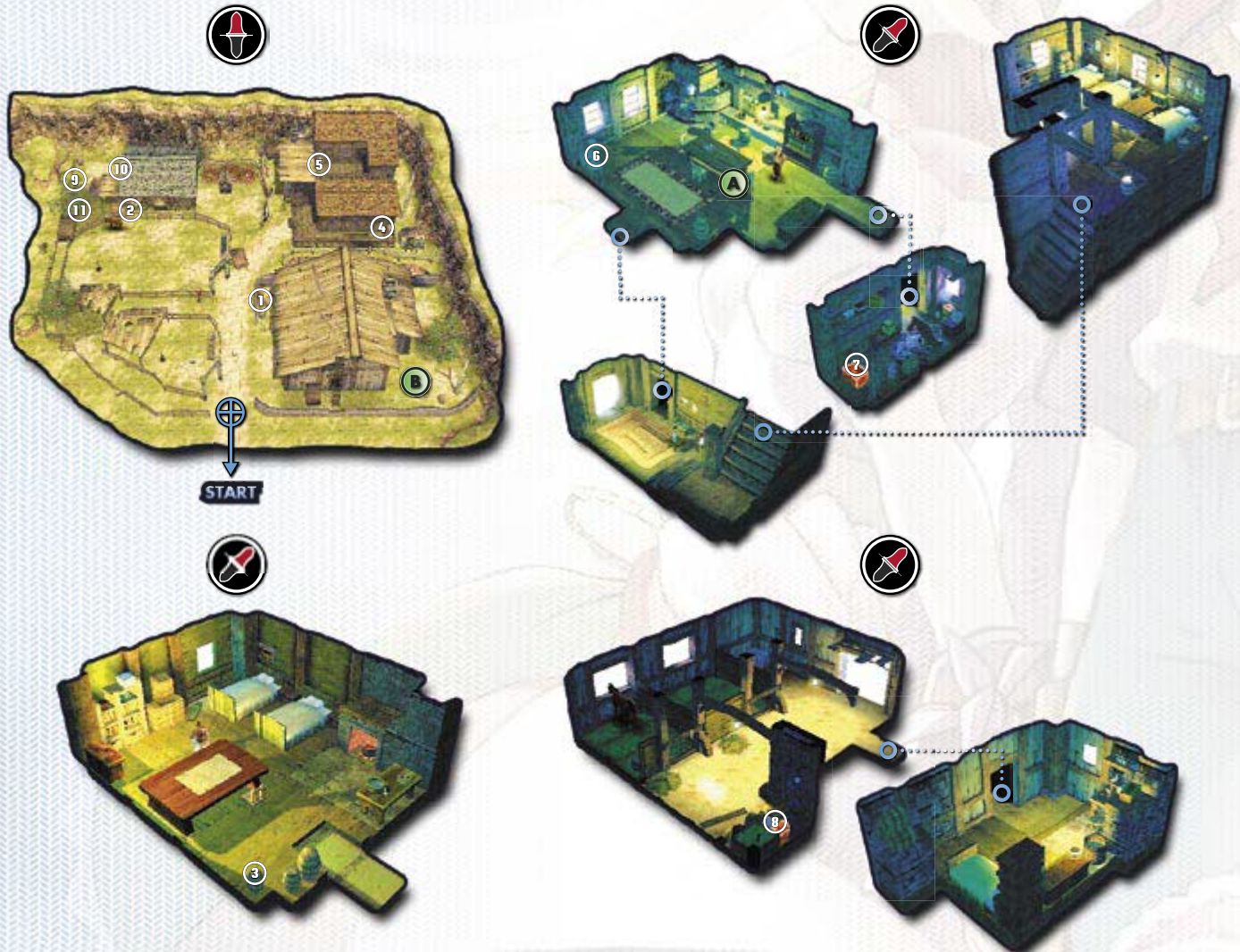




# [01] SURF VILLAGE TOWN

The heart shape is drawn in the farthest village.

<b>TOOLS TO CLEAR</b>												x 03
<b>TOOLS TO COMPLETE</b>												x 00



- ITEMS -			
01	REQUIREMENT → n/a <b>HEAL BERRY</b>	04	REQUIREMENT → n/a <b>HEAL BERRY</b>
02	REQUIREMENT → n/a <b>HEAL BERRY</b>	05	REQUIREMENT → n/a <b>REVIVE FRUIT</b>
03	REQUIREMENT → n/a <b>HEAL BERRY</b>	06	REQUIREMENT → n/a <b>HEAL BERRY</b>
07	REQUIREMENT → n/a <b>BOMB</b>	08	REQUIREMENT → n/a <b>500 GELLA</b>
10	REQUIREMENT → n/a <b>CREST GRAPH</b>	11	REQUIREMENT → n/a <b>EX FILE KEY</b>



## THE BEGINNING INTEREST

The game begins in the small village of Surf, which actually looks like a large ranch. This is where Rudy is currently working for some extra money. The rancher you're doing a job for doesn't have much money, and as payment for a job well done will give you **5 Heal Berries**. Take this time to explore the village for other items. At this point in the game, you can only get seven of the items in Surf Village. To get the other items, you'll need to have certain tools to reach them. Be sure to look at the tools you'll need to complete this area (on the previous page), and don't forget to come back when you have them.

### A MAP LOCATION

Enter this room and Tallman will speak with you. He will tell you about the Berry Cave and how to reach it. This is important, because in order to find new locations on the world map you must either be told of it by someone or read of it in a book. After speaking with Tallman, enter the back room and open the chest to get the **Bomb**.



### B MAP LOCATION

Check out the hole in the side of the barn. It's small enough to see inside, but too small to be used as an entrance. When you get Jack as a character you can use Hanpan to go through the hole and open the chest on the other side. Remember to return when you can pull this off.



## - BOMB -

The **Bomb** is Rudy's first tool, and it will come in handy in the next area of the game. To use the **Bomb**, press the **Square** button to drop one. After a short amount of time passes the bomb will detonate. You can set up to eight bombs at once. If you set them all within close proximity of each other, the explosion from the first bomb will detonate the others simultaneously, creating a super powerful blast.



## - SEARCHING FOR THE BERRY CAVE -

Now that you have the Bombs and you're permitted to leave the village to help find Tony, it's time to search for the Berry Cave. The Berry Cave is located directly west of Surf Village. To find it, you must use the Search Web Radar. To use the Search Web Radar, press the **Square** button and a green dome will circle out from your character. If there's a new location within the Search Web Radar, it will appear on the Outfield.



Keep in mind that even if you know where a location is on the map, you can't find it unless someone has told you where it is.



CHARACTERS

GAME SYSTEM

WALKTHROUGH

OPTIONAL AREAS

OPTIONAL EVENTS

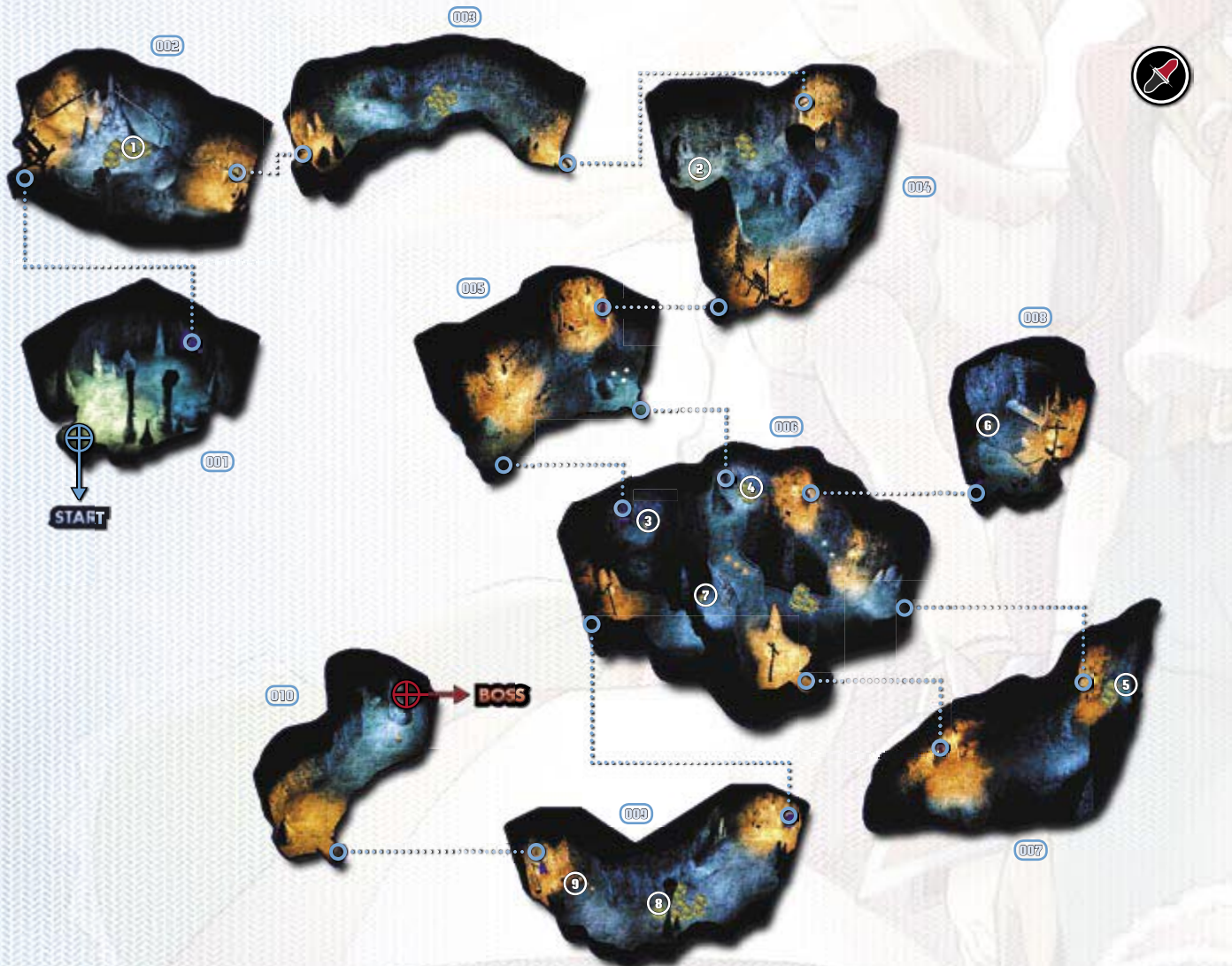
HIDDEN BOSS BATTLES

APPENDICES

# 02 BERRY CAVE DUNGEON

The light of a life is shining in the dark.

<b>TOOLS TO CLEAR</b>												x 06
<b>TOOLS TO COMPLETE</b>												x 00



- ITEMS -		
01	REQUIREMENT →	HEAL BERRY
02	REQUIREMENT →	HEAL BERRY
03	REQUIREMENT →  x3	LUCKY CARD x3 n/a
04	REQUIREMENT →	SMALL FLOWER
05	REQUIREMENT →	GELLA CARD n/a
06	REQUIREMENT →	HEAL BERRY n/a
07	REQUIREMENT →	GIMEL COIN x10 n/a
08	REQUIREMENT →	HEAL BERRY
09	REQUIREMENT →	200 GELLA n/a

- MONSTERS -	
<b>!WARNING!</b> GOB	<b>!WARNING!</b> TATZEL- WURM



**FLOOR:001** **INTEREST**

Campbell will greet you at the start of the cave and ask you if you want to go in and rescue Tony. Depending on how you answer his question, you can get different items. You will get a **Migrant Seal** just for agreeing to go in and rescue Tony. However, if you agree the first time he asks, you'll also receive **Lucky Card x3**. If you agree the second time (after saying no once) then you will receive **Nectar x3**.



**FLOOR:002** **INTEREST**

Giant crates like these can't be pushed or thrown, but they can be blown up using Bombs. Place a Bomb next to the crates and blow them up to reveal a **Heal Berry** inside one of them. After you get the item, drop off the ledge. To drop off a ledge, run to it until your character starts to wobble. While your character is wobbling, press the X button to jump down.



**FLOOR:004** **INTEREST**

Instead of following the path, drop off the ledge to the south, destroy the two crates, and drop down to the treasure chest. From the treasure chest you can drop down to the bottom level, where you'll see a sign warning you not to go any farther. Blow up the sign and continue deeper into the cave.



**FLOOR:005** **INTEREST**

This room has a weakened wall. When you see weak walls like this one, use Rudy's Bomb to blow it up to reveal an opening. Inside the room beyond the secret exit is a chest containing **Lucky Card x3**.



**- MIGRANT SEALS -**

Migrant Seals are used to avoid battles (if you choose to). When you walk through a dungeon a white exclamation mark will appear over your character's head. By pressing the O button you can cancel the battle at a cost to your ENC Gauge. The ENC Gauge is a meter that determines how many times you can avoid battle. The stronger the monster, the more the ENC Gauge will go down. If you collect enough Migrant Seals, you can shake off stronger monsters with very little consequence. Keep in mind that once you're engaged in battle, you can't escape by normal means.



CHARACTERS

GAME SYSTEM

WALKTHROUGH

OPTIONAL AREAS

OPTIONAL EVENTS

HIDDEN BOSS BATTLES

APPENDICES



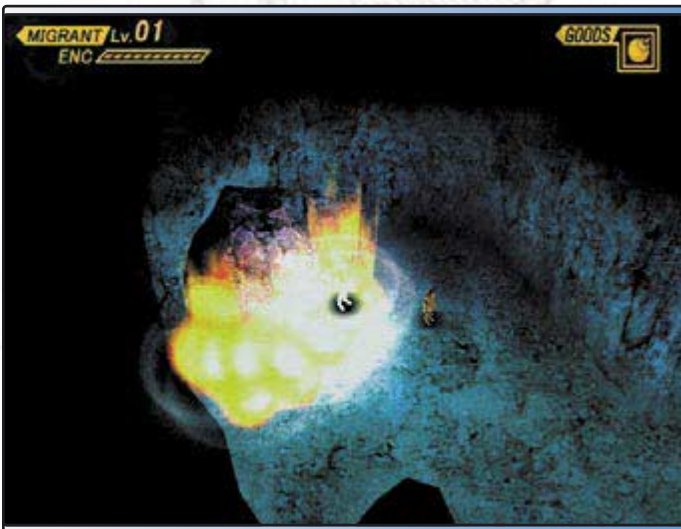
**FLOOR:006** **INTEREST**

When you reach the bottom portion of Floor:006 (after destroying the three crates), face the ladder after the sign and dash into it. Dashing into the unstable ladder will cause it to fall over the gap, creating a bridge.



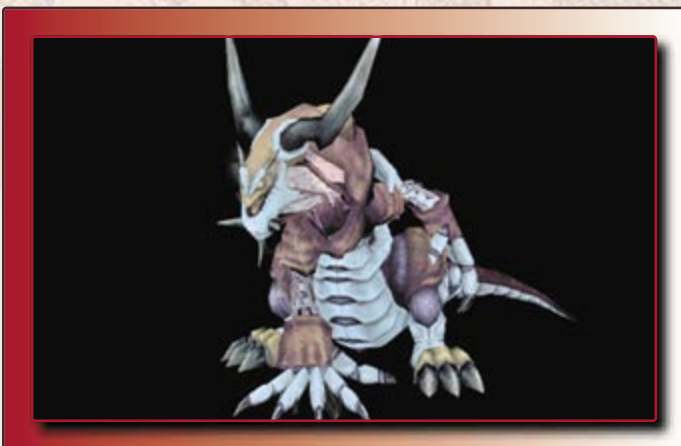
**FLOOR:010** **INTEREST**

Tony is waiting in this room, but there is a problem: a giant rock is blocking the entrance to the room with the Holy Berry. Use Rudy's Bombs to destroy the giant rock. Unlike the cracked wall you encountered earlier, you'll need to use multiple bombs to blow this thing up. Set down the maximum of eight Bombs next to the rock; when they all explode at once the rock will be destroyed.

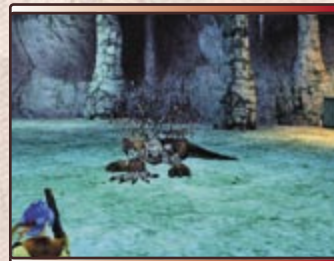


**BOSS: ROTTING BEAST**

If you've leveled up normally you should be around the same level as the Rotting Beast (level 6, that is). This battle isn't terribly hard, but if you don't pay attention you could still lose. Start by attacking the beast to build up your force. Once your force is up to 25% Rudy can use the Lock-On ability. Lock-On is an ability that improves the power of cartridges and increases accuracy. The drawback is that, while Lock-On is in use, your chances of getting hit by a follow-up attack increase. To use the Lock-On ability you must first select force and, after selecting Lock-On, choose your special attack—in this case, Boosted Shell. Two of these should finish off the boss. If you rushed through the Berry Cave and you're at a low level, use a Heal Berry when your HP falls below 20.



ROTTING BEAST		BOSS #326			
PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
LEVEL	6	EARTH	Halved	—	—
HIT POINTS	250	WIND	Halved	—	—
EXPERIENCE	42	FIRE	—	—	—
GELLA	200	ICE	Halved	—	—
DOWNLOADS		WATER		ITEMS STOLEN	
		THUNDER	Halved	—	—
		LIGHT	Weak	—	—
		DARK	Resist	—	—





**03**

# RUINS OF MEMORY

# DUNGEON

It goes on telling everything from past to the future.

**TOOLS TO CLEAR**

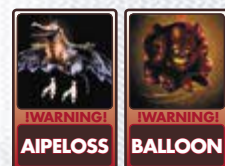
**TOOLS TO COMPLETE**



## - ITEMS -

01	REQUIREMENT →	EMPTY	n/a
02	REQUIREMENT →	HEAL BERRY	n/a
03	REQUIREMENT →	GELLA CARD x2	n/a
04	REQUIREMENT →	REVIVE FRUIT	n/a
05	REQUIREMENT →	HEAL BERRY	n/a
06	REQUIREMENT →	GIMEL COIN	n/a
07	REQUIREMENT →	HEAL BERRY	n/a
08	REQUIREMENT →	200 GELLA	n/a
09	REQUIREMENT →	2000 GELLA	
10	REQUIREMENT →	EGG	
11	REQUIREMENT →	MIGRANT SEAL	
12	REQUIREMENT →	5000 GELLA	
13	REQUIREMENT →	AMBROSIA	
14	REQUIREMENT →	CREST GRAPH	

## - MONSTERS -



CHARACTERS

GAME SYSTEM

WALKTHROUGH

OPTIONAL AREAS

OPTIONAL EVENTS

HIDDEN BOSS BATTLES

APPENDICES



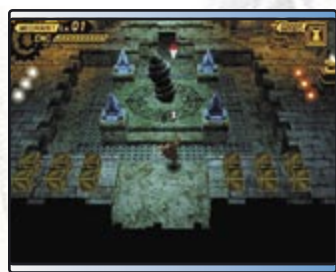
**TREASURE HUNTER CREST**

The second prologue starts with a treasure hunter and his partner (a wind mouse) in some ruins. After the initial scene, walk north toward the computer and search it. You will be asked to enter a password. The treasure hunter enters his name "Jack," but to his dismay it doesn't work. After that he is dropped into the dungeon depths, where his real adventure begins.



**FLOOR:004 INTEREST**

This is the main room in the Ruins of Memory. When you complete this dungeon you'll return here. Watch out for the holes in the floor; if you step on them spikes will come up and hurt you. Fortunately, the spikes are slow and you can usually walk across the hole before you are damaged. Exit through the door to the north.



**- PASSWORDS -**

When you return to this area later in the game you can input the passwords to get to the other parts of the ruins—there are two of them. We've included the passwords at the end of this paragraph for reference. If you prefer to find them yourself, quickly skip over the next sentence! (**Passwords: "Fulcani" and "Keeper".**)

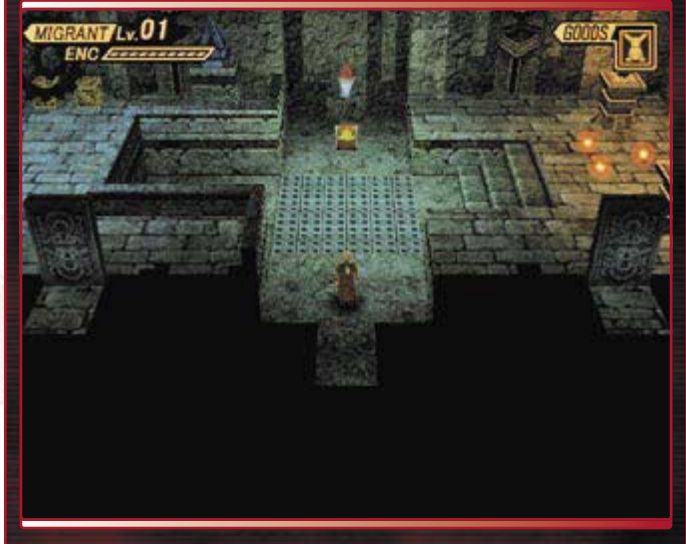
**FLOOR:002 AND FLOOR:003**

In each of these rooms, dash past the guillotine and the spikes, but stop short of the edge. Once you are in the safe spot, use Hanpan to get the chests.



**- SCANNING FOR OBJECTS AND TRAPS -**

When inside a dungeon or building, hold down the R2 button and press the X button to see objects in the room that you can interact with. By pressing the X button again (while still holding R2) you can see other objects that can be interacted with. This is very useful when you aren't sure what to do. Use this technique whenever you feel stuck.



**FLOOR:005 INTEREST**

After learning how to search for objects you can interact with, step on the switch to the west of the spiked floor to open the door.





**FLOOR:006** F INTEREST

Characters in *Wild Arms* can't jump, and this switch is out of Jack's reach. To get by, use Hanpan to step on the switch that opens the door. Hanpan can leap over small gaps to step on switches or open treasure chests. Press the Square button while facing the switch and Hanpan will leap the gap and activate it.



**FLOOR:007** F INTEREST

There are two hazards in this room. The first is the giant guillotine, and the second is the exploding chest. To get past the giant guillotine, simply dash through and the blade will miss you. The exploding chest is a treasure chest that explodes after you get the item inside. To get the item in a chest like this without taking any damage, use Hanpan to open it.



**- HANPAN -**

Hanpan is Jack's first tool, as well as his partner. To use Hanpan, press the Square button. Hanpan has useful skills, like jumping over gaps to hit switches. He can also get treasure chests for you that are otherwise unreachable. One thing that's different about Hanpan from the original *Wild Arms* game is that once you press the button to release him, you can control him using the left analog stick.



**FLOOR:008** F INTEREST

To open this door you're going to need to hit the crystal switch on the east side of the room. Grab a wooden crate from near the door by pressing the X button to lift it up. Once the crate is lifted above your head, walk toward the crystal switch and press the X button again to throw the crate. If you do it correctly, the crate will smash against the crystal, activating the switch.



**FLOOR:011** F INTEREST

Be careful after dashing past the guillotine, or you may find yourself taking damage from the spiked floor ahead. It is sometimes a good idea to rotate the camera to see the entire room before charging forward.



CHARACTERS

GAME SYSTEM

WALKTHROUGH

OPTIONAL AREAS

OPTIONAL EVENTS

HIDDEN BOSS BATTLES

APPENDICES





**FLOOR:012 INTEREST**

This room requires that you step on two switches at the same time. Step on the switch closest to the door. From there, use Hanpan and guide him onto the other switch.



**FLOOR:004 (2ND VISIT) ST**

Now that you're back on Floor:004 (on the top portion this time), you can hit the switches in this room by using the crates. After you hit all four switches in the room the pillar in the center will disappear and turn into a crystal. Walk toward the crystal and Atlachnacha will attack you. Before you trigger the fight, however, make sure you get all of the treasures in the side rooms.



**BOSS: ATLACHNACHA (ST)**

Atlachnacha has some potent abilities: Hunt for Food does a fair amount of damage to you, and Captured Web will slow you down. It seems like a good combo for this giant arachnid, except for one thing: Jack's Accelerator force. Attack Atlachnacha the first round to build up your force. Once you have enough force, use the Accelerator combined with Speed Fang to deal major damage. The Accelerator force speeds Jack up and allows him to attack first no matter what. In addition to this, it changes the properties of his fast draws. For this fight, only use Speed Fang in an accelerated state; the fight should be over in three rounds. After the battle is over, enter the crystal. When you arrive in the next room, examine the terminal.



ATLACHNACHA		BOSS #013	
PRIMARY STATS		ELEMENTAL DURABILITY	
LEVEL	6	EARTH	—
HIT POINTS	310	WIND	—
EXPERIENCE	64	FIRE	—
GELLA	200	ICE	Weak
DOWNLOADS		ITEMS STOLEN	
		WATER	—
		THUNDER	—
		LIGHT	—
		DARK	—
			—
			—





# 04

## CURAN ABBEY

## TOWN

The blood will inherit her strong will.

TOOLS TO CLEAR  
TOOLS TO COMPLETE



- CHARACTERS
- GAME SYSTEM
- WALKTHROUGH
- OPTIONAL AREAS
- OPTIONAL EVENTS
- HIDDEN BOSS BATTLES
- APPENDICES

### - ITEMS -

01	REQUIREMENT → n/a	HEAL BERRY	n/a	03	REQUIREMENT → n/a	HEAL BERRY	n/a	05	REQUIREMENT → n/a	HEAL BERRY	n/a
02	REQUIREMENT → n/a	WITCH EP. 1	n/a	04	REQUIREMENT → n/a	TARGET TOOL	n/a	06	REQUIREMENT → n/a	EX FILE KEY	n/a



## THE GUARDIAN'S CALL

Cecilia begins at Curan Abbey, where she has been for the past 10 years. A strange voice calls out to her to release the power in the Sealed Library. Cecilia, just like the other two characters, plays an important role in the story. There are parts of the game that can be rushed through, but you'll want to explore the abbey thoroughly.



### MAP LOCATION

You must first visit Sister Mary in a room on the west side of the abbey. You must then go to the back of the abbey to visit Master Ange. After speaking to Ange, use the Teardrop on the green holographic device. To use the Teardrop, enter the items screen and hit the R1 button to change pages until you reach the Event Items. Lastly, select the Teardrop and press the X button. After the scene that follows you will receive the **Target Tool**.



## - OPTIONAL EVENT: WITCH NOVELS -

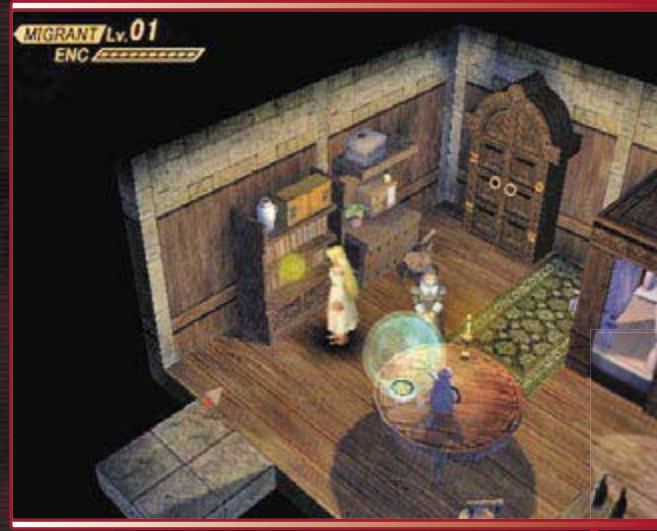
Talk to Trish in the Curan Abbey library; she'll tell you she only has the first volume of a series of books, and she wishes to collect them all. When you find the other volumes of the books, bring them to her. More information about this event can be found in the Optional Events section of this book. She will give you **Witch Ep. 1** to get you started with this quest.





## - TARGET TOOL -

The Target Tool is a device that marks objects you can interact with by placing a yellow dot on them—similar to the search function. The difference is that, with this device active, your character only needs to be close to an object for the effect to occur. Test this out by walking next to a bookshelf.



## B MAP LOCATION

Talk to Peleira and she will give you information about the Sealed Library. Use the Teardrop in front of the statue of the holy woman (in the main courtyard) to open the door to the west.



## C MAP LOCATION

Use the Teardrop while standing in front of the giant door with the familiar symbol to enter the Sealed Library.



## - OPTIONAL EVENT: MUSIC -

Talk to Suzanne; she will play various musical tracks from the game for you. When you hear a particular track in the game—on the field or in a battle—it will be saved for you. Try to collect all the musical themes in the game. If you collect all of the musical themes for her list, she will reward you with an Ex File Key.



CHARACTERS

GAME SYSTEM

WALKTHROUGH

OPTIONAL EVENT

HOW TO



**05**

# SEALED LIBRARY

# DUNGEON

Open the old book, the legend will be reborn.

<b>TOOLS TO CLEAR</b>												x 05
<b>TOOLS TO COMPLETE</b>												x 01



- ITEMS -			
01		REQUIREMENT:  n/a	<b>TINDER STAFF</b> n/a
02		REQUIREMENT:  n/a	<b>HEAL BERRY</b> z2 n/a
03		REQUIREMENT:  n/a	<b>300 GELLA</b> n/a
04		REQUIREMENT:  n/a	<b>GIMEL COIN</b> n/a
05		REQUIREMENT:	<b>LIFE CHARGE</b>

- MONSTERS -	
<b>!WARNING!</b> PILLBUG	<b>!WARNING!</b> BLUE BOOK



**FLOOR:005** INTEREST

To open this door, all three torches must be lit. Face one of the outside torches, press and hold down the Square button, and rotate the analog stick until all three are lit.



**FLOOR:007** INTEREST

The object here is to light the torches that match the lit ones on floor:008. Enter floor:008 to look at the torches, then light the corresponding torches on floor:007 to open the door.



**FLOOR:010** INTEREST

To open this door, all five torches must be lit. Face one of the outside torches, press and hold down the Square button, and rotate the analog stick until all five are lit. You must be quick here because the torches extinguish themselves rapidly.



**FLOOR:001** INTEREST

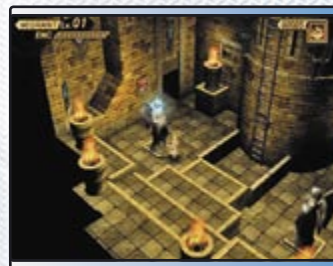
After getting Cecilia's **Tinder Staff** from the chest, go back up the winding staircase. Face the unlit torch and press the Square button to release a flame that will ignite the fire. Once the torch is lit the door will open.



**- TINDER STAFF -**  
 The **Tinder Staff** is Cecilia's first tool, and it is useful for lighting torches and melting ice. To use the **Tinder Staff**, hold down the Square button to release the flames. Use the left analog stick to direct the flames.

**FLOOR:002** INTEREST

When you enter floor:002 from floor:011, you won't be able to advance at first. Stand in front of the statue and use the Teardrop to lower the first wall. Walk across the lowered wall to the other statue and use the Teardrop on it to lower the second wall. Now that both walls are lowered you can reach floor:013.





**FLOOR:013** **INTEREST**

The handle you see in this room is used to move the ladder. Stand near the handle and press the X button to grab the handle. While holding down the X button, rotate the left analog stick clockwise to move the ladder to the right, and rotate the stick counter-clockwise to move the ladder left. Position the ladder in the center and climb up to the next level.

This area has many books. Read them to get clues, then climb up to the center area and examine the plaque. When asked for the password, enter "**Guardian Blade**" to open the door.

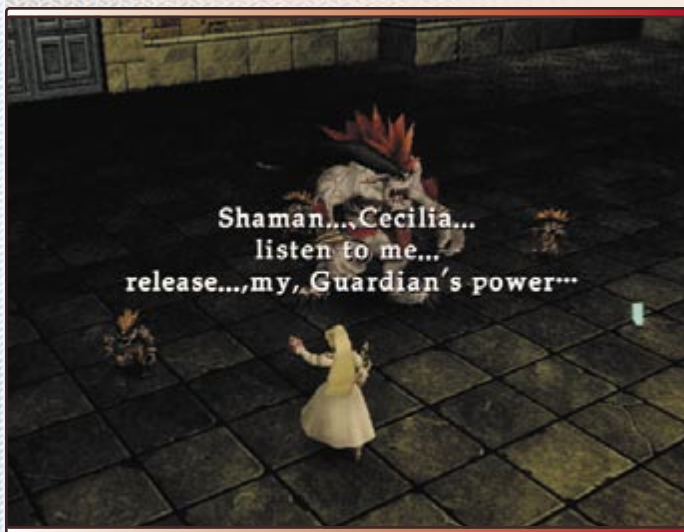


**BOSS: NELGAL** **INTEREST**

If you are at least level 4 you should have no problem with this fight. Begin the battle by attacking, and continue your attack until Nelgal uses Curtail Image. This creates three clones of Nelgal. After he uses Curtail Image, Schturdark will speak to Cecilia and you'll receive the **Aqua Wisp** medium.

If you attacked for the first couple rounds you should have at least 50% force built up. Use the Aqua Wisp medium to finish off Nelgal. To use the medium, select Get Set, then Force, then Material. Schturdark will be selected and used automatically.

After the battle you'll receive a **Crest Graph**, which you'll need to learn new spells. You'll also get **4 Water Gems**. To get an elemental gem, you must defeat a monster with that particular medium's element. Elemental gems are very useful in this game, so be sure to finish off monsters with mediums as often as possible.



NELGAL		BOSS #199			
PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
LEVEL	6	EARTH	—	—	—
HIT POINTS	—	WIND	—	—	—
EXPERIENCE	18	FIRE	Resist	—	—
GELLA	100	ICE	Weak	—	—
DOWNLOADS		ITEMS STOLEN			
		WATER	Weak	—	—
		THUNDER	—	—	—
		LIGHT	—	—	—
		DARK	—	—	—

NELGAL CLONES		BOSS #200			
PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
LEVEL	3	EARTH	—	—	—
HIT POINTS	—	WIND	—	—	—
EXPERIENCE	6	FIRE	Resist	—	—
GELLA	100	ICE	Weak	—	—
DOWNLOADS		ITEMS STOLEN			
		WATER	Weak	—	—
		THUNDER	—	—	—
		LIGHT	—	—	—
		DARK	—	—	—



# 06

# DOWNTOWN ADLEHYDE

# TOWN

The crossing fate... this story begins from here.

TOOLS TO CLEAR  
TOOLS TO COMPLETE



x 00  
x 00



CHARACTERS

GAME SYSTEM

WALKTHROUGH

OPTIONAL AREAS

OPTIONAL EVENTS

HIDDEN BOSS BATTLES

APPENDICES

## - ITEMS -

01	REQUIREMENT → n/a	04	REQUIREMENT → n/a	07	REQUIREMENT → n/a
	REVIVE FRUIT		HEAL BERRY		DISPELLADO
02	REQUIREMENT → n/a	05	REQUIREMENT → n/a		
	HEAL BERRY		HEAL BERRY		
03	REQUIREMENT → n/a	06	REQUIREMENT → n/a		
	HEAL BERRY		CASTLE DEFENSE		

## - SHOP DATA -

PRICE →	MEDICINE	10
---------	----------	----

NOTE: ITEMS 5, 6, AND 7 CAN ONLY BE OBTAINED AFTER CERTAIN CONDITIONS ARE MET.

MAP CONTINUED →





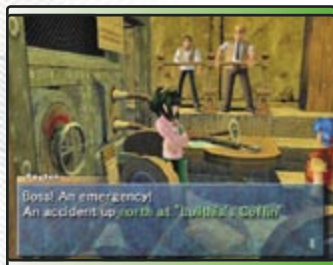
## THE STORY BEGINS HERE

After completing the three prologues, the game picks up just after the incident in the Berry Cave. Rudy is forced to leave town and look for someplace else to live. Tallman suggests Adlehyde. To find Adlehyde, go south until you reach a grove of trees. In the original version of *Wild Arms*, all three characters had to reach Adlehyde on their own—then meet up. This time it's only Rudy.



### A MAP LOCATION

After entering the town, enter the second house to the east. Go down the stairs and talk to the female scientist. After her assistants report an accident, she offers Rudy 5000 gella to help. Once you accept the job you'll be able to recruit Jack and Cecilia.



### B MAP LOCATION

Enter the inn and talk to Cecilia, who is sitting at the bar. She has a Crest Graph from her fight with Nelgal—use it to create a new spell. I suggest the Shield spell. The lady who can create new spells is sitting in the booth across from the inn.



### C MAP LOCATION

Visit the castle and talk to Jack. He is also looking for Lolithia, and will gladly join your group. Now that all three characters are together, it's time to take on Lolithia's Coffin—located directly north of Adlehyde. You may want to take a moment to go back to Surf Village, though; you can pick up an extra 500 gella now that you have Hanpan.





# 07

## LOLITHIA'S COFFIN

## DUNGEON

She has lain in the coffin since 1000 years ago.

TOOLS TO CLEAR  
TOOLS TO COMPLETE



x 10  
x 00



MAP CONTINUED →

### - ITEMS -

01	REQUIREMENT →	CREST GRAPH	n/a	05	REQUIREMENT →	REVIVE FRUIT	n/a	09	REQUIREMENT →	CRITICAL 1	
02	REQUIREMENT →	SHIPE BULLET	n/a	06	REQUIREMENT →	GIMEL COIN		10	REQUIREMENT →	BOOM BREAK 2	
03	REQUIREMENT →	ALTER PART	n/a	07	REQUIREMENT →	4000 GELLA					
04	REQUIREMENT →	HEAL BERRY x3	n/a	08	REQUIREMENT →	EX FILE KEY					

### - MONSTERS -



CHARACTERS

GAME SYSTEM

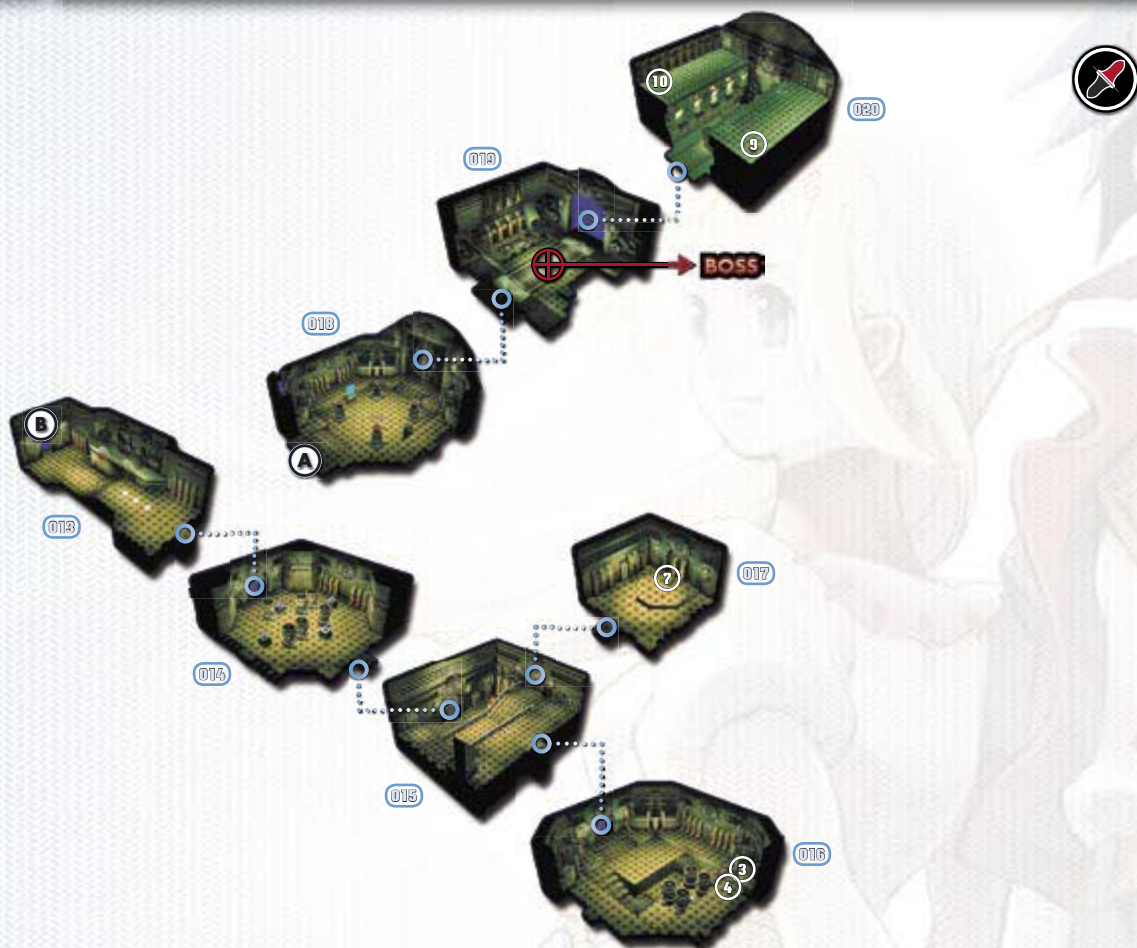
WALKTHROUGH

OPTIONAL AREAS

OPTIONAL EVENTS

HIDDEN BOSS BATTLES

APPENDICES



**FLOOR:003** **F INTEREST**

Have Rudy talk to Emma about the job offer. Once you agree to do the job, you'll be allowed to go deeper into the dungeon. The terminal on floor:001 requires you to have Emma in your party.



**FLOOR:005** **F INTEREST**

This room has two switches that must be activated at the same time. To activate both of them, set a line of Bombs from one switch to the other. When they explode in unison, both switches are activated, opening the door.



**FLOOR:004** **F INTEREST**

The odd-colored chest in this room is reinforced, and must be bombed before you can open it. Chests like these are specific to Rudy, and they usually contain a new cartridge for him. This particular cartridge is called **Snipe Bullet**, and it is a shell that never misses its mark.



**FLOOR:007** **F INTEREST**

This room has a giant door to the north—and a lever. Before you can pull the lever to open the door, two switches must be stepped on. The switches are located in rooms to the east and west of this floor.



**FLOOR:009** INTEREST

The object of this room is to step on both floor switches at the same time. To do this, have Jack stand on one switch, then use Hanpan to trigger the other switch. You may want to position Jack at an angle so that, when Hanpan is used, he doesn't hit the barriers right away.



**FLOOR:018** INTEREST

Your goal in this room is to make all the devices in the room face the center. Grab onto the handle and rotate it counter-clockwise twice. After the devices are facing center, stand on the center plate and the door will open.



**FLOOR:011** INTEREST

The floor in this room is fragile, so make sure you hold down the O button as you walk toward the other side of the room. When you reach the other side, use Hanpan to touch the floor switch located beyond the gap.



**BOSS: MAGTORTUS** REST

Begin the fight by having Cecilia cast Shield. Use Rudy and Jack to attack. When your force reaches 25% with Jack and Rudy, start using cartridges and fast draws to deal damage. After being dealt a certain amount of damage, the Magtortus will retreat to its shell to prepare for a powerful attack. There are two ways to deal with this; the first is to defend, and the second is to attack him physically in an attempt to disrupt his "charge" state. Once Cecilia reaches 50% force, use Aqua Wisp. After the battle, return to Emma to report your findings.



**FLOOR:014** INTEREST

Stand in the center of this room with Cecilia and face one of the torches. Use the Tinder Staff and rotate the left analog stick until all four torches are lit. Lighting the torches will open the door.



**FLOOR:016** INTEREST

This is the first time you'll need to push blocks. To push a block, first grab onto it by pressing and holding the X button. Use the left analog stick to push or pull the block.



Pull the southern block until it's even with the switch, then use Hanpan to hit the switch. After activating this switch you'll be able to enter the door on floor:007 (assuming you've followed our walkthrough).

MAGTORTUS		BOSS #272	
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>	<b>ITEMS DROPPED</b>
	LEVEL 7	EARTH —	Potion Dropped 100%
	HIT POINTS 500	WIND —	—
	EXPERIENCE 100	FIRE —	—
GELLA 300	ICE —	—	
<b>DOWNLOADS</b>	WATER Weak	<b>ITEMS STOLEN</b>	—
—	THUNDER Active	—	—
—	LIGHT —	—	—
—	DARK —	—	—



**08**

# ANCIENT CULTURE EXHIBITION

Ancient civilization had two different faces.

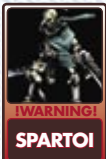
**TOOLS TO CLEAR**  
**TOOLS TO COMPLETE**



START



- MONSTER -





## ENTER THE EXHIBITION

With Lolithia excavated, it's time for the Ancient Culture Exhibition. Before you can visit the exhibition, however, you must return to the inn and rest.

At this point, Cecilia will leave your group; make sure you get a new spell before letting her go! I suggest Spectre, because the enemies you'll be fighting next are weak against light.



When you have control of Rudy and Jack, visit the Ancient Culture Exhibition by entering the east entrance. Take some time to look around at many of the exhibits and witness relics from Filgaia's past. (If you played the original *Wild Arms*, you'll remember that it was called the Ruin Festival, and there were a lot of games.)

A

### MAP LOCATION

When you first enter the main exhibit area, talk to Emma. She will happily give you the **5000 gella** that she agreed to pay you. After that, explore the many exhibits.



B

### MAP LOCATION

Talk to Anderson, located in the same room as Lolithia. He'll ask you if you've seen a boy with a red balloon. Help him look for the boy. (You can find the boy in town, across from the inn.)



## RESCUE THE TOWNSFOLK

Go to the castle entrance and help Cecilia, who is being attacked by four Spartois. After the battle is over, you'll have five minutes in which to rescue the townsfolk and retreat to the castle.

If you picked up the Spectre spell, have Cecilia use that to take out the Spartois in one hit. You will also want to use Jack's Speed Fang to speed up the battles and keep his techniques powered up.

The mayor won't return to the castle unless everyone else is rescued first.



## - PEOPLE TO RESCUE -

1. Tyrell (main square)
2. Dominique (hiding near entrance)
3. Lisett (between buildings on west side)
4. Anderson (near center area)
5. Mayor Howard (festival entrance)
6. Catori (behind crest shop)





# 09

# ESCAPE FROM CASTLE ADLEHYDE

The heart of the world is in people's heart.

TOOLS TO CLEAR													x 06
	TOOLS TO COMPLETE												



### - ITEMS -

01	REQUIREMENT SHIELD BADGE n/a	03	REQUIREMENT 2000 GELLA n/a	05	REQUIREMENT HP UP 2	07	REQUIREMENT SURPRISE GUARD
02	REQUIREMENT CREST GRAPH n/a	04	REQUIREMENT 500 GELLA n/a	06	REQUIREMENT DARK BREAK 2		



**B MAP LOCATION**

Use Hanpan to distract the guards, then go around to the door on the east side of the throne room. Continue to the door on the east side of the next room—underneath the other statue.



**C MAP LOCATION**

Go into the room at the end of the hall. The people that you rescued will be there. Each person will give you an item. Below is a list of the items that you receive.



- Dominique:** Revive Fruit
- Mayor Howard:** Gimel Coin
- Catori:** Gella Card
- Lisett:** Lucky Card
- Tyrell:** Potion Berry
- Anderson:** Small Flower

**D MAP LOCATION**

Talk to Ozma using Cecilia. He will tell you about the secret passage behind the audience chamber. You will also receive the **Shield Badge**, which you'll need to access the secret path. On your way back, simply get caught by the guard to be sent back to the area where Cecilia's room is.



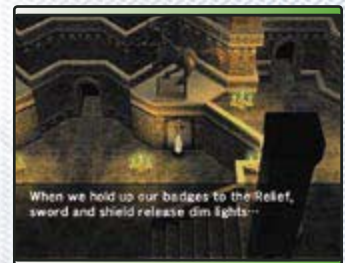
**A MAP LOCATION**

Pull the statue out and push it over. Drop down to the lower level. From there, go through the southern doorway to the throne room.



**E MAP LOCATION**

Use the Shield Badge on the relief sword (on the right). The relief will disappear, revealing a passage to the underground area of Adlehyde Castle.







**10**

**UNDER ALDEHYDE**

**DUNGEON**

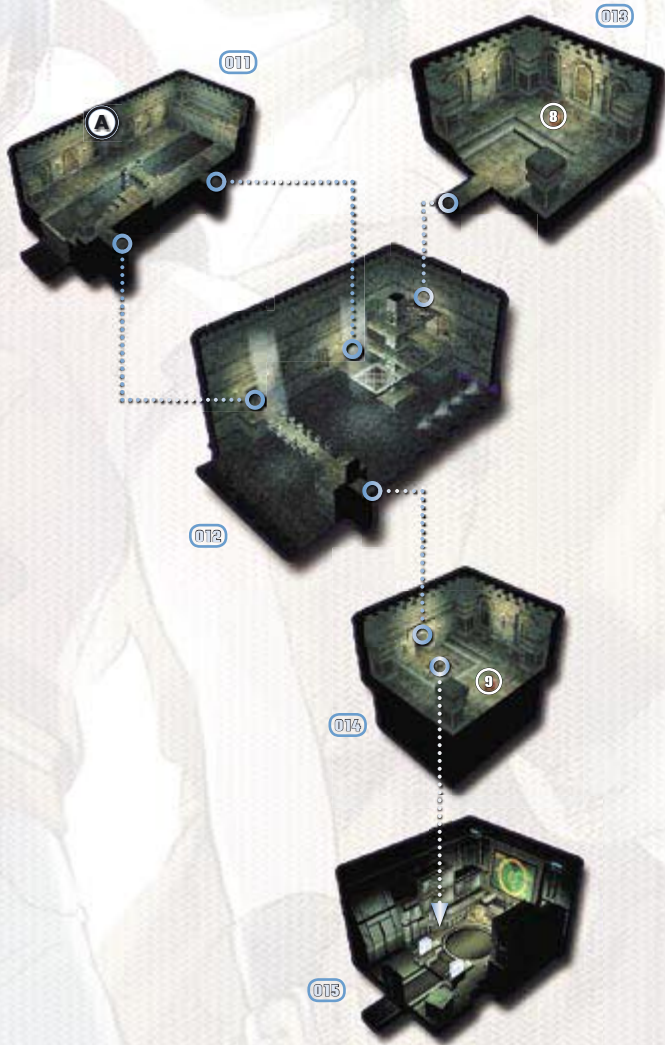
We believe a light that is beyond the darkness.

<b>TOOLS TO CLEAR</b>												x 06
<b>TOOLS TO COMPLETE</b>												x 00



**- ITEMS -**

<b>01</b>	<b>POTION BERRY</b>	<b>04</b>	<b>WITCH EP. 2</b>	<b>07</b>	<b>5000 GELLA</b>
<b>02</b>	<b>HEAL BERRY x3</b>	<b>05</b>	<b>HEAL BERRY</b>	<b>08</b>	<b>2000 GELLA</b>
<b>03</b>	<b>1000 GELLA</b>	<b>06</b>	<b>REVIVE FRUIT</b>	<b>09</b>	<b>COUNTER UP 2</b>



**FLOOR:006** **INTEREST**

Grab the handle on the machine and keep turning it clockwise to lower the water gate on floor:003. Once the gate is lowered, it forms a bridge you can walk across.

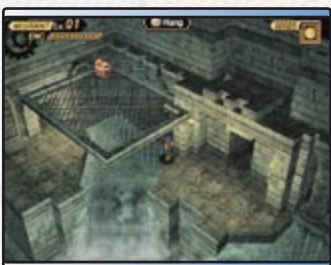



**BOSS: BERSERK (BATTLE 1)**

Don't try to fight—just stay alive for five turns. After five turns, Berserk will tell you that you're too weak and he'll retreat. If he kills anyone, make sure they're alive at the end of the fight—to avoid losing any of their maximum hit points. The experience you receive for this fight is based on a formula: for every hit point of damage you deal, you receive one experience point more (in addition to the minimum of 100 that you get for this fight). To survive easily, you'll want to defend on turns one and four, and attack on turns two, three, and five. The party member that gets hit during turn one should be healed on turn two by Cecilia. On turn three, I also recommend Shield, just to play it safe.

**FLOOR:003** **INTEREST**

This is the first time you must hang onto cages. To do so, stand underneath a cage and press the X button; you'll grab onto the cage. While hanging, you can move around by using the left analog stick. Drop down by pressing the O button. If you reach the edge of a cage, press the X button and you will flip up to the top.



BERSERK (BATTLE 1)		BOSS #257	
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>	
LEVEL	10	EARTH	—
HIT POINTS	—	WIND	Halved
EXPERIENCE	100	FIRE	—
GELLA	500	ICE	—
<b>DOWNLOADS</b>		<b>ITEMS DROPPED</b>	
		WATER	Active
		THUNDER	Weak
		LIGHT	—
		DARK	Halved
		<b>ITEMS STOLEN</b>	
			—
			—
			—



CHARACTERS

GAME SYSTEM

WALKTHROUGH

OPTIONAL AREAS

OPTIONAL EVENTS

HIDDEN BOSS

TRAPDOORS



# 11

# DESTROYED ADLEHYDE TOWN

Ancient civilization had two different faces.

TOOLS TO CLEAR  
 TOOLS TO COMPLETE



x 00  
 x 00

## B MAP LOCATION

Go to the mausoleum in the center of Adlehyde and meet Cecilia. After a brief scene, she'll tell you where to go next. You'll also receive the **Field Viewer**. The Field Viewer allows you to see the world map of Filgaia. It also gives you coordinate information.



## - OPTIONAL EVENT: ADLEHYDE RESTORATION -

Mayor Howard wants to restore Adlehyde, but he needs help in the form of 60000 gella. Donate money when you can to assist him. This is an ongoing quest; it ends when you collect the 60000 gella. If you donate 12000 gella right now, then leave and come back, the mayor gives you the **Item Scope**. (This allows you to search for items that are on the world map using the Search Web Radar.) Selling Gella Cards is the best way to acquire the funds. See the **Optional Events** section of this book for more info.

### - ITEMS -

- |    |                   |    |                   |
|----|-------------------|----|-------------------|
| 01 | REQUIREMENT → n/a | 04 | REQUIREMENT → n/a |
| 02 | REQUIREMENT → n/a | 05 | REQUIREMENT → n/a |
| 03 | REQUIREMENT → n/a |    |                   |

## A MAP LOCATION

Before leaving the castle, you must speak with the minister. After that, the destroyed exhibition area has a few items to grab, including a **Crest Graph**. If you look around, you'll also find a creepy statue. Ignore it for now; you can't do anything with it... yet.





# 12

# MOUNTAIN PATH

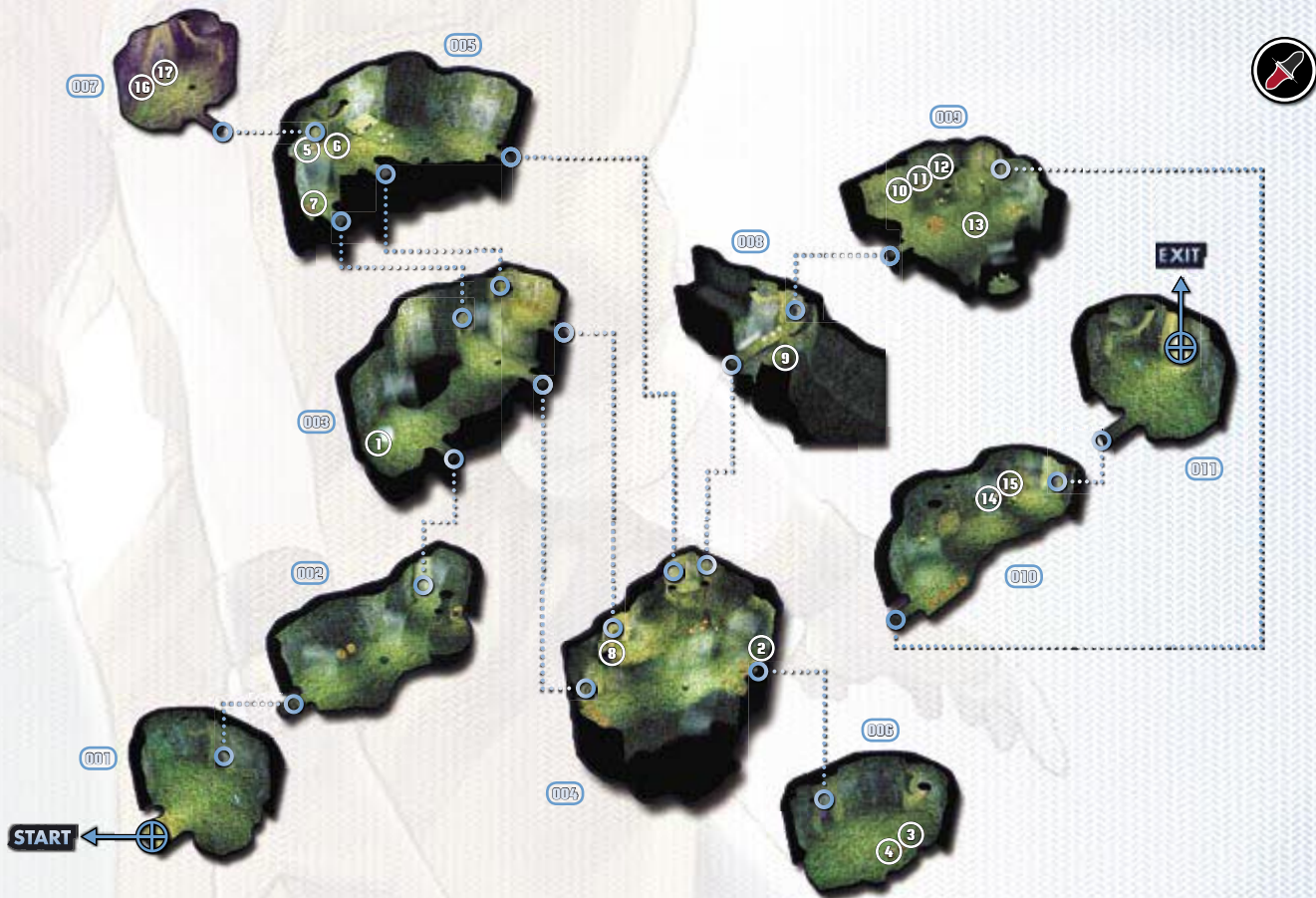
# DUNGEON

Never look back, there is a long road ahead.

**TOOLS TO CLEAR**  
**TOOLS TO COMPLETE**



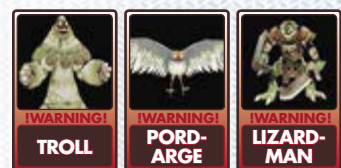
x 15  
 x 00



## - ITEMS -

01	<b>REQUIREMENT</b> STRIKE BUDDY	n/a	07	<b>REQUIREMENT</b> NECTAR x3	n/a	13	<b>REQUIREMENT</b> GIMEL COIN	n/a
02	<b>REQUIREMENT</b> HEAL BERRY	n/a	08	<b>REQUIREMENT</b> SOS FP UP	n/a	14	<b>REQUIREMENT</b> DEFEND 1	n/a
03	<b>REQUIREMENT</b> HEAL BERRY x3	n/a	09	<b>REQUIREMENT</b> GELLA CARD		15	<b>REQUIREMENT</b> BLOCKER 1	n/a
04	<b>REQUIREMENT</b> CREST GRAPH	n/a	10	<b>REQUIREMENT</b> LUCKY CARD	n/a	16	<b>REQUIREMENT</b> REMOVE TRAP	n/a
05	<b>REQUIREMENT</b> MIGRANT SEAL	n/a	11	<b>REQUIREMENT</b> 1500 GELLA	n/a	17	<b>REQUIREMENT</b> SILVER HARP 3	n/a
06	<b>REQUIREMENT</b> EARTH GEM x5	n/a	12	<b>REQUIREMENT</b> REVIVE FRUIT	n/a			

## - MONSTERS -



CHARACTERS

GAME SYSTEM

WALKTHROUGH

OPTIONAL AREAS

OPTIONAL EVENTS

HIDDEN BOSS BATTLES

APPENDICES

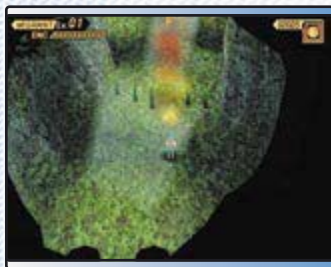


- TROLLS -

The Troll is far stronger than any monster you have encountered so far. Although there's only a small chance you'll encounter one in this dungeon, the chance is still there. If you do find one, don't attack—or you'll quickly find yourself back at the title screen. The best way out of this situation is to defend and wait until it leaves.

FLOOR:002 F INTEREST

When you enter this room you'll see a bulb sticking out of the ground, as well as two crates to the side. Pick up the crates and throw them at the bulb. It takes two crates to destroy a bulb, so don't mess up. If you fail and the bulb survives, you will take damage from the vines that come up from the ground. When you reach the southern side of the room, destroy the bulb on the cliff so you can move on.



FLOOR:003 F INTEREST

The glowing light with the sword in the middle is meant for Jack. When Jack examines one of these, he'll learn a new fast draw—in this case, **Strike Buddy**. Strike Buddy is a technique by which Jack hits an enemy with Hanpan. When you reach the southern part of this room, use two Bombs to destroy the bulb.



FLOOR:004 F INTEREST

Use the crates to destroy the bulbs in this room, then bomb the wall on the southwest side (near the three crates) to reveal a room with two chests.



FLOOR:005 F INTEREST

When you have the Jump Boots, jump on this platform and its ladder will fall down to the ledge below. You'll be able to get the final two chests in this dungeon.



FLOOR:009 F INTEREST

There are three bulbs in this room that you must destroy to get everything. The first is on a ledge in front of you. Destroying this one allows you to get three chests. The second bulb is on a small island to the west. Destroy it to get the lone chest in the middle. Finally, destroy the other bulb (on the ledge) to open up the exit path.



FLOOR:010 F INTEREST

Destroy the final two bulbs in this room and grab the chests. One of the chests contains the all-important **Blocker** skill, which can nullify an enemy's physical attack. When you reach the exit of this cave, don't forget to **read the sign**; otherwise you will never find your destination.





# 13

## MILAMA VILLAGE

## TOWN

The folklore is reflected in water surface.

**TOOLS TO CLEAR**



**TOOLS TO COMPLETE**

**x 03**

**x 00**



CHARACTERS

GAME SYSTEM

WALKTHROUGH

OPTIONAL AREAS

OPTIONAL EVENTS

HIDDEN BOSS BATTLES

APPENDICES

### - ITEMS -

01	REQUIREMENT → n/a	04	REQUIREMENT → n/a	07	REQUIREMENT → n/a
	<b>POTION BERRY</b>		<b>OLIVE BRANCH 2</b>		<b>EX FILE KEY</b>
02	REQUIREMENT → n/a	05	REQUIREMENT → n/a		
	<b>HEAL BERRY</b>		<b>DUPLICATOR</b>		
03	REQUIREMENT → n/a	06	REQUIREMENT → n/a		
	<b>STUFFED TOY</b>		<b>ANGEL QUILL 1</b>		

### - SHOP DATA -

PRICE →	<b>ANTIDOTE</b>	20
PRICE →	<b>MEDICINE</b>	10
PRICE →	<b>TOY HAMMER</b>	10
PRICE →	<b>MEMOIRS PEN 1</b>	1000



CHARACTERS

GAME SYSTEM

WALKTHROUGH

OPTIONAL AREAS

OPTIONAL EVENTS

HIDDEN BOSS BATTLES

APPENDICES

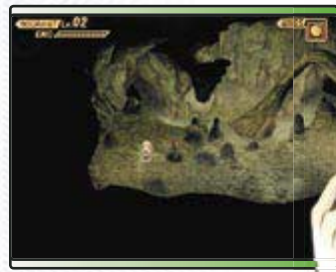
**A** **MAP LOCATION**

As you enter the town, talk to Sadie in the first house on the west side. Sadie has lost her doll, and was told that it went to the northwestern Sand River. Help retrieve the doll for her.



**B** **MAP LOCATION**

Find the Sand River to the northwest. Because you spoke with Sadie, it is now on your Field Viewer. Go to the Sand River and open the brown chest with Rudy's Bomb. You'll get the **Radar**. Once you have it, return to Milama.



**- RAISE THE DAM -**

Once you have acquired both the Jump Boots and the Mighty Glove, return to Milama Village and go inside the control room for the dam.

Use the Mighty Glove to turn the handle that opens the gate, then go down the stairs on the southeast side of town to reach the treasures. You'll need the Jump Boots on the jump panels.

**- RADAR -**

The Radar is Rudy's second tool, and it is very useful. The Radar allows you to find treasures in an area. It also reveals the locations of invisible paths, switches, and items. In the original version of *Wild Arms*, the Radar was only used to find items.

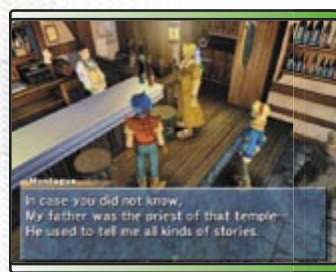
**C** **MAP LOCATION**

Use the Radar in Sadie's house; one of the beds will reveal that there is a hidden item. Examine the bed and you will receive the **Stuffed Toy**. Give the Stuffed Toy to Sadie.



**D** **MAP LOCATION**

Montague runs the inn. Talk to him and he will tell you about the Guardian Temple. He will tell you that the Guardian Temple is north of Milama. Make sure you take notes here, because he will also tell you an extra bit of information....





# 14

# GUARDIAN TEMPLE

# DUNGEON

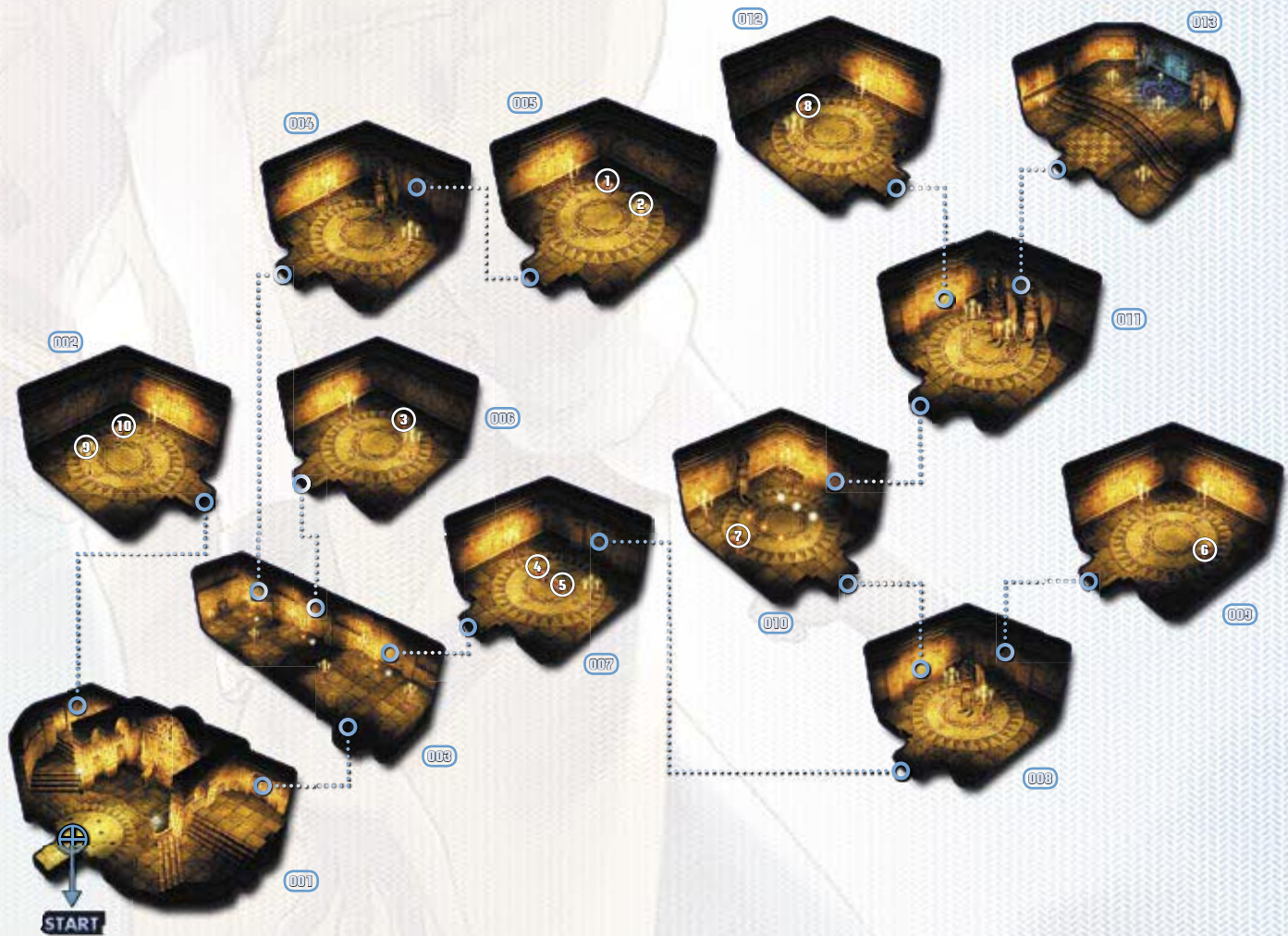
Spirit will be foundation of the world.

**TOOLS TO CLEAR**



**TOOLS TO COMPLETE**

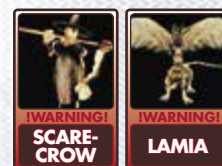
**× 10**  
**× 01**



## - ITEMS -

01	REQUIREMENT → n/a <b>HEAL BERRY x3</b>	05	REQUIREMENT → n/a <b>GELLA CARD</b>	09	REQUIREMENT → n/a <b>RESISTANCE UP 2</b>
02	REQUIREMENT → n/a <b>FROST GEM x5</b>	06	REQUIREMENT → n/a <b>GIMEL COIN</b>	10	REQUIREMENT → n/a <b>ALTER PARTS</b>
03	REQUIREMENT → n/a <b>REVIVE FRUIT</b>	07	REQUIREMENT → n/a <b>1500 GELLA</b>		
04	REQUIREMENT → n/a <b>LUCKY CARD</b>	08	REQUIREMENT → n/a <b>COUNTER UP 1</b>		

## - MONSTERS -



CHARACTERS

GAME SYSTEM

WALKTHROUGH

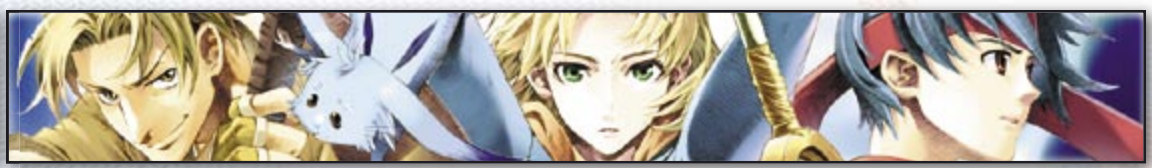
OPTIONAL AREAS

OPTIONAL EVENTS

HIDDEN BOSS BATTLES

APPENDICES





CHARACTERS

GAME SYSTEM

WALKTHROUGH

OPTIONAL AREAS

OPTIONAL EVENTS

HIDDEN BOSS BATTLES

APPENDICES

**FLOOR:001 INTEREST**

To open the door to the east, you must set the clock to the correct time. The left handle operates the hour hand and the right handle operates the minute hand. In case you didn't hear what the bar owner said, the time to open the door is exactly 3:30.



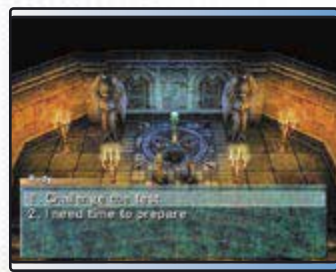
**FLOOR:003 INTEREST**

Use the Radar in this room to reveal secret passages. The secret passages are in the same locations as the orange and white gems. Use the Radar in every room to reveal the passageways and advance farther into the temple.



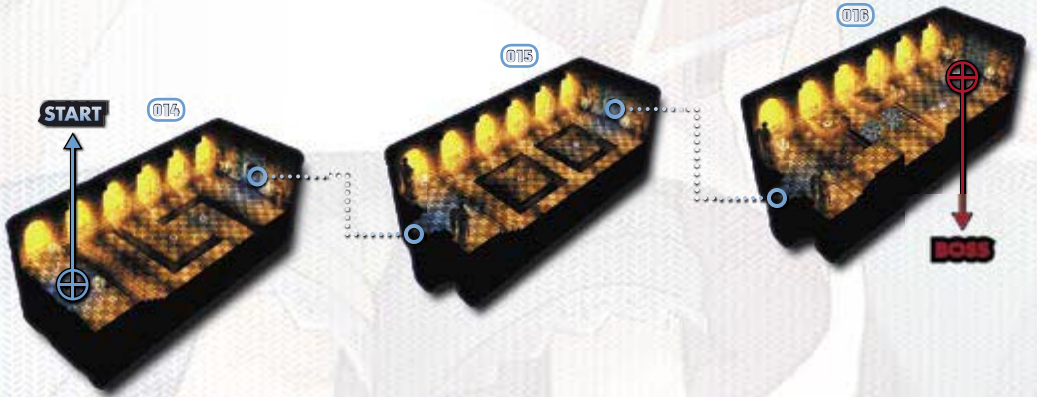
**FLOOR:013 INTEREST**

When you reach the scepter you will be asked to take three challenges. Each member of your team must take on a guardian individually. Don't be too critical in making your selection, because you can't be defeated. But it is smart to have Cecilia select a guardian with a weakness to one of her spells.

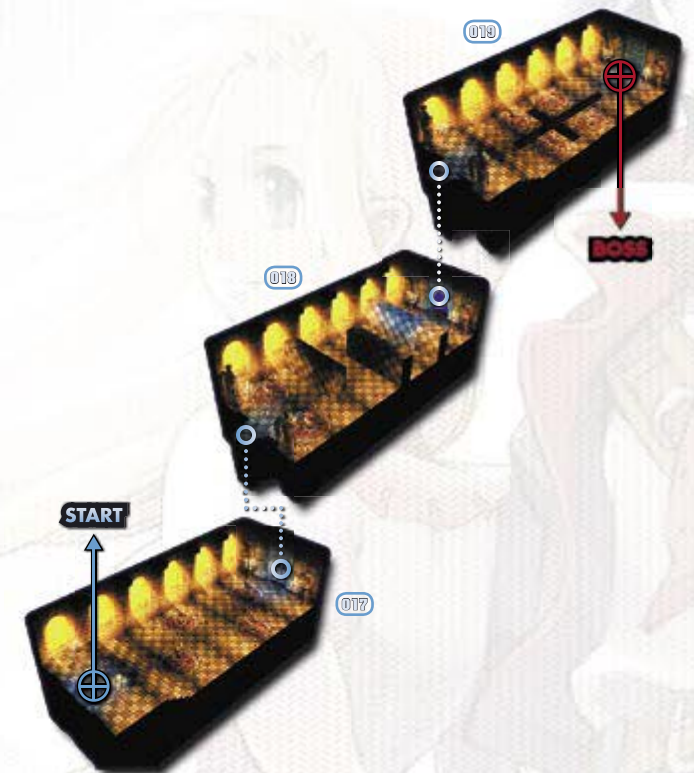


**JACK'S AREA INTEREST**

Jack's challenge is by far the easiest. Step on one switch and then have Hanpan step on the other to open the door. In the final room, use boxes to your advantage on the west side, and have Hanpan jump over the gap and hit the switch. Next, move the boxes to the other side and do the same. The scepter will appear and you can challenge the guardian that you selected for Jack.



**RUDY'S AREA INTEREST**



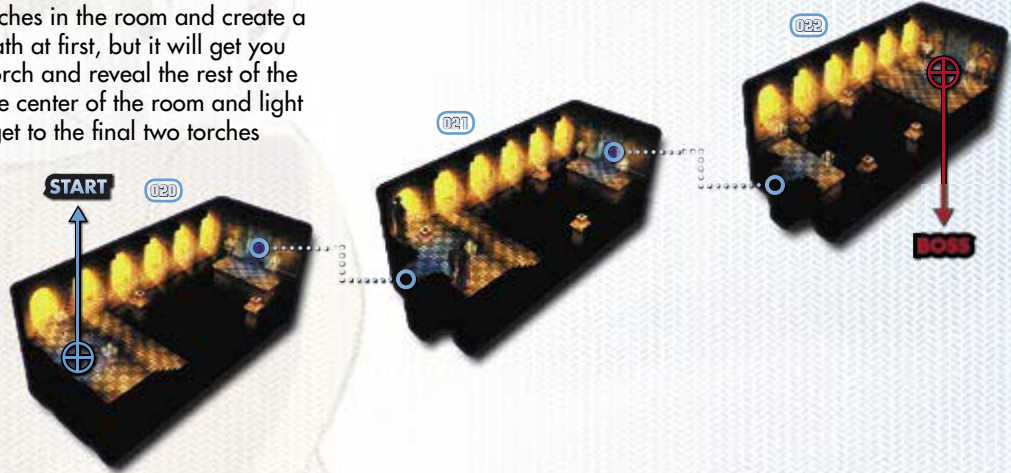
Rudy's challenge starts with statues that must be lowered by using Bombs. When all the statues are lowered, the door to the next room opens. In the final room, start on one side and make a line of bombs to take out the first two statues. Repeat this for the final two to make the scepter appear.





## CECILIA'S AREA INTEREST

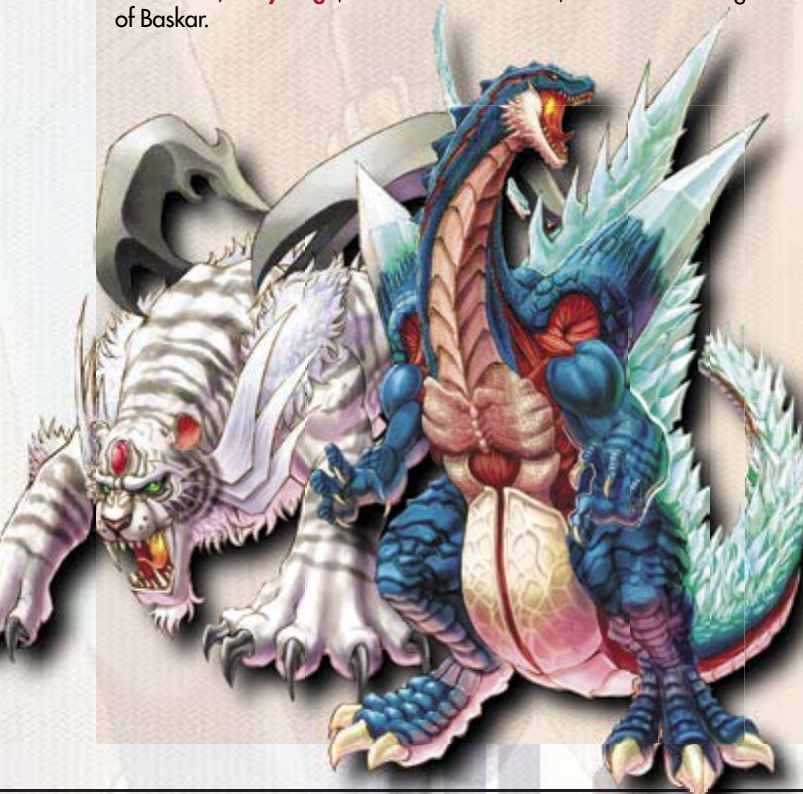
Use the Tinder Staff to light the torches in the room and create a path. You will only get a partial path at first, but it will get you close enough to light the second torch and reveal the rest of the path. In the final room, stand in the center of the room and light the first two torches, then quickly get to the final two torches before the first two disappear.



## BOSSSES: FIRE, EARTH, AND WIND GUARDIANS

You can just defend and get 200 EXP for each guardian, or you can attack for a bigger payoff. The base EXP reward is guaranteed, but for each point of damage you do you'll receive an additional experience point. The fight ends after only three rounds. After each fight you'll also receive either **Gaia Stop 2**, **Windbreaker 2**, or **Fire Stop 2** (depending on which guardian you fought).

After the short scene that follows, Cecilia will receive the, mediums **Terra Roar**, **Fiery Rage**, and **Gale Claw**. Next, head for the village of Baskar.



FIRE GUARDIAN MOOR GAULT				BOSS #284	
PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
LEVEL	12	EARTH	—	—	—
HIT POINTS	—	WIND	—	—	—
EXPERIENCE	200	FIRE	Active	—	—
GELLA	200	ICE	Weak	—	—
DOWNLOADS		WATER	Weak	ITEMS STOLEN	
		THUNDER	—	—	—
		LIGHT	—	—	—
		DARK	—	—	—

EARTH GUARDIAN GRUDIEV				BOSS #083	
PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
LEVEL	12	EARTH	Active	—	—
HIT POINTS	—	WIND	Weak	—	—
EXPERIENCE	200	FIRE	—	—	—
GELLA	200	ICE	—	—	—
DOWNLOADS		WATER	—	ITEMS STOLEN	
		THUNDER	—	—	—
		LIGHT	—	—	—
		DARK	—	—	—

WIND GUARDIAN FENGALON				BOSS #240	
PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
LEVEL	12	EARTH	Weak	—	—
HIT POINTS	—	WIND	Active	—	—
EXPERIENCE	200	FIRE	—	—	—
GELLA	200	ICE	—	—	—
DOWNLOADS		WATER	—	ITEMS STOLEN	
		THUNDER	—	—	—
		LIGHT	—	—	—
		DARK	—	—	—

CHARACTERS

GAME SYSTEM

WALKTHROUGH

OPTIONAL AREAS

OPTIONAL EVENTS

HIDDEN BOSS BATTLES

APPENDICES



CHARACTERS

GAME SYSTEM

WALKTHROUGH

OPTIONAL AREAS

OPTIONAL EVENTS

HIDDEN BOSS BATTLES

APPENDICES

# 15 BASKAR VILLAGE TOWN

They live with the spirit like an old story.

<b>TOOLS TO CLEAR</b>			<b>x 01</b>
<b>TOOLS TO COMPLETE</b>			<b>x 00</b>



### A MAP LOCATION

Visit the chief and he will tell you about Mt. Zenom. He'll also give you instructions for getting there. After talking to the chief, visit the Alter of Hope. You can rest for free in the chief's house by talking to Demi.



### B MAP LOCATION

Before you leave Baskar, make sure you purchase the very important **Migrant Seal** from Arcroid, who is selling items. It is rare for one of these to be up for sale, so make sure you don't miss it along the way.



- ITEMS -	
<b>01</b> REQUIREMENT:  n/a	<b>06</b> REQUIREMENT:  n/a
<b>02</b> REQUIREMENT:  n/a	<b>07</b> REQUIREMENT:  n/a
<b>03</b> REQUIREMENT:  n/a	<b>08</b> REQUIREMENT:
<b>04</b> REQUIREMENT:  n/a	<b>09</b> REQUIREMENT:  n/a
<b>05</b> REQUIREMENT:  n/a	

- SHOP DATA -	
PRICE:  10	PRICE:  60
PRICE:  40	PRICE:  5500
PRICE:  40	PRICE:  5000



# 16

# MOUNT ZENOM

# DUNGEON

Their black sin is covered with white snow.

**TOOLS TO CLEAR**

**TOOLS TO COMPLETE**



## - ITEMS -

01	REQUIREMENT → n/a	05	REQUIREMENT →	09	REQUIREMENT →
02	REQUIREMENT →	06	REQUIREMENT →	10	REQUIREMENT →
03	REQUIREMENT →	07	REQUIREMENT →		
04	REQUIREMENT →	08	REQUIREMENT →		

## - MONSTERS -



CHARACTERS

GAME SYSTEM

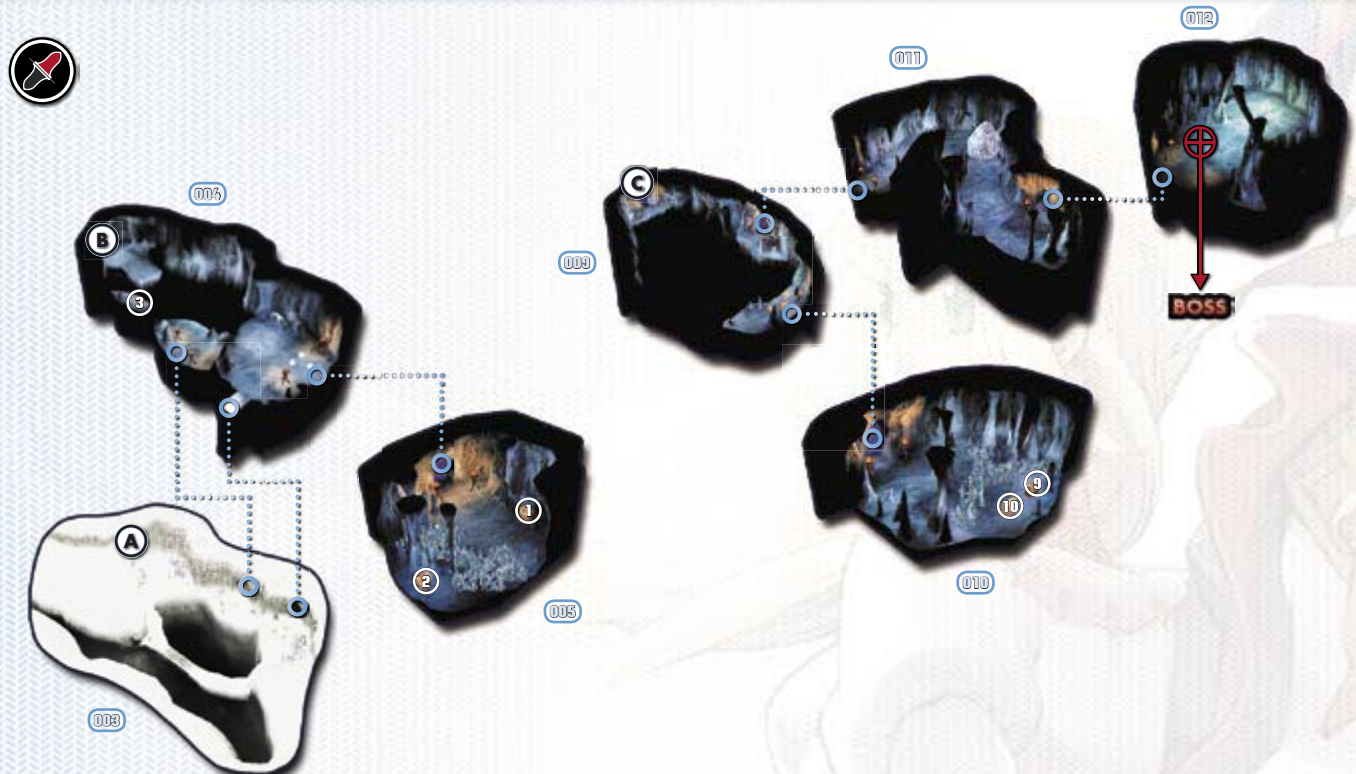
WALKTHROUGH

OPTIONAL AREAS

OPTIONAL EVENTS

HIDDEN BOSS BATTLES

APPENDICES



**FLOOR:002** **F INTEREST**

Icicles block your path. Use Cecilia's Tinder Staff to melt the ice. Throughout this area there are many things that require use of the Tinder Staff. If you happen to run into an icicle you will take some damage, so be careful.



**FLOOR:004** **F INTEREST**

If you took the south fork on floor:003, bomb the cracked wall to reach floor:005 and a couple of chests. On the bottom portion of this floor is a giant pit. The pit has an invisible walkway, which you can render visible by using the Tinder Staff.



**FLOOR:003** **F INTEREST**

At the fork in the path go south and sneak across the fragile bridge. This leads to the upper portion of floor:004, where you can get two chests. If you take the north fork, just bomb the cracked wall to enter the cave.



**FLOOR:007** **F INTEREST**

Use the Tinder Staff on the giant boulder blocking the way to continue forward. Don't forget to get the **Gella Card** hidden behind the wall to the west.



If you enter this area from floor:008 you will reach the upper portion of this area, where you can get an item called the **Tracker**.



## - TRACKER -

The Tracker is an item that tells you where you are in a dungeon. It also helps you find where you're going and where you've been. If the arrow near the exit of the room is red, then that is where you just came from. If it is yellow, it means that you've been to that room before. Lastly, if it's blue you've never been there yet. Use the Tracker to navigate your way through tough and confusing dungeons—it really is enormously helpful.




## BOSS: BERSERK (BATTLE 2)

Disrupt Hammer does a crazy amount of damage, but it only hits one party member. Defend on your first turn. On turn two, when Berserk taunts you, use the opportunity to attack and heal your injured party member. If you have Cecilia, cast Shield on turn two and heal using items. The rest of the fight is easy as long as you keep your hit points near the maximum. Just continue defending and healing. After five turns the battle will end. Just like last time, you will get extra experience for damaging Berserk. If you really want to stick it to him, have Cecilia get the Lightning spell and use it against him on turns two and four. After the battle, return to Baskar Village and talk to the village chief.

### BESERK (BATTLE 2)

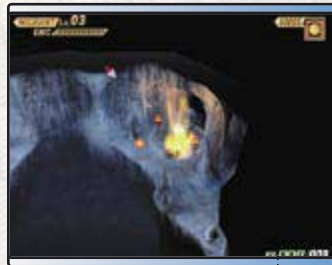
### BOSS #258

	PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
	LEVEL	20	EARTH	—	—	—
	HIT POINTS	—	WIND	Halved	—	—
	EXPERIENCE	250	FIRE	—	—	—
GELLA	550	ICE	—	—	—	
DOWNLOADS			ITEMS STOLEN			
			WATER	Active	—	—
			THUNDER	Weak	—	—
			LIGHT	—	—	—
			DARK	Halved	—	—
					—	—



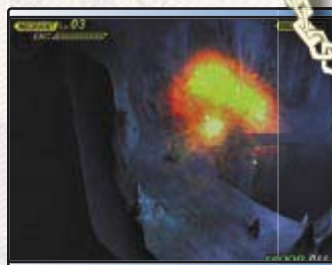
## FLOOR:009 F INTEREST

Use the Tinder Staff to reveal the invisible path, then make your way across the pit to the other side. Bomb the wall to get two more chests, one of which contains 3 Duplicators. After that, use the Tinder staff to reach floor:011.



## FLOOR:011 F INTEREST

Use the Tinder Staff to melt the ice on the giant rock, then use eight Bombs at once to blow it up. Now that the rock is gone, it would be a good time to save your game....



CHARACTERS

GAME SYSTEM

WALKTHROUGH

OPTIONAL AREAS

OPTIONAL EVENTS

FINAL BOSS BATTLES

APPENDICES



**17**

# ELW'S SHRINES 1 AND 2 TOWN

Raypoint 1st. Raypoint 2nd.

**TOOLS TO CLEAR**  
**TOOLS TO COMPLETE**



x 04  
 x 00



**- ITEMS -**

- 01** **REQUIREMENT** **ALTERPART**
- 02** **REQUIREMENT** **1500 GELLA**
- 03** **REQUIREMENT** **EX FILE KEY**
- 04** **REQUIREMENT** **SOLID STORM**

**A** **MAP LOCATION**

These are transport devices that help you get around Filgaia faster. Step on the green light and you will be teleported to a connecting shrine in another location.



**B** **MAP LOCATION**

After exiting, head straight north to find Saint Centaur on the peninsula.





**18**

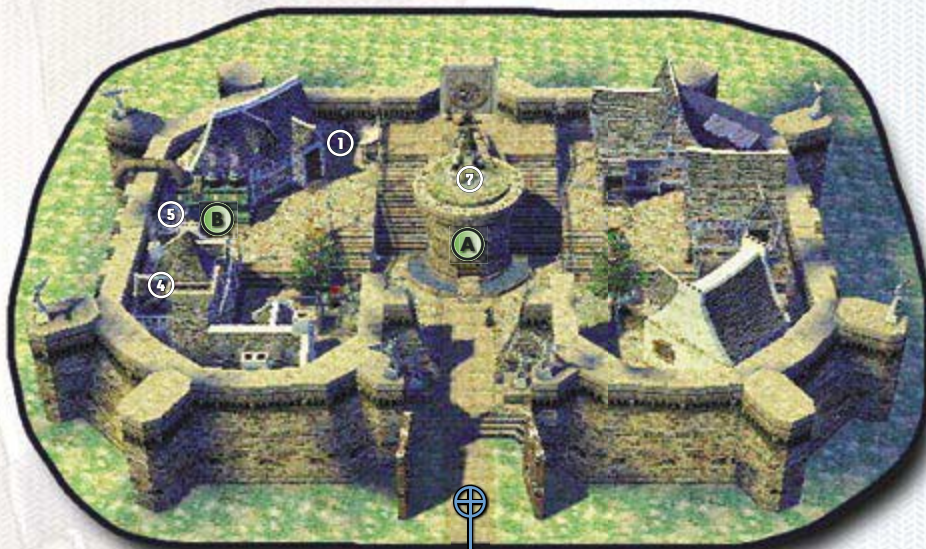
# SAINT CENTAUR

TOWN

The holy kentauros' sadness will be the protection.

TOOLS TO CLEAR

TOOLS TO COMPLETE



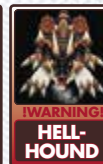
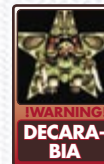
MAP CONTINUED →

START

## - ITEMS -

01	REQUIREMENT →	HEAL BERRY	n/a
02	REQUIREMENT →	HEAL BERRY	n/a
03	REQUIREMENT →	HEAL BERRY	n/a
04	REQUIREMENT →	FORCE CARROT x3	n/a
05	REQUIREMENT →	MIGRANT SEAL	n/a
06	REQUIREMENT →	SILVER HARP 2	n/a
07	REQUIREMENT →	HOLY MAN SORROW	n/a

## - MONSTERS -



NOTE: THESE MONSTERS DON'T APPEAR UNTIL YOU RETURN HERE LATER IN THE GAME.

## - SHOP DATA -

PRICE →	ANTIDOTE	20	PRICE →	HEAL VANE	60	PRICE →	ICE BREAK 1	4000
PRICE →	MEDICINE	10	PRICE →	STONE CURE	40	PRICE →	WATER BREAK 1	4500
PRICE →	TOY HAMMER	10	PRICE →	GAIA STOP 1	3500	PRICE →	BOOM BREAK 1	4500
PRICE →	PEPPY ACORN	40	PRICE →	WINDBREAKER 1	3500	PRICE →	RAY BREAK 1	5000
PRICE →	BREATH MINT	40	PRICE →	FIRE BREAK 1	4000	PRICE →	DARK BREAK 1	5000





**A MAP LOCATION**

Talk to Kaiser in the room below the statue of Lone Paua. Once you agree to help, he will tell you about the incidents in town and point you to the Caging Tower. For agreeing to help he also gives you a down payment of **2000 gella**.



**B MAP LOCATION**

You will notice that there are a lot of items that can be found here, but many of them are blocked. These items can be obtained after you complete Caging Tower.





# 19

## CAGING TOWER

## DUNGEON

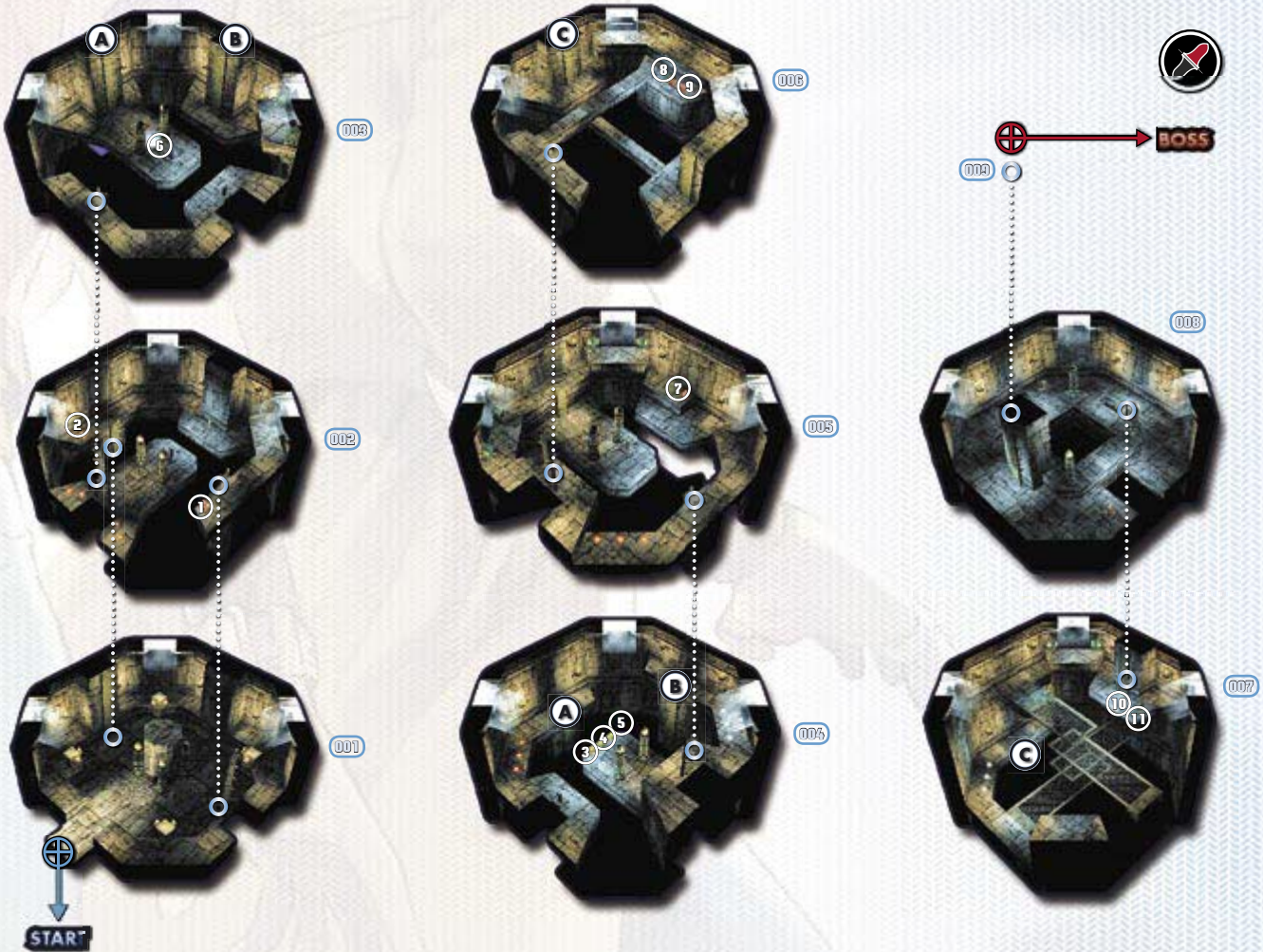
The bird in the cage can't fly.

**TOOLS TO CLEAR**



**x 10**

**x 00**



### - ITEMS -

01	REQUIREMENT → n/a	05	REQUIREMENT → n/a	09	REQUIREMENT → n/a
THUNDER GEM x5		GIMEL COIN x2		DARK BREAK 2	
02	REQUIREMENT → n/a	06	REQUIREMENT → n/a	10	REQUIREMENT → n/a
WIRE HOOK		F BURST BREAKER		REVIVE FRUIT	
03	REQUIREMENT → n/a	07	REQUIREMENT → n/a	11	REQUIREMENT → n/a
LUCKY CARD x2		HEAL BERRY x3		FORCE CARROT	
04	REQUIREMENT → n/a	08	REQUIREMENT → n/a		
GELLA CARD x2		2000 GELLA			

### - MONSTERS -



CHARACTERS

GAME SYSTEM

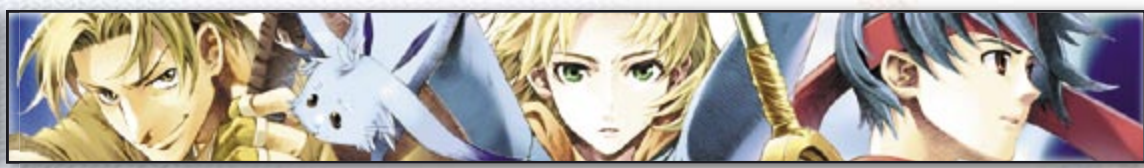
WALKTHROUGH

OPTIONAL AREAS

OPTIONAL EVENTS

HIDDEN BOSS BATTLES

APPENDICES



CHARACTERS

GAME SYSTEM

WALKTHROUGH

OPTIONAL AREAS

OPTIONAL EVENTS

HIDDEN BOSS BATTLES

APPENDICES

**FLOOR:001 AND FLOOR:002**

Go up the ladder to the east. On the second floor, get the **Thunder Gems**, drop down to the ledge below (by walking around the outside), and get Jack's second tool, the **Wire Hook**. Once you have the Wire Hook, latch onto the columns to reach the other side of floor:002.



**- WIRE HOOK -**  
 The Wire Hook is a very useful tool; with it, you can cross gaps and even hit switches that are otherwise unreachable. To cross a gap you must first have something to latch onto; throughout the game you'll find mini-columns that serve this purpose. And remember those crystal switches in the Ruins of Memory that you threw boxes at? Now you can use the Wire Hook to hit those.

**FLOOR:003 INTEREST**

Use the Wire Hook to hit the crystal switch. This will lower a platform allowing you to reach the ladder going up to floor:004.



**FLOOR:004 INTEREST**

Instead of going up this ladder, drop down and get the three chests. If you remember from earlier in the game, yellow chests explode when opened, so use Hanpan to get them.



Use the pillar to get to the path on the other side, then go down the ladder to get Jack's third fast draw: **Burst Breaker**.

**FLOOR:005 INTEREST**

Drop off the ledge to the north and use the Wire Hook to reach the central area. Pull the lever in the central area to move the platforms on the west side of the room. The lower platform will allow you to reach the chest. After you get what's in the chest, return to the center again and pull the lever to put the platforms in their original positions.



**FLOOR:006 INTEREST**

Walk across the thin platform to reach the chests, then drop down onto the lower path. From the lower path, climb the ladder, walk around the outside of the room, and drop down to reach the ladder going up to floor:007.





## FLOOR:007 INTEREST

This room features cages leading up to the top of the room. Remember to get the two chests on the second level of the cages before going up to the top. On the third level, walk along the top of it until you reach the wall, then use the Wire Hook to hit the switch. The switch lowers the platform that allows you to continue to the top of the tower.



## BOSS: NIGHT GAUNT (BATTLE 1)

The Night Gaunt isn't terribly hard because its only attack doesn't do much in the way of damage. Use the spell Crush or Spectre to deal great damage to it while Rudy and Jack attack normally. If you've leveled up the typical amount throughout the game, this fight should last no more than three rounds.



NIGHT GAUNT (BATTLE 1)		BOSS #193	
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>	
	LEVEL	15	EARTH Weak
	HIT POINTS	780	WIND Halved
	EXPERIENCE	260	FIRE —
	GELLA	300	ICE —
<b>DOWNLOADS</b>		<b>ITEMS STOLEN</b>	
		WATER	—
		THUNDER	—
		LIGHT	Weak
		DARK	Absorb
		Potion Berry	100%

### - JANE AND MAGDALEN -

A short scene follows in which you meet Jane Maxwell and MagdaLEN Harts. These two are in search of treasure and money. If you pay them the first time that they ask you, they will join you in the next fight.

## BOSS: NIGHT GAUNT (BATTLE 2)

You must now take on three Night Gaunts. The difference between this fight and your last Night Gaunt battle is that you have five characters! During the battle you can switch between the front and back row characters by selecting Form before you Get Set. Characters in the front row do the fighting, while the characters in the back heal—depending on the Vitality Gauge. Each of the Night Gaunts holds a **Potion Berry** that can be stolen 100% of the time using Jane's Pilfer. In addition to being able to steal, Jane has the Mystic ability, which lets her use items on multiple targets (i.e., if you use a Mystic Heal Berry then all three characters will be healed by 100 HP). Have MagdaLEN use Punishment on each of the three Night Gaunts, and use Jane to attack them with a Mystic Earth Gem. Whenever you attack with Jack, use his Accelerator with Strike Buddy to hit all three of the Night Gaunts. Note: If you said no to Jane and it's only your original three, you will need to get Cecilia to 50% force and then use Planet Breaker. After the battle you will receive the skill, **Silver Harp 2**.

NIGHT GAUNT (BATTLE 2) (x3)		BOSS #194	
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>	
	LEVEL	15	EARTH Weak
	HIT POINTS	780	WIND Halved
	EXPERIENCE	260	FIRE —
	GELLA	300	ICE —
<b>DOWNLOADS</b>		<b>ITEMS STOLEN</b>	
		WATER	—
		THUNDER	—
		LIGHT	Weak
		DARK	Absorb
		Potion Berry	100%

### - SAINT CENTAUR ABANDONED -

Something has happened in Saint Centaur; all of the people in town have disappeared and the town is overrun with monsters. Nothing can be done now, but you can get those chests that were unreachable before. Examine the shattered statue of lone Paua and you will receive the medium Holy Man Sorrow. This medium reduces the damage done by elemental magic. Now that you've tied up loose ends, enter the room underneath the statue and read the Kaiser's report to find out where the next location is.

I hope, people of Saint Centaur, who can escape from the attack will go to the Eru's shrine north of Caping Tower.

CHARACTERS

GAME SYSTEM

WALKTHROUGH

OPTIONAL AREAS

OPTIONAL EVENTS

HIDDEN BOSS BATTLES

APPENDICES



CHARACTERS

GAME SYSTEM

WALKTHROUGH

OPTIONAL AREAS

OPTIONAL EVENTS

HIDDEN BOSS BATTLES

APPENDICES

# [20]

# ELW'S SHRINE 3 AND 4 TOWN

Raypoint 3rd. Raypoint 4th.

**TOOLS TO CLEAR**  
**TOOLS TO COMPLETE**



x 04  
 x 02



### - ITEMS -

- |           |   |           |   |           |  |           |   |
|-----------|---|-----------|---|-----------|--|-----------|---|
| <b>01</b> | <b>REQUIREMENT</b> → <b>POTION BERRY x5</b> n/a | <b>02</b> | <b>REQUIREMENT</b> → <b>CREST GRAPH</b> n/a | <b>03</b> | <b>REQUIREMENT</b> → <b>5000 GELLA</b> n/a | <b>04</b> | <b>REQUIREMENT</b> → <b>MEMOIRS PEN 2</b> n/a |
|-----------|---|-----------|---|-----------|--|-----------|---|

**A** **MAP LOCATION**

You'll need to use the two Duplicators in your possession to get to the four chests here. A door requiring the use of a Duplicator looks a bit different than other doors.



**B** **MAP LOCATION**

After exiting the shrine, go to Port Timney, located on a peninsula to the east. If you have the Item Scope, be sure not to miss any items that may be in the area.





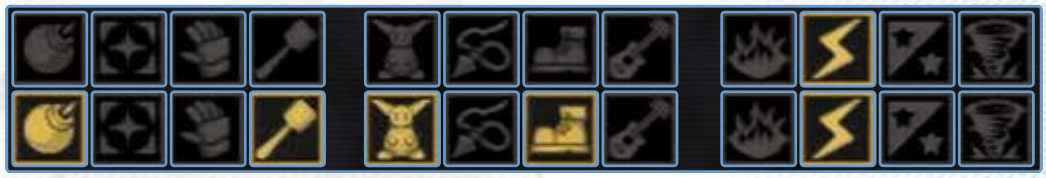
# 21

## PORT TIMNEY

## TOWN

Make your own road. There is no road on the sea.

**TOOLS TO CLEAR**  
**TOOLS TO COMPLETE**



**x 02**  
**x 01**



### - SHOP DATA -

PRICE	ANTIDOTE	20
PRICE	PEPPY ACORN	40
PRICE	BREATH MINT	40
PRICE	OLIVE BRANCH 1	4000

### - ITEMS -

01	REQUIREMENT	MOONSTONE 2	04	REQUIREMENT	DEFENSE UP 2	07	REQUIREMENT	HEAL BERRY	n/a	
02	REQUIREMENT	HEAL BERRY	n/a	05	REQUIREMENT	HEAL BERRY	n/a	08	REQUIREMENT	REVIVE FRUIT x3
03	REQUIREMENT	CREST GRAPH	06	REQUIREMENT	5 GELLA	n/a	09	REQUIREMENT	EX FILE KEY	n/a

- CHARACTERS
- GAME SYSTEM
- WALKTHROUGH
- OPTIONAL AREAS
- OPTIONAL EVENTS
- HIDDEN BOSS BATTLES
- APPENDICES



CHARACTERS

GAME SYSTEM

WALKTHROUGH

OPTIONAL AREAS

OPTIONAL EVENTS

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APPENDICES

**A MAP LOCATION**

Enter the bar and talk to Bartholomew, who is alone in the corner. After listening to his story you decide to look for the Crystal Flower that he needs.



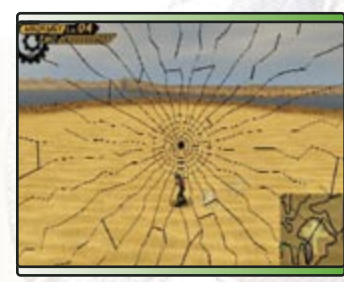
**B MAP LOCATION**

Go to Wilbur's house and he will tell you about his monster collection, as well as the whereabouts of a mysterious monster called Phantom. If you read his information, you can find out how to defeat this beast. You will want to have the magic of Reflect.



**C MAP LOCATION**

Enter the desert east of Port Timney and walk around. Eventually you will be attacked by the Phantom. Defeat the Phantom to earn the **Crystal Flower**.



**BOSS: PHANTOM TREST**

You need to finish this guy off in six turns; otherwise he will run away. Start by having Jack attack with Speed Fang. Then have Cecilia cast Spectre. Spectre does great damage, but his hit points are so high you're still going to need to pile it on—fast. On the third turn cast Reflect. On the fourth turn have Jack use the accelerated Speed Fang while Cecilia casts Spectre again. When Phantom uses the Pressure spell on you, it will bounce back to him, causing him great harm. If he isn't dead by then, the Spectre spell will finish him off. Return to Port Timney with the Crystal Flower and give it to Bartholomew.



**- OPTIONAL EVENT: MONSTER DATA -**

Wilbur is trying to get as much data as possible on the monsters of the world, but he needs a little help from his friends. Using the Analyze ability, collect as much information on all the game's monsters as you can, then pass the information along to Wilbur. Doing this will earn you an extremely rare item. Keep in mind that you don't need to analyze the bosses in the game (you get that data automatically). If you complete 50% of his list he will reward you with an **Ex File Key**.



PHANTOM		BOSS #231		
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>	<b>ITEMS DROPPED</b>	
	LEVEL	EARTH	Halved	Crystal Flower 100%
	HIT POINTS	WIND	Halved	—
	EXPERIENCE	FIRE	Halved	—
	GELLA	ICE	Halved	—
<b>DOWNLOADS</b>		WATER	Weak	<b>ITEMS STOLEN</b>
		THUNDER	Halved	—
		LIGHT	Weak	—
		DARK	Absorb	—
				—



**22**

# SWEET CANDY

TOWN

What comes from the horizon?

TOOLS TO CLEAR  
TOOLS TO COMPLETE



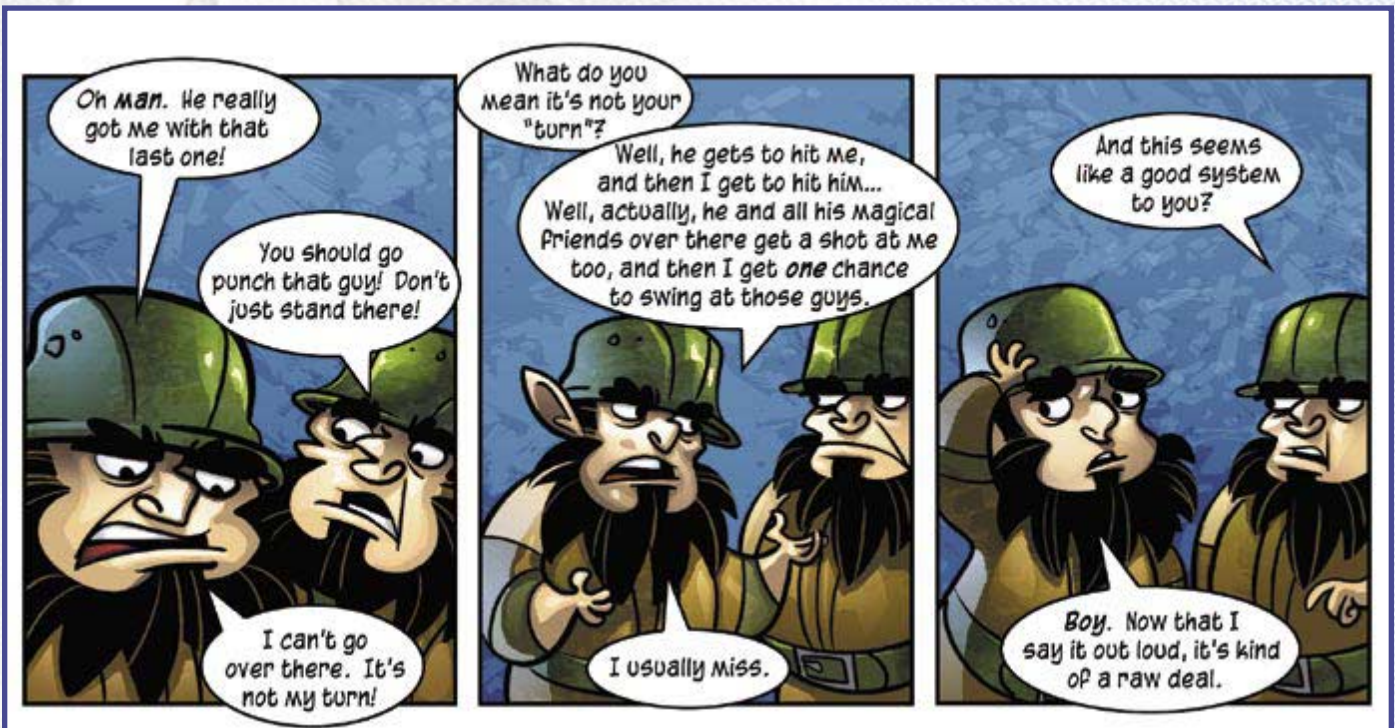
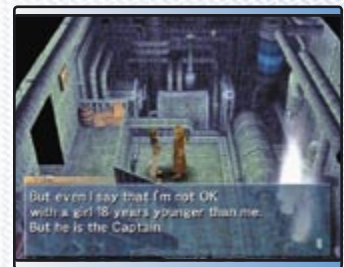
**ENGINE ROOM** INTEREST

**TALK TO EVERYONE** CREST

Talk to Herschell, who will tell you to talk to Tom in the engine room. Be sure to follow his instructions for opening the door when you reach the engine room; to open the door you need to turn the right handle to the right, the middle handle to the left, and the left handle to the right.



If you hope to pull the wedding off successfully, talk to every person on the ship with all three of your characters. Once you're done talking to everyone, talk to Herschell and rest up.



CHARACTERS

GAME SYSTEM

WALKTHROUGH

OPTIONAL AREAS

OPTIONAL EVENTS

HIDDEN BOSS BATTLES

APPENDICES





CHARACTERS

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**WEDDING CEREMONY QUEST**

In order to pull off the fake wedding, you're going to need to do everything correctly by answering the questions correctly. Below are the correct answers.

QUESTION 1		
1. Follow the Groom		X
2. You move forward		O
3. Move forward together		X

QUESTION 2		
1. Cecilia and Derek		X
2. Cecilia and Dartholomew		X
3. Cecilia and Bartholomew		O

QUESTION 3		
1. 47		X
2. 52		O
3. 57		X

QUESTION 4		
1. Raise the glass with left hand		X
2. Raise the glass with right hand		O
3. Do not raise your glass		X

QUESTION 5		
1. Two moons		X
2. New moon		X
3. Old moon		O

QUESTION 6		
1. Sweet Candy		O
2. Sweet Candice		X
3. Sweet Candy		X

QUESTION 7		
1. 6th question		X
2. 7th question		O
3. 8th question		X

QUESTION 8		
1. Crystal Flower		O
2. Crystal Bud		X
3. Crystal Rose		X

QUESTION 9		
1. Small Flower		O
2. Freesia		X
3. Dandelion		X

QUESTION 10		
1. 7 questions		X
2. 8 questions		X
3. 9 questions		O

QUESTION 11		
1. Lucadia		O
2. Arcadia		X
3. Schturdark		X

QUESTION 12		
1. I guess I must keep up the "disguise"....		O
2. What?! This is part of the "disguise?"		O
3. This "disguise" has gone too far!		X

**BOSS: ZED OF INTEREST**

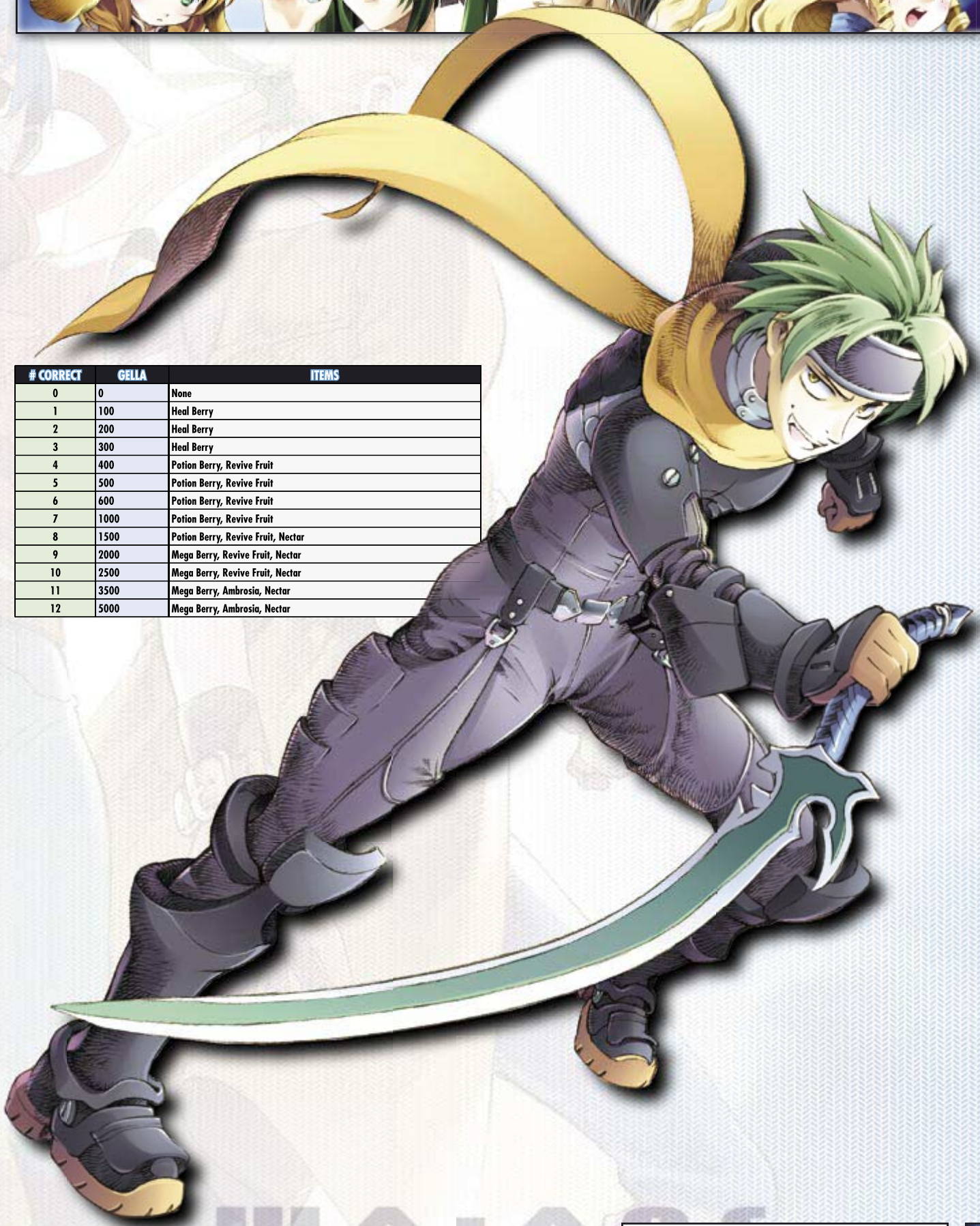
Have Cecilia cast Shield on the first turn—to protect your characters from physical damage. Attack with your other two characters. Jack's Speed Fang should be strong by now. If you have been upgrading Rudy's ARMs then he will also do good damage. Use Rudy's Snipe Bullet at first and, once you get enough force, use the Lock-On Boosted Shell. After the first round just have Cecilia heal whichever character takes damage.



After the battle you'll receive the **Thunder Fang** medium and your reward for pulling off the wedding successfully. On the next page there's a chart of the rewards and items you'll get. Additionally, you'll receive Cecilia's second tool, **Magic Staff**. The Magic Staff is a wand that lets you communicate with animals. Talk to the cat on the dock and it will tell you the location of another Elw Shrine.



ZED (BATTLE 1)		BOSS #149	
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>	<b>ITEMS DROPPED</b>
	LEVEL	19	EARTH —
	HIT POINTS	2000	WIND —
	EXPERIENCE	1200	FIRE —
	GELLA	550	ICE —
<b>DOWNLOADS</b>		WATER —	<b>ITEMS STOLEN</b>
		THUNDER —	—
		LIGHT —	—
		DARK —	—



# CORRECT	GELLA	ITEMS
0	0	None
1	100	Heal Berry
2	200	Heal Berry
3	300	Heal Berry
4	400	Potion Berry, Revive Fruit
5	500	Potion Berry, Revive Fruit
6	600	Potion Berry, Revive Fruit
7	1000	Potion Berry, Revive Fruit
8	1500	Potion Berry, Revive Fruit, Nectar
9	2000	Mega Berry, Revive Fruit, Nectar
10	2500	Mega Berry, Revive Fruit, Nectar
11	3500	Mega Berry, Ambrosia, Nectar
12	5000	Mega Berry, Ambrosia, Nectar

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**23**

# ELW'S SHRINES 5 AND 6 TOWN

Raypoint 5th. Raypoint 6th.

TOOLS TO CLEAR  
 TOOLS TO COMPLETE



x 04  
 x 00



- ITEMS -

- 01** REQUIREMENT n/a  
**COUNTER UP 1**
- 02** REQUIREMENT n/a  
**DUPLICATOR x2**
- 03** REQUIREMENT n/a  
**AUTO GUARD**
- 04** REQUIREMENT n/a  
**HOSPITAL**

**A** **MAP LOCATION**

You can't get any of the treasure chests here until you retrieve the Teardrop from the demons. Go to the Sand River after exiting the shrine to continue your adventure.



**- OPTIONAL EVENT: MAP COMPLETION -**

This optional event begins when you talk to the Ugly Cat in Milama. The object of the quest is to completely color in the map of Filgaia. When you do this you will receive an **Ex File Key**. Make sure that you walk everywhere in order to complete this quest; being thorough in your exploration is key. For more information about completing the map, turn to the Optional Events section of this book.



# 24

# SAND RIVER

# DUNGEON

The flow of sand counts the time forever.

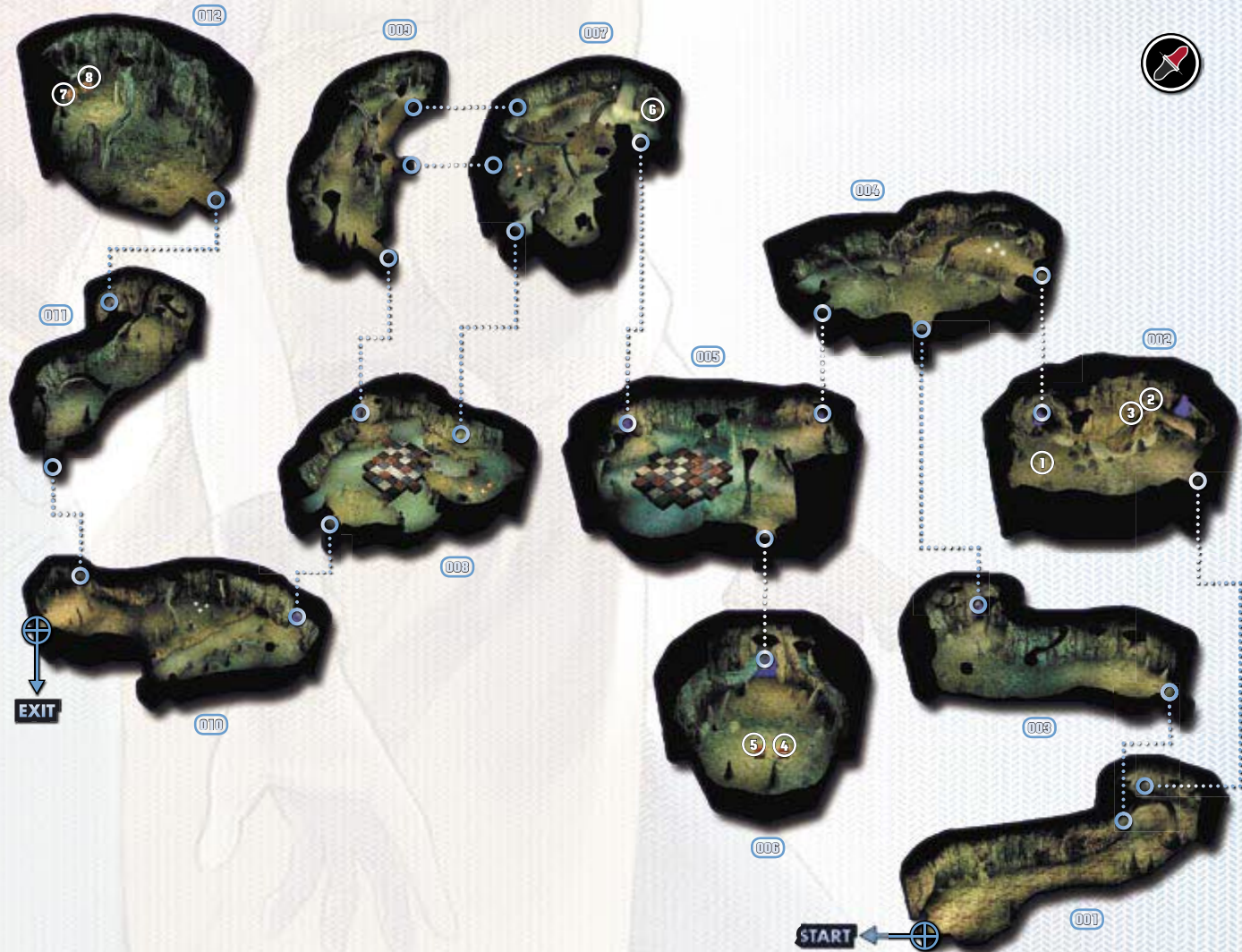
**TOOLS TO CLEAR**



**TOOLS TO COMPLETE**



**x 08**  
**x 00**



CHARACTERS

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OPTIONAL EVENTS

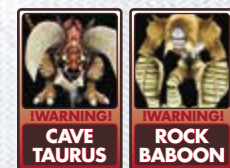
HIDDEN BOSS BATTLES

APPENDICES

### - ITEMS -

01	REQUIREMENT → n/a	04	REQUIREMENT → n/a	07	REQUIREMENT → n/a
02	REQUIREMENT → n/a	05	REQUIREMENT → n/a	08	REQUIREMENT → n/a
03	REQUIREMENT → n/a	06	REQUIREMENT → n/a		

### - MONSTERS -





**FLOOR:001** **INTEREST**

Use the Magic Staff to communicate with the white chimp near the entrance. The chimp will reveal a secret path that leads deep into the Sand River.



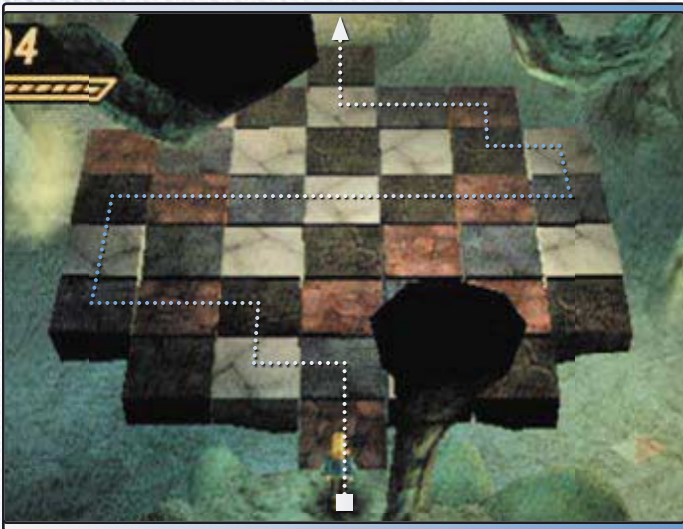
**FLOOR:009** **INTEREST**

Bomb the wall on this floor to reach the other area on floor:007. This area contains a chest. Next, return to floor:009 and continue to floor:008.



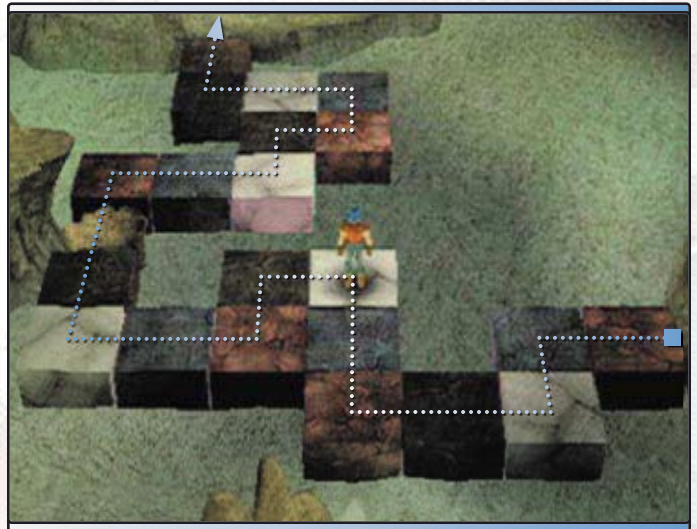
**FLOOR:005** **INTEREST**

You must follow the squares in this order: Red, Blue, White, and Brown. If you don't you will have to start all over. Take a look at the example below for the correct path to follow.



**FLOOR:005** **INTEREST**

If you used the Bomb on the rock hanging over the empty space in the blocks, you should be able to get through. Just like last time, follow the same color sequence to get across. The screen below should help.



**FLOOR:007** **INTEREST**

Talk to the chimp again and it will reveal yet another passage. On floor:008, bomb where the rock is about to fall, then make your way back through floor: 007 to floor:009.



**FLOOR:010** **INTEREST**

After you exit the Sand River, come back in and talk to the chimp again to reveal a path to reach the final two chests. When you're done, go to the Ship Graveyard, located to the west.





**25**

# SHIP GRAVEYARD

# TOWN

There are chaff and grain together on the beach.

**TOOLS TO CLEAR**  
**TOOLS TO COMPLETE**



**x 05**  
**x 00**



**- ITEMS -**

01	REQUIREMENT → n/a	05	REQUIREMENT → n/a	09	REQUIREMENT → n/a
02	REQUIREMENT → n/a	06	REQUIREMENT → n/a	10	REQUIREMENT → n/a
03	REQUIREMENT → n/a	07	REQUIREMENT → n/a	11	REQUIREMENT → n/a
04	REQUIREMENT → n/a	08	REQUIREMENT → n/a	12	REQUIREMENT → n/a
	<b>FORCE CARROT</b>		<b>HEAL BERRY</b>		<b>BLUE VIRTUE</b>
	<b>HEAL BERRY</b>		<b>POTION BERRY</b>		<b>ICE BREAK 2</b>
	<b>NECTAR</b>		<b>F ACUTE ANGLE</b>		<b>GATLING RAID</b>
	<b>HEAL BERRY</b>		<b>DEFENSE UP 2</b>		<b>SURPRISE GUARD</b>

**- SHOP DATA -**

PRICE →	<b>ANTIDOTE</b>	20
PRICE →	<b>MEDICINE</b>	10
PRICE →	<b>SILVER HARP 1</b>	4500

CHARACTERS  
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**A MAP LOCATION**

Talk to Dan in the house to the far west. He will ask for your help in finding a keepsake of Gento Soen. Gento Soen is located to the south.



**B MAP LOCATION**

Go into this house and talk to Jocelyn, who is interested in puzzles. She will tell you where the first one is located.



The puzzle boxes are completely optional, but you can get some great rewards by doing them.

**- OPTIONAL EVENT: PUZZLE BOXES -**

Talk to Jocelyn and she will tell you about the puzzle boxes that can be found throughout Filgaia. She is looking to make the perfect puzzle using all the puzzle boxes together, and she would greatly appreciate your help in completing her task. If you solve them all and return to her, she will reward you with an **Ex File Key**. You can get to Puzzle Box #1 right now. You can find complete solutions to the puzzle boxes in the Optional Events section of this guide.





# 26

## GENTO SOEN

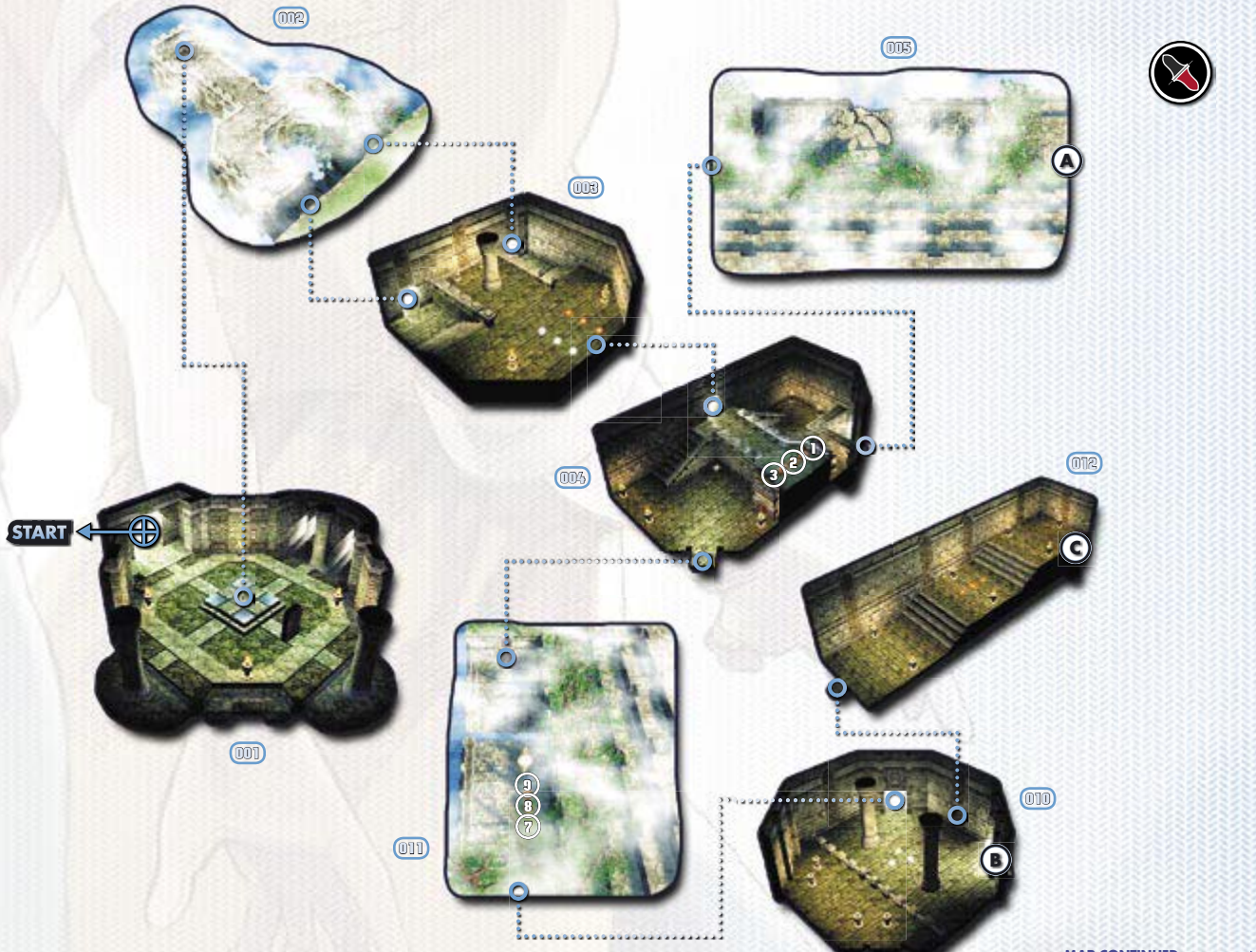
## DUNGEON

Wandering hearts... we are at a loss in our mind.

**TOOLS TO CLEAR**



**x 09**  
**x 00**

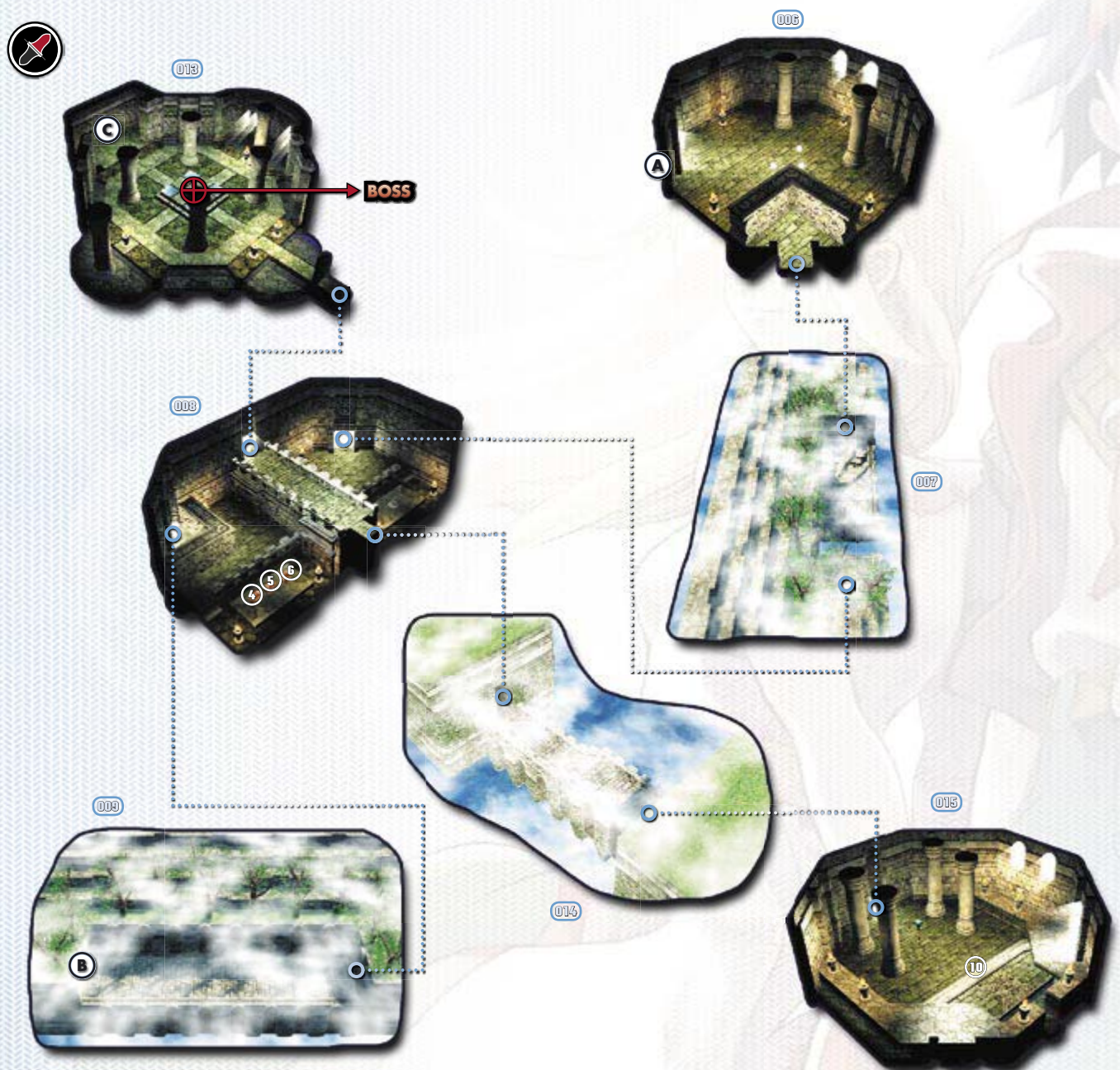


- ITEMS -			
01	REQUIREMENT →	NECTAR	n/a
02	REQUIREMENT →	REVIVE FRUIT	n/a
03	REQUIREMENT →	LIGHT GEM x5	n/a
04	REQUIREMENT →	POTION BERRY x3	n/a
05	REQUIREMENT →	MP UP 1	n/a
06	REQUIREMENT →	GIMEL COIN	n/a
07	REQUIREMENT →	GELLA CARD	n/a
08	REQUIREMENT →	WITCH EP. 3	n/a
09	REQUIREMENT →	LUCKY CARD	n/a
10	REQUIREMENT →	FLASH HIT	n/a

- MONSTERS -	
!WARNING! CLAY PUPPET	!WARNING! FAIRY LIGHT

- CHARACTERS
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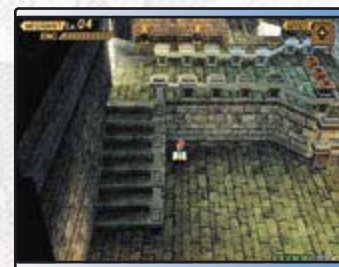
**FLOOR:003** **INTEREST**

Use the Radar to reveal a secret passage between the orange and white gems.



**FLOOR:004** **INTEREST**

Step on the floor switch located at the bottom of the stairs (on the east side of the room) to lower the wall on the west side of the room.





**FLOOR:005** **INTEREST**

Destroy the debris in your way by planting a couple Bombs.



**BOSS: GIGMANTIS** **CREST**

Wear down the HP of the Gigmantis by using Speed Fang for Jack and Sniper Shot for Rudy. The Gigmantis are weak against ice, so make sure Cecilia exploits this early to do some damage—target one and then the other. Although they can't kill you with one attack, they do have a powerful attack called Mantis Fist that can reduce a character's hit points to 1. If this happens, make sure you heal immediately so you don't die. When Jack has at least 25% force, use an Accelerated Burst Breaker to finish them both off at once. After the fight you'll receive the skill **HP Up 2** and **Anna's Bracelet**. Return to the Ship Graveyard after acquiring the medium **Flash Hit** from floor:015 and give Dan Anna's Bracelet to earn the fast draw **Acute Angle**.

**FLOOR:006** **INTEREST**

Use the Radar in this room to reveal an invisible switch. Step on the switch to lower the wall blocking the northeast exit.



GIGMANTIS (x2)		BOSS #073	
<b>PRIMARY STATS</b>		<b>ELEMENTAL DURABILITY</b>	
LEVEL	20	EARTH	Resist
HIT POINTS	1200	WIND	—
EXPERIENCE	850	FIRE	Halved
GELLA	350	ICE	Weak
<b>DOWNLOADS</b>		WATER	—
		THUNDER	Halved
		LIGHT	—
		DARK	—
		<b>ITEMS DROPPED</b>	
		—	—
		—	—
		—	—
		<b>ITEMS STOLEN</b>	
		—	—
		—	—
		—	—

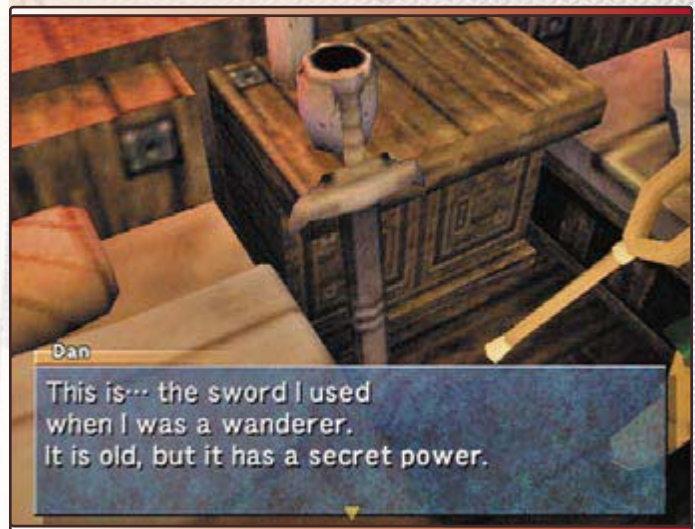
**FLOOR:008** **INTEREST**

Go down the stairs and pull the lever to lower the wall on the southeast side of the room. Then use the Radar to reveal the path through the wall.



**FLOOR:010** **INTEREST**

Use the Radar to reveal a fifth torch, then switch to Cecilia and light the torches with the Tinder Staff. This opens the door directly to the west.



**FLOOR:013** **INTEREST**

Use the Radar in this room and you will be attacked by two Gigmantis.



**27**

**GHOST SHIP**

**DUNGEON**

Everybody sail their own voyage, in the hearts.

**TOOLS TO CLEAR**  
**TOOLS TO COMPLETE**

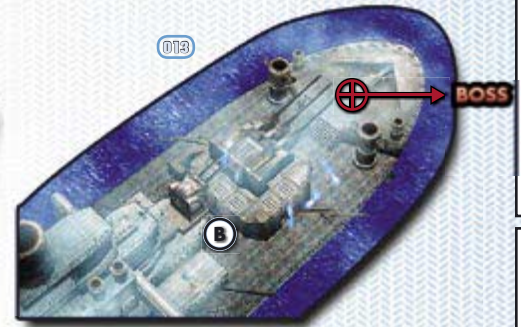


x 01  
 x 00



**- ITEMS -**  
**01** **REQUIREMENT** **MIGHTY GLOVE**

**- MONSTERS -**  
**!WARNING!** **HELTER SKELTER**  
**!WARNING!** **RACHAEL**



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**SPEAK TO BARTHOLOMEW**

After finishing Gento Soen and returning Anna's Bracelet to Dan, go to the docks at the Ship Graveyard and speak to Bartholomew, who is having trouble again. This time a ghost ship is keeping him from trading on the Inland Sea. Help him out by agreeing to take down the ghost ship.



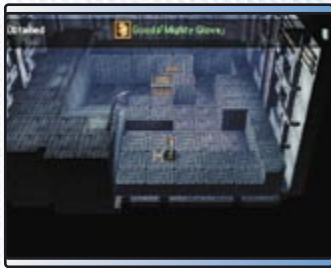
**FLOOR:003 AND FLOOR:004**

Stand on the stairs to get a bit of height, then use the Wire Hook to hit the switch. In the next room, search the panel while Rudy is in the lead to turn on the main power. (You can search the lit panels in the room to get some background information about Filgaia's past.) Triggering the power allows you to open the door from floor:002 to floor:005.



**FLOOR:005 INTEREST**

Drop off the edge to the south after going through the door. Follow the outside of the wall, destroying the wooden boxes along the way.



Inside the chest is Rudy's third tool, the **Mighty Glove**. The Mighty Glove allows Rudy to lift heavy objects as well as destroy objects such as large wooden boxes. Sometimes, the gloves can be used to push objects or give Rudy some extra muscle.

**FLOOR:002 INTEREST**

After you've obtained the Mighty Glove, you must move the two heavy blocks onto the switches.

1. Pick up the bottom block and move it into the space to the west. Next, stand between the stairs and the block and throw the block onto the higher level. Finally, throw it onto the switch.



2. Pick up the block from the top area and throw it down to the bottom area. Pick it up again and drop it south. Finally, drop it on the switch to open the door.

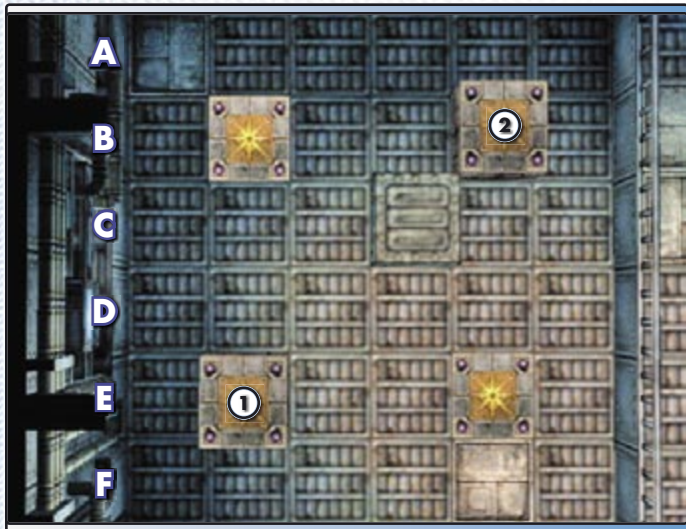




**FLOOR:007** **INTEREST**

The object here is to place the blocks with the symbols onto the correct spaces. These blocks cannot be lifted, but they can be moved. Use the Mighty Glove to push the blocks until their ornamental sides match up with the ornaments on the ground. Be sure not to push the blocks into a wall or you'll have to start over again. See the chart below for a step-by-step guide to the process.

1 2 3 4 5 6



- STEP 1: Block 1 to E3
- STEP 2: Block 1 to D3
- STEP 3: Block 1 to C3
- STEP 4: Block 1 to B3
- STEP 5: Block 1 to B2
- STEP 6: Block 2 to C5
- STEP 7: Block 2 to D5

- STEP 8: Block 2 to D4
- STEP 9: Block 2 to D3
- STEP 10: Block 2 to D2
- STEP 11: Block 2 to E2
- STEP 12: Block 2 to E3
- STEP 13: Block 2 to E4
- STEP 14: Block 2 to E5



**FLOOR:009** **INTEREST**

To get across the gap you will need to lift the boxes and place them in a line to form a bridge.



1. Pick up the top-left block and move it onto the path.



2. Pick up the left-middle block and place it on the second empty spot in the path.



3. Pick up the middle-right block and place it in the third empty spot.



4. Pick up the bottom-right block and place it in the first empty spot to complete the bridge.

**FLOOR:010** **INTEREST**

Get across this room by climbing ladders and using the Wire Hook. If you're low on HP, MP, or Vitality then you won't want to miss the **First Aid Kit** in this room. This is a good chance to use some of Jack's fast draws to gain experience—and, in so doing, get them down to a reasonable amount of MP per use.





## FLOOR:011 INTEREST

Open the door by pushing the blocks onto the matching ornament switches.

1 2 3 4 5 6 7



- |                        |                        |
|------------------------|------------------------|
| STEP 1: Block 1 to C6  | STEP 11: Block 2 to F3 |
| STEP 2: Block 1 to C5  | STEP 12: Block 2 to E3 |
| STEP 3: Block 1 to B5  | STEP 13: Block 2 to E2 |
| STEP 4: Block 1 to B6  | STEP 14: Block 2 to F2 |
| STEP 5: Block 1 to C6  | STEP 15: Block 2 to F3 |
| STEP 6: Block 1 to C5  | STEP 16: Block 2 to E3 |
| STEP 7: Block 2 to C2  | STEP 17: Block 3 to D3 |
| STEP 8: Block 2 to D2  | STEP 18: Block 3 to D2 |
| STEP 9: Block 2 to E2  | STEP 19: Block 3 to E2 |
| STEP 10: Block 2 to F2 | STEP 20: Block 3 to F2 |

## FLOOR:013 INTEREST

Don't worry about the chests here—you can't get them right now. Instead, climb up the ladder to the east, climb down the ladder on the other side, and face the captain of this ghost ship.



## BOSS: CAPTAIN GEIST INTEREST

Captain Geist isn't too much of a threat, because the Spectre spell can deal great damage every turn. I hope you have it! The Captain's speciality is summoning Hatred Souls that increase his type. Hatred Souls only have 80 hit points, but the Captain will use a lot of them. With a single Hatred Soul on the field, its remaining hit points determine the damage you receive when the Captain uses Primary Target Designation. Keep your hit points above 80 and use Spectre on the Hatred Soul every turn; you'll destroy it quickly and gain more EXP at the end of the battle. (Even if the soul is gone when your turn comes up, you'll still do damage to the Captain.) If multiple Hatred Souls are summoned you'll receive 80 hit points of damage for each one when the Captain targets you. Once Cecilia has 50% force, use the medium Flash Hit to deal close to 1000 damage.

After the fight you have 15 minutes to escape. On your way out you will be forced into battles, but nothing too difficult. The exclamation marks on the map represent these battles. Once you're back on land you'll get to use the Sweet Candy to navigate the Inland Sea.

CAPTAIN GEIST		BOSS #074	
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>	<b>ITEMS DROPPED</b>
	LEVEL 22	EARTH Halved	Toolbox 100%
	HIT POINTS 2600	WIND Halved	— —
	EXPERIENCE 2000	FIRE —	— —
GELLA 1000	ICE Halved	— —	
<b>DOWNLOADS</b>		<b>ITEMS STOLEN</b>	
	WATER Halved	— —	
	THUNDER Halved	— —	
	LIGHT Weak	— —	
	DARK Resist	— —	

HATRED SOUL		BOSS PART #250	
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>	<b>ITEMS DROPPED</b>
	LEVEL 20	EARTH Halved	— —
	HIT POINTS 80	WIND Halved	— —
	EXPERIENCE 80	FIRE —	— —
GELLA 50	ICE Halved	— —	
<b>DOWNLOADS</b>		<b>ITEMS STOLEN</b>	
	WATER Halved	— —	
	THUNDER Halved	— —	
	LIGHT Weak	— —	
	DARK Resist	— —	

### - TREASURE ON THE BEACH -

You end up in the Ship Graveyard. Check the shore and you'll find four chests on the beach. One of these contains the **Blue Virtue**. This will be very important shortly. Grab everything and then exit the town and board the Sweet Candy.

CHARACTERS  
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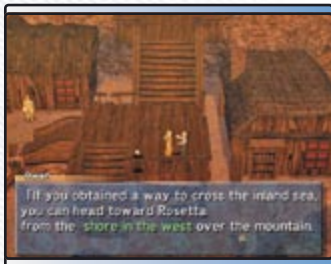
## THE INLAND SEA

## TRAVEL



## GETTING AROUND TERREST

The Inland Sea is the area of Filgaia that contains beaches connecting the various towns and villages that you have visited. Now that you're able to explore the Inland Sea, you will be able to reach places that you could only reach through the use of the Elv's Shrine before. Before you leave the Ship Graveyard, speak to Owen, who is standing near the entrance. He will tell you of your next location, the small town of Rosetta.



You can journey to Rosetta now or you can take on the many optional events that are available to you now, such as the puzzle boxes, the restoration of Adlehyde, and searching for items at sea. You may also want to return to previous locations to find more items, including a **Crest Graph** in Surf Village.



When you do decide to go to Rosetta Town, make sure you walk around the outside of the desert to avoid the tough monsters.

## - SWEET CANDY -

Now that you have the Sweet Candy you can go to a variety of places you couldn't before.

While on the ship you can search by pressing the Square button and disembark by pressing the O button. When you press the Start button you can walk around inside the ship. Use this function to speak with the different sailors on board and get information. To resume controlling the ship, simply speak with Bartholomew. One thing to note while you are on the Sweet Candy is that you will still get attacked and the monsters at sea are stronger than those on the land. Also, the Sweet Candy can only move in deeper water and you cannot dash.



## - PUZZLE BOXES -

If your aim is to simply finish the game, move on to section 29. However, if you want to get *everything* then make sure you visit the puzzle boxes located throughout Filgaia. There are a total of 30 puzzle boxes—right now you can access numbers 2, 3, and 5. You will want to complete puzzle box #5 to get the important **FP Advance** skill. This skill lets you start battles with FP equal to your level. I like to equip this on Jack right away; that way he has the use of Accelerator at the start of battle (once he reaches level 25).

## - ITEMS AT SEA -

While aboard the Sweet Candy you can still use the Search Web Radar to find new locations and items. Items you find on the Inland Sea will be in bottles. You can find notes and even the medium **Sword Swipe**. There are three items around the Inland Sea that you can find; get them now so you aren't searching later.





**29**

# ROSETTA TOWN

# TOWN

The town shapes its form from inhabitants' heart.

TOOLS TO CLEAR												x 00
TOOLS TO COMPLETE												



- ITEMS -			
01	REQUIREMENT → n/a	POTION BERRY	n/a
02	REQUIREMENT → n/a	POTION BERRY	n/a
03	REQUIREMENT →	ASSIST BLITZ	
04	REQUIREMENT → n/a	DRAGON SCALE	n/a
05	REQUIREMENT → n/a	DUPLICATOR	n/a
06	REQUIREMENT →	CREST GRAPH	

- SHOP DATA -	
PRICE →	HARD GRAPE 40
PRICE →	MOON STONE 1 2000
PRICE →	WITCH EP. 4 10000

NOTE: ITEM 5 IS ONLY AVAILABLE AFTER COMPLETING THE SEA GUARDIAN'S SHRINE.

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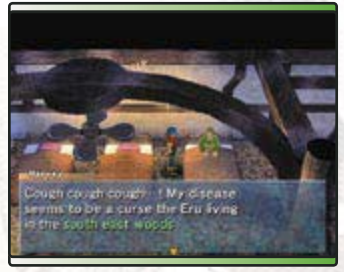
HIDDEN BOSS BATTLES

APPENDICES



**A** MAP LOCATION

Visit the sick mayor at his house; he will tell you that the Elw living outside the town is the cause of his illness. You now have the coordinates for your next location, the **Secret Garden**.



**B** MAP LOCATION

Make sure you don't miss **Witch Ep. 4**, being sold at the shop. You will need all 10 books if you want to finish the story and collect Trish's reward.



**C** MAP LOCATION

This is a neat little secret; if you want to know *everything* about the game this little gem is for you. First, you must bomb the wall behind the inn (and the first house) to get into the cave. Inside you will see a little girl sleeping. Wake the girl up by using the Tinder Staff, then lay seven bombs next to her to completely wake her up.





**30**

# THE SECRET GARDEN

# TOWN

The redemptive land will be the way to the future.

**TOOLS TO CLEAR**

**TOOLS TO COMPLETE**



CHARACTERS

GAME SYSTEM

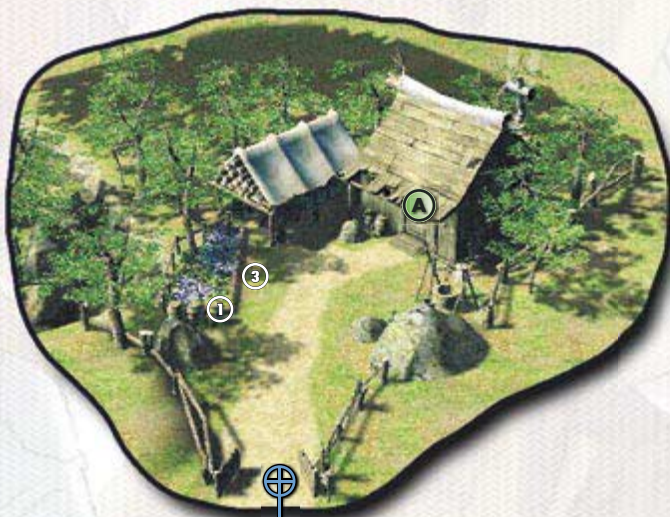
WALKTHROUGH

OPTIONAL AREAS

OPTIONAL EVENTS

HIDDEN BOSS BATTLES

APPENDICES



## MAP LOCATION

Mariel knows what is wrong with the mayor, and knows of an herb that will cure his illness. Follow her to the Holy Wood Mound to get the herb.



## - OPTIONAL EVENT: GARDENING -

After curing the mayor, visit Mariel and she will tell you that you can grow herbs. This is important, especially for getting items like **Mega Berries** and the like—items like these are not sold in shops. You can find detailed information about gardening in the **Optional Events** section of this guide.



## - ITEMS -

**01** **REQUIREMENT** → **FLORAL ARTS** → **n/a**

**02** **REQUIREMENT** → **MEGA BERRY** → **n/a**

**03** **REQUIREMENT** → **EX FILE KEY** → **n/a**



CHARACTERS

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OPTIONAL AREAS

OPTIONAL EVENTS

HIDDEN BOSS BATTLES

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**[ 31 ]**

# HOLY WOOD MOUND

# TOWN

The two different worlds will be one on this pass.

**TOOLS TO CLEAR**  
**TOOLS TO COMPLETE**



x 00  
 x 00



## - CALAMITY JANE AND VOLCANNON TRAP -

On your way out of Rosetta you will be met by Jane and Magdalen. Jane has a proposition for you. Listen to her offer and accept the job. She will tell you about Volcannon Trap, which supposedly holds the legendary Guardian Blade. Depending on your answers in the Caging Tower, you may have already tried Jane out in battle. If not, this is your chance.



## - A CHANCE FOR LOTS OF GELLA!!! -

With Jane in your party, you can benefit from her ability to steal items from enemies. Right outside of Adlehyde is a monster called a Rat Monkey that has the very rare skill **MP Repair**. If you're feeling lucky you can try to steal this item and sell it for 999999 gella! This is more than enough to restore Adlehyde and have some left over. However, your chances for stealing this skill are a mere 12.5%.

Sell		The number possessed	
Windbreaker	750	the number sold	1
MP repair	999999	Account	999999
Fire Break 2	750	Gella	27556
Water Break 2	750		
Dark Break 2	750		
Ray Break 2	750		
Ice Break 2	750		
Boom Break 2	750		
Gaia Stop 2	750		

Jeremy  
 Ok ok  
 What should I take from you?

### - ITEMS -

**01** **REQUIREMENT** → **ARNICA HERB** **n/a**

### **A** **MAP LOCATION**

Examine the stump and you will find the **Arnica Herb**. This is the herb that you need in order to cure the mayor of his illness. Return to Rosetta and give the Arnica Herb to the mayor.





# 32

## VOLCANNON TRAP

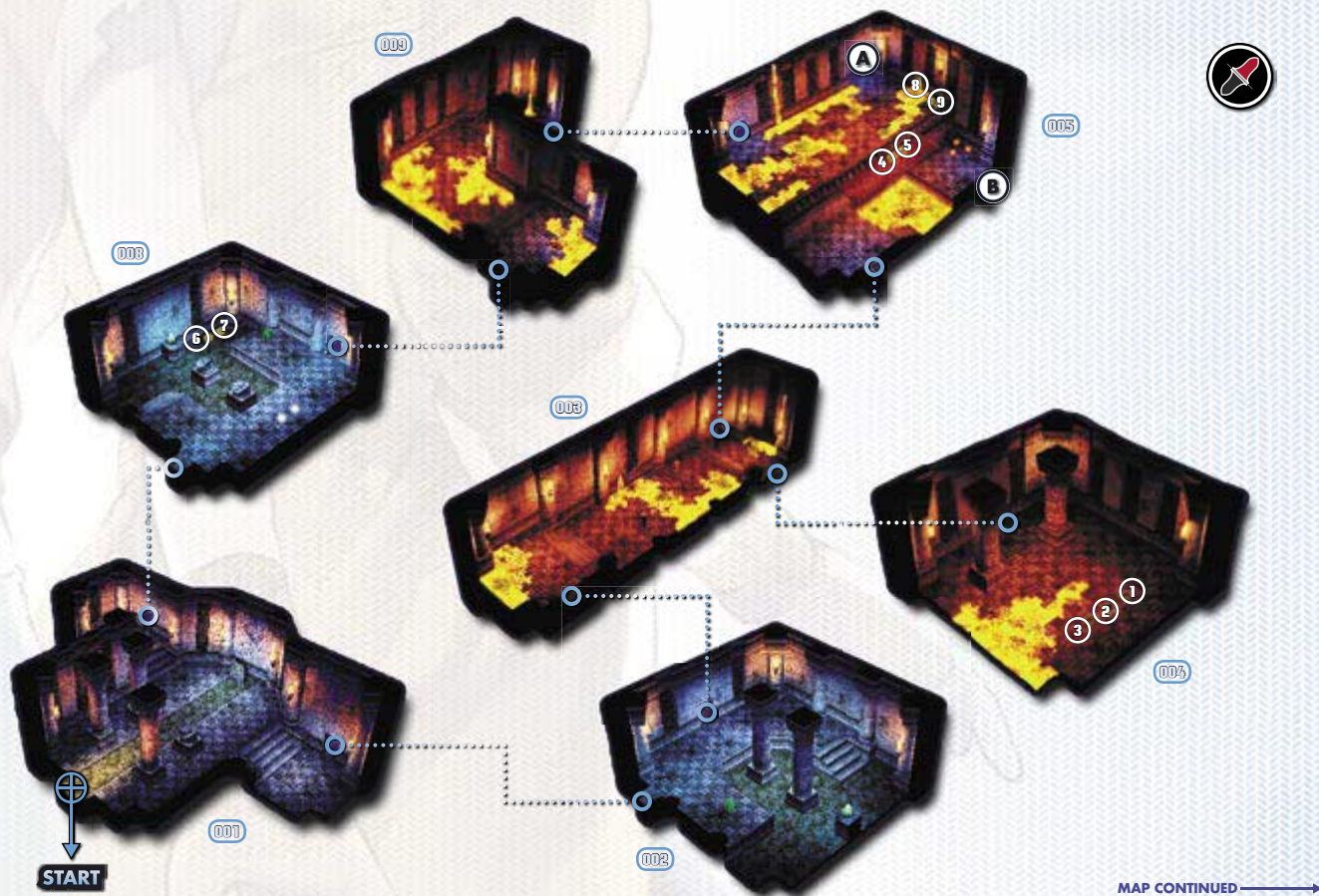
## DUNGEON

The magma dance and cries in hell.

TOOLS TO CLEAR  
TOOLS TO COMPLETE



x 16  
 x 01



### - ITEMS -

01	REQUIREMENT → CREST GRAPH → n/a	07	REQUIREMENT → POTION BERRY x3 → n/a	13	REQUIREMENT → FULL LIBRA 2 → n/a
02	REQUIREMENT → REGENERATION → n/a	08	REQUIREMENT → GIMEL COIN x2 → n/a	14	REQUIREMENT → FIRE BREAK 3 → n/a
03	REQUIREMENT → ALTER PART → n/a	09	REQUIREMENT → GELLA CARD x2 → n/a	15	REQUIREMENT → BLOCKER 1 → n/a
04	REQUIREMENT → LUCKY CARD x2 → n/a	10	REQUIREMENT → 1000 GELLA → n/a	16	REQUIREMENT → 10000 GELLA → n/a
05	REQUIREMENT → TOOL SHOP → n/a	11	REQUIREMENT → ICE GEM x5 → n/a		
06	REQUIREMENT → DUPLICATOR → n/a	12	REQUIREMENT → FIRE BREAK 2 → n/a		

### - MONSTERS -

!WARNING! SALA-MANDRA	!WARNING! HABO-RYN	!WARNING! ZONE-MAKER
!WARNING! IFRIT	!WARNING! GARUM	

CHARACTERS

GAME SYSTEM

WALKTHROUGH

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OPTIONAL EVENTS

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**FLOOR:002 (RUDY) CREST**

Stand on the corner near the green heal crystal and use the Wire Hook to hit the switch. This opens the door.



**BOSS: ZED (BATTLE 2) CREST**

I like to have the personal skill FP Advance equipped on Jack so he can start using his Accelerator right away (provided you are at least level 25). Have Rudy attack normally and then—when he gets enough force—use the Boosted Shell. Cecilia should cast shield on turn one and then heal for the rest of the fight. Zed isn't too difficult, but he can deal a lot of damage when he does Heaven's Wrath. As long as you heal often and keep your hit points high, you can win this fight. After the fight is over you will gain control of Jane and Magdalen.

**FLOOR:003 (RUDY) CREST**

Watch out for the rivers of molten lava. Touching these will damage you a great deal. Use the Wire Hook with the pillars to get across the lava.



ZED (BATTLE 2)		BOSS #150	
<b>PRIMARY STATS</b>		<b>ELEMENTAL DURABILITY</b>	
LEVEL	25	EARTH	—
HIT POINTS	3400	WIND	—
EXPERIENCE	2400	FIRE	—
GELLA	1200	ICE	—
<b>DOWNLOADS</b>		<b>ITEMS DROPPED</b>	
		WATER	—
		THUNDER	—
		LIGHT	—
		DARK	—
		<b>ITEMS STOLEN</b>	
		Migrant Seal	100%
			—
			—
			—
			—
			—

**FLOOR:006 (RUDY) CREST**

Use Hanpan to hit all of the switches in the room. This opens the door. You may want to save here, because a boss battle is coming up. Examine the wall on floor:007 and Zed will come out to attack you.



**FLOOR:008 (JANE) CREST**

Dash into the pole; the two pillars will fall onto the switch. This opens the door.





CHARACTERS

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OPTIONAL EVENTS

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**FLOOR:005 (JANE) CREST**

Dash into the switch on the south wall to activate it. Doing so will open the door.



**FLOOR:013 (JANE) CREST**

To step on all the floor switches you need to dash with Jane. If you aren't fast enough the switches you step on first will return to normal before you're done. Once all the switches are activated the door to the treasure room will open. After that you'll be in control of Rudy's party again.



**FLOOR:015 (RUDY) CREST**

Starting just north of the floor switch before the lava, use Hanpan to hit the farthest switch. After doing so, dash quickly, touching the remaining four switches. This opens the door. Save your game after the door is opened and prepare for the boss battle.



**BOSS: BERSERK (BATTLE 3)**

You can't defeat him right now because of the magic field, so just defend. On the final turn he will use Berserk Break, which reduces everyone's hit points to 1. After the battle the magic amplifier begins to take his power away. Even with reduced power Berserk continues to attack. The second fight is a fight to the finish, so don't hold back.

BERSERK (BATTLE 3)		BOSS #259	
<b>PRIMARY STATS</b>		<b>ELEMENTAL DURABILITY</b>	
LEVEL	26	EARTH	—
HIT POINTS	—	WIND	Halved
EXPERIENCE	0	FIRE	—
GELLA	0	ICE	—
<b>DOWNLOADS</b>		<b>ITEMS DROPPED</b>	
		WATER	Active
		THUNDER	Weak
		LIGHT	—
		DARK	Halved
		<b>ITEMS STOLEN</b>	
		—	—
		—	—
		—	—
		—	—

**BOSS: BERSERK (BATTLE 4)**

Cast Shield in the first round to reduce any damage done. This will help a lot, because Berserk hits harder than any monster you have encountered yet. Next, cast Thunder on Berserk since he is weak against that element. Hopefully you have a few Revive Fruits on hand, because you may need them. Berserk will use Berserk Break, which is strong enough to kill a character in one hit if they are not blocking. If your shield magic wears off then beware! Once Cecilia gets 50% force use Thunder Fang to finish him off. After he is defeated get the **Full Libra 2** skill in the next room and then exit the dungeon. You will also receive the **Red Malice**.

BERSERK (BATTLE 4)		BOSS #260	
<b>PRIMARY STATS</b>		<b>ELEMENTAL DURABILITY</b>	
LEVEL	26	EARTH	—
HIT POINTS	3200	WIND	Halved
EXPERIENCE	2700	FIRE	—
GELLA	1500	ICE	—
<b>DOWNLOADS</b>		<b>ITEMS DROPPED</b>	
		WATER	Active
		THUNDER	Weak
		LIGHT	—
		DARK	Halved
		<b>ITEMS STOLEN</b>	
		Defense Up 2	100%
		—	—
		—	—
		—	—
		—	—





# 33

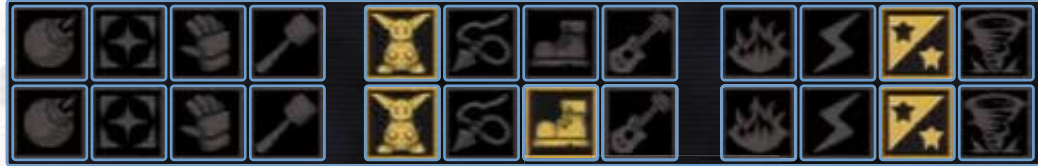
# GIANT'S CRADLE

# DUNGEON

He knows the morning, when he should wake up.

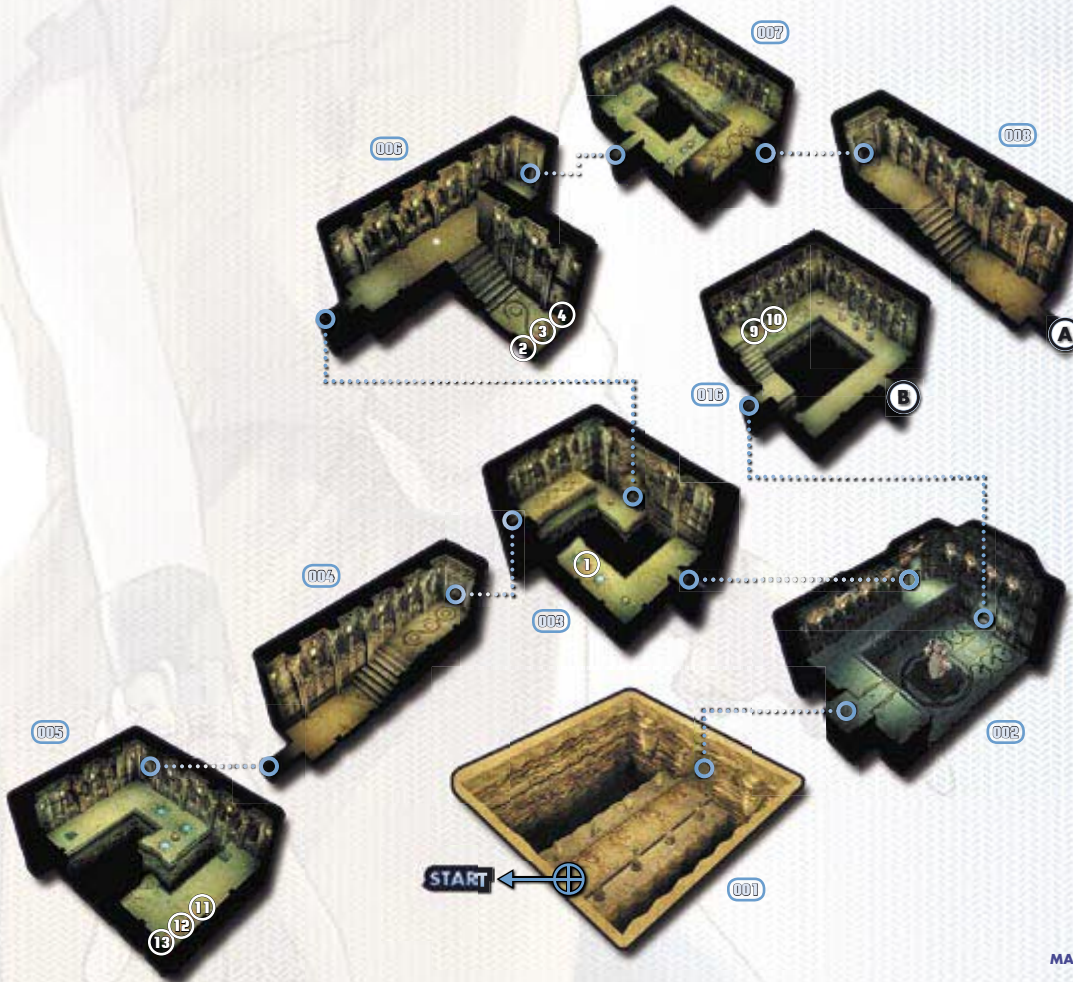
**TOOLS TO CLEAR**

**TOOLS TO COMPLETE**



x 13

x 00



### - ITEMS -

01	REQUIREMENT → n/a	06	REQUIREMENT → n/a	11	REQUIREMENT → n/a
02	REQUIREMENT → n/a	07	REQUIREMENT → n/a	12	REQUIREMENT → n/a
03	REQUIREMENT → n/a	08	REQUIREMENT → n/a	13	REQUIREMENT → n/a
04	REQUIREMENT → n/a	09	REQUIREMENT → n/a		
05	REQUIREMENT → n/a	10	REQUIREMENT → n/a		

### - MONSTERS -



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**FLOOR:001 INTEREST**

Use both the Blue Virtue and Red Malice that you've obtained during the game to open the giant door. You should already have them both by now. If not, check the beach at Ship Graveyard.



**FLOOR:002 INTEREST**

After witnessing the Golem, return to Adlehyde and speak with Emma. She will join up with you to investigate. Since she is so technical, return to Lolithia's Coffin to get the rest of the chests, then return here. You may also want to download a couple of special attacks, as well.



**FLOOR:003 INTEREST**

After getting the **Change Staff**, step on the switch and use the staff to change the orange gems into platforms. Use these to get across the gap. The Change Staff is an item that interacts with gems. When you shoot a bolt at orange gems, they'll turn into platforms. When you shoot at a white gem, you'll appear where the gem was.



**FLOOR:007 INTEREST**

Step on the switch to make the white gem appear, then—standing at the edge—fire a bolt from the Change Staff at it to switch places and appear on the other ledge. Now search the terminal and Emma will open the door.





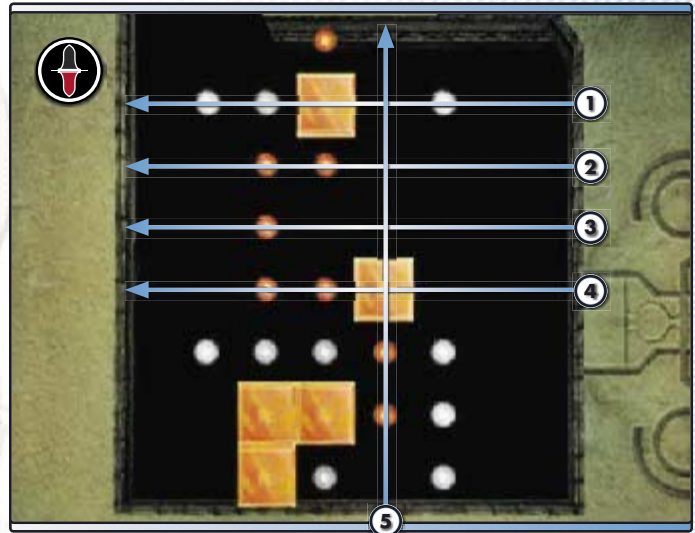
**FLOOR:009** F INTEREST

Step on the switch to make the white gem appear, then run around to the lever and pull it to open the door. Use the Change Staff on the white gem to get to the other side, then go through the door.



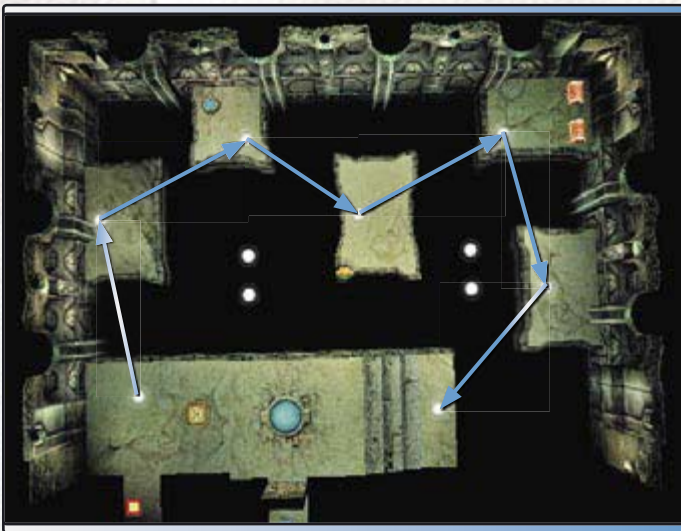
**FLOOR:016** F INTEREST

Step on the switch to make a whole bunch of gems appear. Facing south, shoot the two gems and the block. Then shoot the gems from the east or west to complete the path. Inside the next room is the **Golem**.



**FLOOR:013** F INTEREST

Step on the switch to make the white gems appear around the room. Using the Change Staff, teleport to the blue switch to open the door. Next, teleport to the treasure chests. After you have everything, go through the north door.



**FLOOR:011** F INTEREST



First, step on the switch to make the orange gems appear. Then, standing between the two statues, use the Change Staff to change the gems to blocks. Finally, use Hanpan to jump across the blocks and hit the door switch.



**- ASGARD -**

Now that you have the Golem in your possession, you can travel across shallows. Shallows are dark spots of water that the Sweet Candy can't go over (you can't walk across them either). When using the Golem, the controls are similar to the Sweet Candy. There is one important difference, however; while traveling in the Golem you can't be attacked by anything. Needless to say, this is very cool! This feature is extremely useful for getting across stretches of land that contain powerful monsters. You'll save health, items, and time while navigating the Golem. However, although the Golem seems great, note that it can't travel over trees or use the Search Web Radar.

Take Asgard and cross over the shallows west of the Giant's Cradle. Travel across the continent of Arctica until you reach Court Seim.

CHARACTERS

GAME SYSTEM

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APPENDICES



**34**

# COURT SEIM

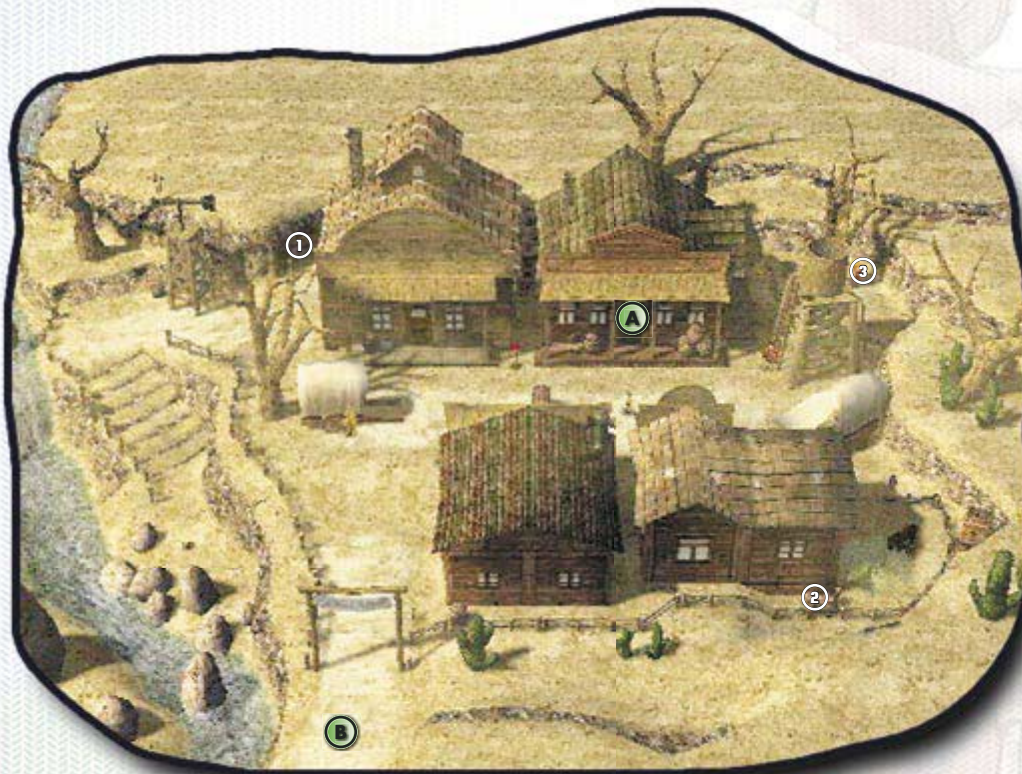
# TOWN

Accidental meeting is a piece of the puzzle.

**TOOLS TO CLEAR**  
**TOOLS TO COMPLETE**



**x 01**  
**x 00**



**- ITEMS -**

01	REQUIREMENT → n/a	15 GELLA	n/a	05	REQUIREMENT → n/a	POTION BERRY	n/a	09	REQUIREMENT → n/a	BREATH MINT	n/a
02	REQUIREMENT → n/a	POTION BERRY	n/a	06	REQUIREMENT → n/a	10 GELLA	n/a	10	REQUIREMENT → n/a	REVIVE FRUIT	n/a
03	REQUIREMENT →	CREST GRAPH		07	REQUIREMENT → n/a	FORCE CARROT	n/a	11	REQUIREMENT → n/a	GIMEL COIN	n/a
04	REQUIREMENT → n/a	1 GELLA	n/a	08	REQUIREMENT → n/a	REVIVE FRUIT	n/a	NOTE: SHOW MICHAEL THE GIANT'S OCARINA TO RECEIVE ITEM 11.			

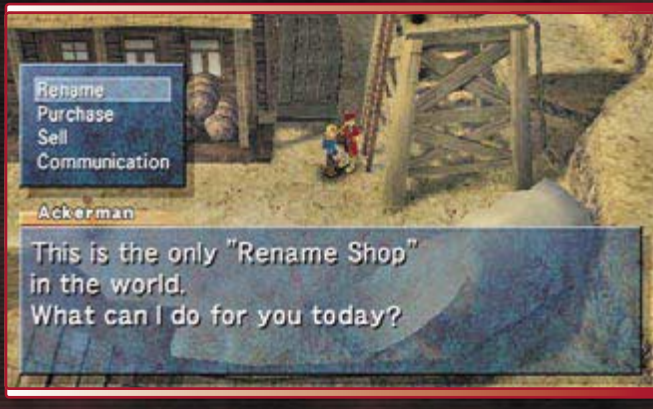
**- SHOP DATA -**

PRICE →	ANTIDOTE	20
PRICE →	TOY HAMMER	10
PRICE →	BREATH MINT	40
PRICE →	ANGEL QUILL 1	1500



## - CHANGING NAMES -

Talk to this guy and he will let you change your name. He also sells nametags that allow you to change other character names. He is the only person who offers this service, but you won't need to use it unless you picked a name that you hate and you don't feel like starting over again just to get a different one.



### A MAP LOCATION

Visit the Maxwell house and go downstairs to talk to Nicholli. Nicholli is not only the master of the house, but he is also the ARM meister in the village. He will tell you about his master and give you instructions for reaching the **Barrier Shelter**.



### B MAP LOCATION

Go to the Barrier Shelter and get the **Mighty Avalanche** cartridge that Nicholli was talking about. Then return to the entrance and talk to Nicholli. After returning to Court Seim he will tell you about the Rune Drive and give you directions to the "Sea of Wind" Epitaph.





**35**

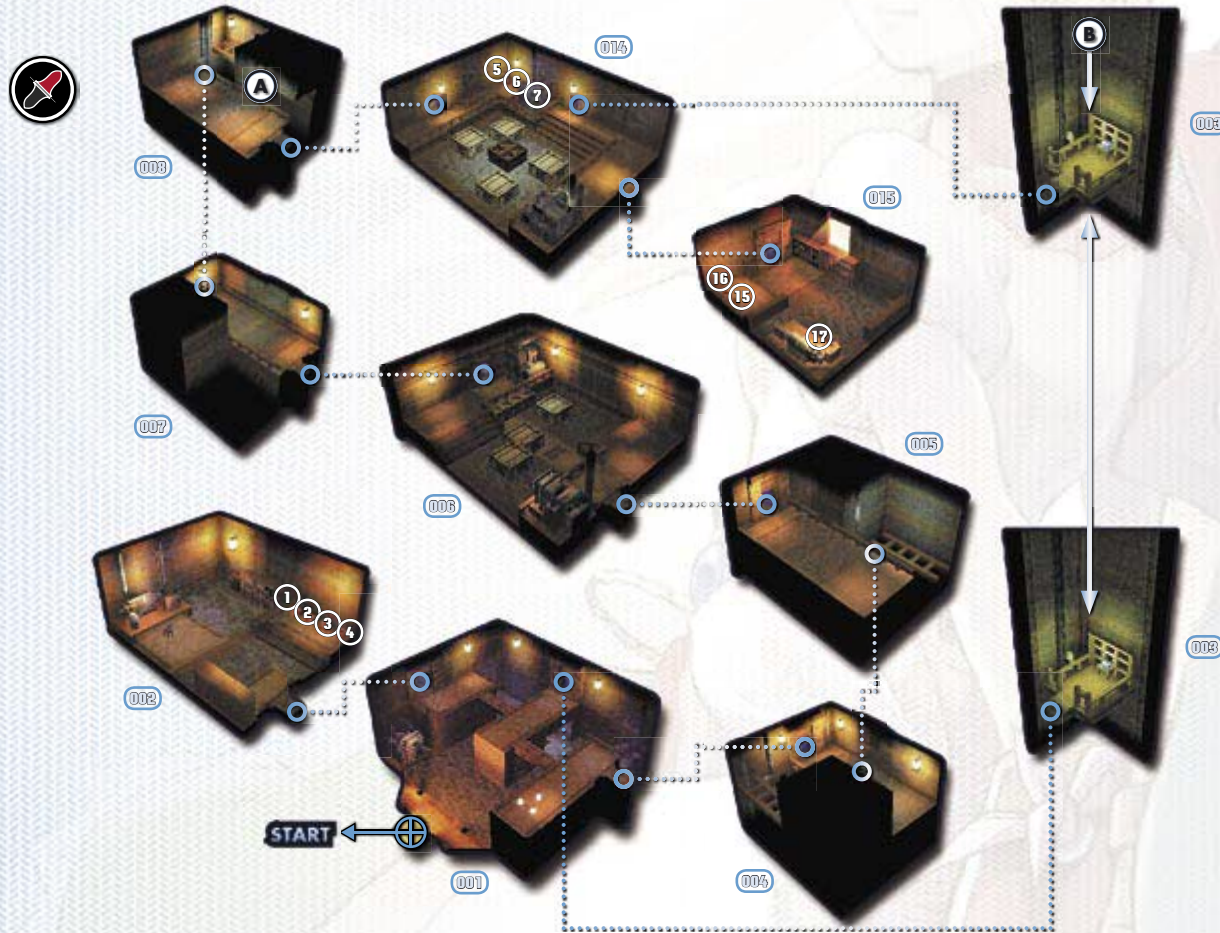
# “SEA OF WIND” EPITAPH UNGEON

Sky is so high, so far. So we dream it.

**TOOLS TO CLEAR**  
**TOOLS TO COMPLETE**



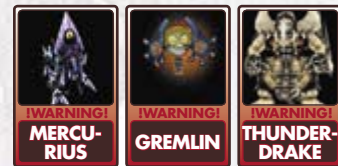
x 16  
 x 01

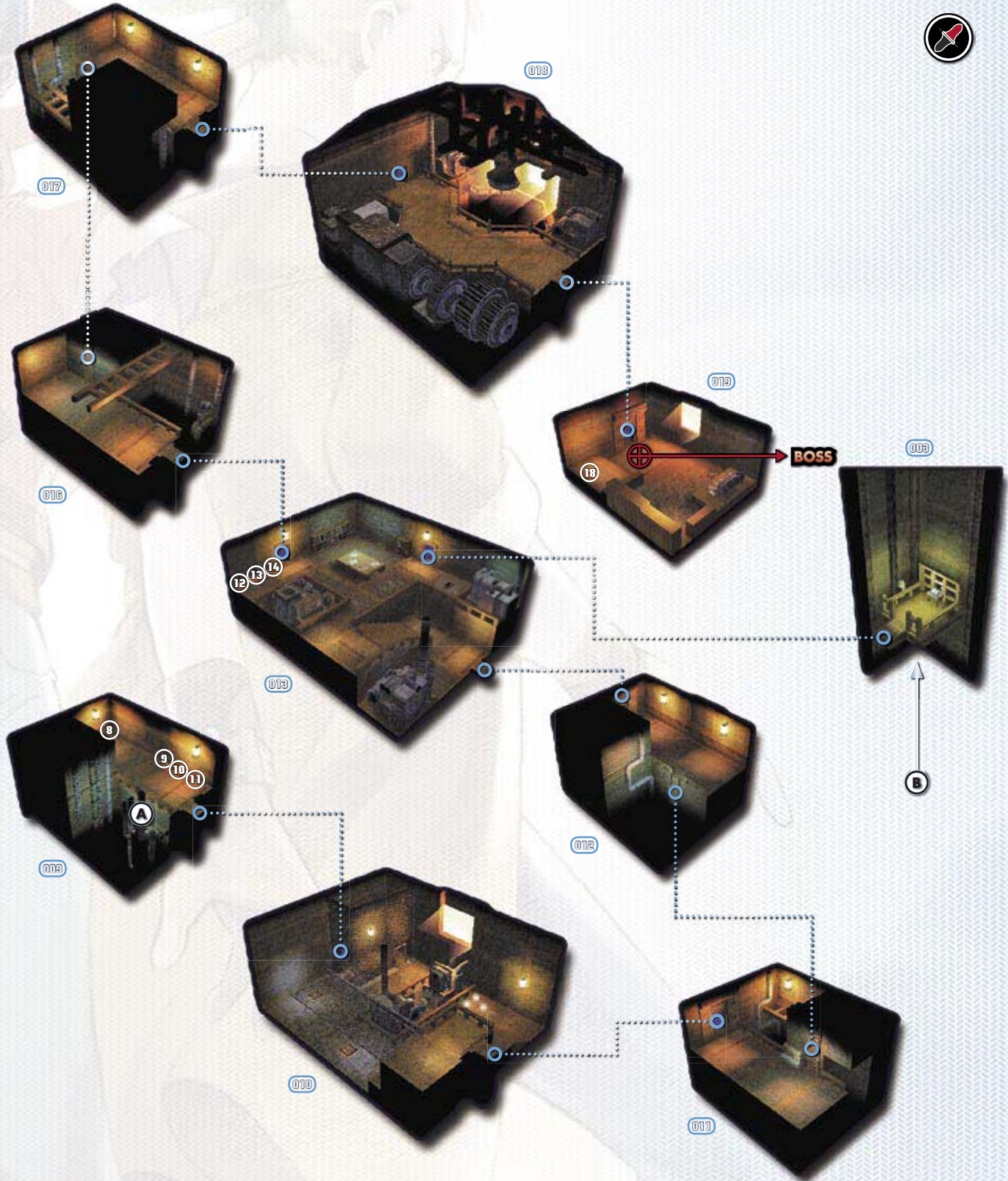


**- ITEMS -**

01	<b>5000 GELLA</b> n/a	07	<b>DUPLICATOR</b> n/a	13	<b>BOOM BREAK 2</b> n/a
02	<b>RAY BREAK 2</b> n/a	08	<b>F</b> <b>AXLE SMASH</b> n/a	14	<b>2000 GELLA</b> n/a
03	<b>DEFEND 1</b> n/a	09	<b>ALTER PART</b> n/a	15	<b>GELLA CARD</b> n/a
04	<b>MOON STONE 2</b> n/a	10	<b>WATER GEM x5</b> n/a	16	<b>BAR</b> n/a
05	<b>LUCKY CARD</b> n/a	11	<b>NECTAR</b> n/a	17	<b>WALPURGIS NIGHT</b> n/a
06	<b>POTION BERRY x3</b> n/a	12	<b>GIMEL COIN</b> n/a	18	<b>RUNE DRIVE</b> n/a

**- MONSTERS -**







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**FLOOR:001** F INTEREST

Step on the switch in the center of the north part of the room to open the door on the top. Climb the ladder on the northwest side to reach the top level. You should have a Duplicator, so use it to open the magical door on the east side of the room.



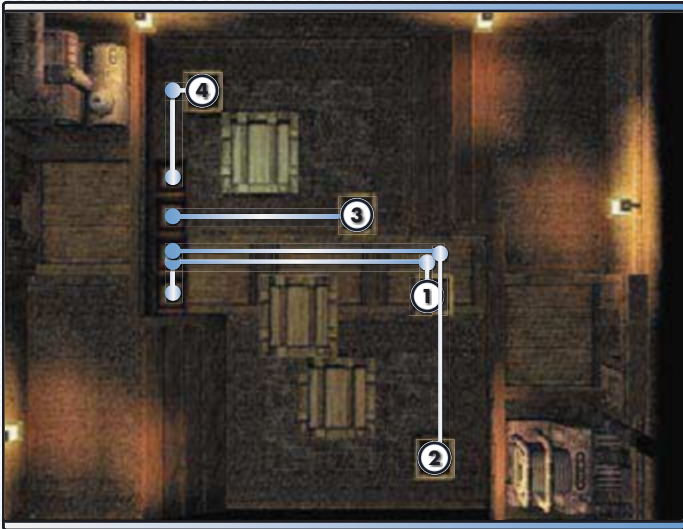
**FLOOR:013** F INTEREST

Examine the bookshelf on the west side of the room for passwords, then pull the lever. In the next room to the north you'll find an elevator. Enter the password "Human" to reach floor:014.



**FLOOR:006** F INTEREST

To open the door, you must push the blocks onto the correct switches using the Mighty Glove. See the diagram below. Move the blocks in numbered order. Each circular point on a block's path represents a switch stop. Note that Block 2's path overlaps part of Block 1's.



**FLOOR:014** F INTEREST

To open the door, you must push the blocks onto the correct switches using the Mighty Glove. See the diagram below. Move the numbered blocks to the lettered locations specified in the list below. It's important to move everything in the correct order.



**FLOOR:010** F INTEREST

Use Hanpan to go through the small hole in the cage and hit the switch that opens the door. Go to the eastern side of the room and hang from the cage. When you're above the switch, let go and you'll land on it with enough force to activate it—and open the other door.



- STEP 1: Block 1 to A
- STEP 2: Block 1 to B
- STEP 3: Block 1 to C
- STEP 4: Block 2 to D
- STEP 5: Block 2 to A
- STEP 6: Block 2 to B
- STEP 7: Block 2 to E

- STEP 8: Block 3 to F
- STEP 9: Block 1 to G
- STEP 10: Block 1 to H
- STEP 11: Block 1 to I
- STEP 12: Block 4 to J
- STEP 13: Block 4 to B
- STEP 14: Block 4 to K

**FLOOR:015** F INTEREST

Examine the book on the table and you will find an event item, **Walpurgis Night**. Now that you have this, return to the elevator and enter the password "Sky" to go back to floor:013.




## BOSSES: BOOMERANG (BATTLE 1) AND LUCEID (BATTLE 1)


This fight isn't terribly difficult, but it can become tiresome due to Luceid. Begin the battle by having Cecilia cast Shield. Luceid doesn't have many hit points and is weak against light magic, but you will want to focus on Boomerang for now. If you get hit by Amnesia, use a Toy Hammer to cure that status; otherwise, you won't receive any EXP at the end of the battle. Every time Luceid is defeated Boomerang will automatically use Flame of Desire to bring Luceid back to life.



Boomerang himself is weak against thunder magic, so use that to deal damage. As long as you have your shield and you heal when you need to, this fight is in the bag. If you really want to be cheap here, make sure Rudy has six bullets for his ARM and use Gatling Raid. This cartridge, when powered sufficiently, does an insane amount of damage. Boomerang will be close to death after you do this once. Alternately, damage Luceid to the point where he is just about to die, then have Jack finish him off with an accelerated Burst Breaker.

After the battle is over you will receive the **Rune Drive** that was in the empty chest. Return to Court Seim and give the Rune Dive to Nicholli.

BOOMERANG (BATTLE 1)		BOSS #235		
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>		
	LEVEL	27	EARTH	—
	HIT POINTS	3000	WIND	Halved
	EXPERIENCE	2800	FIRE	—
	GELLA	2000	ICE	—
<b>DOWNLOADS</b>		WATER	Active	<b>ITEMS STOLEN</b>
		THUNDER	Weak	
		LIGHT	—	
		DARK	Halved	

LUCEID (BATTLE 1)		BOSS #311		
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>		
	LEVEL	27	EARTH	Halved
	HIT POINTS	550	WIND	Halved
	EXPERIENCE	300	FIRE	Halved
	GELLA	100	ICE	Halved
<b>DOWNLOADS</b>		WATER	Halved	<b>ITEMS STOLEN</b>
		THUNDER	Halved	
		LIGHT	Weak	
		DARK	—	







# 36 BARRIER SHELTER DUNGEON

If there was one small hole, the wall will be broken.

**BOSSSES: ALHAZAD (BATTLE 1), BASTIS (BATTLE 1), AND ESPERANZA (BATTLE 1)**

Jane and Magdalen have all of the skills and attacks needed to win this fight easily. Use Magdalen's weapon Heaven's Wrath to hit multiple Esperanza. Use Jane's Mystic ability combined with the gems to take down a Bastis or three.



The more Bastis there are on the battlefield, the stronger Alhazad's defense is. The Esperanza increase Alhazad's resistance. So start with the support troops. Once you've taken the Bastis and Esperanza down to one, then work on Alhazad. (If you destroy all three of the Bastis or Esperanza, then Alhazad will use Revival Charge to bring them back to life.)



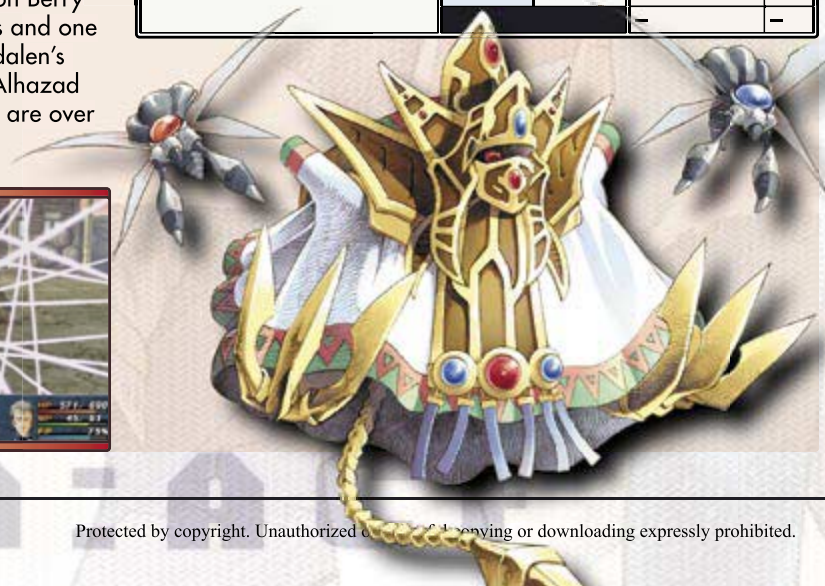
Healing isn't a problem in this fight because, when you need to heal, you can use Jane's Mystic ability with a Potion Berry to heal all three fighters. When there's just one Bastis and one Esperanza remaining, use Jane's "Follow Me," Magdalen's Punishing Evil, and Gatling Raid Lock-On to defeat Alhazad quickly. After the battle and the events at Court Seim are over go to the Barrier Shelter.



ALHAZAD (BATTLE 1)		BOSS #022		
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>		
	LEVEL	28	EARTH	Weak
	HIT POINTS	3000	WIND	Active
	EXPERIENCE	3500	FIRE	Halved
GELLA	2500	ICE	—	
<b>DOWNLOADS</b>		<b>ITEMS DROPPED</b>		
		WATER	Halved	
		THUNDER	—	
		LIGHT	—	
		DARK	—	
		<b>ITEMS STOLEN</b>		
		Mega Berry	100%	
			—	
			—	
			—	

BASTIS x3 (BATTLE 1)		BOSS #210		
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>		
	LEVEL	28	EARTH	Weak
	HIT POINTS	350	WIND	Weak
	EXPERIENCE	100	FIRE	Weak
GELLA	50	ICE	Weak	
<b>DOWNLOADS</b>		<b>ITEMS DROPPED</b>		
		WATER	Weak	
		THUNDER	Weak	
		LIGHT	Weak	
		DARK	Weak	
		<b>ITEMS STOLEN</b>		
		Potion Berry	100%	
			—	
			—	
			—	

ESPERANZA x3 (BATTLE 1)		BOSS #048		
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>		
	LEVEL	28	EARTH	Resist
	HIT POINTS	350	WIND	Resist
	EXPERIENCE	100	FIRE	Resist
GELLA	50	ICE	Resist	
<b>DOWNLOADS</b>		<b>ITEMS DROPPED</b>		
		WATER	Resist	
		THUNDER	Resist	
		LIGHT	Resist	
		DARK	Resist	
		<b>ITEMS STOLEN</b>		
		Potion Berry	100%	
			—	
			—	
			—	





<b>TOOLS TO CLEAR</b>											x 04

CHARACTERS

GAME SYSTEM

WALKTHROUGH

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OPTIONAL EVENTS

HIDDEN BOSS BATTLES

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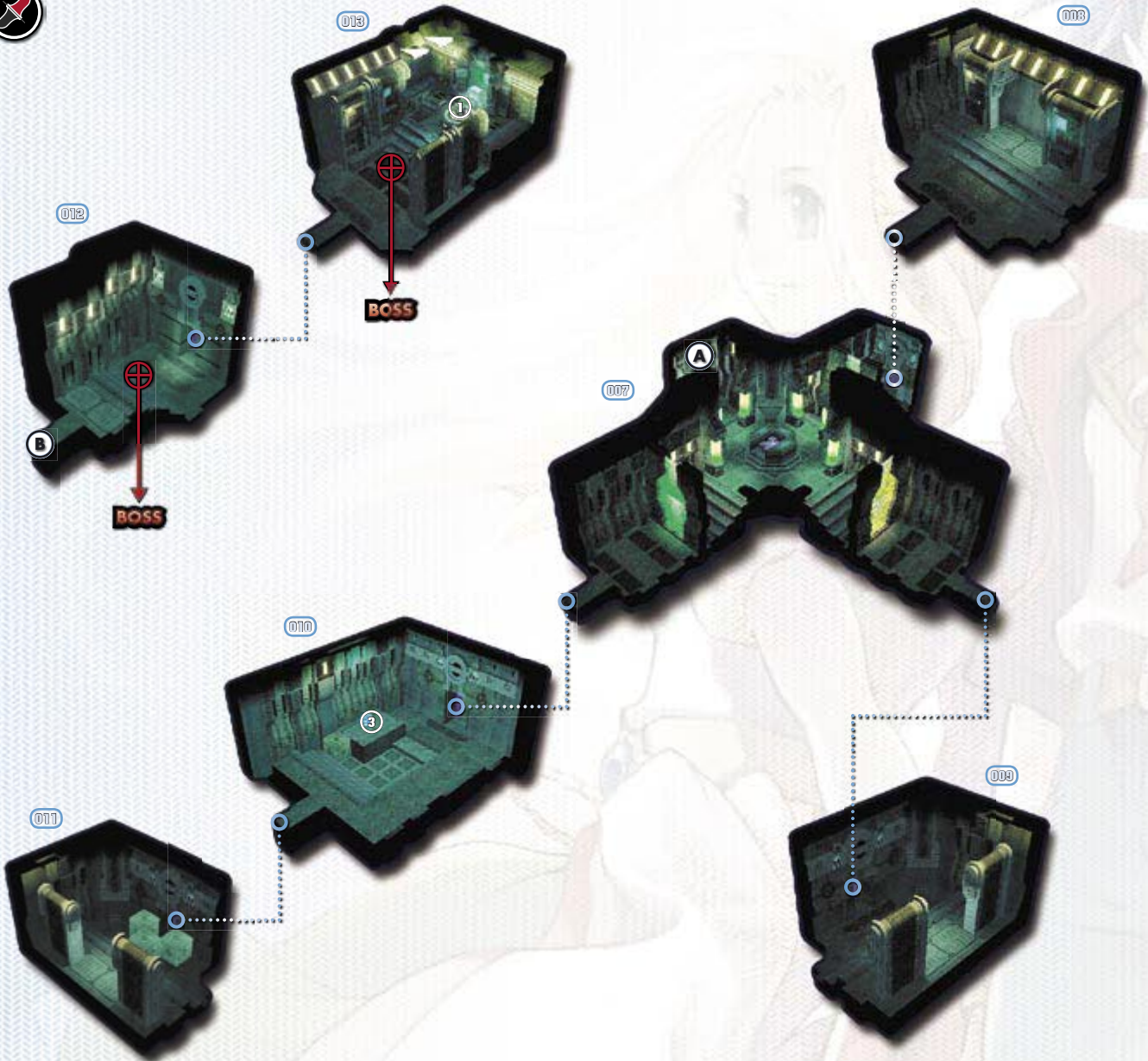
**- MONSTERS -**

 [WARNING!] GREMLIN	 [WARNING!] BEAST PILLAR
---------------------------	--------------------------------

NOTE: ITEM 4 IS ONLY AVAILABLE AFTER COMPLETING THIS AREA.

**- ITEMS -**

<b>01</b> REQUIREMENT:  n/a	<b>02</b> REQUIREMENT:	<b>03</b> REQUIREMENT:	<b>04</b> REQUIREMENT:  n/a
-----------------------------	------------------------	------------------------	-----------------------------



**FLOOR:007** INTEREST

Talk to Jane on floor:002 and rotate teams so that you're using her. Go to this floor by going through the yellow barrier. Then step on the purple-barrier switch to deactivate the purple shield. Now rotate teams again. Rudy's team should have an open path through the purple barriers.



**FLOOR:005** INTEREST

Using the Mighty Glove, lift either the block on the right or the one on the left and move it to the middle space. After that, go to the top of the stairs and use Hanpan to jump across the gap and get the chest.





**FLOOR:006** INTEREST

There is a lone dog in this room. Talk to it using the Magic Staff and a monster will emerge from the animal.



**FLOOR:008** INTEREST

Use Hanpan to scare the kid to the right of the nun, then talk to the nun. You have to speak with the nun and Otto, as well as defeat the Land Anemone to advance the story. Otto can be found on floor:011.



**BOSS: LAND ANEMONE** EST

This thing is slow, but it tries to attack you with things that poison you and put you to sleep. If you have immunity to these status conditions you will be fine. The attack you really have to worry about is Blood Sucker, because it can kill in one hit. Save Cecilia's FP so that she can use the Flash Hit medium and do big damage with light magic. Spectre also does good damage. This is a great time to use Jack's Axle Smash, as well. After the battle, have both teams return to the yellow-barrier switch. Have Jane stand on the yellow switch while Rudy's team investigates the eastern side of the shelter.

LAND ANEMONE		BOSS #304			
PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
LEVEL	29	EARTH	—	Dark Break 2	100%
HIT POINTS	4000	WIND	—	—	—
EXPERIENCE	4900	FIRE	—	—	—
GELLA	1600	ICE	—	—	—
DOWNLOADS		WATER		ITEMS STOLEN	
		THUNDER	—	—	—
		LIGHT	Weak	—	—
		DARK	—	—	—



**FLOOR:011** INTEREST

Move one of the boxes using the Mighty Glove, then find Otto hiding in the corner. He will tell you something interesting. Use a Gimel Coin to save before talking to Otto, because you won't have another chance until later.



**BOSS: DIEFIGHTER** IREST

This fight shouldn't be that hard, so don't use skills that are better saved for more difficult battles. In fact, Magdalen can take this guy out all by himself!



Diefighter will often start by casting Fragile on someone. He'll follow up by using Raptor Machete. If you rotate out the person who has lowered defenses (the person stricken with Fragile), Diefighter will try again on someone else. By constantly rotating your characters, you can avoid Diefighter's one-two punch of choice. After the battle enter floor:013, where Alhazad is waiting with Nicholli.


DIEFIGHTER		BOSS #159			
PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
LEVEL	34	EARTH	—	Revive Fruit	50%
HIT POINTS	520	WIND	—	Nectar	25%
EXPERIENCE	186	FIRE	—	—	—
GELLA	53	ICE	Weak	—	—
DOWNLOADS		WATER		ITEMS STOLEN	
		THUNDER	Halved	Force Carrot	50%
		LIGHT	—	Nectar	25%
		DARK	—	—	—





**BOSSSES: ALHAZAD (BATTLE 2), BASTIS (BATTLE 2), AND ESPERANZA (BATTLE 2)**

The strategy this time is identical to the first time you fought these guys. In case you forgot, here's a quick recap: First, destroy two of the Bastis and two Esperanza, then work on Alhazad. Keep Jane in the front row so she can use her Mystic ability to heal the party if Alhazad uses the Alhazad Symphony attack. When Magdalen gets enough force, use Gamble with Punishing Evil to do big damage. Use Jack's Axle Smash, as well. After the fight, return here to get the final chest.



ALHAZAD (BATTLE 2)		BOSS #023	
		<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>
LEVEL	30	EARTH	Weak
HIT POINTS	4000	WIND	Active
EXPERIENCE	4500	FIRE	Halved
GELLA	3000	ICE	—
<b>DOWNLOADS</b>		WATER	Halved
		THUNDER	—
		LIGHT	—
		DARK	—
		<b>ITEMS DROPPED</b>	
		—	
		<b>ITEMS STOLEN</b>	
		Mega Berry	100%
		—	
		—	
		—	

BASTIS (x3) (BATTLE 2)		BOSS #211	
		<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>
LEVEL	30	EARTH	Weak
HIT POINTS	400	WIND	Weak
EXPERIENCE	150	FIRE	Weak
GELLA	100	ICE	Weak
<b>DOWNLOADS</b>		WATER	Weak
		THUNDER	Weak
		LIGHT	Weak
		DARK	Weak
		<b>ITEMS DROPPED</b>	
		—	
		<b>ITEMS STOLEN</b>	
		Potion Berry	100%
		—	
		—	
		—	

ESPERANZA (x3) (BATTLE 2)		BOSS #049	
		<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>
LEVEL	30	EARTH	Resist
HIT POINTS	400	WIND	Resist
EXPERIENCE	150	FIRE	Resist
GELLA	100	ICE	Resist
<b>DOWNLOADS</b>		WATER	Resist
		THUNDER	Resist
		LIGHT	Resist
		DARK	Resist
		<b>ITEMS DROPPED</b>	
		—	
		<b>ITEMS STOLEN</b>	
		Potion Berry	100%
		—	
		—	
		—	

**- ASGUARD POWERED -**

With the Rune Drive installed you can destroy the giant rocks on the Outfield by pressing the Square button. After destroying these rocks, it's a good idea to use the Search Web Radar because there may be items or puzzle boxes hidden there. Search underneath the rock near Court Seim to find 1000 gella. You will need this ability to reach the Photosphere that you've been told about. Now it's time to go to the Photosphere. You will know where it is by the many rocks blocking your path in the Arctica region.








**37**

# PHOTOSPHERE

# DUNGEON

The fallen star can't light up the future.

**TOOLS TO CLEAR**  
**TOOLS TO COMPLETE**



CHARACTERS

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OPTIONAL AREAS

OPTIONAL EVENTS

HIDDEN BOSS BATTLES

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CHARACTERS

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OPTIONAL EVENTS

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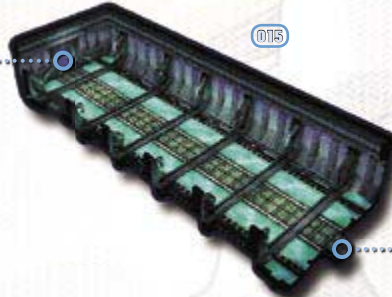
008

A

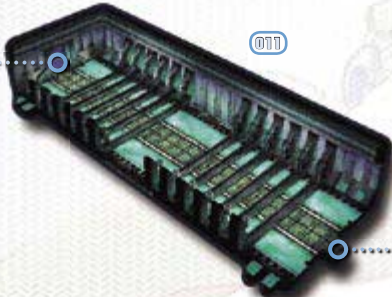


009

C



015



017



014



010

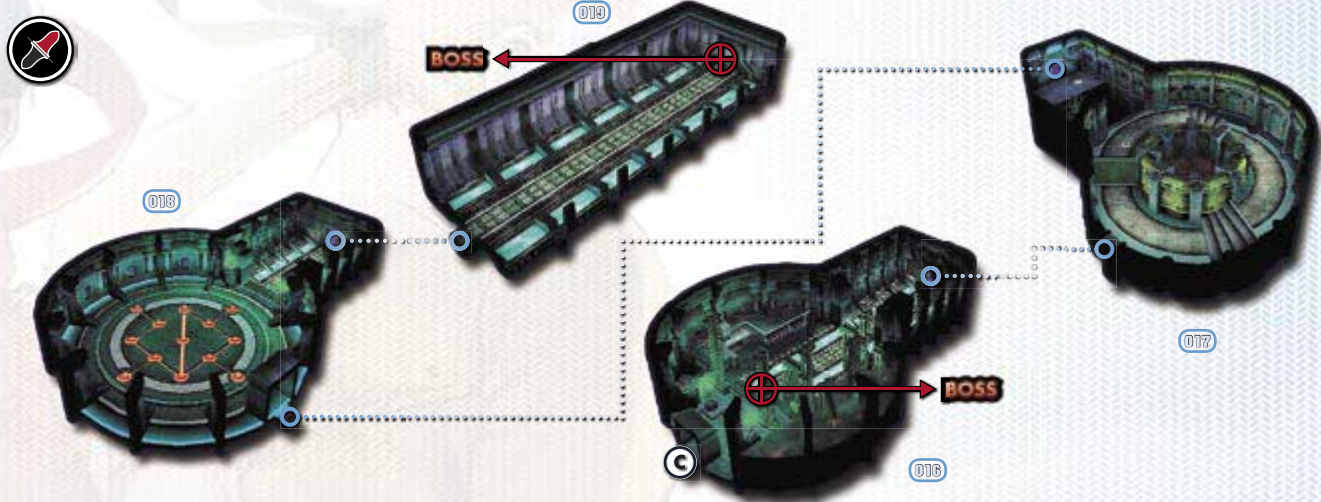
B



013



012



**FLOOR:001** **INTEREST**

Step on the switch to make the gems appear. Use the Change Staff to change the orange gems into blocks, then walk across the gap.



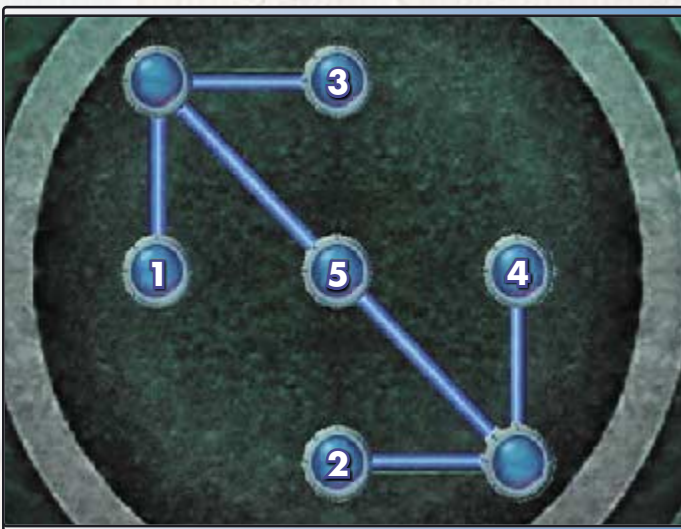
**FLOOR:003** **INTEREST**

This room has a fight that can't be avoided, but the real danger is the lasers up ahead. The corridor is lined with them, so make a dash down the hallway to avoid harm.



**FLOOR:002** **INTEREST**

The object is to light all of the orbs red. When you step on an orb, the adjacent ones turn their opposite color. Use the screen below; step on them in this order to open the door.



**FLOOR:004** **INTEREST**

Avoid spotlights like this. If the light hits you, you'll be drawn into battle. Spotlights are located throughout the facility. You won't need to exit to the northwest (to floor:007) unless you're short on vitality.







CHARACTERS

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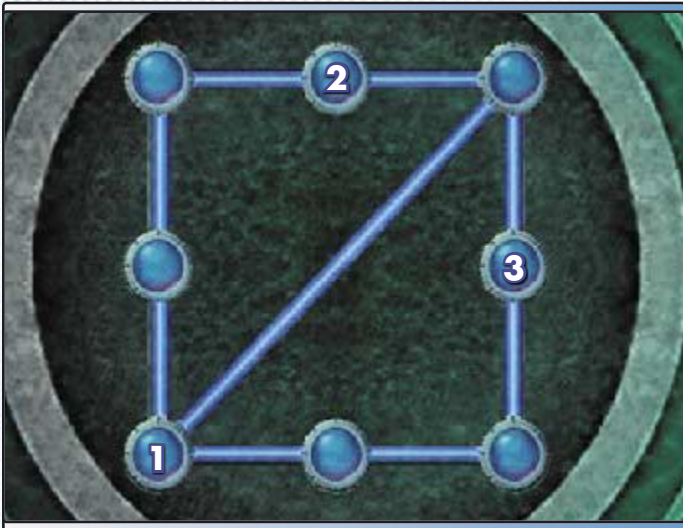
OPTIONAL EVENTS

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**FLOOR:008** **INTEREST**

This is another light-switching puzzle. Follow the instructions on the screenshot below to open the door.



**FLOOR:012** **INTEREST**

This spotlight is a little different than others; it stops, disappears, and then starts again from the beginning. You can either time the light to make a run, or just follow it; if it comes around again, stand against the wall to avoid it.



**FLOOR:015** **INTEREST**

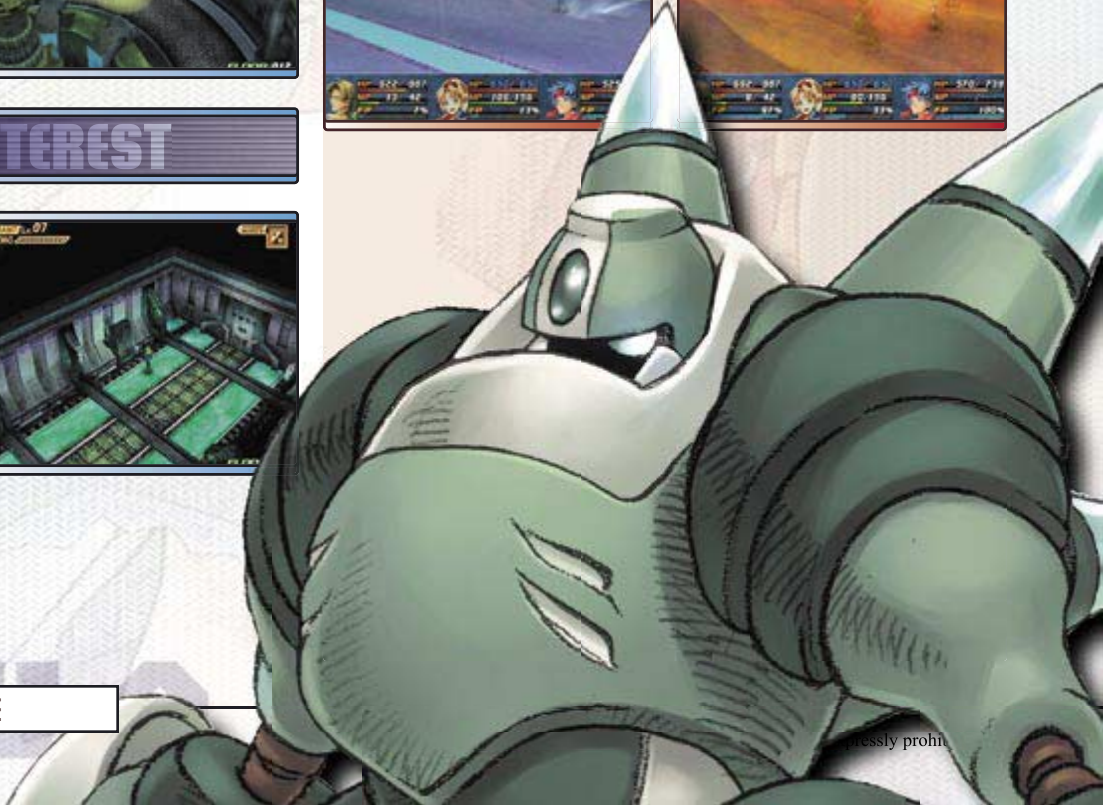
Stop between the last two laser traps and dash into the switch on the wall. This opens the door.



**BOSS: LOUTHIA** **INTEREST**

You'll want to have the Ice Break skill and the Silver Harp. Lolithia is the ice golem, and likes to use a sleep spell on your characters for good measure. As long as you're defended against ice and sleep, this fight shouldn't be too much of a problem. Defend yourself from Lolithia's physical attacks by casting Shield. After that you should be good for about one to five rounds, depending on your Luck. Lolithia likes to use Freezing Zone, because it amplifies its ice power. When Freezing Zone is in effect, use the Holy Man Sorrow medium to reduce the effect of elemental damage (such as ice). Rudy should use his cartridges every turn, starting with Snipe Bullet. Save Gatling Raid for when he has 25% force. After Freezing Zone dissipates, unleash the Fiery Rage medium to deal about 1000 damage. As long as you keep your hit points relatively high, you should have no problems.

LOUTHIA		BOSS #309	
PRIMARY STATS		ELEMENTAL DURABILITY	ITEMS DROPPED
LEVEL	31	EARTH	—
HIT POINTS	5800	WIND	—
EXPERIENCE	6500	FIRE	Weak
GELLA	2500	ICE	Active
DOWNLOADS		WATER	—
		THUNDER	—
		LIGHT	—
		DARK	—
		ITEMS STOLEN	
		Ice Break 3	100%
		—	—
		—	—
		—	—



Illegally prohi



**FLOOR:018** **INTEREST**

This is the last of the puzzles where you must light the floor with red lights. The screen and instructions below will help you.



**BOSSSES: MOTHER AND AMADEUS**

Make sure you have the skills Ray Break, Dark Break, and Memoirs Pen equipped to avoid taking unnecessary damage from Mother's powerful attacks. Take out one Amadeus, then damage the other one; this way there is only one in the battle at a time. The Amadeus can be taken out with dark magic, so have Cecilia use Darkness to take care of them. Also have her heal whenever you get low on hit points. Just like Alhazad, Mother can bring her minions back to life by using Vinculum Animae, so make sure that one Amadeus is always dead and the other is one hit away from death. If you simply let them live, Mother will use Als-Magna and Phatima's Miracle, and these attacks do a lot of damage. To reduce the damage done by light and dark, you can use the medium Holy Man Sorrow. Focus on attacking Mother with accelerated attacks and Lock-On cartridges. (If you attack normally, the Amadeus will get in the way.) After the scenes that follow the fight, go to the town of Port Timney to find out where the Fallen Sanctuary is. Then head to Rosetta to get information on the Dragon Shrine.

<b>MOTHER</b>		<b>BOSS #273</b>			
PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
LEVEL	32	EARTH	Halved	Ex File Key	100%
HIT POINTS	6800	WIND	Halved	—	—
EXPERIENCE	7000	FIRE	Halved	—	—
GELLA	5000	ICE	Halved	—	—
DOWNLOADS				ITEMS STOLEN	
		WATER	Halved	—	—
		THUNDER	Halved	—	—
		LIGHT	Active	—	—
		DARK	Active	—	—

<b>AMADEUS (x2)</b>		<b>BOSS #018</b>			
PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
LEVEL	28	EARTH	—	—	—
HIT POINTS	500	WIND	—	—	—
EXPERIENCE	200	FIRE	—	—	—
GELLA	150	ICE	—	—	—
DOWNLOADS				ITEMS STOLEN	
		WATER	—	—	—
		THUNDER	—	—	—
		LIGHT	—	—	—
		DARK	Weak	—	—



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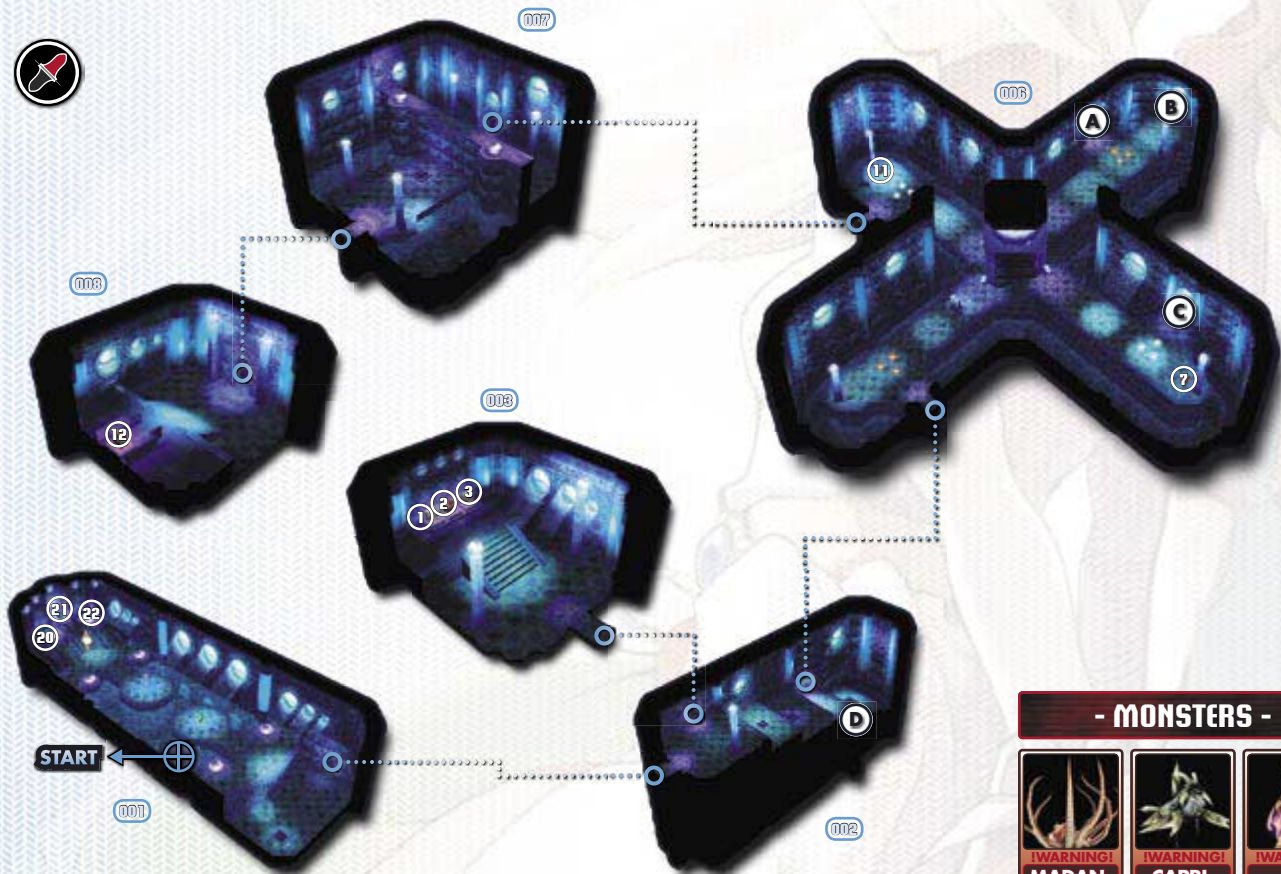
**38**

# DRAGON SHRINE

# DUNGEON

The message from sea calls back the old memory.

<b>TOOLS TO CLEAR</b>		
<b>TOOLS TO COMPLETE</b>		



**- MONSTERS -**

 [WARNING!] MADAN-GLER	 [WARNING!] CAPRI-CORN	 [WARNING!] EEL VOLK
------------------------------	------------------------------	----------------------------

**- ITEMS -**

01  REQUIREMENT → HP UP 3 →	07  REQUIREMENT → FORCE CARROT → n/a	13  REQUIREMENT → SKY ORB → n/a	19  REQUIREMENT → GIMEL COIN → n/a
02  REQUIREMENT → JUMP BOOTS → n/a	08  REQUIREMENT → ALTER PART → n/a	14  REQUIREMENT → 3000 GELLA → n/a	20  REQUIREMENT → 10000 GELLA →
03  REQUIREMENT → WATER BREAK 3 →	09  REQUIREMENT → ICE BREAK 2 → n/a	15  REQUIREMENT → CREST GRAPH → n/a	21  REQUIREMENT → SILVER HARP 4 →
04  REQUIREMENT → REVIVE FRUIT → n/a	10  REQUIREMENT → MOUNTAIN ORB → n/a	16  REQUIREMENT → GELLA CARD → n/a	22  REQUIREMENT → ALTER PART x4 →
05  REQUIREMENT → LUCKY CARD → n/a	11  REQUIREMENT → THUNDER GEM x5 → n/a	17  REQUIREMENT → POTION BERRY x3 → n/a	
06  REQUIREMENT → RIVER ORB → n/a	12  REQUIREMENT → OCEAN ORB → n/a	18  REQUIREMENT → OLIVE BRANCH 2 → n/a	



## - DRAGON SCALE -

Visit the mayor of Rosetta, who is feeling much better because of the Arnica Herb that you gave to him earlier. Lately, there has been a disturbance at the vortex just outside of town, and the mayor would like you to check it out. To help you he gives you the **Dragon Scale**. Take the Sweet Candy out and use the Dragon Scale near the vortex.



## FLOOR:002 OF INTEREST

After getting the **Jump Boots** from floor:003, jump on the switch on this floor to open the doors to the east and west. The Jump Boots allow Jack to jump into the air to land on switches, use jump panels, or get some extra height. Once you finish this place, there are a number of places you can go to exploit these boots.





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**FLOOR:004** INTEREST

When the cages are too high to jump up and grab, use the Jump Boots; Jack will jump high and grab on automatically. There are more places throughout the game where you'll need extra height, so keep your eyes open.



**FLOOR:006** INTEREST

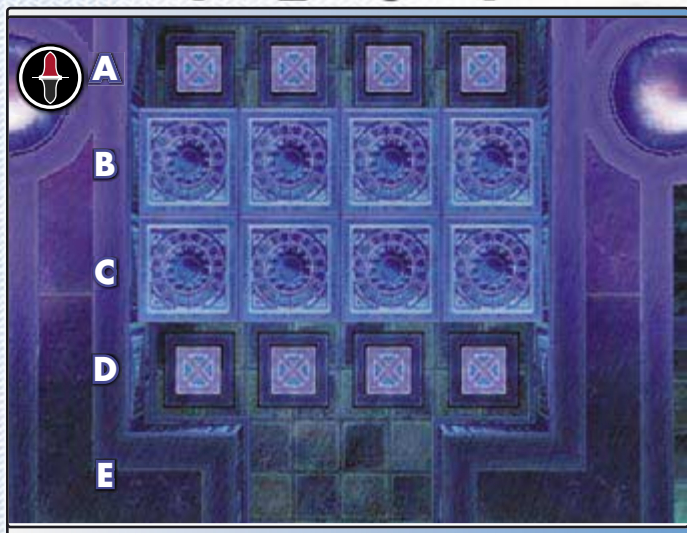
There are three other exits from this room, and all of them contain orbs. You must have the four orbs in order to open the door. From the lowest dragon head to the highest, place the Ocean, River, Mountain, and Sky orbs to open the north door.



**FLOOR:011** INTEREST

You must move the blocks so that all eight of them end up on the switches. Follow the instructions to solve this puzzle.

1 2 3 4

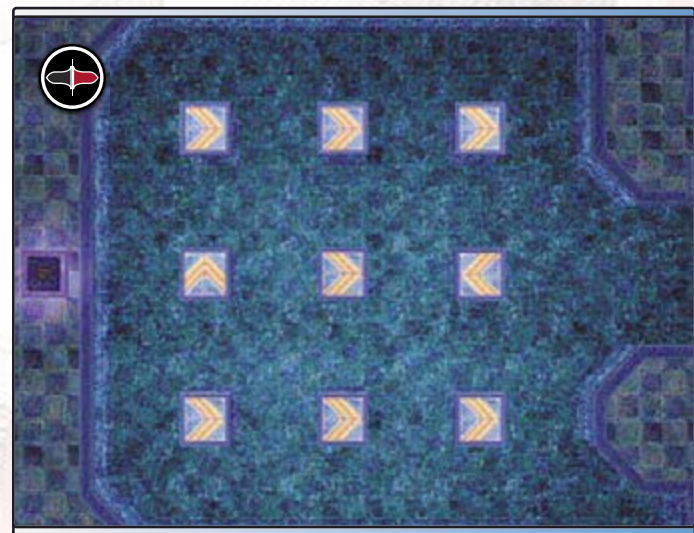


- STEP 1: C3 to E3
- STEP 2: C4 to D3
- STEP 3: B4 to D4
- STEP 4: B3 to A4
- STEP 5: B2 to A3

- STEP 6: B1 to A2
- STEP 7: C1 to A1
- STEP 8: C2 to D1
- STEP 9: E3 to D2

**FLOOR:014** INTEREST

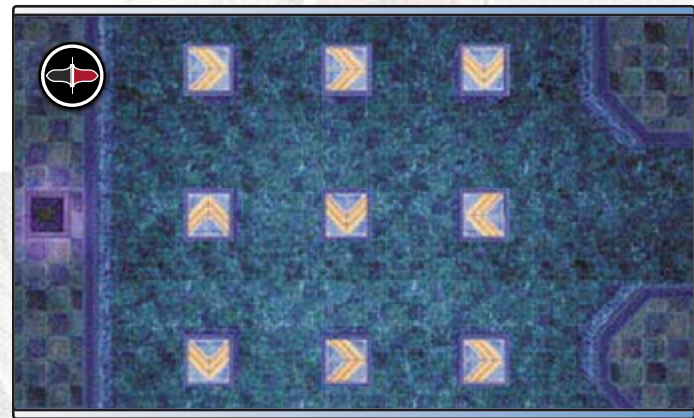
You must turn the handles to change the direction of the arrows, then use the jump panel to start the jump sequence. The screen below shows the correct orientation to reach the chests.



After you get the chests, drop down along the east wall and turn the left handle clockwise once more. Use the jump panel and you will reach the other side.

**FLOOR:009** INTEREST

First, step on the switch on the south side of the room. Then use the Change Staff to change the orange gems into platforms. Finally, use the Jump Boots to jump from the jump plates over to the door on the other side of the room.





## BOSS: LADY HARKEN

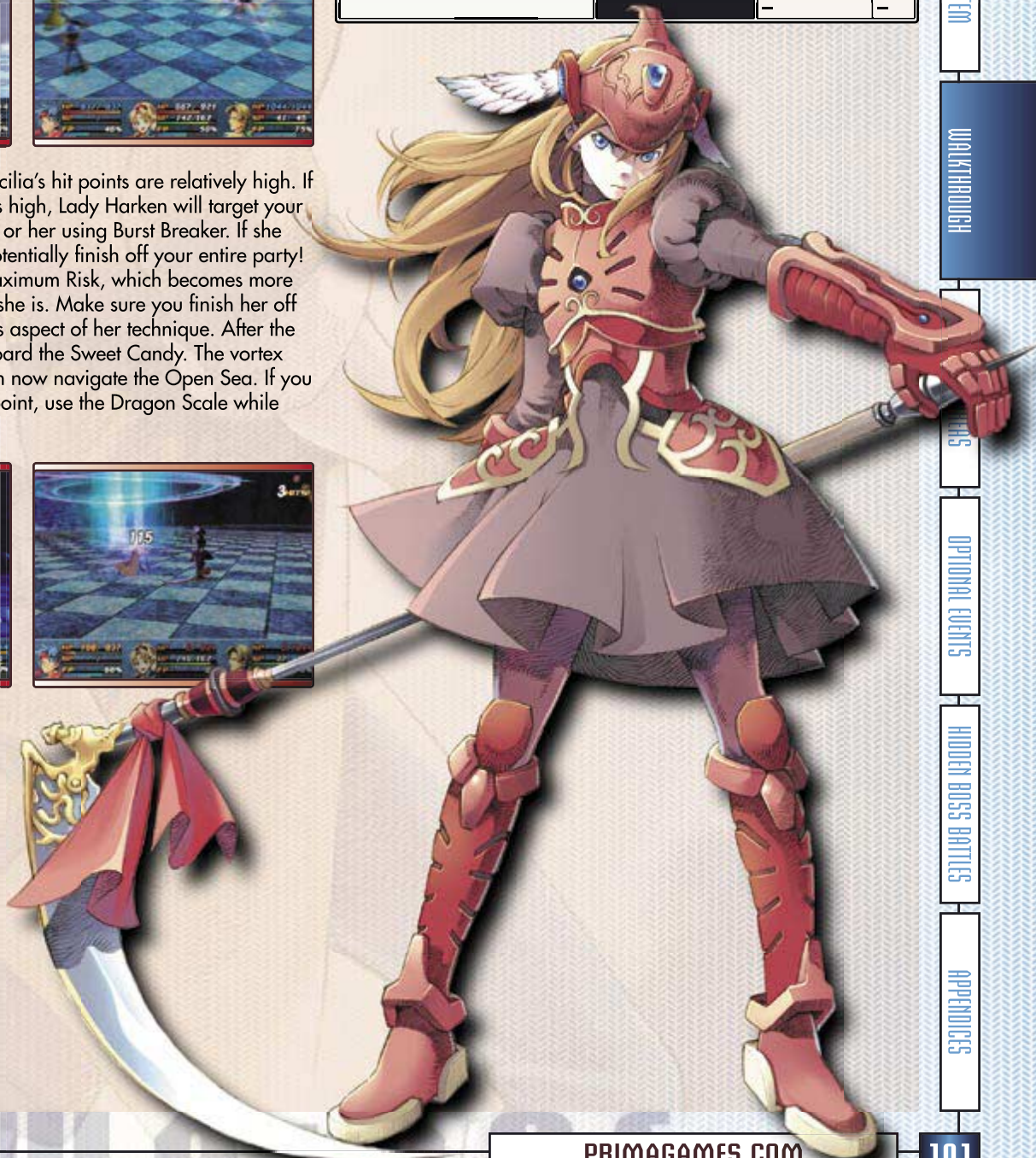
Start the battle by casting Fragile on Lady Harken—to weaken her defense against attacks. Lady Harken cannot be hit by normal attacks, so this is a fight you’ll win by using cartridges, fast draws, and Crest Sorcery. The Freeze spell does a lot of damage, but not nearly as much as Rudy can do if you’ve stuck with his Gatling Raid.



Use the Freeze spell when Cecilia’s hit points are relatively high. If you don’t keep your hit points high, Lady Harken will target your weakest member and kill him or her using Burst Breaker. If she uses Burst Breaker she can potentially finish off your entire party! Her other deadly attack is Maximum Risk, which becomes more powerful the closer to defeat she is. Make sure you finish her off with a big attack to nullify this aspect of her technique. After the battle, you’ll find yourself aboard the Sweet Candy. The vortex has disappeared and you can now navigate the Open Sea. If you want to return here at some point, use the Dragon Scale while aboard the Sweet Candy.



LADY HARKEN		BOSS #319				
	PRIMARY STATS	ELEMENTAL DURABILITY		ITEMS DROPPED		
	LEVEL	33	EARTH	—	—	—
	HIT POINTS	5400	WIND	Halved	—	—
	EXPERIENCE	8000	FIRE	Active	—	—
	GELLA	5500	ICE	Weak	—	—
DOWNLOADS		WATER	—	ITEMS STOLEN		
		THUNDER	—	Mega Berry	100%	
		LIGHT	Halved	—	—	
		DARK	—	—	—	



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# [39] THE OPEN SEA TRAVEL

## GETTING AROUND TEREST

Now that the vortex near Rosetta is gone, you can explore the Open Sea. The monsters in the Open Sea are a lot stronger than what you're used to, and there are many new places you can go. You can go to Devil's Playground, which is now on your list of locations (if you spoke to the right person). You can also visit all the places that required the Jump Boots to get at chests. You may notice that Teleport Gems are now for sale in each town. These allow you to instantly teleport to a town that you have previously visited. For now, you'll want to get the Giant's Ocarina from the Forgotten House before you fully explore the Open Sea.



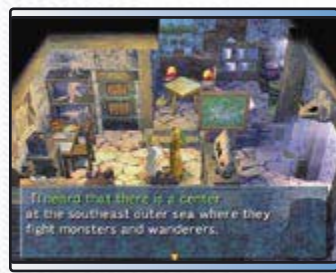
## CREEPING CHAOS TEREST

These enemies are really strong, and they inflict a lot of bad status ailments. They can be found on the island to the west of Devil's Playground. The reason you'll want to fight these is that they carry **Duplicators**, which are needed to reach some places. The EXP isn't bad either. Make sure you have a full assortment of status-preventing skills before facing off against them, or you'll find yourself in deep trouble.



## DEVIL'S PLAYGROUND

This is the arena in the game, and it is on a small island south of Rosetta. Although you don't have to go here, it is recommended that you do so, because many of the battles give you good items. You can also buy a **Migrant Seal** and find **Witch Ep. 5**. To open up its location, talk to a girl near the entrance of Adlehyde, or to Wilbur at Port Timney.

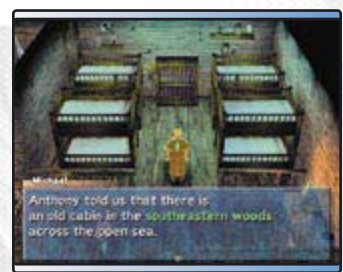


## CONTINUING THE ADVENTURE

Visit the town of Court Seim and talk to Michael in the orphanage, who will tell you about a house in a forest that contains a special item. Now that you have spoken with him, the Forgotten House is available for you to find. To reach the house from Court Seim, travel by boat through a strait to the east of the town, then disembark on the beach. Walk through the desert and search for the house in the forest.

## MORE ITEMS AND PUZZLE BOXES

This is the ideal time to really explore the world, since most of the items at sea can be found now. Although it is not necessary to do this, the items you find will become very useful. In addition to acquiring items you can also reach new puzzle box locations. You can solve the first 18 puzzles, get the first 39 items on land, and snag the first 12 items on the sea. Again, remember to get the Giant's Ocarina first—before doing your exploration!





**[40]**

# DEVIL'S PLAYGROUND

# TOWN

Earl Immortal, he is Mr. Strangelove.

**TOOLS TO CLEAR**  
**TOOLS TO COMPLETE**



x 01  
 x 06



- SHOP DATA -	
PRICE	TELEPORT GEM 1000
PRICE	BLUE CIRCLET 1 5000
PRICE	RESIST UP 1 8000
PRICE	MIGRANT SEAL 10000

- ITEMS -	
01	REQUIREMENT WITCH EP. 5 n/a

## TIME TO FIGHT INTEREST

The main point in coming here is to battle in the arena. The arena is a place where you can win some nice items and skills. This is just a stop on your way to 100% completion of the game, so if you don't feel like participating you can move on to the next section. If you would like more detailed info about the arena, turn to the Optional Areas section of this guide.



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**FORGOTTEN HOUSE**

**TOWN**

He left the hermitage to tell a truth to his grandson.

TOOLS TO CLEAR  
TOOLS TO COMPLETE



x 01  
 x 00



- ITEMS -		
01	MEGA BERRY	n/a
02	NECTAR	n/a
03	POTION BERRY	n/a
04	POTION BERRY	n/a
05	GIANT'S OCARINA	n/a

**A MAP LOCATION**

Examine the scales in the house to activate a switch that lowers the railing, allowing you to reach the chest. Below the object that has a sun on it is a card slot. Remember this place, because you'll return here later in the game.



**B MAP LOCATION**

The chest contains the **Giant's Ocarina**; when played, this will call Asgard to your location. Try using it outside the forest, where the house is—Asgard will come to you. To reach the Fallen Sanctuary, disembark on a beach south of Court Seim, then call Asgard to get across the shallows.





# 42

# FALLEN SANCTUARY

# DUNGEON

Love, courage, and hope are stoned, only desire is alive.

**TOOLS TO CLEAR**



**TOOLS TO COMPLETE**

**x 09**  
**x 01**



**- MONSTERS -**

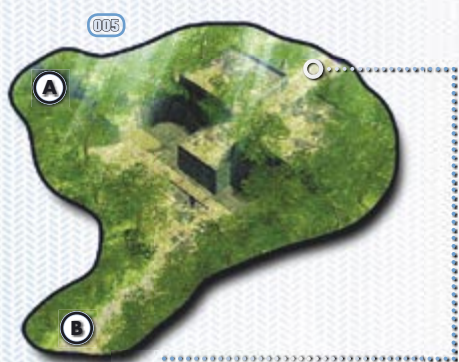
**!WARNING!**  
**WILL-O-THE-WISP**

**!WARNING!**  
**RONWAY**

**- ITEMS -**

01	REQUIREMENT → n/a	05	REQUIREMENT → n/a	09	REQUIREMENT → n/a	13	REQUIREMENT → n/a
02	REQUIREMENT → n/a	06	REQUIREMENT → n/a	10	REQUIREMENT → n/a		
03	REQUIREMENT → n/a	07	REQUIREMENT → n/a	11	REQUIREMENT → n/a		
04	REQUIREMENT → n/a	08	REQUIREMENT → n/a	12	REQUIREMENT → n/a		

CHARACTERS  
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OPTIONAL AREAS  
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HIDDEN BOSS BATTLES  
APPENDICES



005

A

B



005



006

11

12

13

BOSS

**FLOOR:002** INTEREST

Go into a small, hard-to-see opening to get the **Wind Staff**.



**FLOOR:005** INTEREST

Use the Wind Staff at the base of the bridge to turn it 90 degrees (to the way it was before). This creates a bridge that will lead to the final areas of this dungeon.



**FLOOR:006** INTEREST

Stand in front of this bridge and use the Wind Staff to turn it and raise its height so you can walk across to floor:007.



**FLOOR:004** INTEREST

Use the Wind Staff on the bridge to turn the lever. This raises the bridge to the height of the path. Now go around to the southeast and cross the bridge to reach the gravestone. There are gravestones all over Fallen Sanctuary; reading them all will give you a clue regarding what to do next.



**FLOOR:009** INTEREST

Use the Radar to reveal a fourth switch, then push the statues onto the switches. Push the gold and blue statues onto the north and east switches, respectively. Then push the red statue onto the south switch and step on the west switch. This will open the wall to the north.





## BOSSES: BOOMERANG (BATTLE 2) AND LUCEID (BATTLE 2)


Focus your attacks on Boomerang; killing Luceid does no good because Boomerang automatically brings him back to life. Luceid has a special attack called Black Renegade that does increased damage based on the number of resistance skills to elemental attacks you have equipped, so casting Shield is wise. After the first few rounds you should have everything under control. When Jack gets enough force and you are not using an item to heal, use Speed Fang. Speed Fang does a lot of damage and costs very little MP.




If you're having trouble winning this fight, I recommend using a lot of skills that raise your defenses, like Defense Up 3, which you obtained in this dungeon. Also, if you followed my advice the last time you fought these guys, the same strategy for dealing with Luceid applies: damage him until he is close to death, then use Burst Breaker to finish him off. It's also good to have Regeneration on Rudy and Blocker on Cecilia.

If you've gone around the world and collected the items on the Outfield, you should have the Shining Star medium. After casting Shield, use Shining Star and Permanence to keep your characters defenses up. If you ever Counter Attack with force power, use the Inertial Cancel to sneak in an extra attack. This can be the difference between life and death! And just like before, using a full clip of Gatling Raid with Rudy does big damage. After the battle, you'll learn where the Demon's Lab is. Grab the three Idols and leave Fallen Sanctuary.



BOOMERANG (BATTLE 2)		BOSS #236		
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>	<b>ITEMS DROPPED</b>	
	LEVEL	34	EARTH	—
	HIT POINTS	6600	WIND	Halved
	EXPERIENCE	8500	FIRE	—
	GELLA	6000	ICE	—
<b>DOWNLOADS</b>		<b>WATER</b>	Active	<b>ITEMS STOLEN</b>
		<b>THUNDER</b>	Weak	—
		<b>LIGHT</b>	—	—
		<b>DARK</b>	Halved	—
				—

LUCEID (BATTLE 2)		BOSS #312		
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>	<b>ITEMS DROPPED</b>	
	LEVEL	34	EARTH	Halved
	HIT POINTS	800	WIND	Halved
	EXPERIENCE	400	FIRE	Halved
	GELLA	200	ICE	Halved
<b>DOWNLOADS</b>		<b>WATER</b>	Halved	<b>ITEMS STOLEN</b>
		<b>THUNDER</b>	Halved	—
		<b>LIGHT</b>	Weak	—
		<b>DARK</b>	—	—
				—

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**43**

**DEMON'S LAB**

**DUNGEON**

They know everything but their truth.

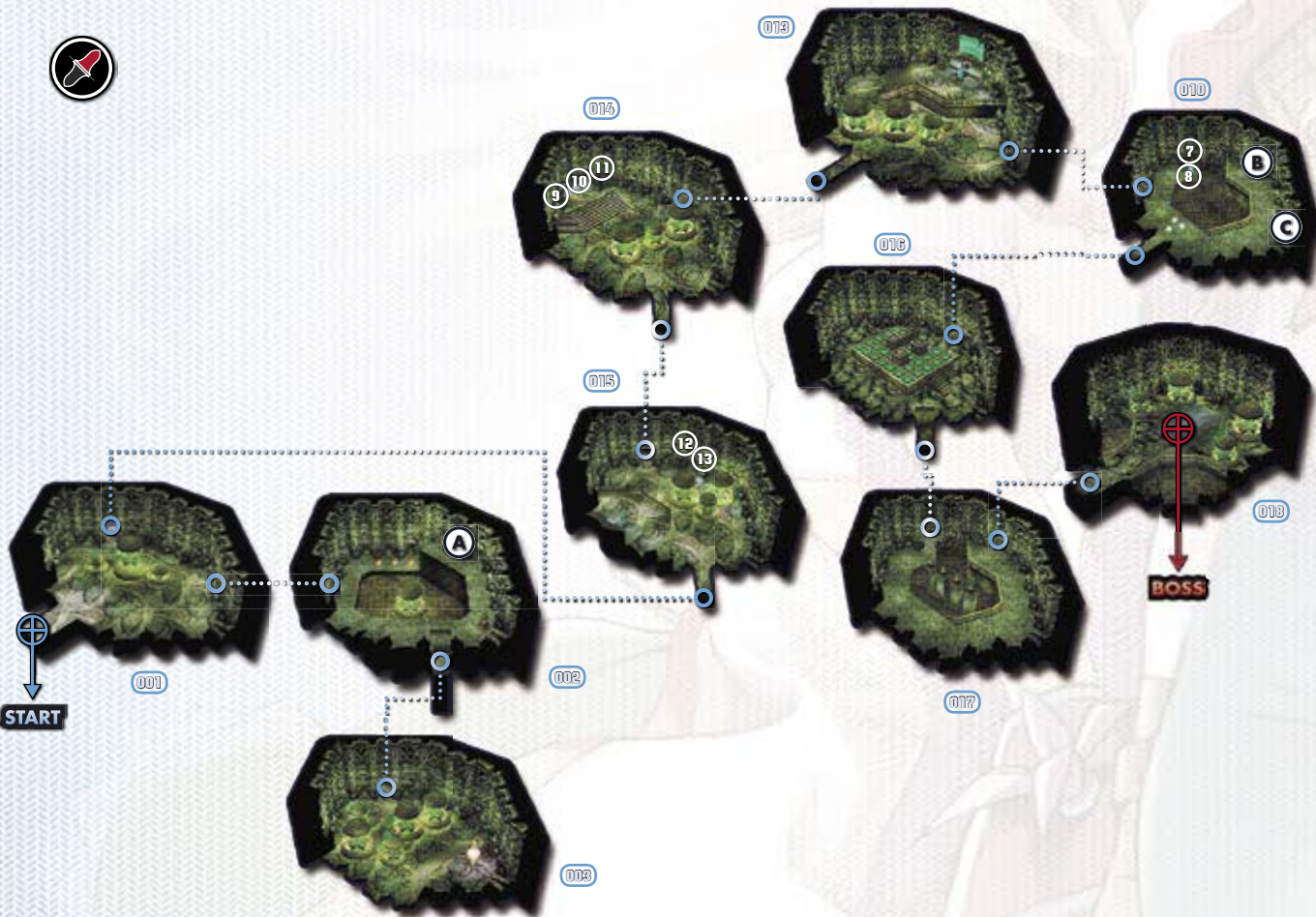
**TOOLS TO CLEAR**

**TOOLS TO COMPLETE**



x 13

x 00



- ITEMS -		
01	REQUIREMENT → n/a	SMALL FLOWER
02	REQUIREMENT → n/a	ALTER PART
03	REQUIREMENT → n/a	POTION BERRY x2
04	REQUIREMENT → n/a	THUNDER GEM x5
05	REQUIREMENT →	HOUND MINE
06	REQUIREMENT → n/a	LUCKY CARD x3
07	REQUIREMENT → n/a	GELLA CARD x3
08	REQUIREMENT → n/a	HP UP 2
09	REQUIREMENT → n/a	REVIVE FRUIT x3
10	REQUIREMENT → n/a	POTION BERRY x2
11	REQUIREMENT → n/a	GIMEL COIN x3
12	REQUIREMENT → n/a	5000 GELLA
13	REQUIREMENT → n/a	CREST GRAPH

- MONSTERS -		
!WARNING!	!WARNING!	!WARNING!
WISE MAN	HECARDE	AMPLIFIER



 **SHUT DOWN THE CONSOLES**

This area is a giant circle; to complete the Demon's Lab you'll need to shut down the four consoles in the dungeon. Guarding each console are two Amplifiers. Amplifiers have the spell Great Booster, which you'll want to come back for once you have Emma in your party.



 **FLOOR:002 INTEREST**

Use the Wind Staff on this device to open the secret door, which leads to an optional boss. You can't fight the boss yet, but this is something to keep in mind for when you get the Old Guitar.





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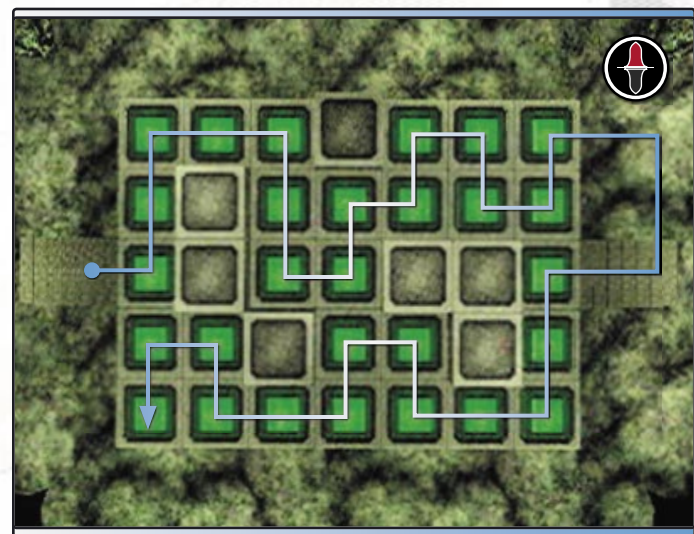
**FLOOR:003** INTEREST

Avoid stepping on this switch when you first arrive in this room. Instead, stand near the wall blocking your way and use Hanpan to hit the switch.



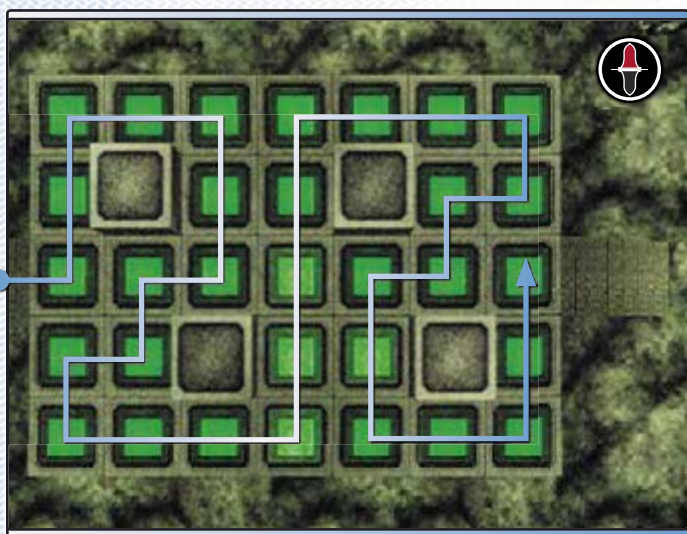
**FLOOR:011** INTEREST

This is another room in which you need to step on the green buttons and walk the correct path.



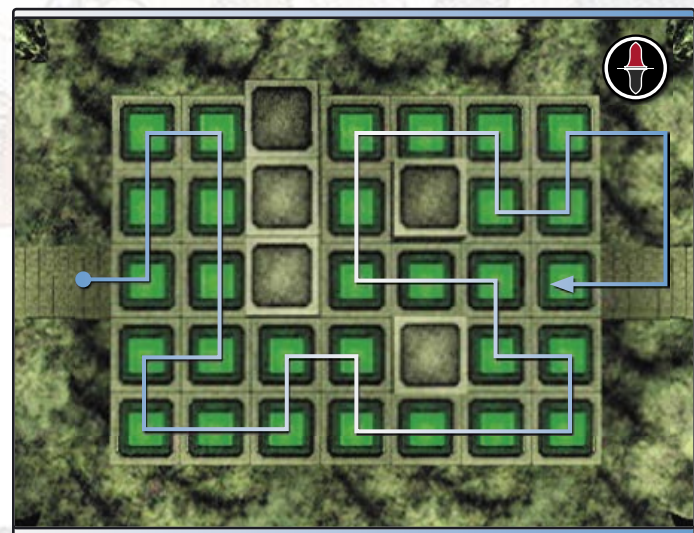
**FLOOR:006** INTEREST

Walk on all of the green dots to open the door. The trick is that you can only step on each space once. Follow the path for the correct solution.



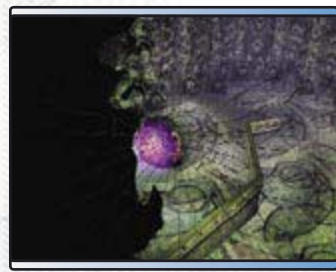
**FLOOR:016** INTEREST

This is the final puzzle before the boss. Walk along the path to open the door.



**FLOOR:007** INTEREST

Talk to the researcher and he will attack you in the form of three Amplifiers. The battle will earn you a **Migrant Seal**. After the battle is over, turn off the console. There are 4 of these consoles in this dungeon—you must turn each of them off.






## BOSS: LADY HARKEN (BATTLE 2)

Start out with an accelerated Speed Fang from Jack. Have Cecilia cast Shield, because Lady Harken hits hard, and—just like the last time—you'll need to watch your hit points. If someone gets low, Lady Harken will target him or her with Burst Breaker, which is absolutely deadly. If you keep your hit points above halfway, you should be fine.

Lady Harken has improved; she now has an attack of her own called Harken Tempest, which hits all three characters at once. Fortunately, you've improved, too; you now have the Shining Star medium, which you can use to heal all three characters at once via Cecilia's heal magic. If you ever need to heal in a hurry, use Jack's Accelerator plus an item. After the fight, leave the Demon's Lab.

LADY HARKEN (BATTLE 2)		BOSS #320				
	PRIMARY STATS	ELEMENTAL DURABILITY		ITEMS DROPPED		
	LEVEL	35	EARTH	—	—	—
	HIT POINTS	6400	WIND	Halved	—	—
	EXPERIENCE	11000	FIRE	Active	—	—
	GELLA	6500	ICE	Weak	—	—
DOWNLOADS		WATER <th colspan="2">ITEMS STOLEN</th>		ITEMS STOLEN		
		THUNDER	—	—	—	
		LIGHT	Halved	—	—	
		DARK	—	—	—	



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# 44

# GATE GENERATOR

# DUNGEON

The new world beyond the gate will reveal his truth.

**TOOLS TO CLEAR**

**TOOLS TO COMPLETE**

x 01

x 00



**- ITEMS -**

01 REQUIREMENT n/a  
**GIMEL COIN**

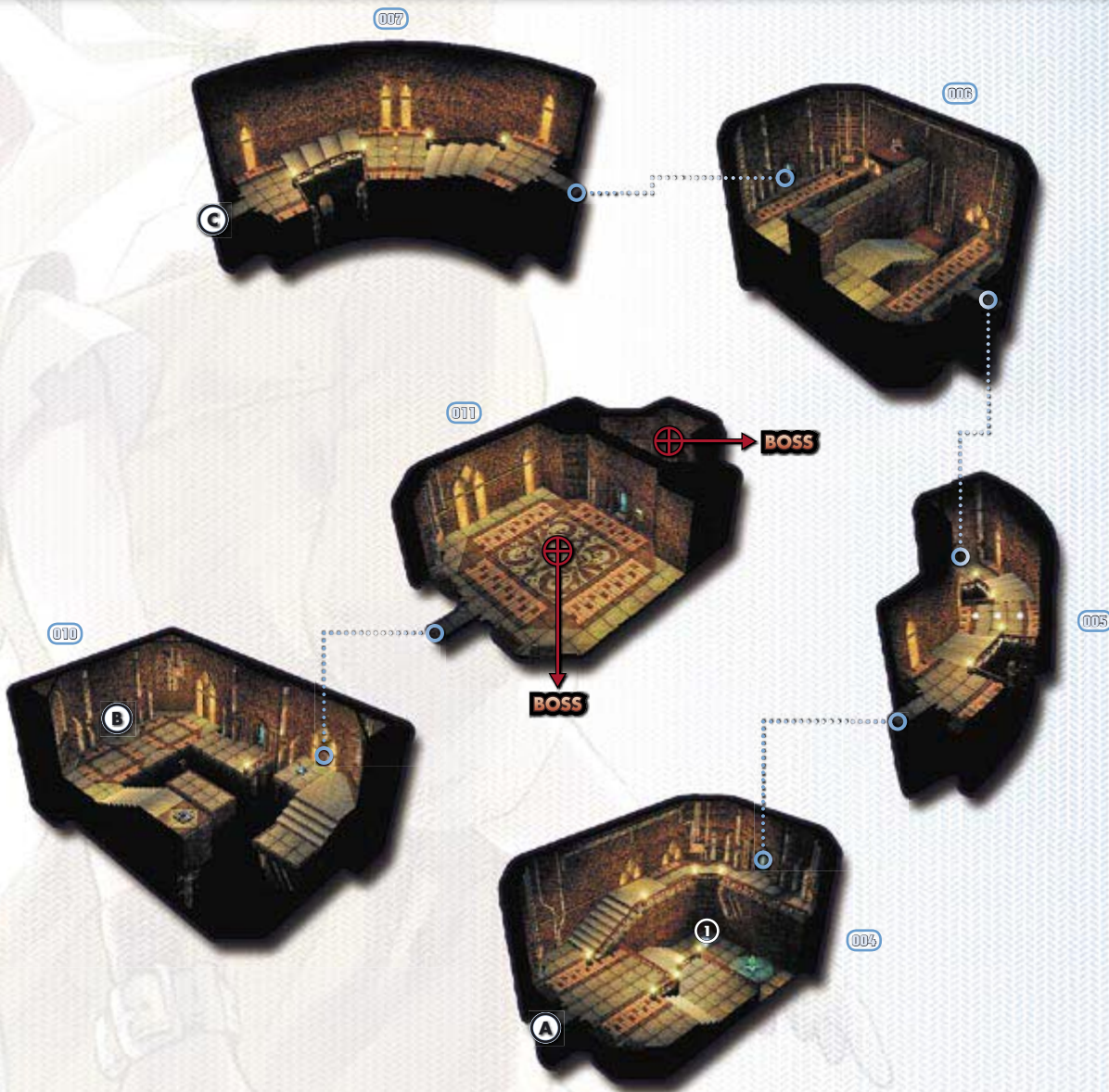
**- MONSTERS -**

**!WARNING!**  
**DOPPEL-GANGER**

**!WARNING!**  
**RUDY CLONE**

**!WARNING!**  
**JACK CLONE**

**!WARNING!**  
**CECILIA CLONE**



**FLOOR:003** INTEREST

When Zed is across the pit, use the Wire Hook to latch on to him and pull yourself to the platform. When he goes to the other side near the exit, fire the Change Staff at him and change places.



**FLOOR:006** INTEREST

When Zed turns his handle and keeps you from moving yours, put on the Mighty Glove and show him what real strength is. At the end of the path, put on your Jump Boots and jump on the switch to open the door.





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**FLOOR:008** **INTEREST**

Use Rudy to examine the machine on the east side of the room. After that, hang on the cage, move over to the other side, and drop down.



**FLOOR:010** **INTEREST**

Step on the switch to make the gems appear. Change the orange gems to platforms and walk across, then change the platforms back into gems. Now change places with the white gem by the east wall. Pull the lever to open the door and prepare for another golem. If you didn't turn the blocks back to gems, Zed will have the last laugh...



**BOSS: DIABLO** **INTEREST**

Diablo is one of the easier golems, because he has nothing too damaging. Make sure you have Fire Break equipped as a skill and you should be ok. Cecilia can cast Freeze and Jack can use Speed Fang or Acute Angle.

One special attack that Diablo has is Plasma Fireball, which fires a powerful blast at a single character. However, Diablo has to charge it up first, so it's of limited use to him. There are two ways you can deal with it. The first is to simply let him fire, and the second is to attack him with powerful attacks, forcing him to cancel. As long as you keep your hit points above 400, this fight is yours. For added protection for Cecilia, make sure she has a lot of defensive skills.



DIABLO (NORMAL)		BOSS #171	
PRIMARY STATS		ELEMENTAL DURABILITY	ITEMS DROPPED
LEVEL	35	EARTH	—
HIT POINTS	5800	WIND	—
EXPERIENCE	10000	FIRE	Active
GELLA	3000	ICE	Weak
DOWNLOADS		WATER	—
		THUNDER	—
		LIGHT	—
		DARK	—
		ITEMS STOLEN	
		Fire Break 3	100%
		—	—
		—	—
		—	—





## FLOOR:011 INTEREST


After defeating Diablo, input the password to open the door. The password is "Password".



## BOSS: ZEIKFRIED (BATTLE 1)

Zeikfried has a technique called Counter Form by which he readies himself to Counter Attack if he is attacked physically. Fortunately for Cecilia, she uses magic, so she's exempt! Cecilia should cast Shield at the start of the fight and then start using Vortex. If she has the Permanence spell and Shining Star she can make the effect last for the entire battle.

If you lose concentration for one round you will lose the fight, so stay alert. Watch out for Zeik Impulse, which hits everyone and does solid damage. If you need to heal, don't hesitate to use items or Shining Star with heal magic. Cecilia can do most of the damage by herself using Vortex, but Rudy also has a trump card of his own in the form of Gatling Raid. Combine these two attacks and you should win easily. On a side note, remember the name of Zeikfried's dark spear, because it will be important later in the game.

ZEIKFRIED (BATTLE 1)		BOSS #114				
	PRIMARY STATS	ELEMENTAL DURABILITY		ITEMS DROPPED		
	LEVEL	37	EARTH	Active	—	—
	HIT POINTS	6600	WIND	Weak	—	—
	EXPERIENCE	13600	FIRE	—	—	—
GELLA		7000	ICE	Halved	—	—
DOWNLOADS		WATER	—	ITEMS STOLEN		
		THUNDER	Halved	—	—	
		LIGHT	—	—	—	
		DARK	—	—	—	





**45**

**ELW WORLD**

**TOWN**

The two different worlds will be one on this pass.

**TOOLS TO CLEAR**  
**TOOLS TO COMPLETE**



x 05  
 x 00



**- FIND MARIEL AT THE SECRET GARDEN -**

Now that Rudy is unable to fight, you must find a way to help him. The only way is to visit Mariel in the Secret Garden. She knows of a way to help and joins your party. After you have Mariel in your party, visit the Holy Wood Mound. Note that Mariel isn't that strong, so don't expect her to help you in battle much.



When you arrive in the Elw World you will get to see what the world of Filgaia looked like a thousand years ago. Although you'll see that there are items in this area, you won't be able to get them until Rudy is back in your party.



**- ITEMS -**

- |                                |                                 |
|--------------------------------|---------------------------------|
| <b>01</b> <b>WITCH EP. 7</b>   | <b>04</b> <b>LVL APPLE</b>      |
| <b>02</b> <b>WINDBREAKER 2</b> | <b>05</b> <b>OLIVE BRANCH 2</b> |
| <b>03</b> <b>ICE BREAK 2</b>   |                                 |



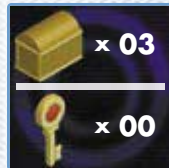
**46**

# TARJON VILLAGE

TOWN

They close ears, turn out eyes, so they forget fighting.

**TOOLS TO CLEAR**  
**TOOLS TO COMPLETE**



MAP CONTINUED →

**- SHOP DATA -**

PRICE	LUCKY CARD	5
PRICE	GELLA CARD	10
PRICE	HP UP 1	30
PRICE	EX FILE KEY	99

**- ITEMS -**

01	REQUIREMENT	POTION BERRY	n/a
02	REQUIREMENT	HEAL BERRY	n/a
03	REQUIREMENT	POTION BERRY	n/a
04	REQUIREMENT	REVIVE FRUIT	n/a
05	REQUIREMENT	NECTAR	
06	REQUIREMENT	POTION BERRY	
07	REQUIREMENT	GAIA STOP 2	
08	REQUIREMENT	WATER BREAK 2	
09	REQUIREMENT	BLUE CIRCLET 2	

CHARACTERS

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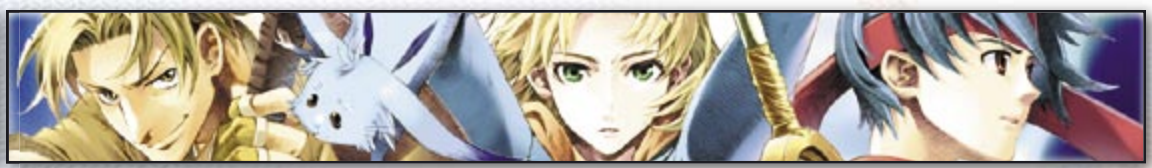
WALKTHROUGH

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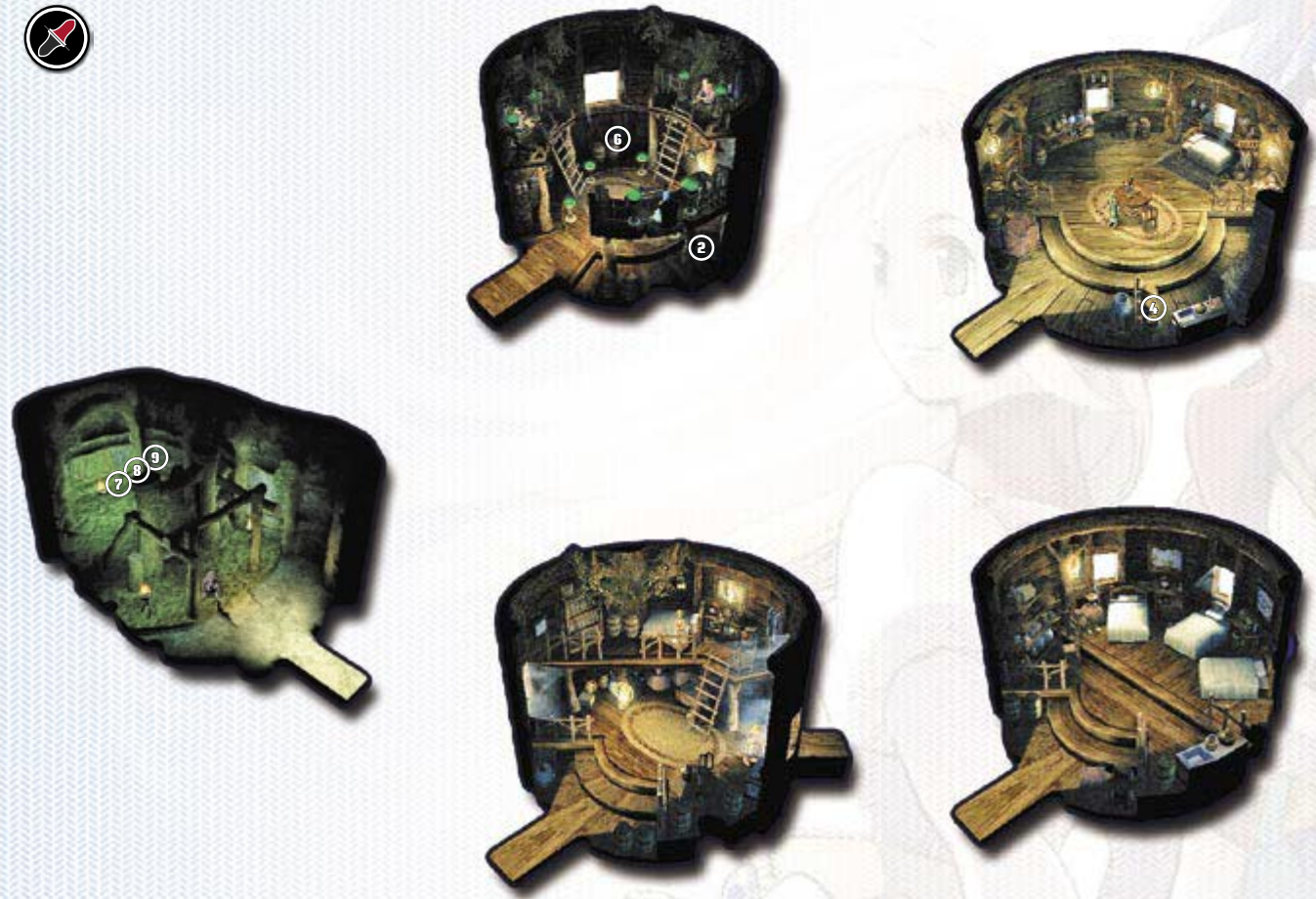
WALKTHROUGH

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OPTIONAL EVENTS

HIDDEN BOSS BATTLES

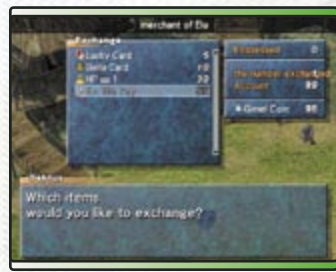
APPENDICES



**A** **MAP LOCATION**

After speaking with Fulcani, it's time to find whoever created the Guardian Blade.

You may notice that in Tarjon Village they use Gimel Coins as currency instead of gella. You will need 99 of them to get an **Ex File Key**.



**MEMORY RUINS PASSWORDS**

You may realize that Fulcani is the same man that Jack saw in the hologram. One password is his name, "**Fulcani**". The other password is "**Keeper**".

This section of our book is really intended for people who are actually at this point in the game. If you looked here to get ahead early, I recommend you wait until you reach this point in the game before collecting these items. Otherwise, your game experience might be diminished.

**B** **MAP LOCATION**

The Forest Prison is located to the west of Tarjon. There is no world map, but you can use the compass as your guide. The Forest Prison is a place that houses various monsters from Filgaia.





# 47

# FOREST PRISON

# DUNGEON

Many monsters are taken captive in this green prison.

**TOOLS TO CLEAR**  
**TOOLS TO COMPLETE**



## - ITEMS -

01	REQUIREMENT → <b>CREST GRAPH</b> →	05	REQUIREMENT → <b>AMBROSIA</b> →	09	REQUIREMENT → <b>FULL LIBRA 3</b> →
02	REQUIREMENT → <b>MOON STONE 3</b> →	06	REQUIREMENT → <b>MEMOIRS PEN 3</b> →	10	REQUIREMENT → <b>OLIVE BRANCH 3</b> →
03	REQUIREMENT → <b>SILVER HARP 3</b> →	07	REQUIREMENT → <b>CLEAR CHIME 3</b> →	11	REQUIREMENT → <b>LIFE FLAME</b> → n/a
04	REQUIREMENT → <b>ANGEL QUILL 3</b> →	08	REQUIREMENT → <b>BLUE CIRCLET 3</b> →		

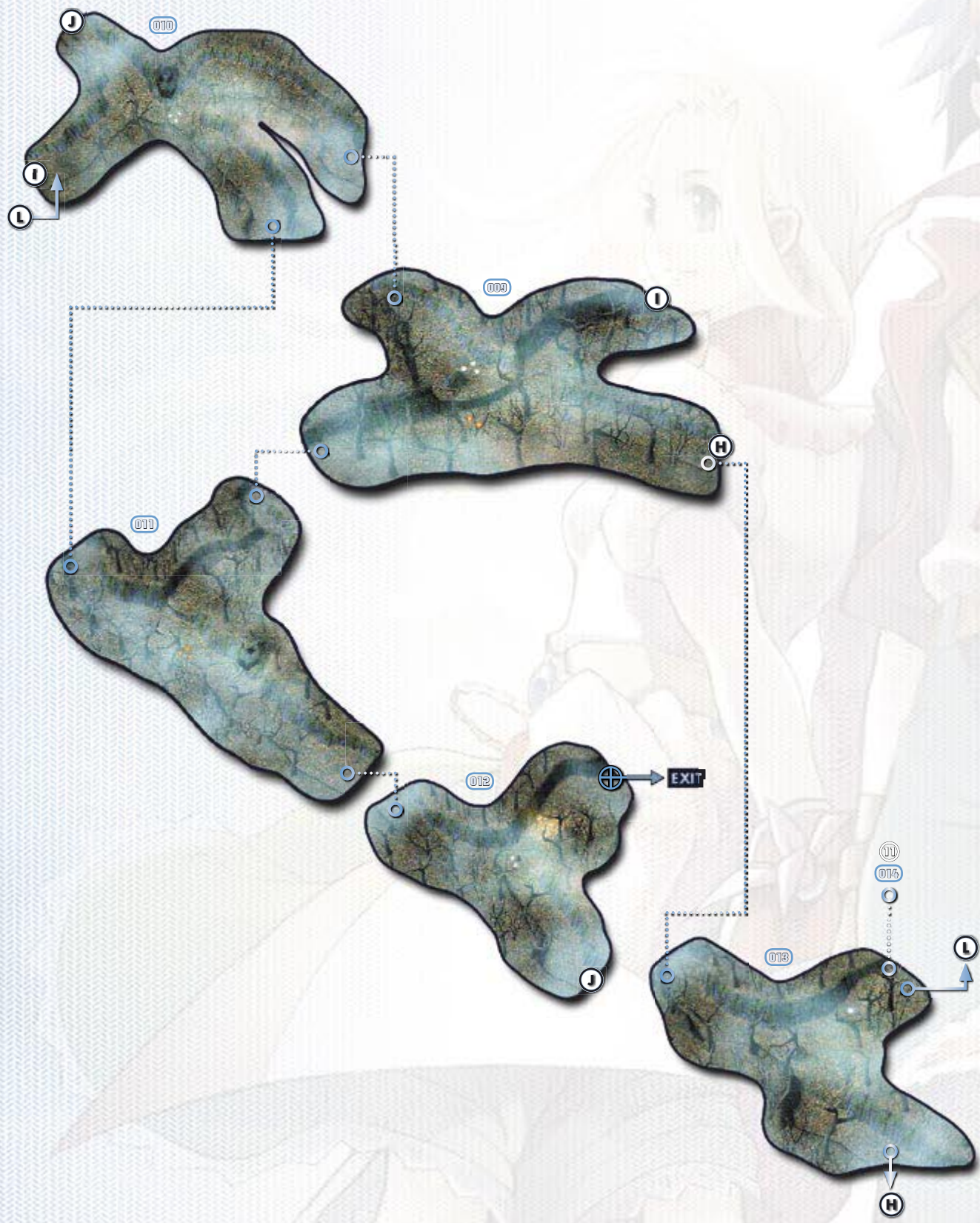
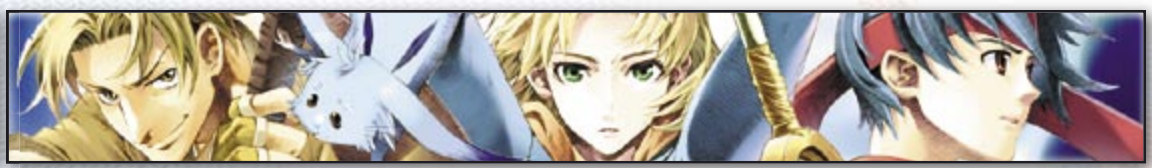
## - MONSTERS -



MAP CONTINUED →

- CHARACTERS
- GAME SYSTEM
- WALKTHROUGH
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## - APE VARGON -

I hope you have the magic of Escape, because if this thing attacks you you had better run! Ape Vargon is the strongest enemy in the forest, and the strongest non-boss enemy in the game. Even worse, you can't tell if you are going to fight him by looking at the ENC Gauge. If you plan to take this guy on, you should gain a few levels first. (At level 80 this guy is no joke.) By now you should have enough Migrant Seals to skip every battle in the forest for free.



## - FREE PASS THROUGH FOREST -

Once you've finished the Forest Prison once and rescued the Guardian of Life, you don't have to hoof it again unless you want the items found within. Talk to the ape at either entrance and he'll lead you through the forest.



## FLOOR:001 INTEREST

The key to getting through the Forest Prison is to follow the orange gems. However, if you want to get all of the items you are going to need to stray off the path. From this floor you want to go west.



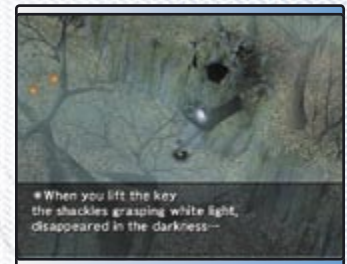
## FLOOR:004 INTEREST

Jump off the side of the bridge and take the exit to the north. Follow the path of orange gems and exit the forest to find the Sinner's Studio. You will pass through floor:006, floor:007, floor:008, floor:009, floor:011, and finally the exit at floor:012.



## FLOOR:011 (MUST HAVE THE FREEDOM KEY)

After receiving the **Freedom Key**, use it at this light to release the light, then follow the light. Everything is OK until you reach floor:009, where it goes to a place you can't reach. From this floor, exit to floor:011 and then take the west exit to floor:010.



## FLOOR:010 INTEREST

Go north to floor:009 when you reach the statue. On floor:009, use the Wire Hook on the pillar to reach the other side of the gap. Follow the white orb and you will reach the **Guardian of Life**. Once you have the Guardian of Life, return to Filgaia to get the Guardian of Evil.





**48**

**SINNER'S STUDIO**

**TOWN**

The encouraged heart always cures a scar.

TOOLS TO CLEAR													x 01



- ITEMS -

- |           |            |             |     |           |            |             |     |           |            |             |              |           |              |             |              |
|-----------|------------|-------------|-----|-----------|------------|-------------|-----|-----------|------------|-------------|--------------|-----------|--------------|-------------|--------------|
| <b>01</b> |            | REQUIREMENT |     | <b>02</b> |            | REQUIREMENT |     | <b>03</b> |            | REQUIREMENT |              | <b>04</b> |              | REQUIREMENT |              |
|           | TOY HAMMER |             | n/a |           | ALTER PART |             | n/a |           | MEGA BERRY |             | SECRET TOOLS |           | SECRET TOOLS |             | SECRET TOOLS |



## FINDING SINNER'S STUDIO

You can find Sinner's Studio near the edge of the cliff after exiting the Forest Prison. Just use the Search Web Radar and it will appear.



## FREEDOM KEY INTEREST

You'll receive the **Freedom Key** once you arrive at Sinner's Studio. The Freedom Key is used to release the Guardians of Life and Evil. Vassim will give you a **Migrant Seal** and a few other items. Jack and Cecilia will take care of finding the two guardians. Return to the Forest Prison to rescue the Guardian of Life.



## - GIFTS FROM VASSIM -

This is purely a bonus for using Mariel. The higher the level Mariel is the better the items she will receive at this point in the game. Below is a chart showing the items that Vassim will give you, as well as the formula for calculating the quantity. When doing the math, fractions are not rounded up, which means if Mariel's level is 1 she gets nothing.

Gift #	Quantity of Item	Item Obtained
1	Mariel's Level / 2	Heal Berry
2	Mariel's Level / 3	Revive Fruit
3	Mariel's Level / 4	Potion Berry
4	Mariel's Level / 5	Alter Part
5	Mariel's Level / 10	Nectar
6	Mariel's Level / 15	Small Flower
7	Mariel's Level / 20	Mega Berry
8	Mariel's Level / 25	Force Carrot
9	Mariel's Level / 30	Ambrosia
10	Mariel's Level / 50	LVL Apple

### EXTRA BONUS

Beside the ten items listed in the chart above, there are two items that you can get if you were really diligent in leveling Mariel.

Gift #	Mariel's Level	Item Obtained
11	51-95	Surprise Guard
12	96-100	Floral Arts



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**DE LA METALICA**

**DUNGEON**

What's provided from the book? — It depends on you.

**TOOLS TO CLEAR**

**TOOLS TO COMPLETE**

x 09

x 00

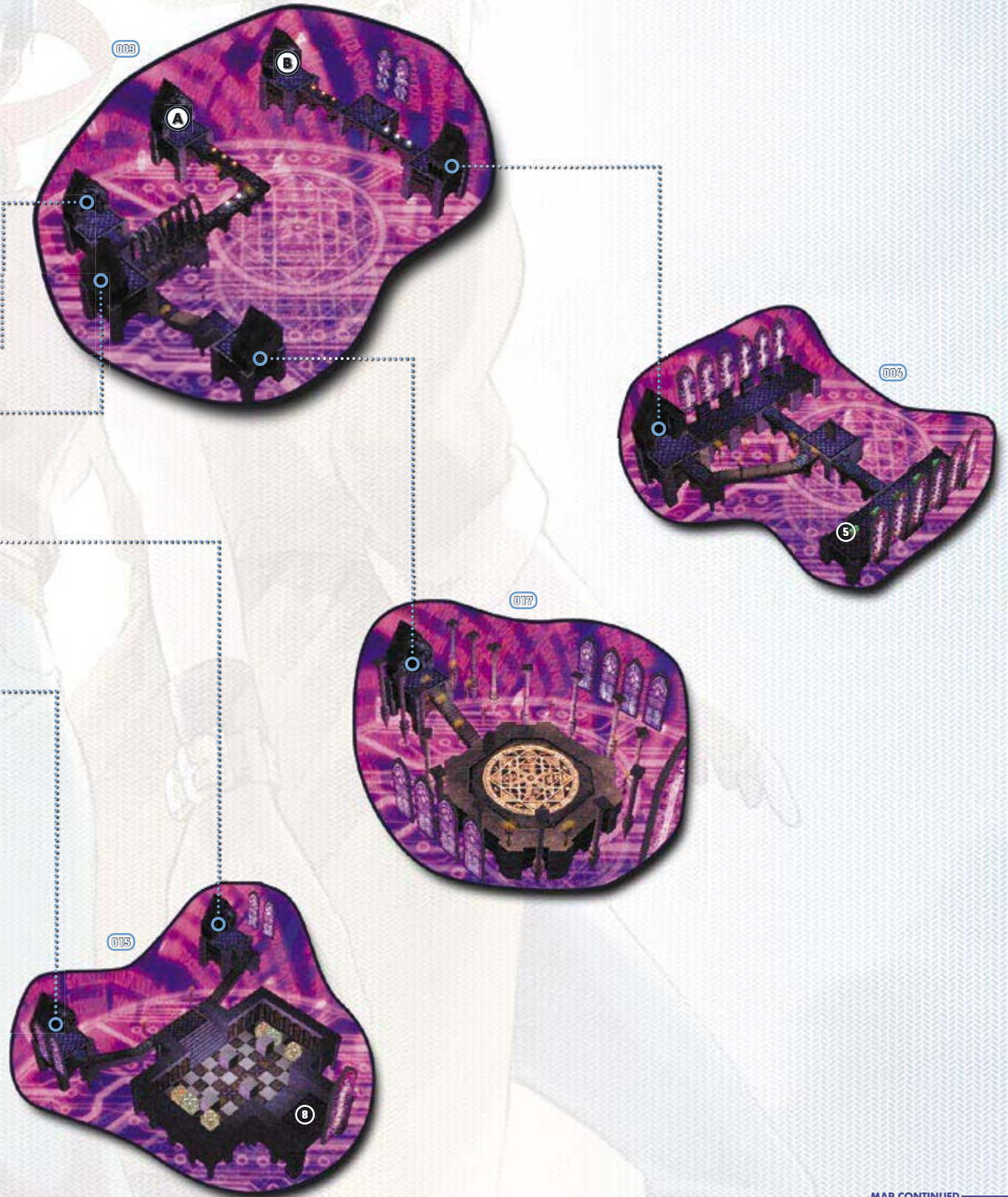


**- ITEMS -**

01	REQUIREMENT → n/a	04	REQUIREMENT → n/a	07	REQUIREMENT → n/a
02	REQUIREMENT → n/a	05	REQUIREMENT → n/a	08	REQUIREMENT → n/a
03	REQUIREMENT → n/a	06	REQUIREMENT → n/a	09	REQUIREMENT → n/a

**- MONSTERS -**

 <b>!WARNING!</b> JACK-O-LANTERN	 <b>!WARNING!</b> ACCIDENT RABBIT	 <b>!WARNING!</b> DANTA-LION
 <b>!WARNING!</b> TARGUM	 <b>!WARNING!</b> NECRO-NOMICON	



MAP CONTINUED →



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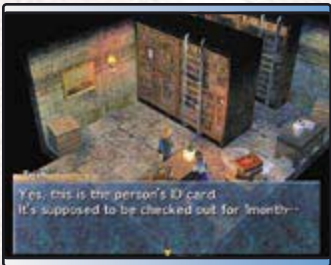
APPENDICES





**ID CARD OF INTEREST**

To get the ID Card you must first return to Curan Abbey and examine the Book De La Metalica. As you flip through it you'll see a note. Talk to Trish the librarian and she will give you the **ID Card**. If you have examined everything in the game you may remember a spot that required an ID card. Go to the Forgotten House near Court Seim and use the ID Card to access the basement of the house. Use the Freedom Key on the Book De La Metalica to get inside.



**FLOOR:003 F INTEREST**

Just keep walking forward on the path until you reach a point where the path turns. Continue walking forward on the invisible path until you reach the other platform.



**FLOOR:004 F INTEREST**

Read through the bookcases to the west and then try opening the chests. The clues tell you how to open the chests, but if you're having trouble figuring it out, here is the solution. Looking at the chests from left to right:

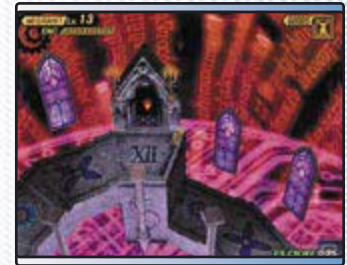
- STEP 1: **Open chest #1**
- STEP 2: **Close chest #3**
- STEP 3: **Open and close chest #2**
- STEP 4: **Open chest #4**
- STEP 5: **Open, close, and open chest #5**

Doing this correctly will get you the **Savvy Key**.



**FLOOR:005 F INTEREST**

Read the clue on the headstone and proceed to solve the puzzle. Start by entering the door at XII, then IX, then VI, then jump off the ledge and enter III, and finally XII again. This will lead you to the next room and puzzle.

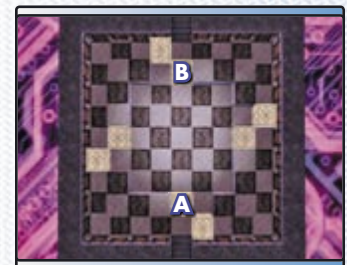


**FLOOR:006 F INTEREST**

This is fairly simple, but there is a trick. You must get to the other side of the room and return the blocks to their original positions.

**STEP 1:** Push block A up one space, then walk around and return it.

**STEP 2:** Pull block B up and walk around to the exit. Return the block to its original position to finish.



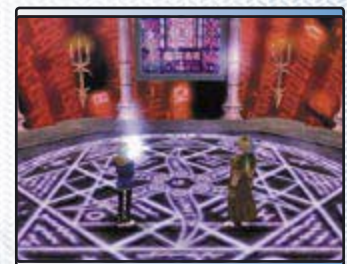
**FLOOR:007 F INTEREST**

Start this puzzle by entering the red door to the east and proceed through the correct doors in order to reach the Guardian of Evil. Read the headstones to figure out which way to go, or just look at the map.



**FLOOR:012 F INTEREST**

Use the Teardrop in the center of the circle and the Guardian of Evil will speak to you. You will receive the **Hell Scream** medium. Even though you've achieved this goal, you only explored half of the book. The other half can be found at Curan Abbey. Check in the Optional Areas section of this guide for information about the second part of De La Metalica. Now that you have both mediums required for the Guardian Blade return to Sinner's Studio.







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# 50 THE GUARDIAN BLADE REFORMATION

## THE DREAM EATER CREST

Have Cecilia talk to Rudy as he lays in bed and a sequence will occur showing Rudy's past. These are only memories of the past, but as you watch you realize that someone else is manipulating Rudy's memories in an attempt to trap him in the dream world. This is a one-on-one fight. You'll want the Blocker skill and all of the elements for this battle.



## RUDY'S AWAKE INTEREST

Now that Rudy is back he has a new look to him—mainly, his glove. Vassim will speak to you and you have three options. After you have chosen one you must choose to protect the world to confirm your selection.



## BOSS: ELIZABETH INTEREST

Elizabeth has a technique called Elemental Change that changes which element she is weak against. When she uses this, look at the screen to see which element she is weak against.

If you want to really cash in on experience points, now is a great time to use a Lucky Card. (Attack her normally so that when you get hit your bonus rate increases.) She has the Blocker skill, so most of your physical attacks won't touch her. As long as you heal when you need to, you will rake in the EXP. Cecilia will receive the **Love Charm** medium for the win.



- 1. I wish to cultivate a bright future. (Lock-On-Plus)**  
 With Lock-On-Plus, twice as much damage can be inflicted upon your opponent. It can also invalidate an opponent's physical attack and nullify their ARM.
- 2. I wish to achieve peace. (Lock-On-Destroy)**  
 You will have conventional Lock-On as well as critical effect at a constant rate. This effect will defeat opponents instantly, but will not work against bosses or any nullified attacks.
- 3. I wish to eradicate every threat. (Lock-On-Active)**  
 You will have conventional Lock-On with twice the reaction and auto-reload. It will allow you to engage in 100% of Counter Attacks on every turn.

## RETURN TO FILGAIA CREST

Now that you have Rudy back its time to get all of the treasures in the Elw World that you couldn't get previously (because they were invisible or required a Bomb). When you return to Filgaia you will find out about Emma's secret base as well as her flying machine, named the Protowing. It can't fly that high right now, but once you obtain the Gemini Circuit you will be able to soar to greater heights.



ELIZABETH		BOSS #051	
PRIMARY STATS		ELEMENTAL DURABILITY	
LEVEL	38	EARTH	—
HIT POINTS	4400	WIND	—
EXPERIENCE	17600	FIRE	—
GELLA	4500	ICE	—
DOWNLOADS		WATER	—
		THUNDER	—
		LIGHT	—
		DARK	—
		ITEMS DROPPED	
		Crest Graph	100%
		ITEMS STOLEN	
			—
			—
			—



## - THE PROTOWING -

When you get back you find that Emma has been working on a flying machine. The problem is that she hasn't quite got it right. Lucky for you, you arrive in time for the test flight. The flight doesn't go as planned but you will still be able to use the Protowing at low altitudes. Emma needs the two halves of the Gemini Circuit in order to make the plane fly to greater heights. Your main target is Pandemonium, but before you can go there you must recover the circuits. The group will be split into two teams with your group going after the half located at Gemini's Corpse.



X button. To disembark, you must be over flat ground and press the O button. The Protowing cannot land in forests, deserts, or rough terrain. The controls for the Protowing are simple. Press the X button to move forward and use the left analog stick to turn the plane or go up and down. Increase your altitude by pressing down on the left analog stick, and press up to decrease your altitude. Turning to the left and right simply requires moving the stick in the desired direction.



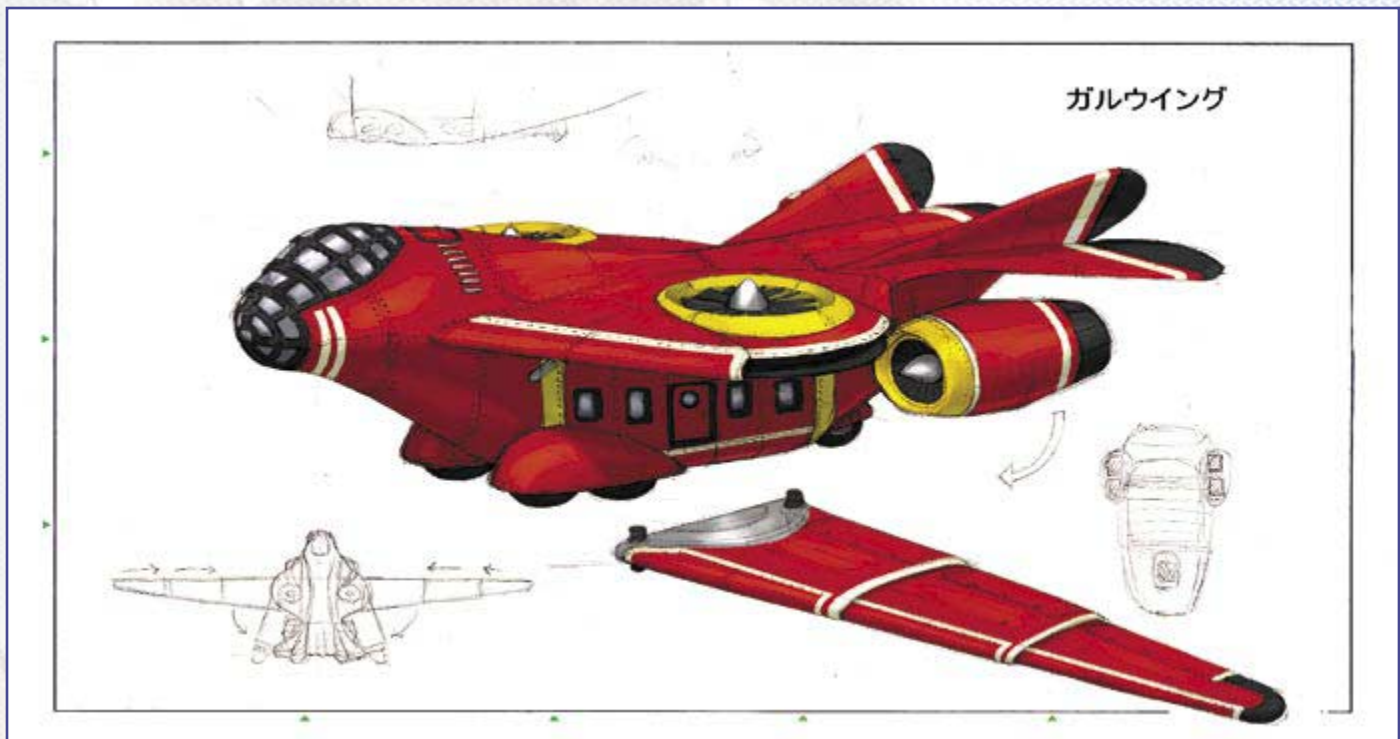
### CONTROLS

The Protowing works just like the other vehicles in the game. To get inside, stand near it and press the



## EXPLORE MORE OF FILGAIA

To get everything in the game it is necessary to explore when the opportunity presents itself. Right now it is possible to get the Outfield items up to number 48, and you can complete up to puzzle box number 25 (excluding 24). After you have everything you need, head to Gemini's Corpse, located to the east of Court Seim. One other place that you can open up now (but isn't necessary yet) is the Killing Stone Cave. Information about it can be found in the Optional Areas section of this guide.



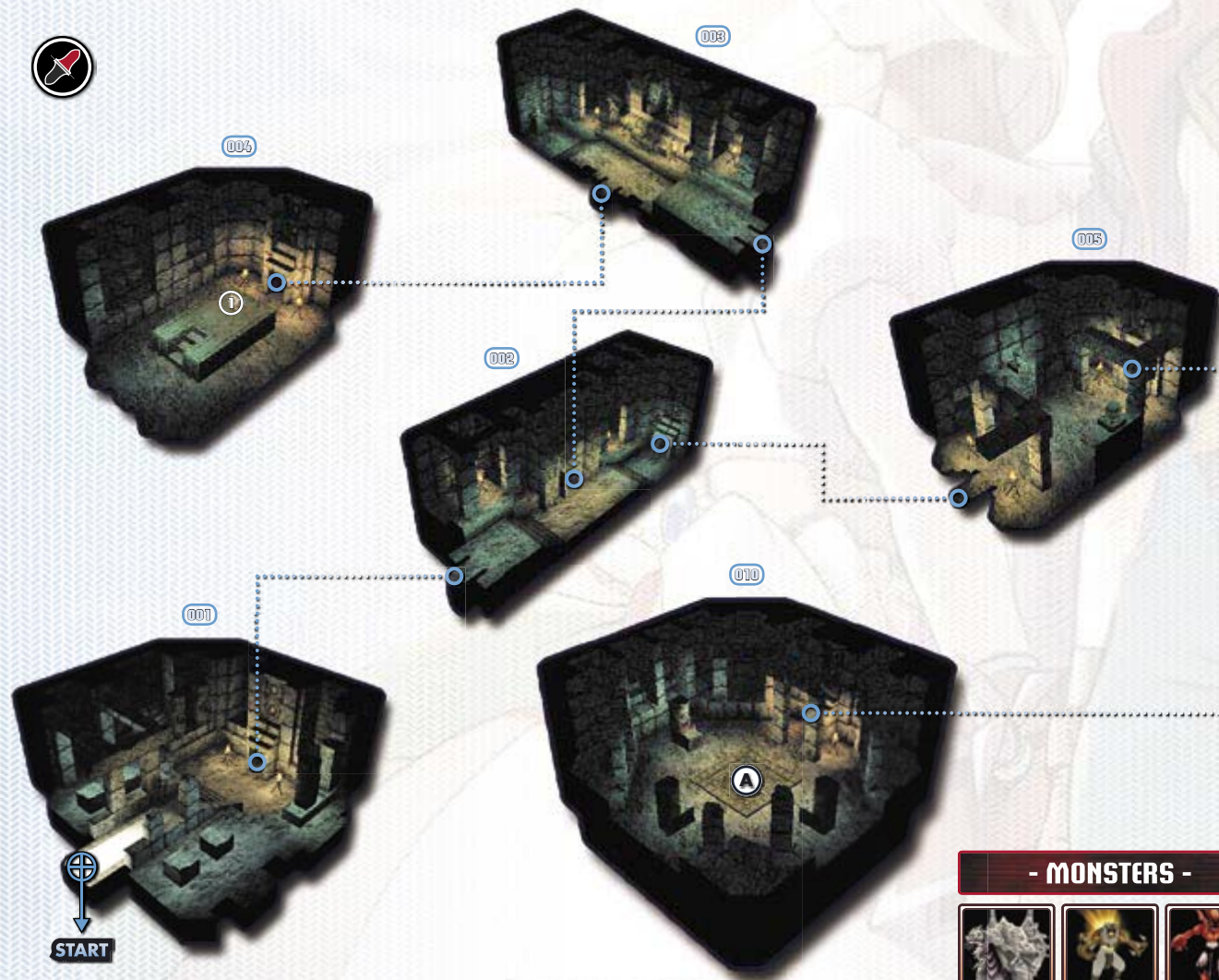


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# GEMINI'S CORPSE DUNGEON

Gathering many small powers will be a big dream.

<b>TOOLS TO CLEAR</b>												x 07
<b>TOOLS TO COMPLETE</b>												x 00



**- MONSTERS -**

 !WARNING! DEVO-NOVA	 !WARNING! FIEND	 !WARNING! UKOBACK
 !WARNING! MIMIC		

**- ITEMS -**

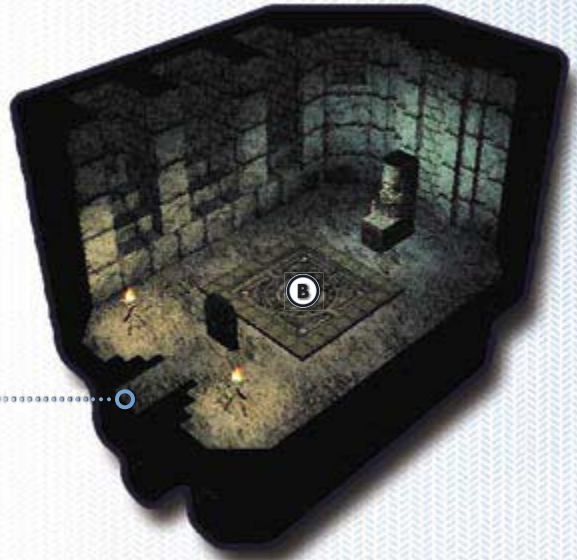
<b>01</b> <b>GRENADE</b>	<b>04</b> <b>GIMEL COIN</b> n/a	<b>07</b> <b>GEMINI CIRCUIT</b> n/a
<b>02</b> <b>INITIATIVE</b> n/a	<b>05</b> <b>GUN CLAYMORE</b>	
<b>03</b> <b>GELLA CARD</b> n/a	<b>06</b> <b>LUCKY CARD</b> n/a	



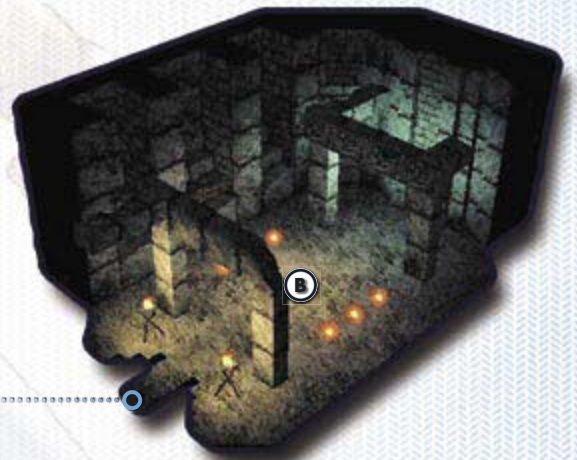
006



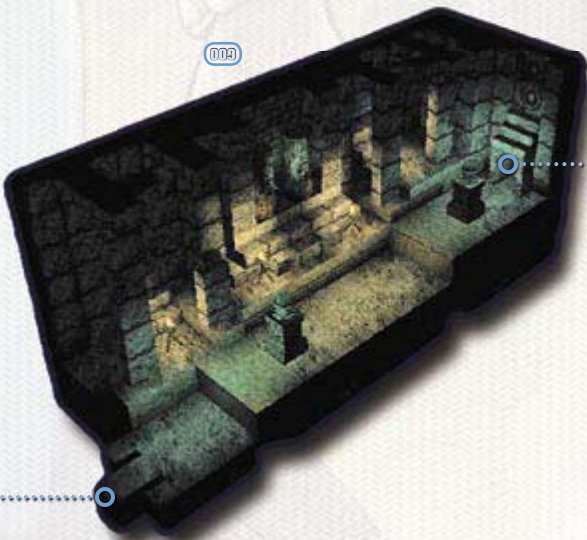
007



008



009



MAP CONTINUED →



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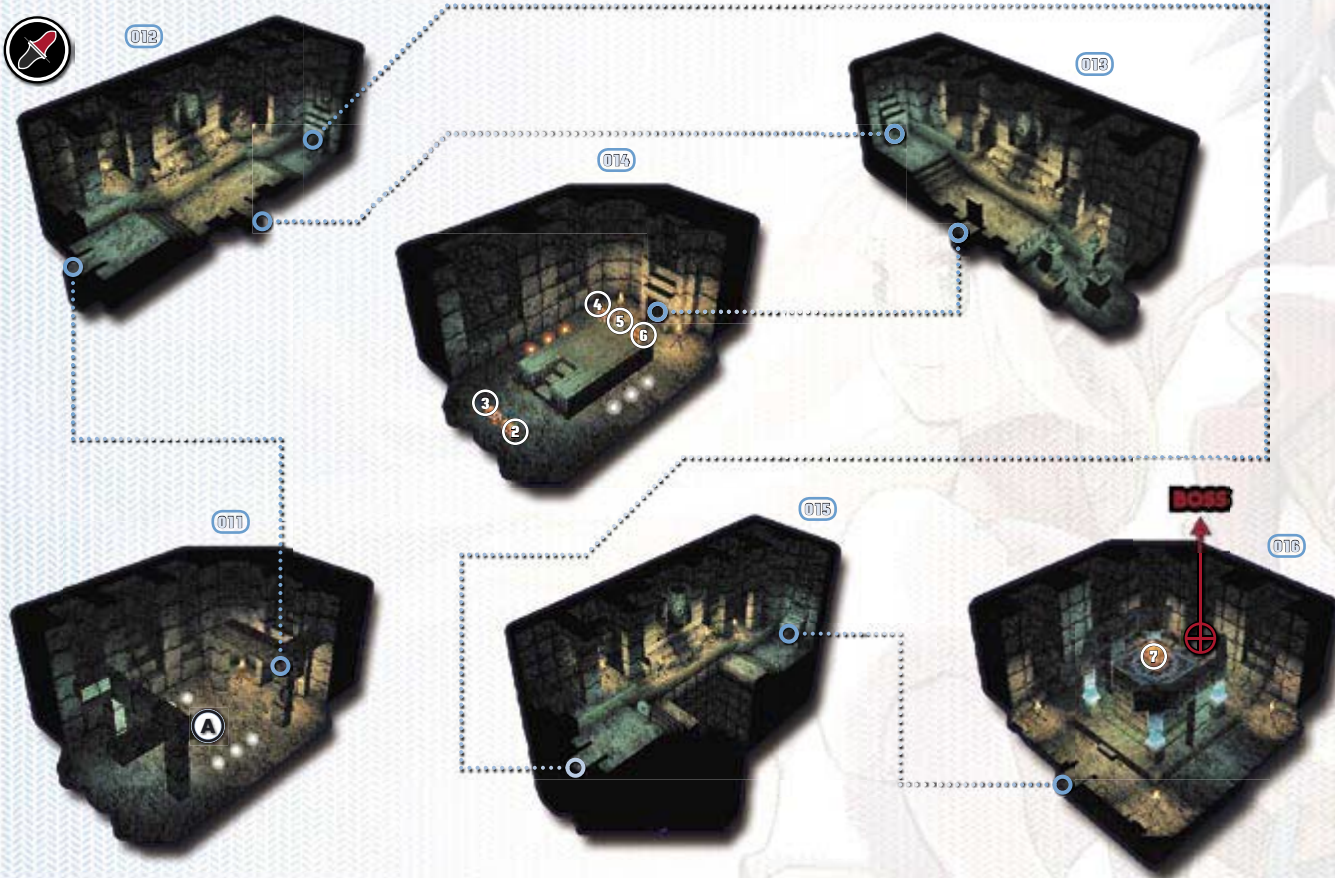
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**FLOOR:003** **INTEREST**

Get the **Grenades** from the chest on floor:004 using the Bomb. The Grenade is Rudy's final tool and it lets him blow things up from a distance (or hit switches). Use the Grenade to hit the switch that lowers the stairs. While the grenade is in mid-air, run toward the stairs, because the switch won't stay activated for long.



**FLOOR:006** **INTEREST**

Lift the blocks out of the way using the Mighty Glove to create a path to the door.



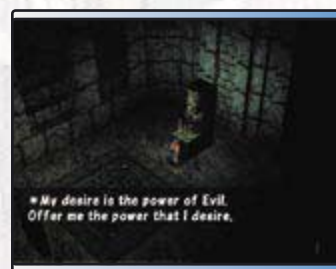
**FLOOR:005** **INTEREST**

Throw a Grenade at each of the two switches in this room to open the door. Don't worry about the timing, because these switches don't turn off.



**FLOOR:005 AND FLOOR:010**

These rooms have statues that require you to say "yes" in order to advance. The problem is that when you say "yes" you lose magic points, your hit points are decreased by half, and your vitality is decreased by half. It's more of an annoyance than anything else, however.





**FLOOR:013** INTEREST

Throw a perfectly placed Grenade in the center of the four switches to activate them all at once.



**FLOOR:015** INTEREST

Take a leap of faith and you will find out that there is a platform below. The platform will rise and you'll be one step away from getting the **circuit** you need to upgrade your plane.



**FLOOR:016** INTEREST

Throw Grenades at the four supports to destroy them, lowering the giant chest to your level. Once you grab the chest you will need to fight for your life.



**BOSS: ZUKAUBA** INTEREST

These guys love to counter magic with the same type of magic. They also enjoy trying to poison you. The key is to attack them physically so they can't attack back with magic. Start by having Jack use an accelerated Blade Pulse. Continue with the Blade Pulse as long as you have 25% force. Cecilia should heal when using the Shining Star medium; in this way she can cure all three characters at once. As for Rudy, he can just attack with whatever attack you feel like using. Rudy's moves are simply gravy, because—in this fight—Jack is the one who will do all of the damage.

You will receive **Resist Up 3** when all is said and done. Return to Adlehyde Castle and talk to Emma about getting the plane to fly. Upgrading the plane is a crucial step in your continuing exploration of Filgaia.

ZUKAUBA (x8)		BOSS #134			
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>		<b>ITEMS DROPPED</b>	
	LEVEL	41	EARTH	—	—
	HIT POINTS	2900	WIND	—	—
	EXPERIENCE	2500	FIRE	—	—
	GELLA	600	ICE	Weak	—
<b>DOWNLOADS</b>		WATER	—	<b>ITEMS STOLEN</b>	
		THUNDER	—	—	—
		LIGHT	—	—	—
		DARK	—	—	—



**- GET THE OTHER GEMINI CIRCUIT -**

After the events onboard the Sweet Candy take place, visit the Ship Graveyard to retrieve the **circuit** from the beach. The circuit is held in Bartholomew's hands. You can use the Wire Hook to reel him in and collect your reward.



Now that you have both circuits Emma can refit your ship with the ability to fly over mountains and go anywhere. Use this new and improved plane to complete the map for the map-making event and find most of the remaining items and puzzle boxes around Filgaia. The only two puzzle boxes you can't reach right now are numbers 29 and 30, and the only items you can't get are numbers 56 on land and 13 through 16 at sea.



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# PANDEMONIUM

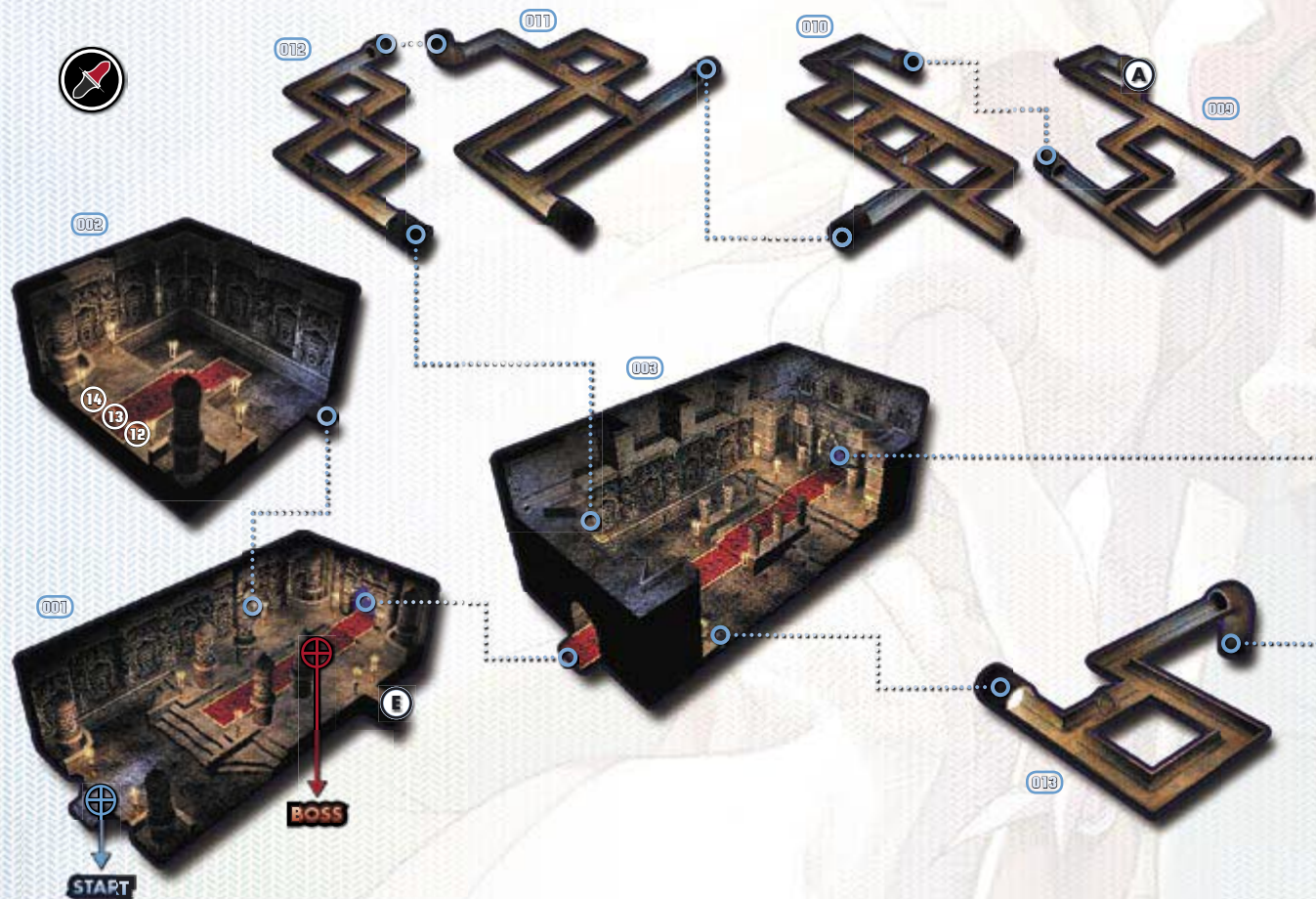
# DUNGEON

Dark tear will be fallen from the sky with thunder.

**TOOLS TO CLEAR**  
**TOOLS TO COMPLETE**



**x 16**  
**x 02**



**- ITEMS -**

01	REQUIREMENT → GIMEL COIN n/a	07	REQUIREMENT → NECTAR n/a	13	REQUIREMENT → FORCE CARROT x3 n/a
02	REQUIREMENT → GELLA CARD n/a	08	REQUIREMENT → REVIVE FRUIT x3 n/a	14	REQUIREMENT → FIRE BREAK 2 n/a
03	REQUIREMENT → MEGA BERRY x3 n/a	09	REQUIREMENT → POTION BERRY x3 n/a	15	REQUIREMENT → 10000 GELLA n/a
04	REQUIREMENT → EX FILE KEY	10	REQUIREMENT → LUCKY CARD n/a	16	REQUIREMENT → MAYOR'S HOUSE n/a
05	REQUIREMENT → LIGHT GEM x5 n/a	11	REQUIREMENT → ALTER PART n/a		
06	REQUIREMENT → DUPLICATOR n/a	12	REQUIREMENT → SMALL FLOWER n/a		

**- MONSTERS -**





MAP CONTINUED →





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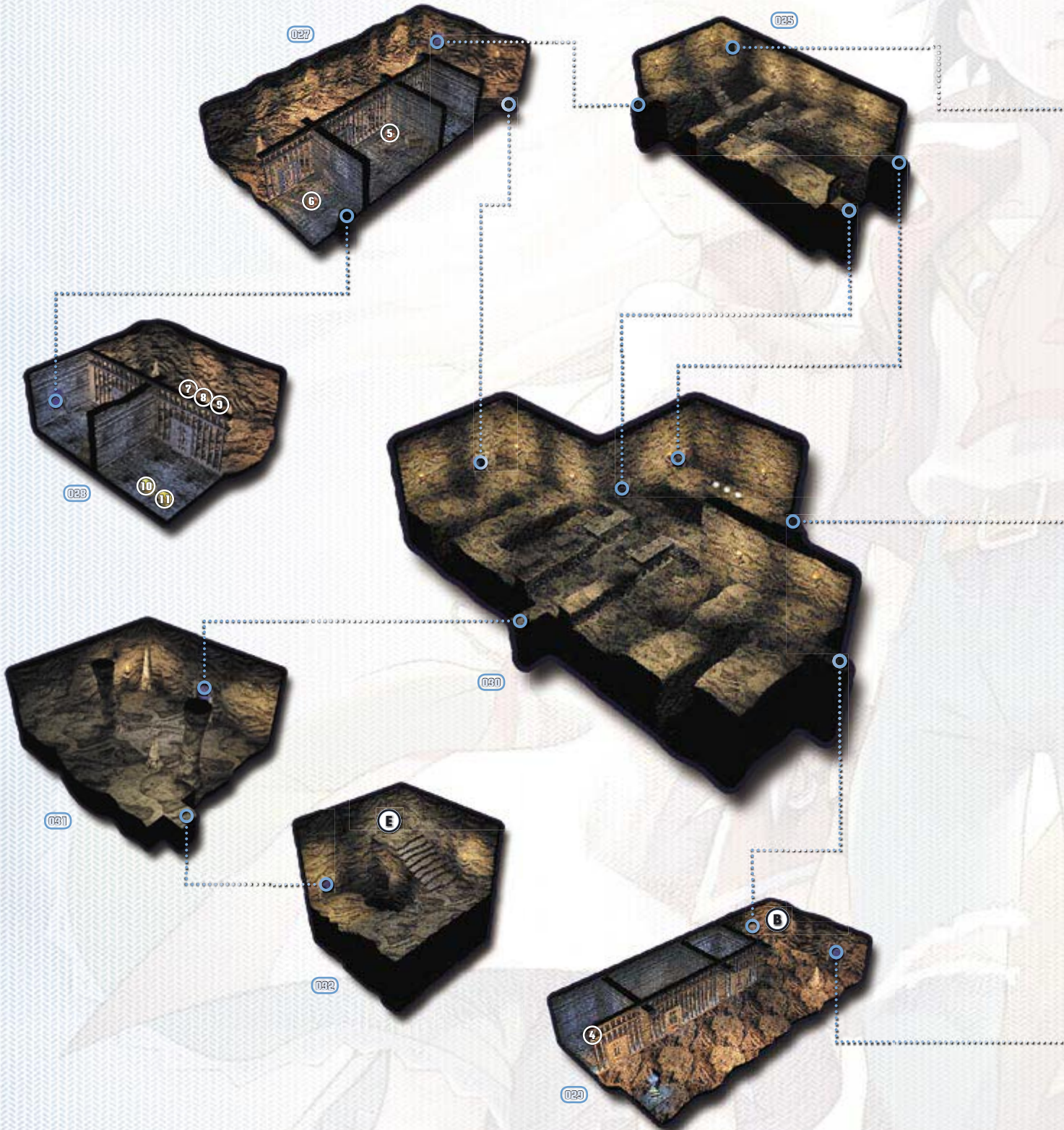
WALKTHROUGH

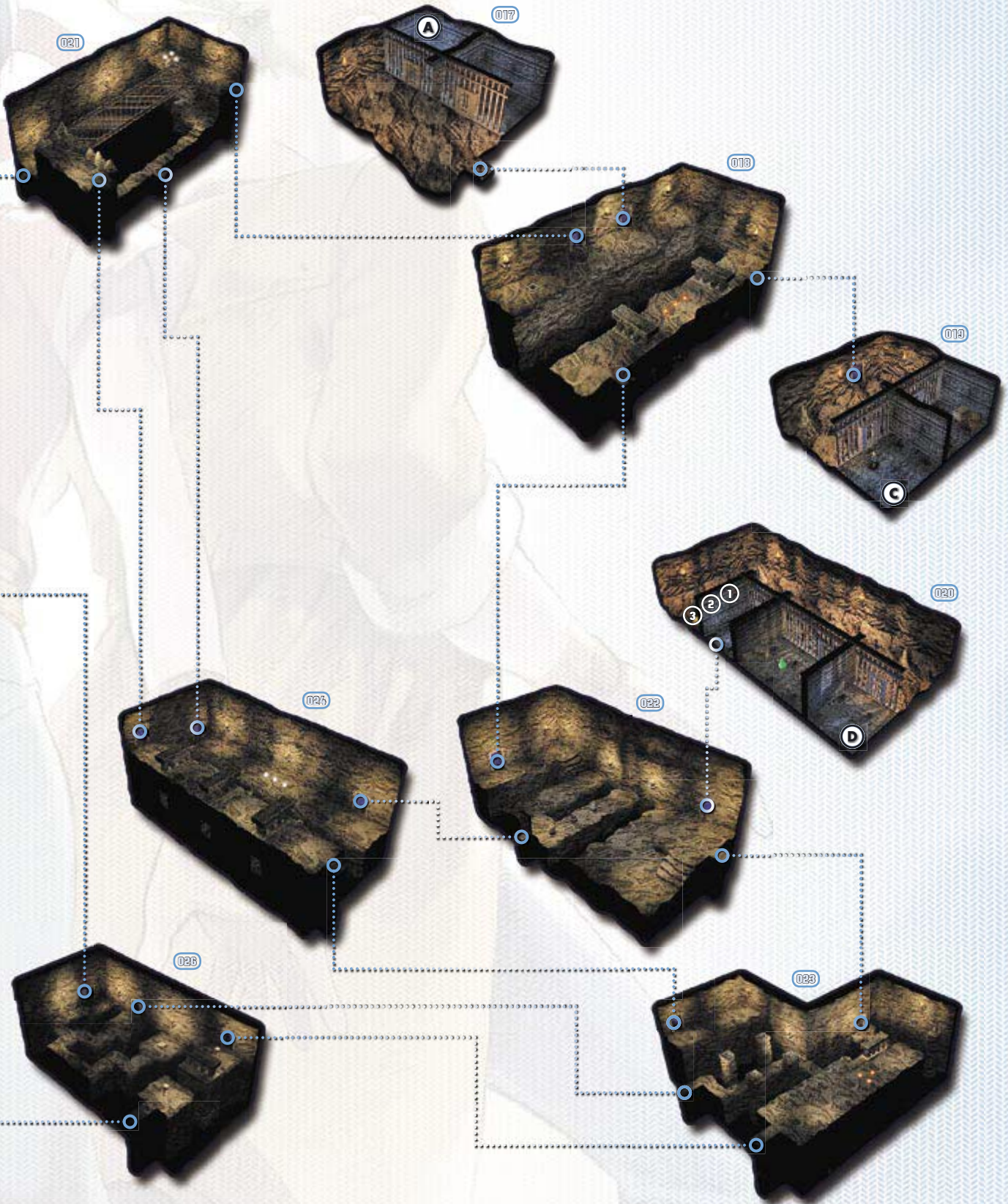
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**BOSS: TURASK** INTEREST

This guy is strong physically, and he also has a lot of positive conditions. Cast Dispel at the start of the battle to get rid of these conditions. Toxic Breath is annoying because it works so well. Defend yourself from this by having the Moon Stone equipped for each character. One thing you must be careful of is that most of the time when you attack Turask he will Counter Attack with Biological Missile, so use magic when you can. His weakness is ice, so Freeze does good damage. After Turask is defeated it's time to go deeper into the enemy stronghold. Unfortunately, you will be going deeper sooner than you might have liked....



TURASK		BOSS #163	
<b>PRIMARY STATS</b>		<b>ELEMENTAL DURABILITY</b>	
LEVEL	43	EARTH	—
HIT POINTS	9000	WIND	—
EXPERIENCE	19000	FIRE	—
GELLA	6000	ICE	Weak
<b>DOWNLOADS</b>		<b>ITEMS DROPPED</b>	
		WATER	—
		THUNDER	—
		LIGHT	—
		DARK	—
		<b>ITEMS STOLEN</b>	
		Migrant Seal	100%

**FLOOR:017** INTEREST

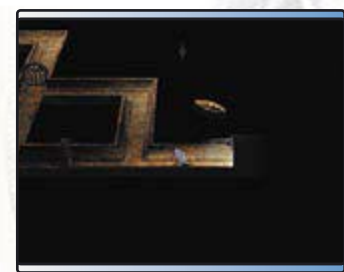
You begin as Jack trapped in a prison cell. Inside the cell is a pipe. Examine the pipe and Jack will realize that Hanpan can get inside and possibly find a way out.



Now you will be in control of Hanpan. The pipes are pretty straightforward until you reach floor:013.

**FLOOR:012** INTEREST

Ram the opening at the end by dashing into it. Going through here will put you on floor:003. Run across the ledge into floor:013.



**FLOOR:029** INTEREST

When you reach this room you'll arrive near some cells. Check out the console on the far end of the room. It will ask you for a password. Input the password "Glumzamber". Glumzamber is the name of Zeikfried's dark spear. He told you this during the fight inside the Gate Generator. The force fields to the cells are now inactive. Now that you can control your characters, your goal is to meet up so you can leave this place. To switch characters press the Start button; select them as you would to change tools. This is going to be a cooperative effort.



**FLOOR:017 (JACK)** CREST

Ram the cell door by dashing into it. This will get it open. You can do the same with all of the cell doors because now there is no force field.



**FLOOR:018 (JACK)** CREST

There are two switches in this room. Use the Jump Boots to jump on each of them, lowering the barriers on the path below. After you have done this go to floor:024 and then switch to Rudy.





## FLOOR:020 (RUDY) CREST

In the third cell with the orange gems, bomb the fragile wall to get out and reach floor:022.



## FLOOR:022 (RUDY) CREST

Throw Grenades at the switches on the other side of the gap. When all four are lit the door will open. Enter floor:023 and then switch to Cecilia.



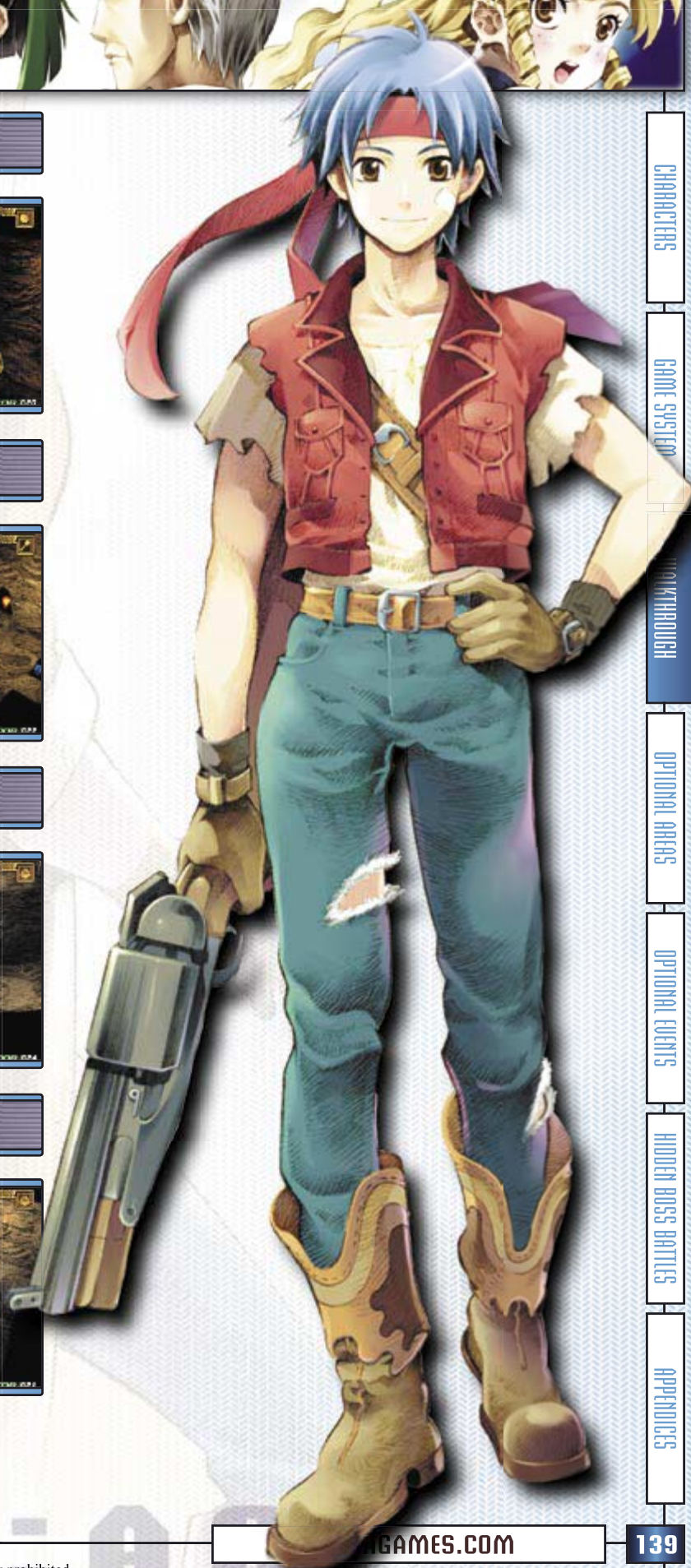
## FLOOR:024 (CECILIA) CREST

Use the Tinder Staff to light the torches in this room. Doing so will lower the barriers on the upper path.



## FLOOR:021 (CECILIA) CREST

Hang on the cage in this area and shimmy your way across to the other side.



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**FLOOR:025 (CECILIA) CREST**

Use the Tinder Staff to light the four torches. These four torches will open the door on the other side of the room. Go to floor:030 after this, stand on the switch, and then switch to Jack.



**FLOOR:023 (JACK) CREST**

Use the Jump Boots on the jump panel to hop over to the other side of this room, then switch to the Wire Hook and use it to hit the switch. Enter floor:026 and switch to Rudy.



**FLOOR:026 (RUDY) CREST**

Step on the switch that lowers the barrier for Jack, then switch to Jack. (If you leave that switch, the barrier will go back up.) Jack can now use the Wire Hook to get across the gap.



**FLOOR:029 (JACK) CREST**

In the middle cell is a switch on the floor. Switch to the Jump Boots and use them to step on the switch that opens the door. After going through the door to floor:030, wait on top of the switch and then use Rudy. All Rudy has to do is get to the same room that the other two are in and stand on the final switch to reunite with the others. Go to Cecilia's rooms to get the remaining chests in the underground.



**BOSS: DEMON PROPHET CREST**

This is a weird fight, because every round the Demon Prophet will ask you which attack you would like him to use. Whichever attack you choose, he will be weak to the opposite. For example, if you choose for him to attack with thunder, you must use water to damage him. After the first round you must attack with a different character, because the Demon Prophet can invalidate the attack of the person who did damage in the previous turn. Be sure to alternate your attacker throughout the fight. Also make sure that you don't attack with all three characters in one round, otherwise it will just be a guessing game as to who gets to attack next. During turns in which Cecilia's attack is ineffective, use her to heal.

After the battle make your way to the top of the castle. Now that Pandemonium is completed you can get to the Abyss dungeon. See the Optional Areas section of this book for more info.

PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
LEVEL	45	EARTH	Weak	Windbreaker 3	100%
HIT POINTS	8200	WIND	Weak	—	—
EXPERIENCE	22000	FIRE	Weak	—	—
GELLA	7000	ICE	Weak	—	—
DOWNLOADS		WATER	Weak	ITEMS STOLEN	
		THUNDER	Weak	—	—
		LIGHT	Weak	—	—
		DARK	Weak	—	—





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# ARCTICA CASTLE

# BATTLE

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## BOSS: LADY HARKEN (BATTLE 3)

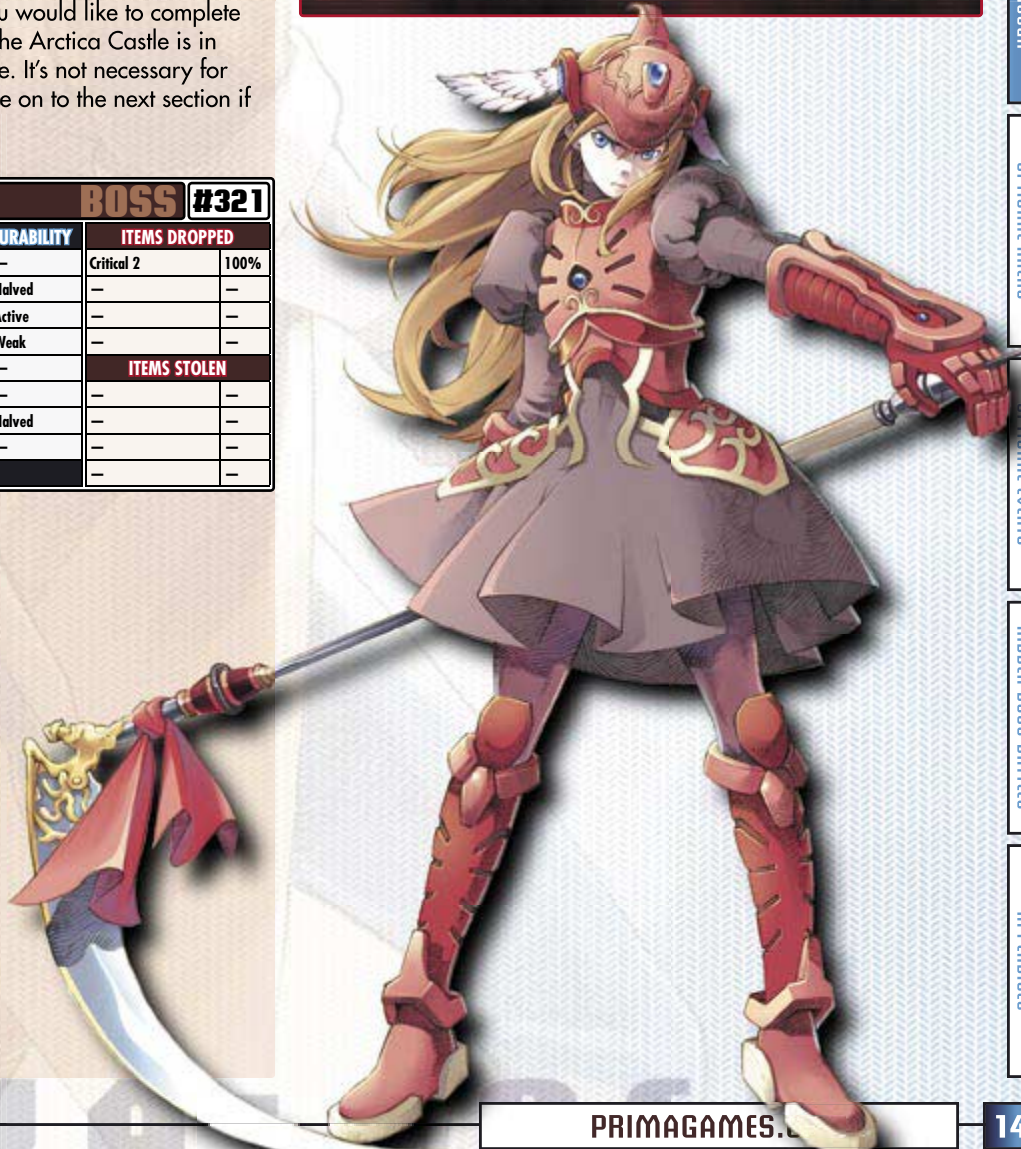
This is a one-on-one fight between Jack and Lady Harken. Stick to using your fast draws like Speed Fang; these don't take a lot of MP to use. Also, it's important to make sure that the Regeneration personal skill is equipped; this way you won't have to heal very often. The Blocker skill can shield you from her attacks, so have this skill equipped as well.

This fight isn't hard as long as you are about equal levels with the good lady. Just keep using accelerated Speed Fangs and she'll go down eventually. After the battle you will receive the medium **Brave Seal**. As you may have noticed, you didn't even step inside the castle. Return here if you would like to complete the game 100%. The walkthrough for the Arctica Castle is in the Optional Areas section of this guide. It's not necessary for beating the game, so you can just move on to the next section if you don't feel like challenging it.

## - PREPARATION FOR THE FINALE -

Now that Ka Dingel is raised you are only two steps from the end of the game. At this point in the game you can get two additional characters and the Guardian of Hope. You can find out more about the extra characters in the Optional Events section of this guide. (For walkthrough purposes we will only provide strategy for the final bosses using the original three characters.) One other place that is in the next section is the seventh Elw's Shrine. Besides being a gateway to the Abyss, it contains another **Crest Graph** that you'll need to create another spell for the final dungeons.

LADY HARKEN (BATTLE 3)		BOSS #321				
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>	<b>ITEMS DROPPED</b>			
	LEVEL	46	EARTH	—	Critical 2	100%
	HIT POINTS	6800	WIND	Halved	—	—
	EXPERIENCE	17600	FIRE	Active	—	—
	GELLA	6800	ICE	Weak	—	—
<b>DOWNLOADS</b>		WATER	—	<b>ITEMS STOLEN</b>		
		THUNDER	—	—	—	
		LIGHT	Halved	—	—	
		DARK	—	—	—	
				—	—	





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# ELW'S SHRINE 7

# TOWN

Raypoint last resort.

**TOOLS TO CLEAR**

**TOOLS TO COMPLETE**



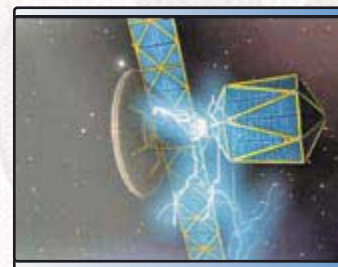
x 02

x 00



## GETTING TO ELW'S SHRINE

Getting to this Elw's Shrine is different, because it is only accessible through an accident. Getting here also requires that you have Teleport Gems. Just enter any one of the shrines and use the teleport device. (You must have at least 30 Teleport Gems at the time.) You will know that you are successful if, in the short scene showing the teleportation, one of the satellites appears to be damaged.



## MAP LOCATION

Use the Radar in the room with the ape. A secret wall will appear leading to the treasure room. After you grab the treasures, exit and you will find yourself in the Elw World. Make sure to talk to the ape, because he will tell you where the Abyss is.



## THE ABYSS INTEREST

Find the Abyss located to the south of the Elw's Shrine. The Abyss is a 100 level dungeon, and I suggest having all six available characters before you take this place on. Check the Optional Areas section of this guide for more information.



- ITEMS -

- 01 REQUIREMENT HP UP 3 n/a
- 02 REQUIREMENT CREST GRAPH n/a



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# KA DINGEL

# DUNGEON

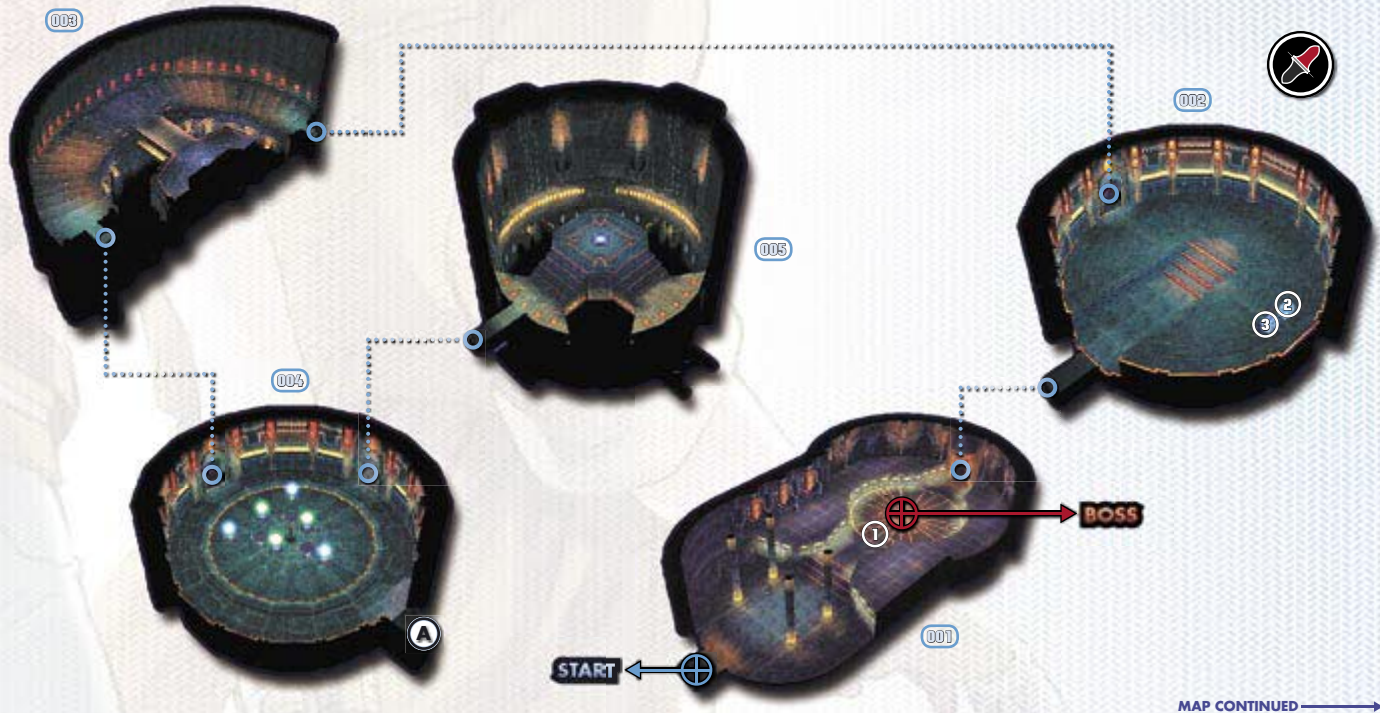
Extended high, their will would touch heaven.

**TOOLS TO CLEAR**



**TOOLS TO COMPLETE**

**× 24**  
**× 00**



## - ITEMS -

01	REQUIREMENT →	SABER FANG	n/a	10	REQUIREMENT →	10000 GELLA	n/a	19	REQUIREMENT →	MP UP 3	n/a
02	REQUIREMENT →	5000 GELLA	n/a	11	REQUIREMENT →	POTION BERRY x3	n/a	20	REQUIREMENT →	REVIVE FRUIT x2	n/a
03	REQUIREMENT →	GIMEL COIN x2	n/a	12	REQUIREMENT →	GELLA CARD x2	n/a	21	REQUIREMENT →	GIMEL COIN	n/a
04	REQUIREMENT →	MOON STONE 3	n/a	13	REQUIREMENT →	REMOVE TRAP	n/a	22	REQUIREMENT →	MEGA BERRY x2	n/a
05	REQUIREMENT →	SONAR KIT	n/a	14	REQUIREMENT →	WITCH: LAST	n/a	23	REQUIREMENT →	RAY BREAK 3	n/a
06	REQUIREMENT →	LUCKY CARD x2	n/a	15	REQUIREMENT →	LIGHT GEM x5	n/a	24	REQUIREMENT →	BLOCKER 2	n/a
07	REQUIREMENT →	SMALL FLOWER x3	n/a	16	REQUIREMENT →	BOOM BREAK 2	n/a	25	REQUIREMENT →	FINEST ARTS	n/a
08	REQUIREMENT →	LIGHT GEM x5	n/a	17	REQUIREMENT →	FORCE CARROT x3	n/a				
09	REQUIREMENT →	NECTAR x3	n/a	18	REQUIREMENT →	15000 GELLA	n/a				

## - MONSTERS -

!WARNING!	!WARNING!	!WARNING!
AMON	EVILDEAD	BAPHOMET
!WARNING!	!WARNING!	!WARNING!
FAFNEIL	MU	MIMIC

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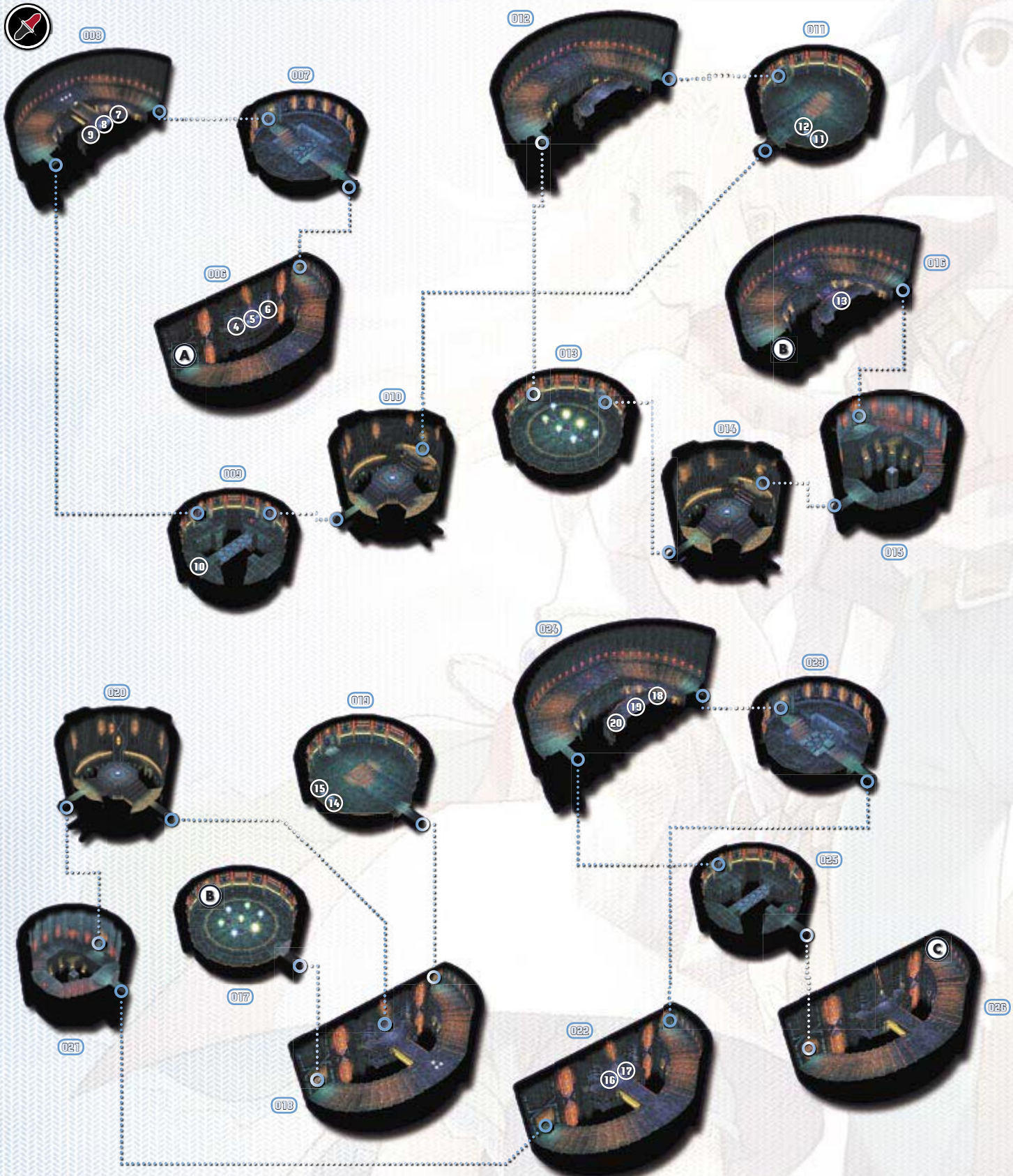
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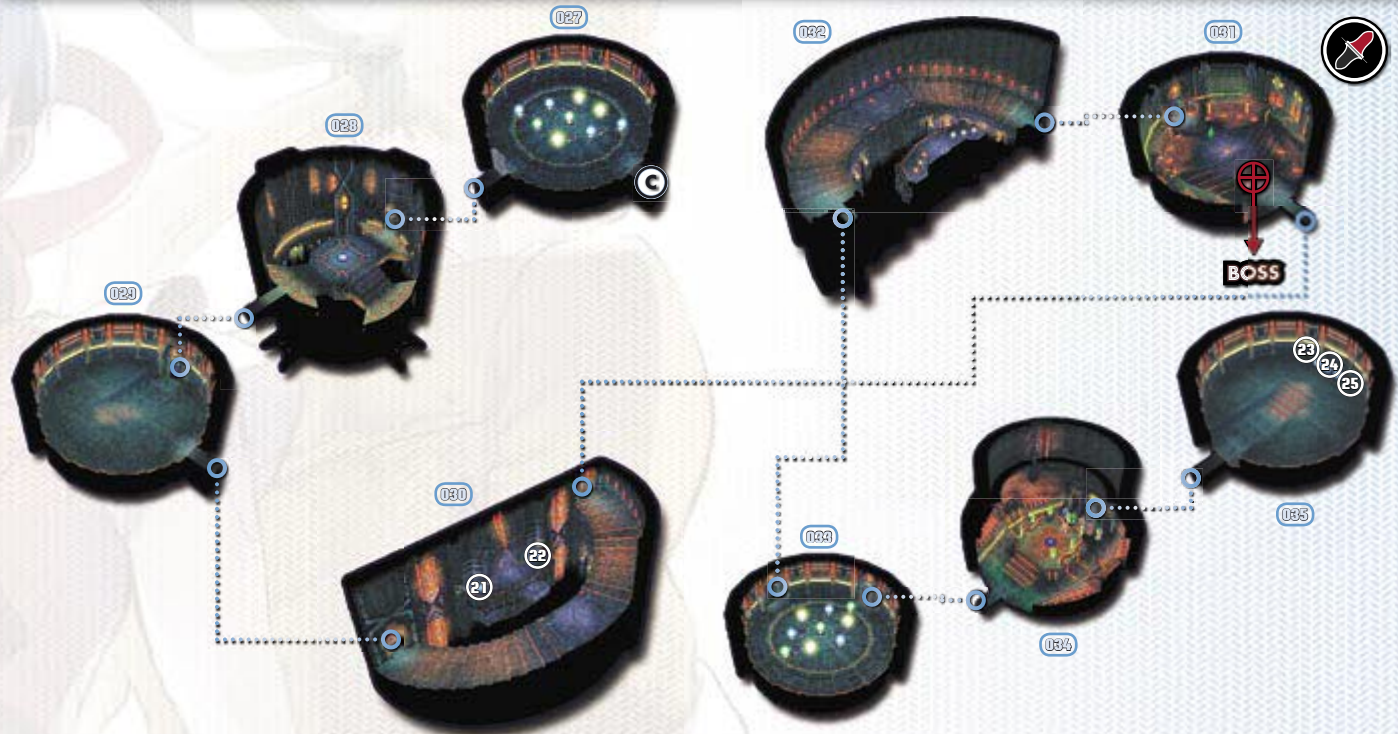
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**SPACE ELEVATOR TEREST**

You may notice that there is a new island in the center of Filgaia. This is where the great tower of Ka Dingel stands. Land on the island and search for the tower while at the edge of the land (so that the Search Web Radar barely hits it). Once you've made the tower appear, call Asgard and move into the shallows to enter Ka Dingel. You can't even take a couple of steps without being attacked by someone.... that someone is Boomerang, and his guardian Luceid. If you hope to get to the top of Ka Dingel you'll need to beat this guy first.



**BOSSSES: BOOMERANG AND LUCEID**

The best thing to do in this double-team showdown is match power with power. Start by having Cecilia cast Shield, then use Rudy's cartridges to deal same damage. I like to start by using Snipe Bullet until my force reaches 25%, then I unleash either Gun Claymore or Gatling Raid. If you have upgraded your ARM you should have more than enough firepower to get through this battle.

Cecilia should keep her force above 25% so that, when she needs to heal, she can use the Shining Star medium to heal everyone on the battlefield (or Cure them of negative statuses). This will be critical to your success.

If you have a sufficiently powered-up ARM and three shots with Gun Claymore, then you should be able to do some serious damage here. After the battle is over return to the room where you fought and get the **Saber Fang**—a nice little prize for your efforts.

BOOMERANG (BATTLE 3)		BOSS #237	
<b>PRIMARY STATS</b>		<b>ELEMENTAL DURABILITY</b>	
LEVEL	47	EARTH	—
HIT POINTS	7800	WIND	Halved
EXPERIENCE	23000	FIRE	—
GELLA	8000	ICE	—
<b>DOWNLOADS</b>		<b>ITEMS DROPPED</b>	
		WATER	Active
		THUNDER	Weak
		LIGHT	—
		DARK	Halved
		<b>ITEMS STOLEN</b>	
			—

LUCEID (BATTLE 3)		BOSS #313	
<b>PRIMARY STATS</b>		<b>ELEMENTAL DURABILITY</b>	
LEVEL	47	EARTH	Halved
HIT POINTS	1000	WIND	Halved
EXPERIENCE	500	FIRE	Halved
GELLA	1000	ICE	Halved
<b>DOWNLOADS</b>		<b>ITEMS DROPPED</b>	
		WATER	Halved
		THUNDER	Halved
		LIGHT	Weak
		DARK	—
		<b>ITEMS STOLEN</b>	
			—



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**ELEVATORS** INTEREST

There are elevators on floor:005, floor:010, floor:014, and floor:028. The one on floor:005 won't work when you arrive, but will work once you reach the top floor. All the elevators in between will only warp you back to floor:005, so use them only if you need to get back down quickly.



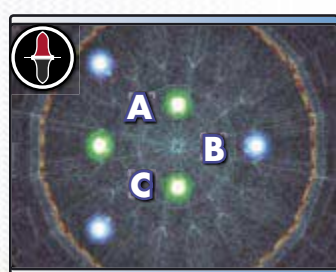
**FLOOR:003** INTEREST

Venture into the center path; on the side of this platform is a blue switch on the wall. Throw a Grenade at it and it will activate. You will need to hit five switches like these (found throughout Ka Dingel) to open the door at the top.



**FLOOR:004** INTEREST

In this room you have lights that must be switched so that the green lights are where the blue ones are, and vice versa. To do this, take a look at the screenshot. The correct order for the switches is B, A, C, C.



**FLOOR:006** INTEREST

Step on the red switch (with an X on it) on your way up to make orange gems appear, then use the Change Staff to change them into a platform. Walk across the platform to reach the chests.



**FLOOR:007** INTEREST

This floor seems innocent enough, but it's not. How you position the blocks affects the block configuration on floor:009. There are three configurations. Configuration one lets you reach the chest, configuration two gets you close to the green switch on the wall, and configuration three lets you get to the next floor.

**ORIGINAL TO CHEST**

STEP 1: Block 1 to A1  
 STEP 2: Block 1 to C1  
 STEP 3: Block 2 to B2  
 STEP 4: Block 2 to C2

**CHEST TO SWITCH**

STEP 1: Block 5 to E5  
 STEP 2: Block 5 to C5  
 STEP 3: Block 4 to D4  
 STEP 4: Block 4 to C4

**SWITCH TO EXIT**

STEP 1: Block 5 to A5  
 STEP 2: Block 5 to A3  
 STEP 3: Block 4 to B4  
 STEP 4: Block 4 to B3

**EXIT FORMATION**



**FLOOR:012** INTEREST

Step on the switch in this room to make white gems appear, then use the Change Staff to reach the other ledge. On that ledge is a red switch. Use Grenades to hit the red switch, then teleport back over using the Change Staff again.



**FLOOR:018** INTEREST

Use the Radar to reveal a passageway through the wall. If you go out the door on floor:019 you will end back up at floor:016.



**FLOOR:013** INTEREST

Another light puzzle. Just like last time, follow the instructions for the correct sequence of the lights. The correct sequence is A, C, B, B, C.



**FLOOR:021** INTEREST

Hit the red switch (with the X) to make the white gems appear. From the top, near the door, use the Change Staff on the white gem to land on the door switch. Follow up with another shot of the Change Staff at the other white gem to return to the main path.

**FLOOR:023** INTEREST

Match up the blocks so that you can create a path on floor:025. This time there are only two configurations. One leads to a switch on the wall and the other leads to the next room.

**FLOOR:015** INTEREST

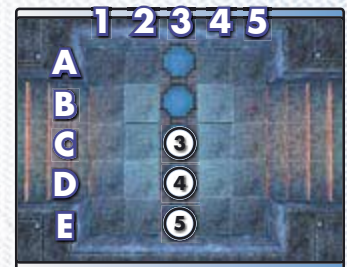
Step on the red switch (with the X) to make the gems appear, then go up the spiral to the top and use the Change Staff to change the orange gems into platforms. Jump off the platform onto the switch to open the door, then use the Change Staff on the white gem to get back on the main path.



ORIGINAL TO SWITCH

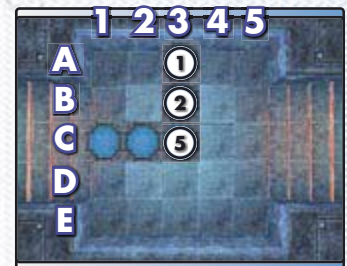


- STEP 1: Block 3 to C1
- STEP 2: Block 5 to E2
- STEP 3: Block 4 to C3
- STEP 4: Block 4 to C2
- STEP 5: Block 5 to E3
- STEP 6: Block 5 to C3



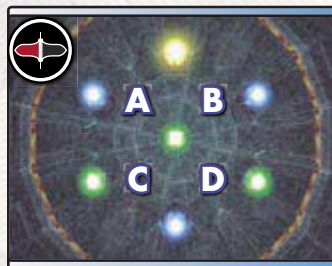
SWITCH TO EXIT

- STEP 1: Block 1 to A5
- STEP 2: Block 5 to C4
- STEP 3: Block 1 to C5
- STEP 4: Block 2 to C3

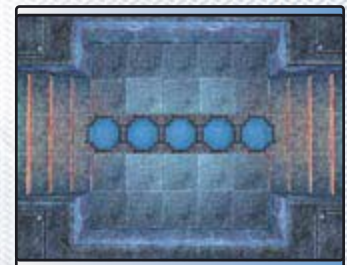


**FLOOR:017** INTEREST

This is the third light puzzle, and they are getting progressively harder. Follow the instructions again and you should have no problem. The correct sequence is C, A, B, D, B, B.



EXIT FORMATION





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**FLOOR:024** **INTEREST**

You must step on the floor switch to create the orange gems, then use the Change Staff to turn the gems into blocks—forming a bridge to the treasure chests.

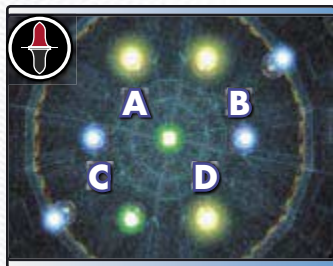
**FLOOR:025 AND FLOOR:026**

If you arranged the blocks correctly you should be able to walk straight across and into the next room. On the next floor, use your Grenade to hit the switch on the wall. Also throw a Grenade at the yellow switch on Floor:026, before going to floor:027.



**FLOOR:027** **INTEREST**

Follow the correct order according to the diagram. The correct order is A, A, C, C, A, A, B, D.



**FLOOR:033** **INTEREST**

This is the final light puzzle. Take a look at the diagram and follow these instructions to open the door: C, D, B, A, D.



**FLOOR:034** **INTEREST**

This is it, the elevator to the final dungeon in the game. You may notice that there is still one room left. To get into it you must have lit up all the different colored switches found throughout the tower.

To activate the elevator, press the button and confirm that you would like to go to Malduke....

**BOSS: PERFECT ALHAZAD, BASTIS, AND ESPERANZA**

No matter what form Alhazad takes, it's still the same fight. Take out two of the Bastis and two Esperanza before working on Alhazad. Have Cecilia heal when your team is low on hit points. Otherwise, stick to using attack magic.

Alhazad is weak against earth. Once you have each of his minions down to one and Rudy has enough force, use the Lock-On Gun Claymore for big damage. After about three shots from this Alhazad will go down. After the fight use the green crystal to heal and save.



PERFECT ALHAZAD		BOSS #202	
		<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>
LEVEL	49	EARTH	Weak
HIT POINTS	7000	WIND	Active
EXPERIENCE	24000	FIRE	Halved
GELLA	9000	ICE	—
<b>DOWNLOADS</b>		WATER	Halved
		THUNDER	—
		LIGHT	—
		DARK	—
		<b>ITEMS DROPPED</b>	
		Dark Break 3	100%
		—	—
		—	—
		<b>ITEMS STOLEN</b>	
		—	—
		—	—
		—	—

BASTIS (BATTLE 3)		BOSS PART #212	
		<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>
LEVEL	49	EARTH	Weak
HIT POINTS	900	WIND	Weak
EXPERIENCE	1500	FIRE	Weak
GELLA	1500	ICE	Weak
<b>DOWNLOADS</b>		WATER	Weak
		THUNDER	Weak
		LIGHT	Weak
		DARK	Weak
		<b>ITEMS DROPPED</b>	
		—	—
		—	—
		—	—
		<b>ITEMS STOLEN</b>	
		Mega Berry	100%
		—	—
		—	—

ESPERANZA (BATTLE 3)		BOSS PART #050	
		<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>
LEVEL	49	EARTH	Resist
HIT POINTS	900	WIND	—
EXPERIENCE	1500	FIRE	Halved
GELLA	1500	ICE	Weak
<b>DOWNLOADS</b>		WATER	—
		THUNDER	Halved
		LIGHT	—
		DARK	—
		<b>ITEMS DROPPED</b>	
		—	—
		—	—
		—	—
		<b>ITEMS STOLEN</b>	
		Mega Berry	100%
		—	—
		—	—



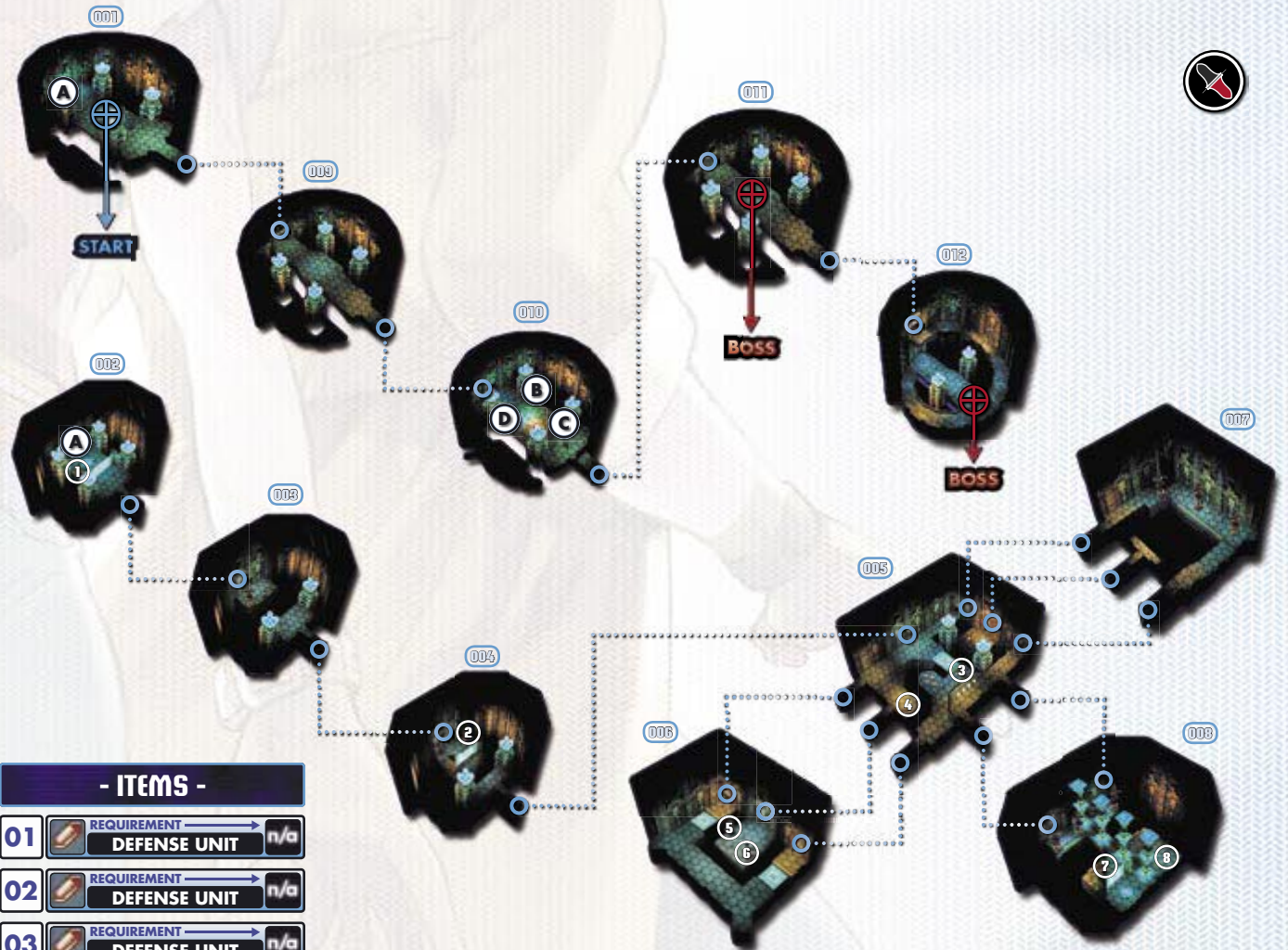
**56**

# MALDUKE

# DUNGEON

The new moon is smiling harsh queen of night.

<b>TOOLS TO CLEAR</b>													x 14 x 00
	<b>TOOLS TO COMPLETE</b>												



- ITEMS -		
01	REQUIREMENT →	n/a
	DEFENSE UNIT	
02	REQUIREMENT →	n/a
	DEFENSE UNIT	
03	REQUIREMENT →	n/a
	DEFENSE UNIT	
04	REQUIREMENT →	n/a
	ARC NOVA	
05	REQUIREMENT →	n/a
	DEFENSE UNIT	
06	REQUIREMENT →	n/a
	DEFENSE UNIT	
07	REQUIREMENT →	n/a
	DEFENSE UNIT	
08	REQUIREMENT →	n/a
	OLD GUITAR	

- MONSTERS -										
<b>!WARNING!</b>	<b>!WARNING!</b>	<b>!WARNING!</b>	<b>!WARNING!</b>	<b>!WARNING!</b>	<b>!WARNING!</b>	<b>!WARNING!</b>	<b>!WARNING!</b>	<b>!WARNING!</b>	<b>!WARNING!</b>	
IGNIS-FATUUS	STEALTH STALKER	DELOW-BUNNY	DOPPLE-GANGER	DOPPLEGANG-ER (RUDY 2)	DOPPLEGANG-ER (JACK)	DOPPLEGANG-ER (CECILIA)	DOPPLEGANG-ER (EMMA)	DOPPLEGANG-ER (JANE)	DOPPLEGANG-ER (ZED)	

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CHARACTERS

GAME SYSTEM

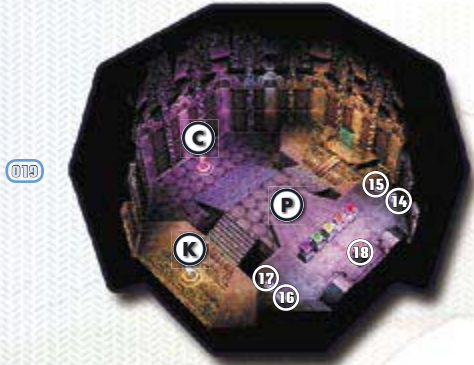
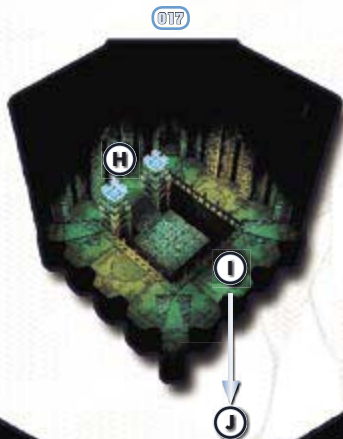
WALKTHROUGH

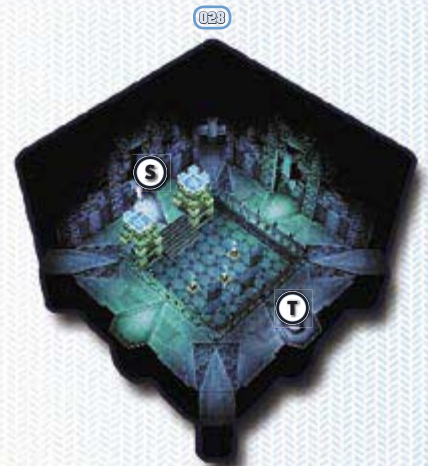
OPTIONAL AREAS

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**FLOOR:002** INTEREST

Use the Wind Staff to turn the fan. Keep the button held down until it goes all the way up and releases the Defense Unit. With the Defense Unit gone the barrier will disappear, allowing you to move forward.



**FLOOR:003** INTEREST

Place the Defense Unit in the device to create a bridge across the gap.

**FLOOR:004** INTEREST

Take the Defense Unit out of the device to the west and place it in the device to the east to create a bridge.

**FLOOR:005** INTEREST

Cross the light bridge in the center of the room to the protection device and remove that device's Defense Unit. Now that the bridge is gone, exit to the east, go around the path on floor:006, and then—when you emerge back on floor:005—get the chest containing Rudy's final cartridge. Exit through the door just to the east.

**FLOOR:006** INTEREST

Remove the two Defense Units from their devices, then return to floor:005 and use the southwest exit. You should have three Defense Units in your possession right now.

**FLOOR:007** INTEREST

Place a Defense Unit in the first device to create a barrier over the small gap. After you walk across, take back the Defense Unit so that you can use it elsewhere. The device in the middle creates a bridge leading to some orange gems if you need them. For the final device, place one of your Defense Units in it and cross over the barrier. You won't be getting this one back, which leaves you with only two units.



**FLOOR:008** INTEREST

After you arrive on floor:005 again, take the western exit into this room and place Defense Units in both devices to create a bridge to the treasure chest. The chest contains Jack's final tool, the **Old Guitar**. After you grab it a warp crystal will appear on the other side of the room. Take back your Defense Units and place them in the devices on the other side to reach the crystal. Before reaching the crystal you will have to remove one more Defense Unit. After you leave you will be back on floor:001. A jump panel will appear allowing you to return here easily.

**- OPTIONAL: FURTHER ADVENTURES -**

Now that you have a Defense Unit and the Old Guitar, you can return to Filgaia to find and complete all of the Optional Events in the game.

This stuff is completely optional, and the choice is yours if you want to go for it. You will be able to challenge secret bosses and even find other characters. Information about these optional adventures can be found in the back of the book.

**FLOOR:010** INTEREST

You will see three colored crystals in this room. If you touch them, each of them will transport you to a different part of the dungeon. The following walkthrough will guide you through them in order, from Green to Red to Blue.

**MALDUKE GREEN AREA**

**- ITEMS -**

09	REQUIREMENT	MIGRANT SEAL	n/a
10	REQUIREMENT	AMBROSIA	n/a
11	REQUIREMENT	LUCKY CARD x3	n/a
12	REQUIREMENT	5000 GELLA	n/a
13	REQUIREMENT	KIZIM GREEN	n/a

**- MONSTERS -**

 OSE	 CYCLOPS	 DOOMS-DAY
 DELOW-BUNNY		



## FLOOR:014 THROUGH FLOOR:017

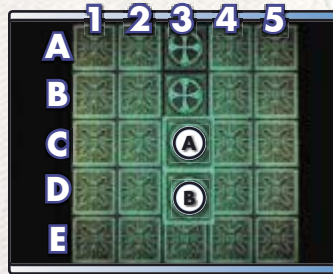
The next four floors are block-pushing puzzles in which you need to line up the symbol on the floor with the symbol on the block(s). Below are the solutions for the four rooms. Keep in mind that you will need to use the Mighty Glove for this.

### FLOOR:014



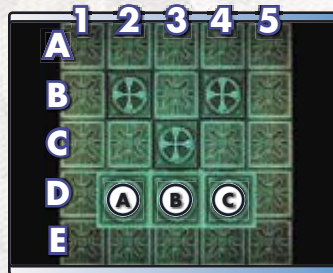
- STEP 1: Block A to D4
- STEP 2: Block A to C4
- STEP 3: Block A to B4
- STEP 4: Block A to A4
- STEP 5: Block A to A3

### FLOOR:015



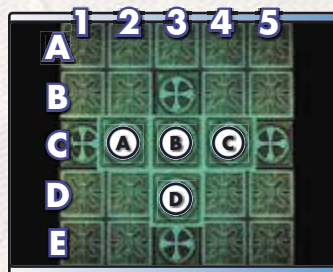
- STEP 1: Block A to C4
- STEP 2: Block A to B4
- STEP 3: Block A to B3
- STEP 4: Block B to D2
- STEP 5: Block B to C2
- STEP 6: Block B to B2
- STEP 7: Block B to A2
- STEP 8: Block B to A3

### FLOOR:016



- STEP 1: Block A to C2
- STEP 2: Block A to B2
- STEP 3: Block C to C4
- STEP 4: Block C to B4
- STEP 5: Block B to D4
- STEP 6: Block B to C4
- STEP 7: Block B to C3

### FLOOR:017



- STEP 1: Block A to B2
- STEP 2: Block A to B1
- STEP 3: Block A to C1
- STEP 4: Block C to B4
- STEP 5: Block C to B5
- STEP 6: Block C to C5
- STEP 7: Block B to C4
- STEP 8: Block B to B4
- STEP 9: Block B to B3
- STEP 10: Block D to D2
- STEP 11: Block D to E2
- STEP 12: Block D to E3

## MALDUKE

## RED AREA

### - ITEMS -

14	REQUIREMENT	GELLA CARD x3	n/a
15	REQUIREMENT	ASSIST BLITZ	n/a
16	REQUIREMENT	ALTER PART	n/a
17	REQUIREMENT	REGENERATION	n/a
18	REQUIREMENT	KIZIM RED	n/a

### - MONSTERS -

!WARNING! BEHE-MOTH	!WARNING! POWER TURASK	!WARNING! HAZEN-BERG
!WARNING! DELEW-BUNNY	!WARNING! WRAITH	



## FLOOR:019 INTEREST

Remember the order of the colored orbs here, because this will come into play later in this area. In case you don't remember, the colors are red, orange, yellow, green, and purple. Now exit at the crystal to the east.



## FLOOR:020 THROUGH FLOOR:025

This is where you're going to need the Old Guitar. Stand on the switch and play the guitar to get into a battle with Power Turask. After you defeat Power Turask, you'll need to use the teleport crystals in the correct order. Every time you enter a new room you'll have to fight the Power Turask, so be prepared. There are actually two ways to follow the gems. If you follow the order of the gems from left to right you'll arrive at a secret chamber with one of those strange crystals. Play the guitar near the crystal only if you are really prepared for the battle that follows (see the Hidden Boss Battles section of this book). To complete the level normally you must touch the crystals in the reverse order.





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**BOSS: POWER TURASK**

Have Cecilia cast Freeze on him in the first round, then Dispel in the second to get rid of his status (after he does Great Booster). As long as you dispel his status and then attack you will be able to beat him. If you have Emma in your party and you need a good skill to download, then Great Booster is it. This is a pretty basic fight, but you will need to do this five times.

PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
LEVEL	49	EARTH	—	Nectar	100%
HIT POINTS	3200	WIND	—	—	—
EXPERIENCE	1800	FIRE	—	—	—
GELLA	200	ICE	Weak	—	—
DOWNLOADS		WATER	Weak	ITEMS STOLEN	
		THUNDER	—	—	—
		LIGHT	—	—	—
		DARK	—	—	—

**MALDUKE BLUE AREA**

- ITEMS -**
- 19 REQUIREMENT: GIMEL COIN x3 n/a
  - 20 REQUIREMENT: PENETRATOR n/a
  - 21 REQUIREMENT: MEGA BERRY x3 n/a
  - 22 REQUIREMENT: CREST GRAPH n/a
  - 23 REQUIREMENT: KIZIM BLUE n/a

- MONSTERS -**
- IGNIS-FATUUS
  - TZAR ZEIN
  - FESEL ZEIN
  - DELOW-BUNNY
  - MICTORAN-QUIZTLI

**FLOOR:027 INTEREST**

Use the Mighty Glove on the crystal, hitting it three times to turn it blue. (To reach the final Kizim Fire you will want the crystal to be blue.)

If you use the wrong tools on the crystals, or do something wrong, they will turn yellow. If you make all of the crystals yellow then you will wind up on floor:030 fighting Sado. More information about him can be found in the Hidden Boss Battles section of this book.

**FLOOR:028 INTEREST**

You must make these gems blue as well. On the crystals, from west to east, use these tools to hit them: Wire Hook, Change Staff, and Tinder Staff.



**FLOOR:029 INTEREST**

There are four crystal pillars. Do this to turn them all blue: First, set a line of bombs from the west pillar to the east pillar so that they blow up simultaneously, activating both pillars. (You may want to get a little back so you don't hit all four at once.) Now that two of the gems are blue, use Hanpan on the middle gem to the east and the Wind Staff on the remaining one to the west.

**WITH ALL THREE KIZIM FIRES...**

After you go through the Green, Red, and Blue areas to get the Kizim Fires, place them on the three torches in the same order to open the door. Once you go through the door, prepare for a tough fight. It appears that Berserk has returned from the dead for his revenge!

**BOSS: BERSERK**

Begin by casting Shield. Next, use Shining Star and Permanence to preserve the effect. After this, use Cecilia for healing. (Always use Shining Star when you heal so everyone benefits.) The Regeneration skill should also come in handy. If you find yourself not needing healing, use Cecilia's Lightning magic to inflict major damage. Any time Berserk is attacked he may counter with Disrupt Hammer, so be careful. Your best bet is to defend with either Jack or Rudy while Cecilia uses magic. Take him out with your strongest attacks and don't hold back on using items, because this is the end of the game. After the fight you should save, because the final boss is coming up...

BERSERK (BATTLE 5)		ELEMENTAL DURABILITY		ITEMS DROPPED	
LEVEL	50	EARTH	—	SOS Auto Guard	100%
HIT POINTS	14000	WIND	Halved	—	—
EXPERIENCE	25000	FIRE	—	—	—
GELLA	9500	ICE	—	—	—
DOWNLOADS		WATER	Active	ITEMS STOLEN	
		THUNDER	Weak	—	—
		LIGHT	—	—	—
		DARK	Halved	—	—



**BOSS: ZEIKFRIED (CREST)**

Cast Protect and then use Shining Star to make that permanent via casting Permanence. Your protected status will help you against Negative Rainbow, but not completely. Negative Rainbow is his strongest attack, and if you take damage from it just have Cecilia heal. Rudy and Jack should be doing major damage with cartridges and fast draws. Stick to a consistent strategy and Zeikfried will go down in no time.

ZEIKFRIED (BATTLE 2)		BOSS #113				
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>		<b>ITEMS DROPPED</b>		
	LEVEL	51	EARTH	Active	—	—
	HIT POINTS	11000	WIND	Weak	—	—
	EXPERIENCE	26000	FIRE	—	—	—
	GELLA	7000	ICE	Halved	—	—
<b>DOWNLOADS</b>		<b>ITEMS STOLEN</b>				
		WATER	—	—	—	
		THUNDER	Halved	—	—	
		LIGHT	—	—	—	
		DARK	—	—	—	

**BOSSSES: MOTHER FRIED AND AMADEUS**

This fight is just like the original fight with Mother, but with one important exception: there are four supporting minions. Make sure that, like last time, you take out at least two so that Mother Fried has to revive them. Cecilia should begin the fight by using Protect, followed by Permanence with Shining Star. If you don't have a lot of status-blocking skills then the medium Castle Defense would be a great first move.

An Amadeus is quick, so make sure you use Accelerator to get in the first attack. Blade Pulse is great because it hits all of the enemies, making it easier to manage the fight. Mother's helpers don't get in the way of Rudy's Lock-On, so use that when you get the opportunity. Gun Claymore and Arc Nova do great damage, too. If your Gatling Raid is strong, use it as well. Arc Nova is also a strong choice, but use it wisely.

As long as you focus on Mother Fried you should have no problems. Also, if you have Jane in your party, make sure she steals the **Ex File Key** from mother. After the battle, return to the space elevator and then to Filgaia.

MOTHER FRIED		BOSS #274				
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>		<b>ITEMS DROPPED</b>		
	LEVEL	52	EARTH	Halved	—	—
	HIT POINTS	9500	WIND	Halved	—	—
	EXPERIENCE	6000	FIRE	Halved	—	—
	GELLA	27000	ICE	Halved	—	—
<b>DOWNLOADS</b>		<b>ITEMS STOLEN</b>				
		WATER	Halved	—	—	
		THUNDER	Halved	Ex. File Key	100%	
		LIGHT	Active	—	—	
		DARK	Active	—	—	

AMADEUS (x4)		BOSS #119			
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>		<b>ITEMS DROPPED</b>	
	LEVEL	50	EARTH	—	—
	HIT POINTS	1200	WIND	—	—
	EXPERIENCE	600	FIRE	—	—
	GELLA	500	ICE	—	—
<b>DOWNLOADS</b>		<b>ITEMS STOLEN</b>			
Noxious Stream, Harmful Wave, Hyperion Blaster		WATER	—	—	—
		THUNDER	—	—	—
		LIGHT	—	—	—
		DARK	Weak	—	—

**FINAL BOSS: ZEIK TUVAI**

Start by casting Dispel on him to eliminate his positive status effects. Then keep Cecilia on standby to heal if necessary. The key to this fight is to build up enough force to use Rudy's cartridges. If you have the FP Advance skill equipped on Rudy you can do enough damage to achieve this in two or three rounds by starting off with Gun Claymore or Gatling Raid. (You can also use a Force Carrot at the start of the fight to get the same effect.) If you don't defeat him within 5 rounds you lose the fight. If you can deal the 7000 damage needed to win and use Lucky Shot you will receive an **Ex File Key**.



ZEIK TUVAI		BOSS #115				
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>		<b>ITEMS DROPPED</b>		
	LEVEL	53	EARTH	Active	—	—
	HIT POINTS	7000	WIND	—	—	—
	EXPERIENCE	30000	FIRE	Halved	—	—
	GELLA	8000	ICE	Resist	—	—
<b>DOWNLOADS</b>		<b>ITEMS STOLEN</b>				
		WATER	Halved	—	—	
		THUNDER	Resist	—	—	
		LIGHT	Halved	—	—	
		DARK	Halved	—	—	

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# DEVIL'S PLAYGROUND **ARENA BATTLES** AREAS

The Devil's Playground is an optional area you can go to in pursuit of extra items and gella. The arena offers three divisions to battle in; the harder the division, the better the reward. To advance to the next division, you must clear the one before it. In each division you get a certain number of turns. If you exceed that limit you clear the division, but you get only the items from defeating the monsters—not the clear item for the division. If you clear a division within the turn limit you receive a reward of gella and a special item. You only get the item the first time you do this, however.

Your strategy should be to get through the fights as quickly as possible. This can be accomplished by using Cecilia's mediums; since elemental mediums cost 50% force, you'll want to give Cecilia the personal skill FP Advance. Note that the map for this area can be found in the walkthrough section of this guide.

## **NOVICE LEAGUE** **INTEREST**

**Entry:** 2000 Gella  
**Number of Turns:** 25 or less  
**Clear Bonus:** Surprise Guard; 10000 Gella

### Battle Prizes

Battle Number	Prize
01	Medicine x3
02	Heal Berry x2
03	Revive Fruit
04	Nectar
05	Gimel Coin

## **BATTLE 3**

<b>LEPRECHAUN #6</b>		<b>ARENA BATTLE #322</b>	
PRIMARY STATS		ELEMENTAL DURABILITY	
LEVEL	39	EARTH	—
HIT POINTS	1100	WIND	—
EXPERIENCE	0	FIRE	Weak
GELLA	0	ICE	Resist
DOWNLOADS		WATER	—
		THUNDER	—
		LIGHT	—
		DARK	—
			—
		ITEMS DROPPED	
			—
			—
			—
			—
		ITEMS STOLEN	
			—
			—
			—
			—

## **BATTLE 1**

<b>WIGHT #3</b>		<b>ARENA BATTLE #330</b>	
PRIMARY STATS		ELEMENTAL DURABILITY	
LEVEL	35	EARTH	Halved
HIT POINTS	1050	WIND	Halved
EXPERIENCE	0	FIRE	—
GELLA	0	ICE	Halved
DOWNLOADS		WATER	Halved
		THUNDER	Halved
		LIGHT	Weak
		DARK	Resist
			—
		ITEMS DROPPED	
			—
			—
			—
			—
		ITEMS STOLEN	
			—
			—
			—
			—

## **BATTLE 4**

<b>FANKELVINE #2</b>		<b>ARENA BATTLE #230</b>	
PRIMARY STATS		ELEMENTAL DURABILITY	
LEVEL	40	EARTH	—
HIT POINTS	5000	WIND	—
EXPERIENCE	0	FIRE	—
GELLA	0	ICE	—
DOWNLOADS		WATER	—
		THUNDER	Weak
		LIGHT	—
		DARK	—
			—
		ITEMS DROPPED	
			—
			—
			—
			—
		ITEMS STOLEN	
			—
			—
			—
			—

## **BATTLE 2**

<b>GELDAM #4</b>		<b>ARENA BATTLE #091</b>	
PRIMARY STATS		ELEMENTAL DURABILITY	
LEVEL	37	EARTH	—
HIT POINTS	800	WIND	—
EXPERIENCE	0	FIRE	Weak
GELLA	0	ICE	—
DOWNLOADS		WATER	Resist
		THUNDER	—
		LIGHT	—
		DARK	—
			—
		ITEMS DROPPED	
			—
			—
			—
			—
		ITEMS STOLEN	
			—
			—
			—
			—

## **BATTLE 5**

<b>MARSHMAN</b>		<b>ARENA BATTLE #269</b>	
PRIMARY STATS		ELEMENTAL DURABILITY	
LEVEL	42	EARTH	—
HIT POINTS	11000	WIND	—
EXPERIENCE	0	FIRE	—
GELLA	0	ICE	—
DOWNLOADS		WATER	Active
Water Zone		THUNDER	Weak
		LIGHT	—
		DARK	—
			—
		ITEMS DROPPED	
			—
			—
			—
			—
		ITEMS STOLEN	
			—
			—
			—
			—



## VETERAN LEAGUE INTEREST

**Entry:** 5000 Gella  
**Number of Turns:** 20 or less  
**Clear Bonus:** Life Charger; 20000 Gella

### Battle Prizes

Battle Number	Prize
01	Antidote
02	Potion Berry
03	Peppy Acorn
04	Revive Fruit
05	Gella Card x2

## BATTLE 1

ANNABERGE #4		ARENA BATTLE #014			
PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
LEVEL	54	EARTH	Resist	—	—
HIT POINTS	1600	WIND	Weak	—	—
EXPERIENCE	0	FIRE	—	—	—
GELLA	0	ICE	—	—	—
DOWNLOADS		WATER		ITEMS STOLEN	
Baking Breath, Toxic Breath		THUNDER	—	—	—
		LIGHT	—	—	—
		DARK	—	—	—

## BATTLE 2

SHAMBLING MOUND #6		ARENA BATTLE #128			
PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
LEVEL	55	EARTH	—	—	—
HIT POINTS	1100	WIND	—	—	—
EXPERIENCE	0	FIRE	Weak	—	—
GELLA	0	ICE	—	—	—
DOWNLOADS		WATER <th colspan="2">ITEMS STOLEN</th>		ITEMS STOLEN	
Slumber Fog, Luminous Moss, Petrify Cloud		THUNDER	Resist	—	—
		LIGHT	Active	—	—
		DARK	—	—	—

## BATTLE 3

UNDEAD SERVANT #4		ARENA BATTLE #025			
PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
LEVEL	57	EARTH	Halved	—	—
HIT POINTS	1800	WIND	Halved	—	—
EXPERIENCE	0	FIRE	—	—	—
GELLA	0	ICE	Halved	—	—
DOWNLOADS		WATER <th colspan="2">ITEMS STOLEN</th>		ITEMS STOLEN	
Stink Cloud		THUNDER	Halved	—	—
		LIGHT	Weak	—	—
		DARK	Resist	—	—

## BATTLE 4

NIGHTMARE #6		ARENA BATTLE #195			
PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
LEVEL	59	EARTH	—	—	—
HIT POINTS	2000	WIND	—	—	—
EXPERIENCE	0	FIRE	—	—	—
GELLA	0	ICE	—	—	—
DOWNLOADS		WATER		ITEMS STOLEN	
Screaming Mad, Anti-Magic Zone		THUNDER	—	—	—
		LIGHT	Weak	—	—
		DARK	Active	—	—

## BATTLE 5

JABBERWOCKY		ARENA BATTLE #126			
PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
LEVEL	60	EARTH	—	—	—
HIT POINTS	15000	WIND	—	—	—
EXPERIENCE	0	FIRE	—	—	—
GELLA	0	ICE	—	—	—
DOWNLOADS		WATER		ITEMS STOLEN	
Flare Bomb, Anti-Matter Bomb, Petrify Stare		THUNDER	—	—	—
		LIGHT	—	—	—
		DARK	Resist	—	—



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## MASTER LEAGUE INTEREST

**Entry:** 10000 Gella  
**Number of Turns:** 15 or less  
**Clear Bonus:** HP Up 2; 30000 Gella

### Battle Prizes

Battle Number	Prize
01	Heal Berry x2
02	Revive Fruit
03	Antidote x2
04	Peppy Acorn x3
05	Lucky Card x3

### BATTLE 1

#### BOMBARDIER #12 ARENA BATTLE #268

PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
LEVEL	74	EARTH	—	—	—
HIT POINTS	2100	WIND	—	—	—
EXPERIENCE	0	FIRE	Resist	—	—
GELLA	0	ICE	Weak	—	—
DOWNLOADS				ITEMS STOLEN	
		WATER	—	—	—
		THUNDER	—	—	—
		LIGHT	—	—	—
		DARK	—	—	—

### BATTLE 2

#### PUMPKINHEAD #6 ARENA BATTLE #222

PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
LEVEL	74	EARTH	Resist	—	—
HIT POINTS	2800	WIND	Weak	—	—
EXPERIENCE	0	FIRE	Active	—	—
GELLA	0	ICE	—	—	—
DOWNLOADS				ITEMS STOLEN	
Ash Reducer, Spontaneous Combustion		WATER	Active	—	—
		THUNDER	—	—	—
		LIGHT	—	—	—
		DARK	—	—	—

### BATTLE 3

#### APOSTATE #4 ARENA BATTLE #017

PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
LEVEL	75	EARTH	Halved	—	—
HIT POINTS	7500	WIND	Halved	—	—
EXPERIENCE	0	FIRE	Halved	—	—
GELLA	0	ICE	Halved	—	—
DOWNLOADS				ITEMS STOLEN	
Baryon Corrida, Hazardous Material 666		WATER	Halved	—	—
		THUNDER	Halved	—	—
		LIGHT	Halved	—	—
		DARK	Halved	—	—

### BATTLE 4

#### OLIVIER ARENA BATTLE #058

PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
LEVEL	80	EARTH	Absorb	—	—
HIT POINTS	6000	WIND	Absorb	—	—
EXPERIENCE	0	FIRE	Absorb	—	—
GELLA	0	ICE	Absorb	—	—
DOWNLOADS				ITEMS STOLEN	
		WATER	Absorb	—	—
		THUNDER	Absorb	—	—
		LIGHT	Absorb	—	—
		DARK	Absorb	—	—

### BATTLE 5

#### BAD NEWS (LITTLE BROTHER) ARENA BATTLE #214

PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
LEVEL	76	EARTH	—	—	—
HIT POINTS	45000	WIND	—	—	—
EXPERIENCE	0	FIRE	—	—	—
GELLA	0	ICE	—	—	—
DOWNLOADS				ITEMS STOLEN	
		WATER	—	—	—
		THUNDER	—	—	—
		LIGHT	—	—	—
		DARK	—	—	—

**NOTE:** You can defeat the first Bad News easily by poisoning him once. However, if you want to fight the second Bad News you'll need to defeat the first without using poison. You get credit for the win regardless, but to complete the Monster Guide you need to fight the second Bad News.

#### BAD NEWS (BIG BROTHER) ARENA BATTLE #215

PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
LEVEL	76	EARTH	—	—	—
HIT POINTS	35000	WIND	—	—	—
EXPERIENCE	0	FIRE	—	—	—
GELLA	0	ICE	—	—	—
DOWNLOADS				ITEMS STOLEN	
		WATER	—	—	—
		THUNDER	—	—	—
		LIGHT	—	—	—
		DARK	—	—	—





# DE LA METALICA OPTIONAL AREAS

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<b>TOOLS TO CLEAR</b>														x 09
<b>TOOLS TO COMPLETE</b>														x 00

NOTE: SEE PAGE 124 FOR A MAP OF DE LA METALICA.

## - ITEMS -

01		REQUIREMENT	N/A	n/a	06		ALTER PART	n/a
02		REQUIREMENT	N/A	n/a	07		PENETRATOR	n/a
03		REQUIREMENT	N/A	n/a	08		10000 GELLA	n/a
04		REQUIREMENT	N/A	n/a	09		DEFEND 2	n/a
05		REQUIREMENT	N/A	n/a				

## - MONSTERS -

<b>JACK-O' LANTERN</b>	<b>ACID BUNNY</b>	<b>DANTA-LION</b>	<b>TARGUM</b>	<b>NECRO-NOMICON</b>

## GETTING HERE INTEREST

This is the second time you'll enter this book. Last time, you obtained an item called the **Savvy Key**. Go to the Curan Abbey library and use that key on the De La Metalica book found inside. Doing so will take you to the second part of the book. This book has enemies and is highly dangerous, so make sure your levels are in the 60s at least before venturing here.

## FLOOR:013 INTEREST

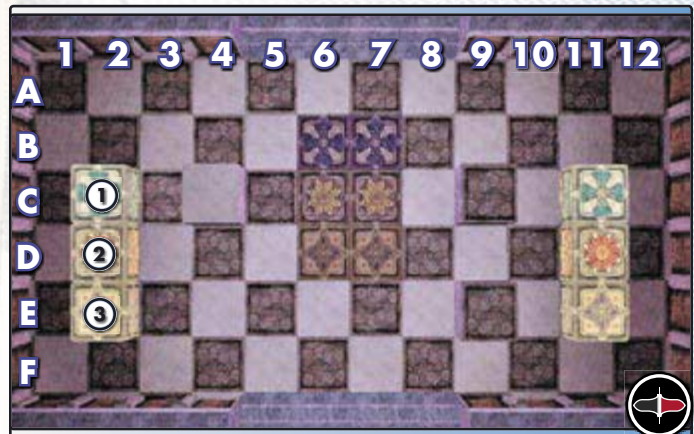
You'll need to solve this box-pushing puzzle in order to fight the boss at the end of this area. Follow the instructions below, and refer to the picture in the next column.

- |                       |                        |
|-----------------------|------------------------|
| STEP 1: Block 1 to B4 | STEP 8: Block 2 to D2  |
| STEP 2: Block 1 to A4 | STEP 9: Block 2 to D3  |
| STEP 3: Block 1 to A5 | STEP 10: Block 2 to D4 |
| STEP 4: Block 1 to B5 | STEP 11: Block 2 to D5 |
| STEP 5: Block 1 to B6 | STEP 12: Block 2 to E5 |
| STEP 6: Block 1 to C6 | STEP 13: Block 2 to E6 |
| STEP 7: Block 2 to E2 | STEP 14: Block 2 to D6 |



## FLOOR:014 INTEREST

- |                        |                        |
|------------------------|------------------------|
| STEP 1: Block 2 to D3  | STEP 11: Block 1 to B3 |
| STEP 2: Block 2 to D4  | STEP 12: Block 1 to B4 |
| STEP 3: Block 2 to D5  | STEP 13: Block 1 to B5 |
| STEP 4: Block 2 to C5  | STEP 14: Block 1 to B6 |
| STEP 5: Block 2 to B5  | STEP 15: Block 3 to E3 |
| STEP 6: Block 2 to A5  | STEP 16: Block 3 to D3 |
| STEP 7: Block 2 to A6  | STEP 17: Block 3 to D4 |
| STEP 8: Block 2 to B6  | STEP 18: Block 3 to D5 |
| STEP 9: Block 2 to C6  | STEP 19: Block 3 to D6 |
| STEP 10: Block 1 to C3 |                        |







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**FLOOR:002** INTEREST

Walk around the outside path, then use Hanpan to hit the switch across the gap. Backtrack to where you couldn't go before—you'll notice white gems on either end. Use the Change Staff to get to the other side, and go through the door.

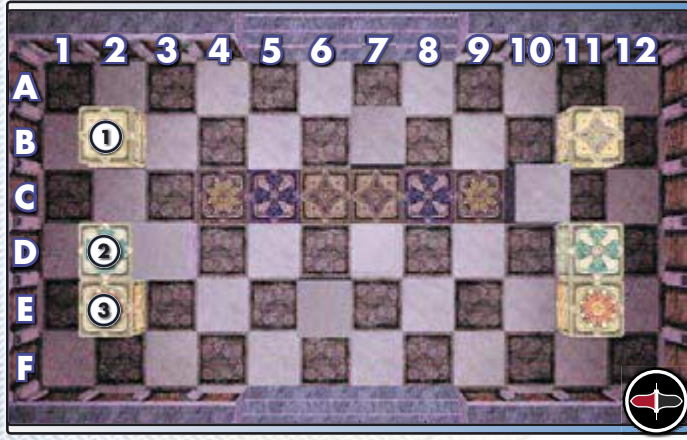
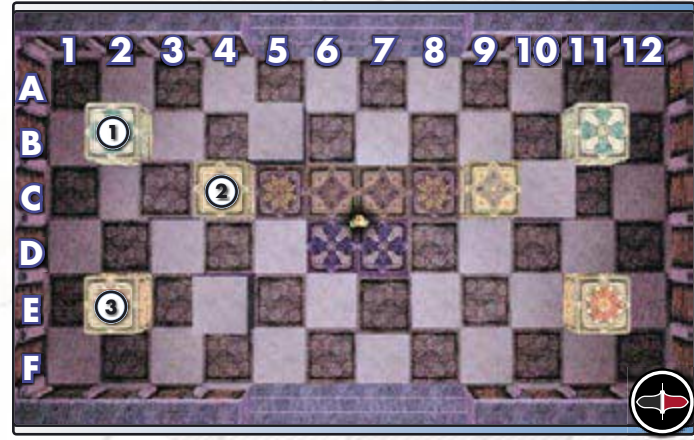


**FLOOR:016** INTEREST

- STEP 1: Block 2 to D4
- STEP 2: Block 2 to D5
- STEP 3: Block 2 to D6
- STEP 4: Block 2 to C6
- STEP 5: Block 1 to B3
- STEP 6: Block 1 to B4
- STEP 7: Block 1 to C4
- STEP 8: Block 1 to D4
- STEP 9: Block 1 to D5
- STEP 10: Block 1 to D6
- STEP 11: Block 3 to D2
- STEP 12: Block 3 to D3
- STEP 13: Block 3 to D4
- STEP 14: Block 3 to D5
- STEP 15: Block 3 to C5

**FLOOR:015** INTEREST

- STEP 1: Block 1 to B3
- STEP 2: Block 1 to B4
- STEP 3: Block 1 to B5
- STEP 4: Block 1 to C5
- STEP 5: Block 1 to C6
- STEP 6: Block 3 to E3
- STEP 7: Block 2 to C2
- STEP 8: Block 2 to B2
- STEP 9: Block 2 to A2
- STEP 10: Block 2 to A3
- STEP 11: Block 2 to A4
- STEP 12: Block 2 to A5
- STEP 13: Block 2 to B5
- STEP 14: Block 2 to B4
- STEP 15: Block 2 to C4
- STEP 16: Block 2 to C5
- STEP 17: Block 3 to E4
- STEP 18: Block 3 to D4
- STEP 19: Block 3 to C4



**FLOOR:017** INTEREST

Examine the tombstone and stand in the center of the circle (near the crystal). Play the Old Guitar. Balaam will attack you if you solved the four box puzzles in this area.

**BOSS: BALAAM** INTEREST


Start strong with Jane. Then Cecilia should use Shining Star Retaliate and Emma should go with Anti-Magic Zone. On your second turn Jane should use Follow Me while Cecilia puts up the shield again. Rudy should then use Gun Claymore. Keep track of the faces, because the face shown determines the next attack. Generally speaking, the White Mate attacks with Rip and the Uncertainty Theory, the Red Mate attacks with Pierce and Suppressed Spell?, and the Blue Mate attacks with Pummel and Dispel. (Pummel is something to watch out for, because Retaliate is useless against it.) As long as you keep your hit points above 1300 you should survive any attack thrown at you. Make sure that you keep Anti-Magic Zone in effect at all times, though, or you could suffer serious damage. Also, keep downloading from Balaam to replenish Emma's MP—especially after using Critical Heal. If things really go south, just cast Reset to start the battle from the beginning. Once Rudy gets boosted and his weapons are upgraded, cast Fragile on Balaam and unleash Gatling Raid on him. Once he's defeated, leave the book and continue your journey.


**FLOOR:002** INTEREST


Walk around the edge on this side; this time the gems will be orange. Use the gems to create a bridge, then walk to the other side of the room.






BALAAM		HIDDEN BOSS #219				
	PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
	LEVEL	75	EARTH	—	Windbreaker 4	100%
	HIT POINTS	120000	WIND	—	—	—
	EXPERIENCE	70000	FIRE	—	—	—
	GELLA	40000	ICE	—	—	—
<b>DOWNLOADS</b>		WATER		<b>ITEMS STOLEN</b>		
The Uncertainty Theory		THUNDER	—	Ambrosia	12.5%	
		LIGHT	Weak	—	—	
		DARK	Active	—	—	

RED MATE		HIDDEN BOSS #---				
	PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
	LEVEL	75	EARTH	—	—	—
	HIT POINTS	2500	WIND	—	—	—
	EXPERIENCE	1500	FIRE	—	—	—
	GELLA	1000	ICE	—	—	
<b>DOWNLOADS</b>		WATER		<b>ITEMS STOLEN</b>		
		THUNDER	—	—	—	
		LIGHT	—	—	—	
		DARK	—	—	—	

WHITE MATE		HIDDEN BOSS #---				
	PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
	LEVEL	75	EARTH	—	—	—
	HIT POINTS	2500	WIND	—	—	—
	EXPERIENCE	1500	FIRE	—	—	—
	GELLA	1000	ICE	—	—	
<b>DOWNLOADS</b>		WATER		<b>ITEMS STOLEN</b>		
		THUNDER	—	—	—	
		LIGHT	—	—	—	
		DARK	—	—	—	

BLUE MATE		HIDDEN BOSS #---				
	PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
	LEVEL	75	EARTH	—	—	—
	HIT POINTS	2500	WIND	—	—	—
	EXPERIENCE	1500	FIRE	—	—	—
	GELLA	1000	ICE	—	—	
<b>DOWNLOADS</b>		WATER		<b>ITEMS STOLEN</b>		
		THUNDER	—	—	—	
		LIGHT	—	—	—	
		DARK	—	—	—	

# KILLING STONE CAVE TIONAL AREAS

She pollutes the air; poisons creature's body.

TOOLS TO CLEAR																	 x 08
TOOLS TO COMPLETE																	 x 08

## - ITEMS -

- |    |   |             |              |   |    |   |             |               |   |
|----|---|-------------|--------------|---|----|---|-------------|---------------|---|
| 01 |  | REQUIREMENT | CREST GRAPH  |  | 05 |  | REQUIREMENT | RAY BREAK 3   |  |
| 02 |  | REQUIREMENT | BOOM BREAK 3 |  | 06 |  | REQUIREMENT | ALTER PART x3 |  |
| 03 |  | REQUIREMENT | ICE BREAK 3  |  | 07 |  | REQUIREMENT | DARK BREAK 3  |  |
| 04 |  | REQUIREMENT | 20000 GELLA  |  | 08 |  | REQUIREMENT | LVL APPLE x3  |  |

## - MONSTERS -



## FINDING THE CAVE CREST

After you return from the Elw World with Rudy, visit Curan Abbey and speak to Peleira, who will tell you about the Killing Stone Cave near Adlehyde. The reason it's called the Killing Stone Cave is evident in the monsters that inhabit it... When you enter the dungeon at floor:001, you'll see black smoke. Walk into the smoke and you'll be sent to floor:002. The first thing you'll notice here is that the dungeon is timed; you have 30 minutes to complete it. Each time you see the black smoke it will warp you somewhere in the cave. Inside the dungeon you'll find blue gems. Each time you grab a blue gem, one minute is added to your available time. If you run out of time the game is over and you're returned to the title screen. Note that if you wish to open every chest in the cave you'll need eight Duplicators. Also, there are no puzzles in this dungeon—just fighting. For that reason, I suggest you reach at least level 50 prior to venturing here.

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**- BLUE GEMS -**

When walking in the cave you'll see orange, white, and blue gems. The blue gems are key because they add one minute to your time, giving you a better chance of survival. To get through unscathed, be sure to grab all the blue gems in your path.

**- BATTLE STRATEGY -**

Getting through the cave can be tough, but with the right skills you can do it. If your migrant level is high enough, you can skip every fight for free! Since the dungeon is timed, skipping fights may be the way to go. Having the skill Surprise Guard is also useful, because—with it activated on each character—you won't be taken by surprise. If you don't have enough Surprise Guards, I suggest skipping the battles. If you really want the challenge of not skipping fights, and you hate the idea of continuing, I suggest Escape. Escape lets you run from battle and will not count as a cancel. You may want to fight, because the Colonzons have a Duplicator that you can steal, and they drop status-increasing personal skills like HP Up, MP Up, Defense Up, and Resist Up. Make sure that Emma downloads the skill Critical Heal, because it will come in handy later. The main team I use to get through is Jane, Jack, and Cecilia. No matter which set of Colonzons I fight, the strategy is the same; round 1, I have Jane Pilfer while Jack uses a Force Carrot on Cecilia. In round 2, I steal again or heal, depending on my HP. Jack defends and Cecilia invokes the Hope Shard. Right before attempting to take on the boss, use a LVL Apple on the characters that are not at full strength, because there is no saving in this dungeon.

**Getting to the Bottom of the Cave While Getting All Chests**

Step	Explanation
01	Drop down the black hole from floor:001 to reach floor:002
02	Go to floor:026 to get the Crest Graph from inside the chest
03	Go to floor:005 and drop down the black hole to reach floor:006
04	Go to floor:031 and drop down the black hole to reach floor:035
05	Grab the skill Boom Break 3 out of the chest and go down the black hole in floor:034
06	Go to floor:028 and drop down the black hole to reach floor:038
07	Grab the skill Ice Break 3 out of the chest and go down the black hole in floor:037
08	Go to floor:008 and drop down the black hole to reach floor:009
09	After dropping down to floor:009, this area is wide open and there are four chests available; get them all before going down the black hole in floor:015
10	After arriving on floor:016, make your way to floor:048, grab the LVL Apple x3 out of the chest, and use the black hole to return to floor:016
11	Go to floor:020 and drop down the black hole to reach floor:021
12	Don't drop down any more holes—just enter floor:022; be prepared to fight the Mage Fox



**BOSS: MAGE FOX TEREST**

Emma is the key here, because of her Anti-Magic Zone combined with Critical Heal (you remembered to download that, right?). Start with Anti-Magic Zone, then download all the attacks that the Mage Fox has. Once you have all the attacks, the real fight begins. The Mage Fox has nine tails, and while each of those tails is alive, it can use their corresponding attacks. Take care of the Heal Tail first, because the Mage Fox gets Restoration from that—it can heal 2000 hit points. The elemental weakness of each tail is its opposite. For example, if you want to damage the Fire Tail, use Ice magic, and vice versa. (A quick way to defeat all the tails is to use a Force Carrot on Cecilia, then invoke Hope Shard.)

The Mage Fox is going to do damage, but Anti-Magic Zone will decrease the damage done by magic, and Critical Heal will heal all three of your party members to full. Watch Emma's MP constantly during the fight; when it gets low, you can use Download on the Mage Fox to recover more. Jane is faster than the Mage Fox, so whenever you need a speed advantage, use "Follow Me." After the initial rounds of setting up Anti-Magic Zone and downloading attacks, feel free to swap your backup characters in and out—Rudy especially, because he can deal the most damage using his ARM. (If you used Brave Seal while Rudy was in the front row, his weapon will be upgraded and one of his attacks can do up to 8000 damage.)

Each time Anti-Magic Zone dissipates, set it up again right away and continue your onslaught. If you keep up with this strategy, you'll win the fight without dying. After the battle you'll receive the Whistle. The whistle is an item that, when used near a beach, can call the Sweet Candy.

MAGE FOX		BOSS #286	
PRIMARY STATS		ELEMENTAL DURABILITY	
LEVEL	75	EARTH	Resist
HIT POINTS	65000	WIND	Resist
EXPERIENCE	95000	FIRE	Resist
GELLA	45000	ICE	Resist
DOWNLOADS		ITEMS DROPPED	
Crack Tremor, Maelstrom, Ash Reducer, Storm Blade, Electrigger, Flirtation, Luminous Impact, Phantom Hazard, Renovation		MP Up 4	100%
		ITEMS STOLEN	
		Ambrosia	12.5%

MAGE FOX TAILS (x9)		BOSS #---	
PRIMARY STATS		ELEMENTAL DURABILITY	
LEVEL	75	EARTH	Varies
HIT POINTS	2650	WIND	Varies
EXPERIENCE	500	FIRE	Varies
GELLA	500	ICE	Varies
DOWNLOADS		ITEMS DROPPED	
		ITEMS STOLEN	



# ARCTICA CASTLE OPTIONAL AREAS

In this snow land, memories will be frozen.

<b>TOOLS TO CLEAR</b>													x 07 x 03
	<b>TOOLS TO COMPLETE</b>												



## - ITEMS -

01	REQUIREMENT → n/a <b>10000 GELLA</b>	06	REQUIREMENT → n/a <b>BURNT DOG TAG</b>	11	REQUIREMENT → n/a <b>BROKEN DOG TAG</b>
02	REQUIREMENT → n/a <b>BLUE CIRCLET 3</b>	07	REQUIREMENT → n/a <b>DIRTY DOG TAG</b>	12	REQUIREMENT → n/a <b>BENT DOG TAG</b>
03	REQUIREMENT → n/a <b>MIGRANT SEAL</b>	08	REQUIREMENT → n/a <b>CUT DOG TAG</b>	13	REQUIREMENT → n/a <b>OLD DOG TAG</b>
04	REQUIREMENT → n/a <b>ASSIST BLITZ</b>	09	REQUIREMENT → n/a <b>DUPLICATOR x2</b>	14	REQUIREMENT → n/a <b>MAXIMUM RISK</b>
05	REQUIREMENT → n/a <b>RUSTY DOG TAG</b>	10	REQUIREMENT → n/a <b>CREST GRAPH</b>	15	REQUIREMENT → n/a <b>DEFENSE UP 3</b>

## - MONSTERS -

 <b>GASHER SKELETON</b>	 <b>CHRISTINE</b>	 <b>DURAHAN</b>
 <b>IMITATOR</b>		

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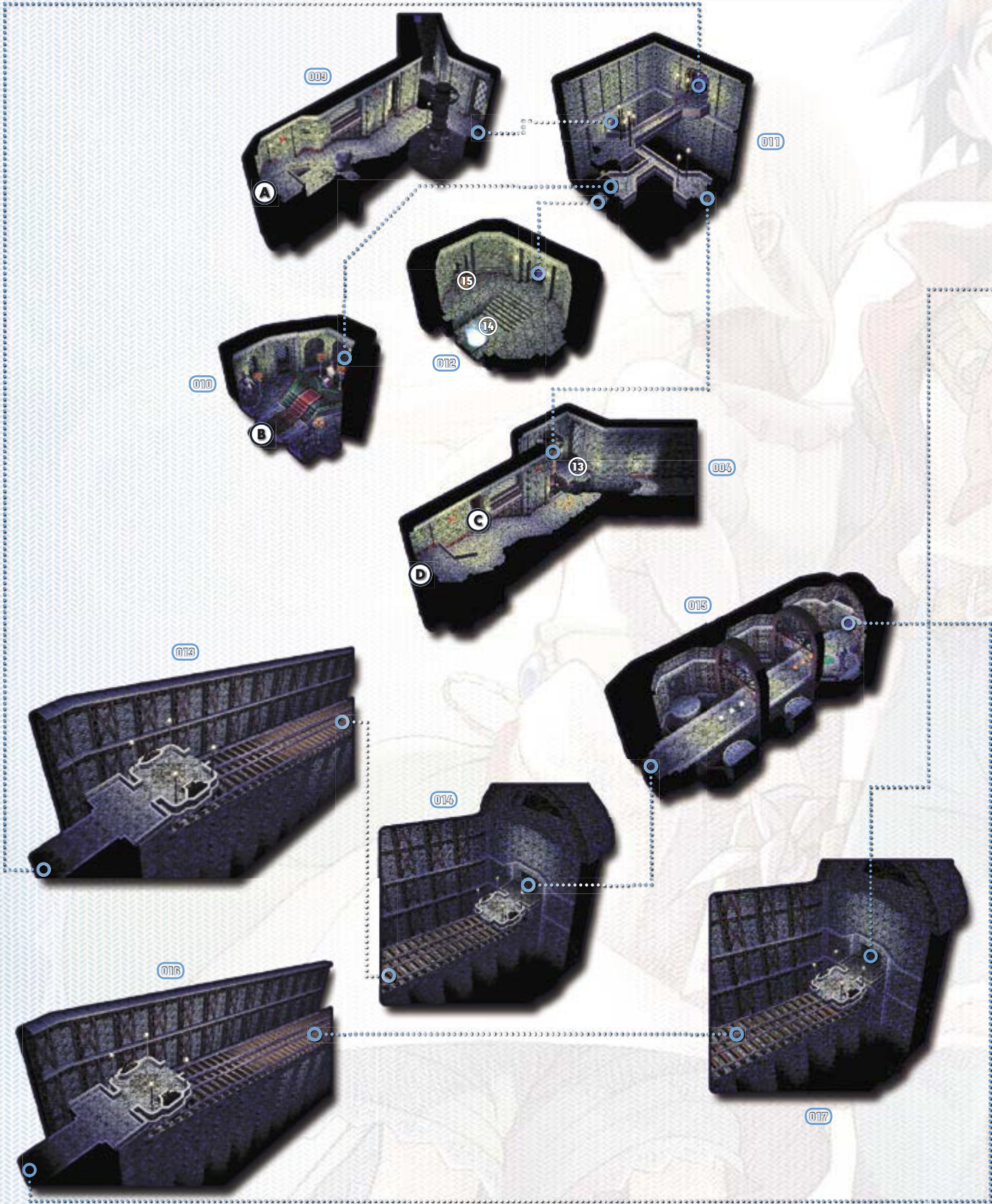
WALKTHROUGH

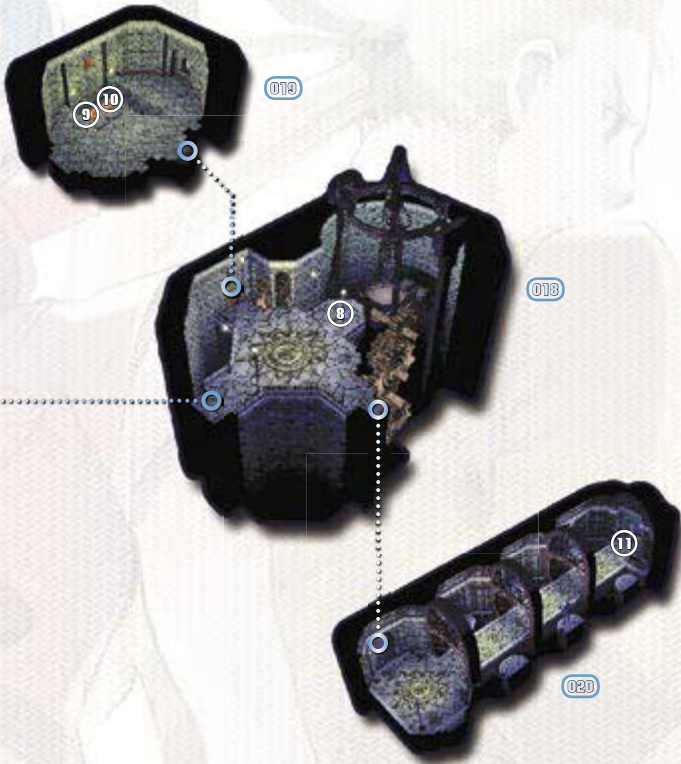
OPTIONAL AREAS

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**YOU'VE ALWAYS GOT OPTIONS!**

This is just an optional area to explore—for more treasure and a nice Fast Draw for Jack. There are a few puzzles to solve, though. Throughout the facility there are dog tags lying around. You can identify the tags on the ground because they're blue and they sparkle. All the monsters here are weak against Light, so make sure Cecilia has the FP Advance personal skill; she can use the Flash Hit medium to take out all of the monsters quickly. (If you aren't level 50 yet, you can use Shining Star instead.) If you only have one Duplicator in your inventory, be sure to save it to get to floor:019.

**FLOOR:003 F INTEREST**

This is where you'll place the dog tags after you've collected them all. When all the tags are placed, the door to floor:012 will open. For now, get the two that are easy to reach in this room, then go up the ramp on the east side and use the Change Staff to hit the white gem—this lets you reach the other side. This will lead to another dog tag. Next, go up the ramp and into the throne room behind it.



**FLOOR:013 F INTEREST**

Activate the switch on the lift; it will take you to floor:014. This is the same device that the knights used to get the King of Arctica to safety. (There's another transport on floor:016.)

**FLOOR:019 F INTEREST**

If you took the advice and opened this door, you'll be able to open the other two locked doors in the castle. Facing west, open the chest to the left to receive **two Duplicators**. After getting these items and the dog tags in this area, return to floor:003 and take the exit to the east.

**FLOOR:004 F INTEREST**

After getting the **Old Dog Tag** here, return to floor:003 to place the tags in the correct spots to open the door to floor:012. Once the door to floor:012 is open, go inside, grab the skill **Defense up 3** and the fast draw **Maximum Risk**, and exit the castle.

**- IMITATORS -**

There's only one way to wind up in a fight with a trapped chest. Imitators look like Mimics, but don't be fooled—they are considerably more deadly. Take these guys lightly, and it might be the last thing your party ever does. You'll want to have a Full Libra equipped on at least one person (I recommend Jack) because the Imitator has an attack called Vanish that can instantly kill your party. Just a wild guess, but I'm thinking you don't want that to happen!

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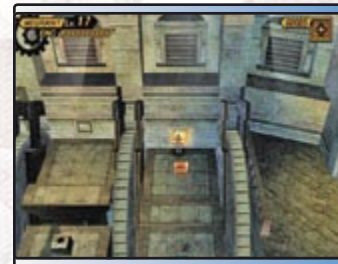
# PERPETUAL ENGINE OPTIONAL AREAS

Time and tide will never end, but what is there?

<b>TOOLS TO CLEAR</b>													x 12
<b>TOOLS TO COMPLETE</b>													x 00



Once you enter the dungeon, you'll notice 12 pillars in the center. The outside area is where you need to use your items. You should know how to use your items by now, so have at it. Once you reach the other side of your barrier, press the switch on the wall to activate a crystal pillar (see the screenshot). The one aspect of this dungeon you may not have encountered yet is the crystals; when you see a crystal, use Jack's guitar to summon a hidden boss.



## BOSS: RECKLESS ENTREST

Just like any tough battle, the key in this situation is good old preparation. For starters, make sure Emma has downloaded the Stink Cloud attack—don't go without it. Use this attack in the first round; the Reckless Ent will be stricken with Sickness and won't be able to heal for the rest of the fight. It goes without saying that this helps your chances for victory greatly! If you don't have Stink Cloud, don't worry—Retaliate will bounce back the Reckless Ent's attack and make it sick anyway. Either way, you're good to go.

### - ITEMS -

- |    |             |                 |     |    |             |               |     |
|----|-------------|-----------------|-----|----|-------------|---------------|-----|
| 01 | REQUIREMENT | ALTER PART      | n/a | 07 | REQUIREMENT | CLEAR CHIME 2 | n/a |
| 02 | REQUIREMENT | 1000 GELLA      | n/a | 08 | REQUIREMENT | MEMOIRS PEN 2 | n/a |
| 03 | REQUIREMENT | CREST GRAPH     | n/a | 09 | REQUIREMENT | MOON STONE 2  | n/a |
| 04 | REQUIREMENT | REVIVE FRUIT x5 | n/a | 10 | REQUIREMENT | FIRE BREAK 2  | n/a |
| 05 | REQUIREMENT | ANGEL QUILL 2   | n/a | 11 | REQUIREMENT | DEFEND 2      | n/a |
| 06 | REQUIREMENT | 3000 GELLA      | n/a | 12 | REQUIREMENT | FLORAL ARTS   | n/a |

## GETTING HERE INTEREST

This dungeon isn't available until Ka Dingel is available. You also need an item called Dispellado that you can get if you fully restore Downtown Adlehyde. To discover this dungeon's location, talk to the lady on the roof of the building on the west side of the Baskar Village—or talk to the chief's dog. Before you enter Perpetual Engine, make sure you read the book that's in the Black Market; it gives you a clue regarding use of the Dispellado item.



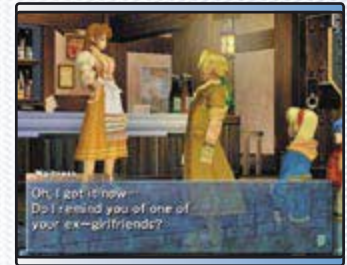


Start by having Jane use "Follow Me" so your other two characters go right after her—set up a strong defense. In its first attack, the Reckless Ent will cast Great Booster. Use Dispel on your second turn, then swap Rudy for Emma. The only reason to use Emma is to download Great Booster and Renovation. If you already have them, cast them on Cecilia in the second round. In the third, switch Emma back out for Rudy. Cecilia should use Shining Star and Retaliate to defend against physical attacks. Rudy should simply attack mercilessly with his ARM. As long as you keep using Retaliate, the Reckless Ent will never do damage. If it uses Great Booster, just have Jane initiate "Follow Me" and dispel the effect. The Reckless Ent has a lot of HP, so be patient and you'll win without much trouble. Cast Fragile on the beast if you want to speed things up a bit. After the battle you receive the skill **Life Charger**.



## JACK'S FINAL FAST DRAW

Now that time has been set backwards there's only one thing left to do: enter the Milama Village tavern and talk to the new waitress. You find out she's the new Elmina. After a brief conversation with her, attempt to leave the tavern—she'll stop you and give you her sword as a gift. The sword allows Jack to learn the fast draw **Laser Silhouette**.



RECKLESS ENT		HIDDEN BOSS #318	
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>	
	LEVEL	55	EARTH Halved
	HIT POINTS	45000	WIND —
	EXPERIENCE	30000	FIRE Weak
	GELLA	20000	ICE Resist
<b>DOWNLOADS</b>		WATER Active	<b>ITEMS DROPPED</b>
Renovation, Great Booster		THUNDER —	—
		LIGHT —	—
		DARK —	—
			<b>ITEMS STOLEN</b>
			—
			—

## GETTING THE GUARDIAN OF TIME

Now that all 12 crystals are active, it's time to use the Dispellado item you received in Adlehyde. If you visited the Black Market you already have a clue regarding the order of the crystals. In case you can't figure it out, here's the solution (see the screen in the next column for visual reference). After completing the puzzle, touch the scepter to receive the medium **Cosmic Cog**.

- |                    |                     |
|--------------------|---------------------|
| STEP 1: 7 o'clock  | STEP 7: 1 o'clock   |
| STEP 2: 2 o'clock  | STEP 8: 8 o'clock   |
| STEP 3: 9 o'clock  | STEP 9: 3 o'clock   |
| STEP 4: 4 o'clock  | STEP 10: 10 o'clock |
| STEP 5: 11 o'clock | STEP 11: 5 o'clock  |
| STEP 6: 6 o'clock  | STEP 12: 12 o'clock |







# THE ABYSS

# OPTIONAL AREAS

The Abyss is a massive optional dungeon containing the most powerful monsters in the game. It's accessible after Pandemonium is cleared. To reach the Abyss you'll need at least 30 Teleport Gems. Once you've got them, go to one of the Elw's Shrines and use the teleporter. In the scene showing the light bouncing off the satellites, one of the satellites will be damaged. This is how you know you've made it to the right place.

Talk to the ape inside this final Elw's Shrine and he'll tell you the location of the Abyss. Search the area south of the shrine to find it. Before you go in, however, keep in mind that the Abyss is 100 levels, and for most of it you won't be able to leave. Before entering, I suggest you have at least 19 Migrant Seals in your possession and all but four of the spells in the game. As an additional preparation you should have 99 Force Carrots. (The Force Carrots are crucial to defeating the boss on the 100th level.)

On each floor of the Abyss is a monster medal. When you collect 100 of them you'll be able to challenge the true form of the boss in the Abyss. Collecting the medals is quite challenging and there will be a lot of backtracking involved, so be prepared to put some time in here. If you snag an Abyss Key you'll be able to open the locked doors within this dungeon.

## Abyss Treasures by Floor

Floor	Treasure 1	Treasure 2	Treasure 3	Treasure 4	Treasure 5	Treasure 6
001	Abyss Key	Monster's Medal	Exodus Orb	—	—	—
002	Monster's Medal	—	—	—	—	—
003	Monster's Medal	—	—	—	—	—
004	Abyss Key	Monster's Medal	—	—	—	—
005	Monster's Medal	—	—	—	—	—
006	Monster's Medal	Migrant Seal	—	—	—	—
007	Monster's Medal	Abyss Key	Abyss Key	—	—	—
008	Monster's Medal	—	—	—	—	—
009	Monster's Medal	—	—	—	—	—
010	Abyss Key	Monster's Medal	—	—	—	—
011	Monster's Medal	Crest Graph	—	—	—	—
012	Monster's Medal	—	—	—	—	—
013	Monster's Medal	—	—	—	—	—
014	Monster's Medal	Abyss Key	Abyss Key	—	—	—
015	Monster's Medal	—	—	—	—	—
016	Monster's Medal	Abyss Key	Nectar x3	—	—	—
017	Monster's Medal	—	—	—	—	—
018	Monster's Medal	—	—	—	—	—
019	Monster's Medal	Abyss Key	Abyss Key	—	—	—
020	Monster's Medal	Abyss Key	—	—	—	—
021	Abyss Key	Monster's Medal	—	—	—	—
022	Abyss Key	Monster's Medal	—	—	—	—
023	Abyss Key	Monster's Medal	—	—	—	—
024	Abyss Key	Abyss Key	Monster's Medal	—	—	—
025	Monster's Medal	—	—	—	—	—
026	Monster's Medal	Finest Arts	—	—	—	—
027	Monster's Medal	Abyss Key	—	—	—	—
028	Monster's Medal	—	—	—	—	—
029	Abyss Key	Monster's Medal	—	—	—	—
030	Monster's Medal	—	—	—	—	—
031	Abyss Key	Monster's Medal	Crest Graph	—	—	—
032	Abyss Key	Monster's Medal	—	—	—	—
033	Abyss Key	Abyss Key	Monster's Medal	—	—	—
034	Abyss Key	Monster's Medal	—	—	—	—
035	Monster's Medal	—	—	—	—	—
036	Monster's Medal	Water Break 3	—	—	—	—
037	Monster's Medal	Abyss Key	—	—	—	—
038	Monster's Medal	Abyss Key	—	—	—	—
039	Monster's Medal	Abyss Key	Abyss Key	—	—	—
040	Monster's Medal	Abyss Key	—	—	—	—
041	Monster's Medal	Silver Harp 3	Mega Berry x3	—	—	—
042	Monster's Medal	—	—	—	—	—
043	Monster's Medal	Abyss Key	Abyss Key	—	—	—

CONTINUED →



Floor	Treasure 1	Treasure 2	Treasure 3	Treasure 4	Treasure 5	Treasure 6
044	Abyss Key	Monster's Medal	Abyss Key	—	—	—
045	Monster's Medal	—	—	—	—	—
046	Monster's Medal	Abyss Key	Abyss Key	—	—	—
047	Monster's Medal	—	—	—	—	—
048	Monster's Medal	Abyss Key	—	—	—	—
049	Monster's Medal	—	—	—	—	—
050	Monster's Medal	Abyss Key	Abyss Key	—	—	—
051	Monster's Medal	Nectar x3	—	—	—	—
052	Monster's Medal	—	—	—	—	—
053	Monster's Medal	—	—	—	—	—
054	Monster's Medal	Abyss Key	—	—	—	—
055	Monster's Medal	—	—	—	—	—
056	Monster's Medal	Memoirs Pen 3	—	—	—	—
057	Monster's Medal	Abyss Key	—	—	—	—
058	Monster's Medal	Abyss Key	Force Carrot x3	—	—	—
059	Monster's Medal	Abyss Key	—	—	—	—
060	Monster's Medal	—	—	—	—	—
061	Monster's Medal	Mega Berry x3	—	—	—	—
062	Monster's Medal	—	—	—	—	—
063	Monster's Medal	—	—	—	—	—
064	Monster's Medal	Abyss Key	—	—	—	—
065	Monster's Medal	—	—	—	—	—
066	Monster's Medal	Initiative	—	—	—	—
067	Monster's Medal	—	—	—	—	—
068	Monster's Medal	—	—	—	—	—
069	Monster's Medal	Abyss Key	—	—	—	—
070	Monster's Medal	—	—	—	—	—
071	Monster's Medal	Crest Graph	—	—	—	—
072	Monster's Medal	Abyss Key	—	—	—	—
073	Monster's Medal	—	—	—	—	—
074	Monster's Medal	Abyss Key	—	—	—	—
075	Monster's Medal	—	—	—	—	—
076	Monster's Medal	Abyss Key	—	—	—	—
077	Monster's Medal	—	—	—	—	—
078	Monster's Medal	Abyss Key	—	—	—	—
079	Monster's Medal	—	—	—	—	—
080	Monster's Medal	Abyss Key	—	—	—	—
081	Monster's Medal	Abyss Key	Ambrosia	—	—	—
082	Monster's Medal	—	—	—	—	—
083	Monster's Medal	—	—	—	—	—
084	Monster's Medal	—	—	—	—	—
085	Monster's Medal	—	—	—	—	—
086	Monster's Medal	LVL Apple	—	—	—	—
087	Monster's Medal	—	—	—	—	—
088	Monster's Medal	—	—	—	—	—
089	Monster's Medal	—	—	—	—	—
090	Monster's Medal	—	—	—	—	—
091	Monster's Medal	Life Charge	—	—	—	—
092	Monster's Medal	—	—	—	—	—
093	Monster's Medal	—	—	—	—	—
094	Monster's Medal	—	—	—	—	—
095	Monster's Medal	—	—	—	—	—
096	Monster's Medal	Small Flower x3	—	—	—	—
097	Monster's Medal	—	—	—	—	—
098	Monster's Medal	—	—	—	—	—
099	Monster's Medal	Crest Graph	Revive Fruit x3	Force Carrot x3	Fire Break 4	Boom Break4
100	Monster's Medal	—	—	—	—	—

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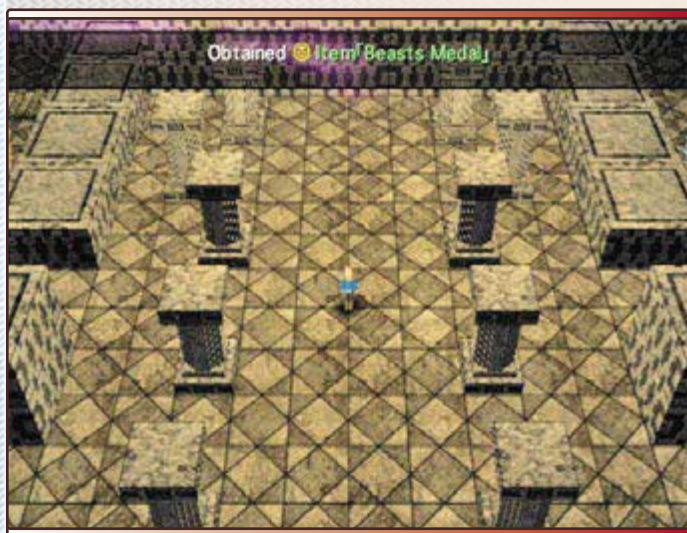
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**BOSS: RAGU O RAGULA (ST)**

Make sure all your characters are completely immune to fire damage. Have Jane use "Follow Me," then Cecilia should use Resurrection on everyone and Emma should use Slumber Fog on Ragu O Ragula. If he goes to sleep, prepare to kick butt. Emma should use Great Booster on Rudy and Cecilia should use Brave Seal. Make those effects permanent on Rudy and then cast Fragile on Ragu O Ragula. If he wakes up, put him back to sleep. If you're lucky he won't even get to attack during the fight.

You can increase your luck by casting Hocus Pocus on everyone. As long as you have Resurrection and full resistance to 100 Billion Degrees, you are unbeatable. If you really want to stick it to him, create an Offense Zone to increase damage even more. Ragu O Ragula has a physical attack, but you can nullify that by casting Retaliate on everyone.

After the fight is over, you receive the final Monster's Medal. All the medals together become the **Beast Medal**. If you're at level 100, you can also take advantage of the Sheriff Star. Exit back to floor:001 and get ready for the real Ragu O Ragula.



**BOSS: RAGU O RAGULA (ULTIMATE)**

This is the ultimate monster; he has no weaknesses and he doesn't play around. You'll need that Fire immunity because that's what will kill you. Have Emma use Anti-Magic Zone in her first turn to establish protection from Paradigm Pollution. Rudy should defend and Cecilia should get her FP up to 100% by using magic or a Force Carrot. Ragu O Ragula usually starts with One Trillion Degrees, but since you're immune to Fire you have nothing to worry about.

On turn two, Rudy should defend while Cecilia uses Brave Seal and Emma uses Great Booster on him. Now you're one step from victory.... On the third turn, defend with Rudy, have Emma use a Force Carrot on Cecilia, and have Cecilia cast Permanence on Rudy. If Ragu O Ragula hasn't used Dispel yet, you've already won. If he has been dispelling the effects of your spells, keep trying to get Rudy in shape until Ragu doesn't do this. If you took the preparation advice at the start of this section and came in with 99 Force Carrots, enjoy beating this guy down! If you didn't, prepare to find out how cheap Ragu is.

Every so often Ragu will start casting Paradigm Pollution after the turn is over. He'll do it up to four times, which is why you need Anti-Magic Zone.

For every round from now on until he is dead, have Rudy attack (or defend if you're reloading). Emma should use a Force Carrot on Cecilia and Cecilia should use Cosmic Cog. Every time Cosmic Cog is used time will stop and your characters will get to act without interruption.



RAGU O RAGULA		HIDDEN BOSS #297			
PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
LEVEL	100	EARTH	—	Sheriff Star	100%
HIT POINTS	400000	WIND	—	—	—
EXPERIENCE	400000	FIRE	Resist	—	—
GELLA	140000	ICE	Weak	—	—
DOWNLOADS		WATER		ITEMS STOLEN	
Agony Effect		THUNDER	—	Ambrosia	12.5%
		LIGHT	—	—	—
		DARK	—	—	—

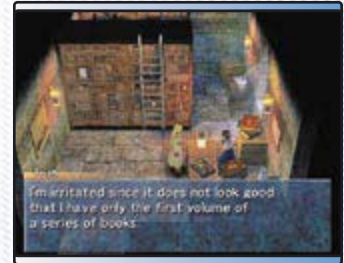
RAGU O RAGULA (ULTIMATE)		HIDDEN BOSS #298			
PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
LEVEL	100	EARTH	Halved	Ex File Key	100%
HIT POINTS	600000	WIND	Halved	—	—
EXPERIENCE	999999	FIRE	Active	—	—
GELLA	600000	ICE	—	—	—
DOWNLOADS		WATER		ITEMS STOLEN	
Paradigm Pollution		THUNDER	Halved	Ambrosia	12.5%
		LIGHT	Halved	—	—
		DARK	Halved	—	—



# COLLECTING WITCH BOOKS AL EVENTS

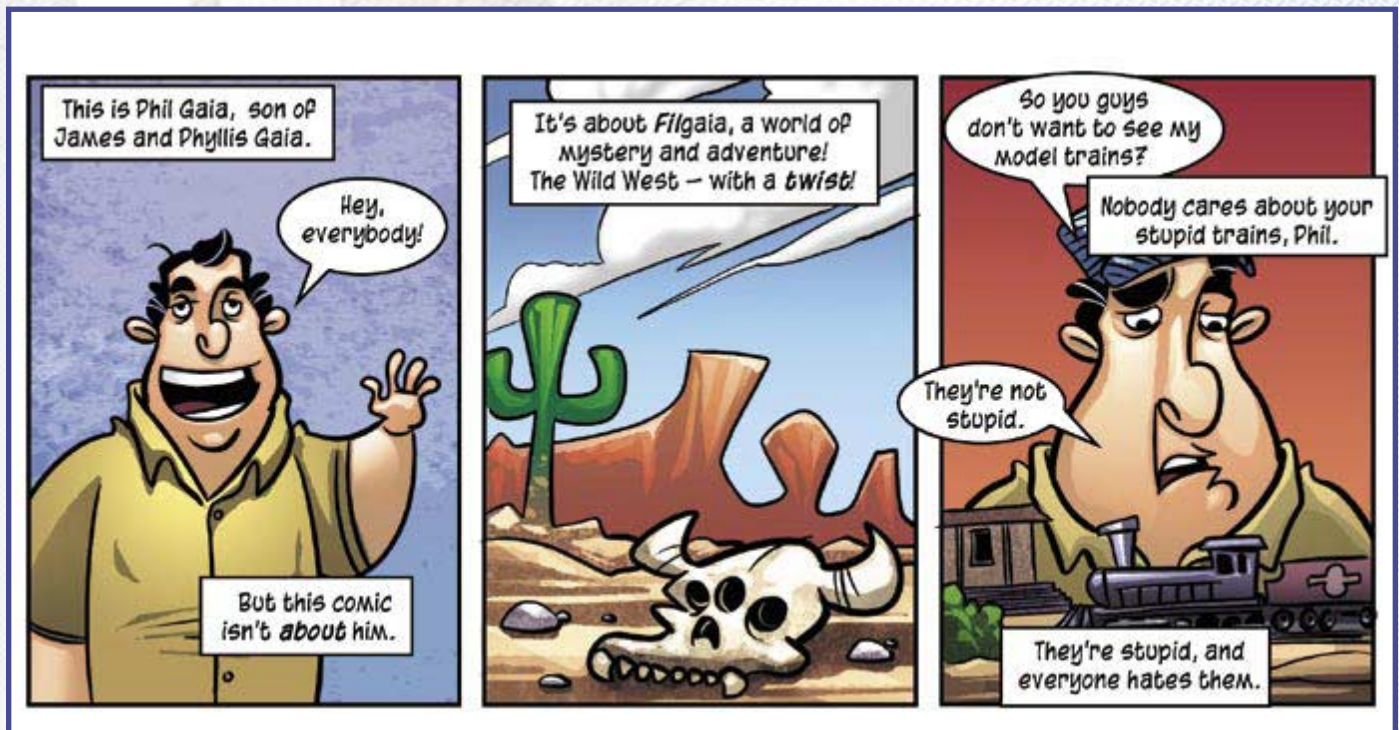
This is an optional event that starts early in the game and continues all the way to the end. It is possible to beat the game without collecting all the books, but those of you who want to get everything in the game will need to go out searching for them. The quest starts in Curan Abbey when you talk to Trish, the librarian.

Trish wants you to find all the books so she can find out how the story ends. You can find books in shops, and chests, and bosses may even drop them. After you've found any given book, take it back to Trish and she will read it for you. The stories are long, so if you don't feel like reading just press the Start button. Once you've shown her all of the books, you'll receive an Ex File Key.



## Locations of the 10 Witch Books

Name	Location
Witch: Ep. 1	Given to you by Trish at Curan Abbey
Witch: Ep. 2	Under Adlehyde, floor:006
Witch: Ep. 3	Gento Soen, floor:011
Witch: Ep. 4	Purchase in Rosetta Town for 10000 gella
Witch: Ep. 5	Devil's Playground
Witch: Ep. 6	Clear Puzzle Box 16
Witch: Ep. 7	Holy Wood Mound (Elw World)
Witch: Ep. 8	Clear Puzzle Box 27
Witch: Last	Ka Dingel, floor:019
Witch: Side	Defeat the Sukebe at the "Sea of Wind" Epitaph



CHARACTERS

GAME SYSTEM

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# MAP COMPLETION OPTIONAL EVENTS

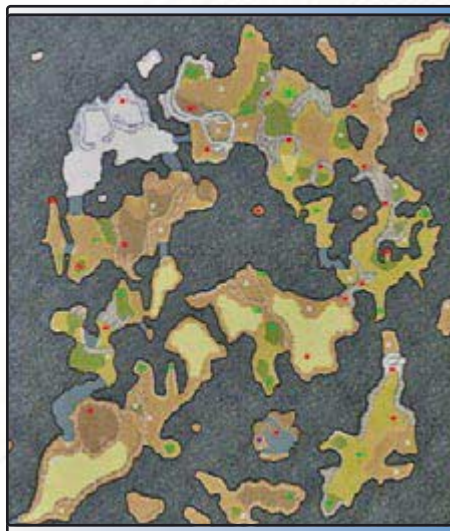
This event is available as soon as you have the Magic Staff. In Milama Village there is an ugly cat that you must speak to. The cat requires a complete map of the land of Filgaia, but will never be able to complete it.



It's up to you to finish the job for this ugly cat. This is an event that can't be completed until you have the Gullwing, so you should wait until then.



For the most part, it's simple to fill in the map. However, when you are around 99% complete you'll invariably end up needing to find a small square that's a pain to track down. A tip for getting everything is to always have the small map in the lower-right corner, and simply fill in any squares that you see. If you need to check the map, press the Select button to look at the large map.



It can be difficult and annoying, but don't give up. For completing the map, the ugly cat will give you an Ex File Key.

## - THE ORIGINAL WILD ARMS MAP -

If you hold the map of Filgaia from *Altercode F* up to a mirror you will see the exact map of Filgaia in the original *Wild Arms* game. (The original game was released in 1997 for the Sony PlayStation.)

# ADLEHYDE RESTORATION OPTIONAL EVENTS

The task of donating money to restore Adlehyde is a long one, but once you get enough money you'll receive various items and—more importantly—the town will be restored. Talk to Mayor Howard and he will ask you to make a donation.



As you donate more money, the town's restoration level will increase. As the restoration level increases, so do the available items in the shop. To the right is a chart of the money required to reach each level of restoration. The items that show up in the shop at each level are also given.

## Restoration Level Information

Restoration Level	Donation Amount	Items for Sale (Cumulative)
00	0 Gella	Medicine
01	1000-4000 Gella	Antidote / Toy Hammer / Peppy Acorn
02	5000-11000 Gella	Breath Mint / Heal Vane / Big Melon
03	12000-26000 Gella	Gaia Stop 1 / Windbreaker 1 / Fire Break 1 / Ice Break 1
04	27000-56000 Gella	Crest Graph / Migrant Seal
05	57000-119000 Gella	Water Break 1 / Boom Break 1 / Ray Break 1 / Dark Break 1
06	120000-239000 Gella	Silver Harp 1 / Clear Chime 1 / Blue Circlet 1 / Full Libra 1
07	240000-599000 Gella	Memoirs Pen 1 / Angel Quill 1 / Moon Stone 1 / Olive Branch 1
08	600000 Gella	Defense Up 1 / Resist Up 1 / HP Up 1



## - ITEM SCOPE -

Donate 12000 gella to the mayor and he will give you the **Item Scope**. The Item Scope works with your search function on the Outfield to find items. There are a lot of items to be found in the Outfield, so make sure you search all of Filgaia. You'll want to get the Item Scope as soon as this event is open for you, because with it you'll find many items—including a couple of mediums.



## - MAKING OUT THE RESTORATION LEVEL -

You will come to the realization very quickly that putting together the money required to restore Adlehyde is not an easy task. Lucky for you, however, enemies called Rat Monkeys lurk around Adlehyde. Before entering Volcannon Trap with Jane, fight the Rat Monkeys and use her to steal the skill **MP Repair**. It's a great skill, but even greater than its use is its resale value. This single skill will earn you the small sum of... 999999 gella! This is more than enough money to rebuild the town—with spare change.

There's only a 12.5% chance of stealing this skill, but it's well worth the attempt, obviously.



## RESTORING THE BUILDINGS OF ADLEHYDE



Tom has returned to his hometown of Adlehyde, and he wants to rebuild it even better than before. The problem is, he lacks the funds to do it. Throughout the game you'll find items that make Tom's job easier. Just for returning to Adlehyde with the Tool Box he desires, he'll rebuild Emma's workshop.

In Volcannon Trap, you'll acquire an item called Tool Shop that is a small model of a tool shop. Give Tom the Tool Shop along with 2500 gella, and he will build the full-size version. In this way, you can inspire Tom to build other shops; the items and gella required vary from building to building.





In the following chart you'll see a column marked Order. The order value is the order that the building will be built in if two or more items are in your inventory at the same time.

### Restoration Details for Each Building

Building	Map Letter	Item Needed	Location	Price	Order
Emma's Workshop	G	Tool Box	Ghost Ship	—	—
Tool Shop	H	Tool Shop	Volcannon Trap	2500 Gella	2
Inn	C	Bar	Epitaph	2000 Gella	3
Hospital	A	Hospital	Elw Shrine 5	3000 Gella	4
Residence	B	Residence	Fallen Sanctuary	1000 Gella	5
Tom's House	E	Repair Shop	De La Metalica	1500 Gella	1
Zeldukes Tomb Stone	D	Secret Tools	Sinner's Studio	1000 Gella	6
Mayor's House	F	Mayor's Home	Pandemonium	3000 Gella	7

After you've paid Tom the money to rebuild a building, you'll need to go out and fight some battles to pass the time. The number of battles required before the building is restored depends on two things. The first is the restoration level of the town, and the second is whether or not Tom's house is built. A chart showing the battles required based on these factors follows.

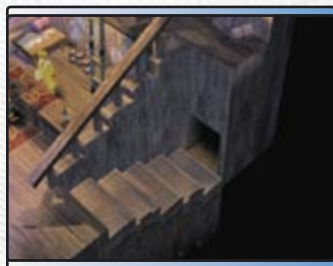
### Number of Battles Required before Building Restoration Is Complete

Restoration Level	Number of Battles, Based on Status of Tom's House	
	Not Restored	Restored
0	20 Battles	10 Battles
1	18 Battles	9 Battles
2	16 Battles	8 Battles
3	14 Battles	7 Battles
4	12 Battles	6 Battles
5	10 Battles	5 Battles
6	8 Battles	4 Battles
7	6 Battles	3 Battles
8	4 Battles	2 Battles



## THE BLACK MARKET REST

To access the Black Market you need the Black Pass. The Item Shop also must be rebuilt. Show the Black Pass to the shopkeeper and he will reveal to you a secret area in his store. In this area you can purchase some of the best skills in the game, as well as an Ex File Key (for 999999 gella). The following chart gives a list of the items that are for sale in the Black Market.



### Black Market Items

Item	Price in Gella
Critical 1	120000
Critical 2	500000
Counter Up 1	120000
Counter Up 2	500000
Blocker 1	140000
Blocker 2	500000
Defend 1	100000
Defend 2	500000
MP Up 1	12000
Ex File Key	999999



## AFTER THE RESTORATION

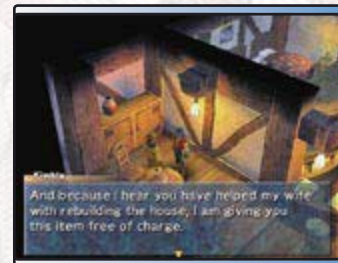
### ZELDUKES

This is the Guardian of Status Protection, and to get him you must rebuild Adlehyde completely. To rebuild the town to perfection, the restoration level must be 8 and all of the buildings must be repaired. Once you've done this, visit the stone representing Zeldukes and you will receive the medium **Castle Defense**.



### DISPELLADO

This rare item is required to get the Guardian of Time. Talk to Kimble, who is in the Inn, and he will give you this item—provided the town is completely rebuilt. For information about how to use this item, you'll need to check out the optional area Perpetual Engine.



### SWEET CANDY II

Visit the hospital where Bartholomew is staying, and you will see Drake in there with him. Drake found the helm on the Sweet Candy, and as a small gift will give you the **Broken Helm** so you can get revenge for him.



Talk to Tom; for a mere 5000 gella he will restore the Sweet Candy. After fighting two battles, talk to Bartholomew again and the Sweet Candy II will be yours. With the Sweet Candy II in your possession you can get the remaining items and puzzle boxes. You can also fight the Golem Leviathan.



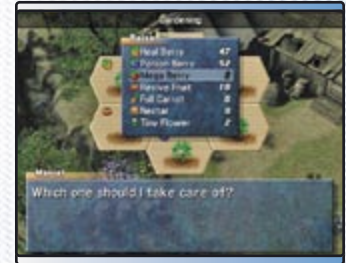


# GARDENING

# OPTIONAL EVENTS

Gardening is a way to grow certain items, like berries, flowers, etc. As soon as gardening becomes available in the game, you should take advantage of it. The first thing you'll need is a seedling, and you'll have to sacrifice one of your items to create one. Select the **Raise** option, then select the item to make a seedling.

After you've planted the seed, you must improve the breed. Select the option **Improve Breed**, and then start adding more of the item to improve it. The greater the improvement, the faster it will grow. The last option is **Harvest**. Once there is growth in the new plant or berry, it can be harvested and placed in your inventory.



## OPTIONS OF INTEREST

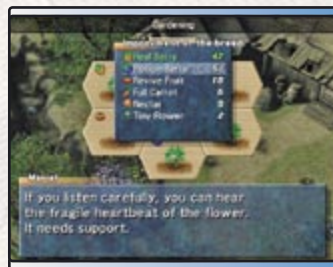
### RAISE

The Raise option consumes one of your items to make a seedling. As long as you have at least one of the items that can be grown, you will be able start a corresponding seedling. The raising process is a long one, so make sure you start it as soon as you can. After making a seedling from one of your items, select the item again and choose a plot of land to place it in. A good trick to grow items faster is to have multiple spaces of land occupied by the same item. Doing this will yield a bigger harvest and will get you items faster. I generally start out with Heal Berries, Potion Berries, and Revive Fruits.



### IMPROVE BREED

When you select this option, you are essentially donating one of your items to improve the chances of its corresponding seedling. Mariel offers evaluations for a seedling's outlook; see the chart in the next column for her comments. The more positive the comment, the better the chances of success. Use the items that you harvest to add to the improvement of the breed. Every time you place an item to improve the breed, your chances of success increase by 1%.



### Mariel's Seedling Evaluations

Growth Rate	Mariel's Evaluation
1-10%	The chance of this seedling blooming is pretty slim. It's still important to believe in the flower.
11-20%	...I am well aware of the fact that Filgaia is not the most ideal place to grow flowers. The least we can do is pray.
21-30%	Good soil, water, and a warm-hearted spirit are needed to grow a flower. We also need to be very patient.
31-40%	If you listen carefully, you can hear the fragile heartbeat of the flower. It needs support.
41-50%	Flowers live their lives to the fullest. The least we can do is to give them our warm emotional support.
51-60%	I can feel the power of the seedling. The power is subtle, but it is assuring.
61-70%	Flowers are known to be fragile. But you can feel the strength of the flower by looking at the seedling.
71-80%	Looking at the seedling gives me a hope that one day Filgaia will be filled with green.
81-90%	The seedling taught me the value of living life to its fullest.
91-99%	What a wonderful seedling. This will grow up to be as tall as the sky.
100%	This seedling will live strong. —Yes, it definitely will. I am sure of it.

### HARVEST

Harvesting the crop occurs after certain conditions are met. Even if you meet the conditions to harvest a crop, there is still a chance you will produce nothing. The game determines if a crop will mature based on its growth rate and a point system.

Each of the items you might plant requires a certain number of points before it can be harvested. As you do things throughout the game you will receive points that apply toward this total. Once you've obtained the points required to grow one of any given item, its growth rate determines your probability of success. The table on the following page gives the point system for each of the items, as well as their starting success rates. After that is a chart showing which actions will earn you points.





CHARACTERS

**Point System for Grown Items**

Item	Points Needed to Grow 1	Starting Success Rate
Heal Berry	60 Points	60%
Potion Berry	100 Points	30%
Mega Berry	160 Points	15%
Revive Fruit	140 Points	30%
Force Carrot	120 Points	10%
Nectar	80 Points	20%
Small Flower	110 Points	5%

**Point Rewards for Actions**

Action Taken	Number of Points Given
Pass one minute of play time	1 Point
Take part in a battle	3 Points
Reach a large intermission in the story	Points rise to the maximum

GAME SYSTEM

# MONSTER GUIDE OPTIONAL EVENTS

WALKTHROUGH

Speak to Wilbur in Port Timney and he will tell you that he wants to research all of the monsters in Filgaia. To help him you are going to need to analyze all of the monsters that you come across during your journey. One thing you must know is that when you encounter a boss monster you get its data automatically.

After acquiring the data for 50% of the monsters, talk to Wilbur and he will give you an **Ex File Key**. To get the key, just go into your Monster Guide and look at the monsters, then exit. In the monster appendix in the back of the book, the monsters have a number that corresponds to their number in the Monster Guide.

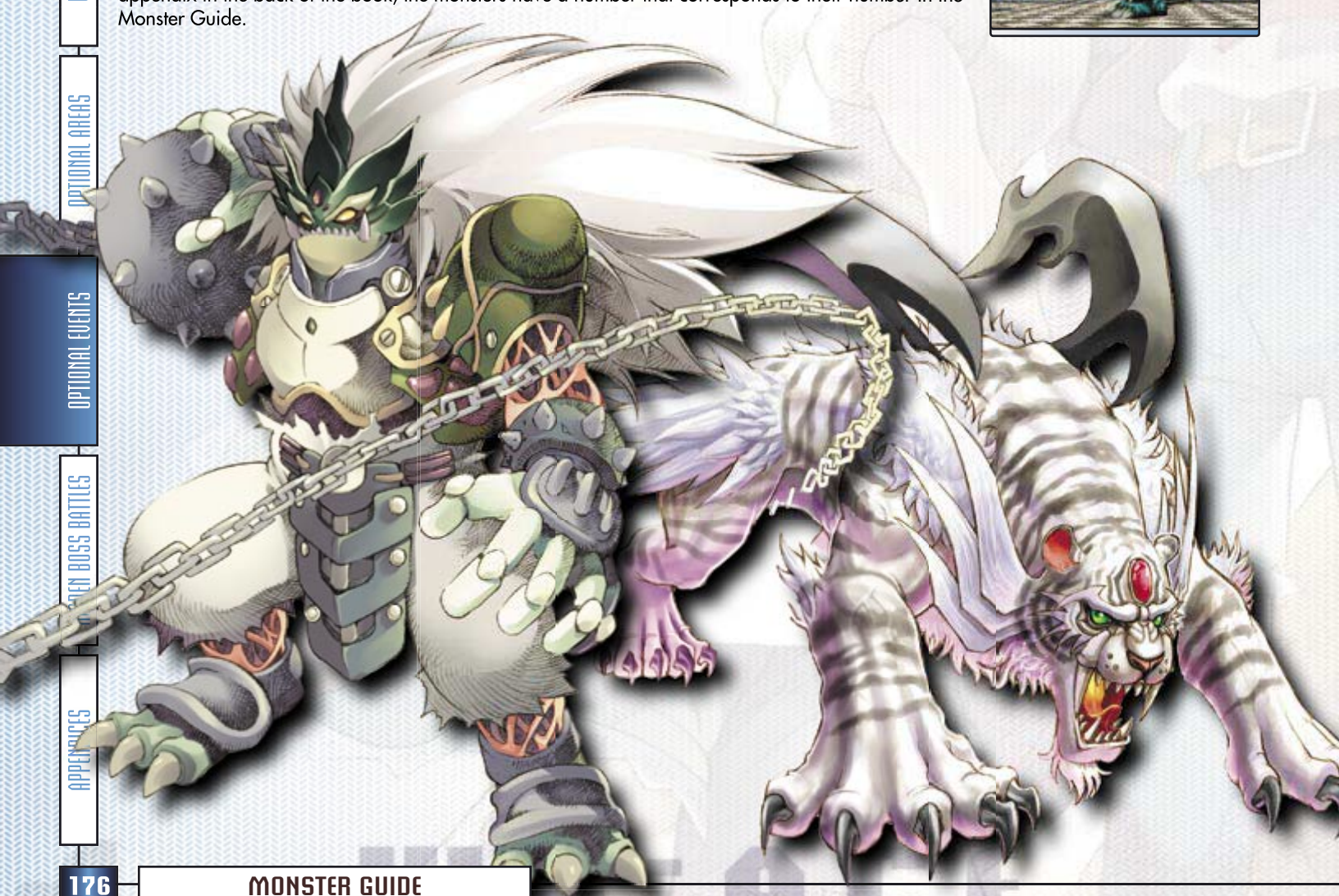


OPTIONAL AREAS

OPTIONAL EVENTS

OPEN BOSS BATTLES

APPENDICES





# PUZZLE BOXES

# OPTIONAL EVENTS

This is an optional event that you begin by talking to Jocelyn in the Ship Graveyard. You'll receive a reward for each puzzle you solve. After completing all of the puzzle boxes, return to the Ship Graveyard and talk to Jocelyn again. She will give you an **Ex File Key**. The chart below gives the locations, rewards, and requirements for each box.



## Puzzle Box Locations, Rewards, and Requirements

Puzzle Box	X Coordinate	Y Coordinate	Reward	Needed to Arrive
Puzzle Box 01	18900	1000	Potion Berry x3	Nothing
Puzzle Box 02	17200	11050	Memoirs Pen 2	Sweet Candy
Puzzle Box 03	7500	6200	Boom Break 2	Sweet Candy
Puzzle Box 04	6500	18350	10000 Gella	Asgard
Puzzle Box 05	18900	19600	FP Advance	Nothing
Puzzle Box 06	22500	14400	Revive Fruit x5	Nothing
Puzzle Box 07	22000	3000	Formula Cut	Nothing
Puzzle Box 08	14600	22400	Dark Break 2	Nothing
Puzzle Box 09	10300	17450	Force Carrot x3	Asgard
Puzzle Box 10	13500	800	Part Scope	Sweet Candy
Puzzle Box 11	8900	14900	Nectar x5	Giant's Ocarina
Puzzle Box 12	6000	8600	LVL Apple	Sweet Candy
Puzzle Box 13	3800	4200	Migrant Seal	Giant's Ocarina
Puzzle Box 14	21600	9200	Olive Branch 3	Sweet Candy + Giant's Ocarina
Puzzle Box 15	21950	17100	Gimel Coin x10	Sweet Candy
Puzzle Box 16	8300	5600	Witch Ep. 6	Asgard
Puzzle Box 17	17900	24300	Mega Berry x3	Sweet Candy
Puzzle Box 18	3400	1100	20000 Gella	Sweet Candy
Puzzle Box 19	2000	23550	Clear Chime 3	Protowing
Puzzle Box 20	19400	12500	Assist Blitz	Giant's Ocarina
Puzzle Box 21	13600	20100	Lucky Card x5	Sweet Candy + Giant's Ocarina
Puzzle Box 22	22700	4200	Gauge Repair	Protowing
Puzzle Box 23	12300	21900	Alter Part x4	Protowing + Giant's Ocarina
Puzzle Box 24	12100	19900	30000 Gella	Gullwing
Puzzle Box 25	3100	3500	Ambrosia x3	Protowing + Giant's Ocarina
Puzzle Box 26	8500	16100	Memoirs Pen 4	Gullwing
Puzzle Box 27	13700	12300	Witch Ep. 8	Gullwing
Puzzle Box 28	24850	11150	Black Pass	Gullwing + Giant's Ocarina
Puzzle Box 29	20000	16000	Full Libra 4	Whistle
Puzzle Box 30	5600	16550	MP Repair	Whistle



## PUZZLE BOX SOLUTIONS

The rules are simple: You can only move single blocks, and if they touch the same color they disappear. You can exit a puzzle by jumping off the stage or pressing the Square button.

Solutions for the puzzles are given (starting on the next page) in the following format:

**Move #** > **Block Color** > **Position 1 to Position 2**

This section only gives position-to-position instructions for where to place the blocks. It is still up to you to move a block to its correct space without touching it to a similar block. Once you do the first couple of puzzles you'll get the hang of things. Remember that these are solutions—not helpful tips! Only turn to the appropriate puzzle if you find yourself stuck and want to simply get past the puzzle.



CHARACTERS

GAME SYSTEM

WALKTHROUGH

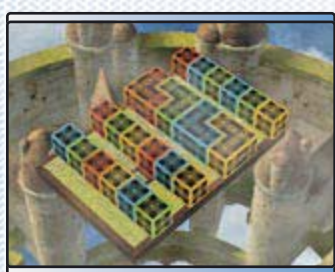
OPTIONAL AREAS

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**PUZZLE BOX 01** **LEVEL: 01**



- 01 Blue 8-E to 7-E
- 02 Green 8-F to 7-B
- 03 Blue 8-A to 5-E
- 04 Yellow 6-C to 5-F
- 05 Yellow 8-D to 2-F
- 06 Green 1-E to 2-C
- 07 Blue 1-D to 1-C
- 08 Red 1-A to 4-C
- 09 Red 6-A to 6-B

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**REWARD:** Potion Berry x3

**PUZZLE BOX 02** **LEVEL: 01**



- 01 Red 5-A to 2-A
- 02 Green 5-B to 3-C
- 03 Yellow 5-D to 2-D
- 04 Blue 5-C to 3-B

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**REWARD:** Memoirs Pen 2

**PUZZLE BOX 03** **LEVEL: 01**

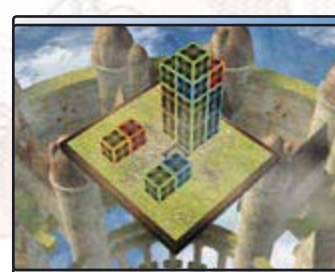


- 01 Green 1-F to 2-D
- 02 Red 6-F to 4-C
- 03 Blue 6-A to 4-C
- 04 Yellow 1-A to 2-C

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**REWARD:** Boom Break 2

**PUZZLE BOX 04** **LEVEL: 01**



- 01 Red 5-C to 2-F
- 02 Yellow 6-C to 2-C
- 03 Blue 5-F to 4-E
- 04 Green 6-F to 3-F

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**REWARD:** 10000 Gella



**PUZZLE BOX 05**

**LEVEL: 01**



- 01 Green 1-A to 2-E
- 02 Green 1-K to 1-F
- 03 Red 1-H to 1-I
- 04 Yellow 1-J to 2-C

	A	B	C	D	E	F	G	H	I	J	K	L
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REWARD:

FP Advance

**PUZZLE BOX 06**

**LEVEL: 01**



- 01 Green 3-F to 4-F
- 02 Blue 6-F to 7-F
- 03 Blue 5-E to 3-E
- 04 Yellow 5-D to 5-C
- 05 Red 3-C to 2-C
- 06 Red 4-D to 6-D

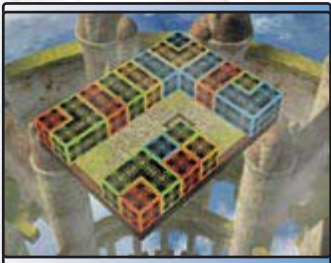
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REWARD:

Revive Fruit x5

**PUZZLE BOX 07**

**LEVEL: 02**



- 01 Blue 6-E to 3-C
- 02 Green 5-E to 6-E
- 03 Red 6-F to 6-C
- 04 Yellow 5-F to 3-B
- 05 Blue 1-A to 3-E
- 06 Green 1-E to 6-B
- 07 Red 8-A to 3-C
- 08 Red 8-F to 3-D

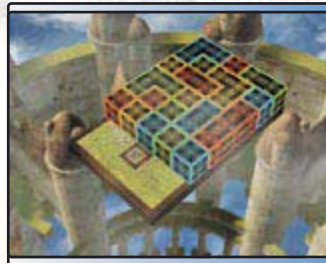
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REWARD:

Formula Cut

**PUZZLE BOX 08**

**LEVEL: 02**



- 01 Red 6-A to 7-E
- 02 Green 6-D to 6-A
- 03 Yellow 6-B to 4-A
- 04 Red 5-B to 4-B
- 05 Blue 6-C to 3-A
- 06 Yellow 4-C to 3-C
- 07 Green 5-C to 3-D
- 08 Green 2-B to 2-D
- 09 Blue 2-E to 6-D

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REWARD:

Dark Break 2



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**PUZZLE BOX 09**

**LEVEL: 02**



- 01 Red 4-F to 4-G
- 02 Blue 6-D to 7-D
- 03 Red 6-F to 6-C
- 04 Green 2-F to 6-D
- 05 Green 2-D to 5-D
- 06 Red 6-C to 5-C
- 07 Red 4-G to 4-C
- 08 Yellow 4-B to 5-C
- 09 Yellow 2-B to 5-D

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**REWARD:** Force Carrot x3

**PUZZLE BOX 10**

**LEVEL: 02**



- 01 Blue 5-H to 5-E
- 02 Yellow 3-C to 4-E
- 03 Red 5-A to 3-C
- 04 Yellow 4-E to 3-F
- 05 Yellow 4-B to 6-D
- 06 Green 3-J to 5-H
- 07 Blue 4-I to 2-G

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**REWARD:** Part Scope

**PUZZLE BOX 11**

**LEVEL: 02**



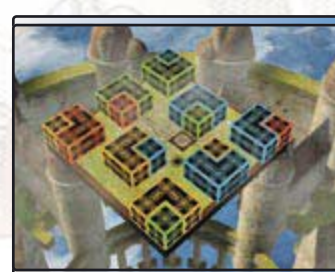
- 01 Red 5-G to 4-G
- 02 Blue 7-D to 7-F
- 03 Yellow 6-F to 3-F
- 04 Green 2-E to 2-D
- 05 Green 6-E to 3-D

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**REWARD:** Nectar x5

**PUZZLE BOX 12**

**LEVEL: 02**



- 01 Blue 6-E to 2-F
- 02 Yellow 4-G to 5-D
- 03 Red 1-H to 6-B
- 04 Yellow 8-A to 8-F
- 05 Green 8-H to 4-C
- 06 Green 3-E to 3-B
- 07 Blue 1-A to 5-F

	A	B	C	D	E	F	G	H	I	J	K	L
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**REWARD:** LVL Apple



**PUZZLE BOX 13**

**LEVEL: 03**



- 01 Green 3-F to 4-D
- 02 Red 3-G to 5-E
- 03 Green 4-D to 3-F
- 04 Red 2-C to 5-D
- 05 Yellow 1-C to 3-E
- 06 Yellow 5-B to 4-E
- 07 Blue 5-A to 3-C
- 08 Blue 6-E to 3-D
- 09 Green 7-E to 5-C

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REWARD:

Migrant Seal

**PUZZLE BOX 14**

**LEVEL: 03**



- 01 Blue 3-E to 2-E
- 02 Yellow 5-E to 3-E
- 03 Yellow 4-C to 3-D
- 04 Blue 2-E to 3-D
- 05 Blue 3-A to 4-A
- 06 Red 1-A to 3-A
- 07 Red 2-C to 3-B
- 08 Green 2-D to 4-C
- 09 Blue 4-A to 4-C

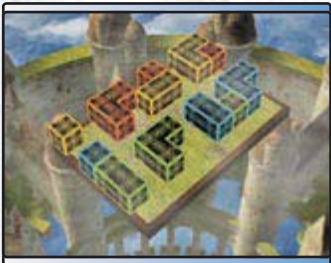
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REWARD:

Olive Branch 3

**PUZZLE BOX 15**

**LEVEL: 03**



- 01 Blue 9-C to 9-F
- 02 Green 3-E to 3-A
- 03 Yellow 9-A to 3-B
- 04 Red 1-B to 5-A
- 05 Green 3-A to 8-D
- 06 Blue 9-F to 3-D

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REWARD:

Gimel Coin x10

**PUZZLE BOX 16**

**LEVEL: 03**



- 01 Yellow 1-E to 2-C
- 02 Blue 1-C to 4-C
- 03 Red 6-D to 5-E
- 04 Red 5-B to 4-E
- 05 Green 5-F to 4-B
- 06 Yellow 3-B to 3-E

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REWARD:

Witch Ep. 6



CHARACTERS

GAME SYSTEM

WALKTHROUGH

OPTIONAL AREAS

OPTIONAL EVENTS

HIDDEN BOSS BATTLES

APPENDICES

**PUZZLE BOX 17**

**LEVEL: 03**



- 01 Blue 3-B to 3-A
- 02 Red 2-C to 2-D
- 03 Blue 3-A to 5-B
- 04 Yellow 4-C to 4-B
- 05 Red 2-D to 2-B
- 06 Green 3-D to 5-E
- 07 Yellow 4-B to 5-E
- 08 Red 2-B to 1-C

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**REWARD:** Mega Berry x3

**PUZZLE BOX 18**

**LEVEL: 03**



- 01 Blue 4-D to 3-E
- 02 Red 1-D to 1-F
- 03 Green 2-G to 4-F
- 04 Green 1-H to 1-C
- 05 Green 3-H to 3-C
- 06 Red 1-A to 4-B
- 07 Blue 2-A to 1-G
- 08 Blue 3-E to 2-G
- 09 Yellow 2-H to 1-D

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**REWARD:** 2000 Gella

**PUZZLE BOX 19**

**LEVEL: 04**



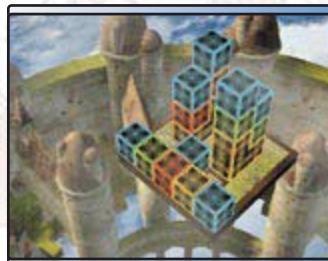
- 01 Red 4-B to 2-B
- 02 Blue 3-E to 3-B
- 03 Red 4-E to 3-D
- 04 Red 2-B to 2-D
- 05 Blue 3-B to 2-C
- 06 Blue 4-A to 3-B
- 07 Blue 2-C to 2-B
- 08 Green 4-D to 3-C
- 09 Green 3-A to 2-C

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**REWARD:** Clear Chime 3

**PUZZLE BOX 20**

**LEVEL: 04**



- 01 Blue 4-C to 4-D
- 02 Blue 5-A to 1-D
- 03 Blue 4-D to 4-B
- 04 Blue 1-D to 3-E
- 05 Blue 4-B to 4-E
- 06 Red 5-C to 1-B
- 07 Green 5-B to 4-D
- 08 Yellow 5-D to 3-C

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**REWARD:** Assist Blitz



**PUZZLE BOX 21**

**LEVEL: 04**



- 01 Yellow 10-C to 10-D
- 02 Green 7-C to 7-B
- 03 Blue 11-D to 7-D
- 04 Red 7-G to 10-D
- 05 Yellow 11-G to 11-D
- 06 Blue 10-H to 9-H
- 07 Yellow 11-D to 4-E
- 08 Blue 2-E to 4-F
- 09 Green 1-E to 6-E

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- 10 Blue 4-F to 1-E
- 11 Red 9-G to 2-E
- 12 Red 1-F to 10-B
- 13 Yellow 2-F to 7-A

REWARD:

Lucky Card x5

**PUZZLE BOX 22**

**LEVEL: 04**



- 01 Red 2-F to 2-D
- 02 Green 1-F to 3-E
- 03 Blue 1-G to 4-F
- 04 Yellow 6-B to 6-D
- 05 Green 7-A to 5-C
- 06 Blue 7-B to 4-C
- 07 Blue 4-C to 4-E
- 08 Green 3-E to 4-C
- 09 Yellow 1-A to 6-E

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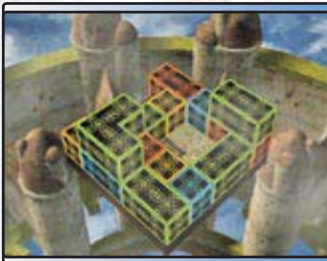
- 10 Red 7-G to 2-C

REWARD:

Gauge Repair

**PUZZLE BOX 23**

**LEVEL: 04**



- 01 Green 3-B to 3-A
- 02 Yellow 2-B to 2-C
- 03 Green 3-A to 4-A
- 04 Yellow 2-C to 2-D
- 05 Blue 1-C to 2-A
- 06 Yellow 2-D to 1-C
- 07 Yellow 4-D to 3-A
- 08 Yellow 1-C to 2-B
- 09 Red 4-C to 1-C

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- 10 Blue 4-E to 4-D
- 11 Yellow 2-B to 1-B
- 12 Blue 2-A to 4-C
- 13 Yellow 1-B to 4-A

REWARD:

Alter Part x4

**PUZZLE BOX 24**

**LEVEL: 04**



- 01 Red 1-B to 2-A
- 02 Yellow 3-A to 1-B

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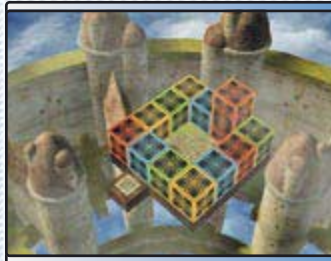
30000 Gella





**PUZZLE BOX 25**

**LEVEL: 05**



- 01 Blue 4-B to 5-B
- 02 Yellow 3-A to 4-B
- 03 Green 2-A to 2-C
- 04 Yellow 4-B to 3-C
- 05 Red 4-A to 2-A
- 06 Yellow 3-C to 2-B
- 07 Green 4-C to 4-A
- 08 Yellow 2-B to 3-A
- 09 Green 2-C to 4-C

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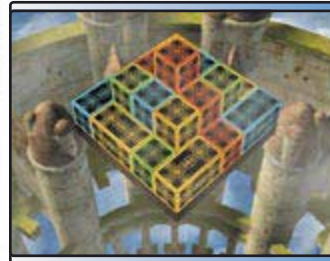
- 10 Yellow 3-A to 4-B
- 11 Red 2-A to 2-C
- 12 Blue 1-B to 2-A
- 13 Yellow 4-B to 3-A
- 14 Green 1-D to 4-B
- 15 Blue 3-D to 2-C
- 16 Blue 5-B to 2-B
- 17 Yellow 4-D to 2-A

**REWARD:**

Ambrosia x3

**PUZZLE BOX 26**

**LEVEL: 05**



- 01 Red 3-C to 3-E
- 02 Yellow 4-D to 3-D
- 03 Blue 4-C to 3-E
- 04 Green 4-B to 4-A
- 05 Red 3-B to 4-C
- 06 Green 4-A to 5-D
- 07 Red 4-C to 5-A
- 08 Yellow 2-B to 4-B
- 09 Blue 2-C to 2-A

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- 10 Green 2-D to 2-B
- 11 Yellow 3-D to 5-D
- 12 Yellow 4-B to 4-A
- 13 Green 2-B to 1-B
- 14 Yellow 4-A to 4-B
- 15 Red 5-A to 4-A
- 16 Yellow 4-B to 3-B
- 17 Blue 2-A to 2-C
- 18 Yellow 3-B to 1-B
- 19 Blue 2-C to 5-B

**REWARD:**

Memoirs Pen 4

**PUZZLE BOX 27**

**LEVEL: 05**



- 01 Red 5-E to 5-B
- 02 Green 7-E to 8-E
- 03 Blue 7-G to 7-J
- 04 Yellow 5-G to 6-C
- 05 Green 8-E to 5-D
- 06 Yellow 9-E to 6-I
- 07 Green 3-G to 5-F
- 08 Red 9-D to 9-C
- 09 Green 10-D to 9-E

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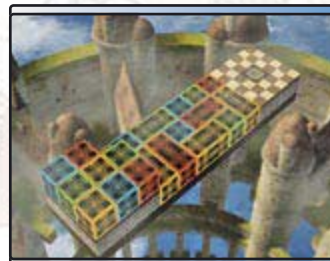
- 10 Blue 10-E to 10-D
- 11 Green 9-E to 5-E
- 12 Red 5-B to 5-D
- 13 Red 2-G to 5-F
- 14 Red 9-C to 5-E
- 15 Blue 10-D to 7-F
- 16 Blue 7-J to 7-H
- 17 Blue 3-H to 7-G
- 18 Yellow 6-C to 3-F
- 19 Yellow 6-I to 4-H
- 20 Yellow 3-F to 3-H

**REWARD:**

Witch Ep. 8

**PUZZLE BOX 28**

**LEVEL: 05**



- 01 Green 10-B to 5-B
- 02 Red 10-C to 4-B
- 03 Yellow 11-B to 3-C
- 04 Blue 11-C to 6-B
- 05 Green 12-B to 7-B
- 06 Yellow 12-C to 8-C
- 07 Blue 12-A to 9-B
- 08 Red 11-A to 8-A
- 09 Yellow 3-C to 4-C

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**REWARD:**

Black Pass



**PUZZLE BOX 29**

**LEVEL: 05**



- 01 Yellow 8-C to 6-B
- 02 Red 10-C to 3-C
- 03 Green 12-C to 4-C
- 04 Yellow 6-B to 5-C
- 05 Blue 12-A to 5-D
- 06 Yellow 5-C to 6-B
- 07 Green 14-C to 12-A
- 08 Yellow 17-C to 9-A
- 09 Red 17-A to 14-B

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**REWARD:**

Full Libra 4

**PUZZLE BOX 30**

**LEVEL: 05**



- 01 Red 5-A to 4-C
- 02 Green 5-B to 3-C
- 03 Yellow 6-A to 3-A
- 04 Red 4-C to 3-B
- 05 Blue 5-C to 6-A
- 06 Green 6-C to 5-A
- 07 Red 3-B to 4-A
- 08 Green 3-C to 6-C
- 09 Blue 2-B to 5-B

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**REWARD:**

MP Repair

# ADDITIONAL CHARACTERS AND EVENTS

One thing you'll notice that's different about this game from the original *Wild Arms* is that you can get three additional characters. They are Emma Hetfield, Jane Maxwell, and Zed. Two of the three can join before you enter Ka Dingel, while the last can be obtained only after receiving an item in the game's final dungeon.

If you are going to take on the additional bosses in the game (and perhaps challenge the Abyss) then you'll need these characters to aid you. Each of them, especially Emma, has unique abilities that will amaze you—and greatly assist any effort to conquer 100% of the game. If you aren't interested in the extras and you just want to beat the "core" game for the story, then the additional characters are simply a nice bonus.



## EMMA HETFIELD INTEREST

**AVAILABLE:** Once Ka Dingel becomes available

**LOCATION:** Under Adlehyde

Remember when you were sneaking out of the castle to give the Teardrop to Berserk at the start of the game? Well, now you need to go back! Since you have all the tools available and you are much stronger, this place should pose no problems. Turn back to the appropriate section of this book's walkthrough to refer to the map. Then follow the instructions on the next page.



CHARACTERS

GAME SYSTEM

WALKTHROUGH

OPTIONAL AREAS

OPTIONAL EVENTS

HIDDEN BOSS BATTLES

APPENDICES

**FLOOR:005 INTEREST**

Use the Grenade to blow open the crate on the other side of the sewers. This will reveal a white gem. Use the Change Staff to get to the other side. Follow the path around the outside wall and go through the northeast exit.



**FLOOR:012 INTEREST**

You need to enter from the northern door coming from floor:011. Climb the cages to the top. Once you're at the top, turn the handle until the door opens below. Drop from the top of the cage to reach floor:013. Get a chest and then return to floor:011.



**FLOOR:011 INTEREST**

Stand on the wooden bridge and bomb all four supports. Once these are blown up, the wood you are standing on will act like a raft, taking you to the other entrance of floor:012.



**FLOOR:013 INTEREST**

The floor here is visibly cracked. Have Rudy use a Bomb and blow open a hole. Drop down the hole and you'll arrive at Emma's secret laboratory. After talking, Emma will join the team.



**JANE MAXWELL INTEREST**

**AVAILABLE:** Once Ka Dingel becomes available and the Raftina/Justine scene in Baskar is completed

**LOCATION:** Court Seim

The first thing you have to do is finish the scene in Baskar Village featuring the two guardians, Raftina and Justine. Once you've triggered this scene, go to Surf Village. As soon as you enter the village, a scene will trigger. After it is done the Rotting Beast that you defeated early in the game will attack.



Prepare for the fight by having such skills as Regeneration, Floral Arts, FP Advance, Blocker, and Counter.

**BOSS: ROTTING BEAST (AND CORE)**

You should focus on the core and not the body, because defeating the core will make this beast go down. I like to have Counter up because there is always the chance I'll counter his physical attack and do damage back. A trick that you can do with the counter is to keep healing using herbs and, when you Counter Attack with a lot of force, use the Inertial Cancel to counter with a Lock-On attack. Don't worry about using items, because once you have Jane you'll be able to steal a lot of them! After the fight you'll get a skill, **Moon Stone 3**, and a whole lot of experience points. After the battle it appears the residents of Surf Village have accepted you again. You will receive Zephyr, the Guardian of Hope.

ROTTING BEAST		HIDDEN BOSS #327	
PRIMARY STATS		ELEMENTAL DURABILITY	
LEVEL	37	EARTH	Halved
HIT POINTS	—	WIND	Halved
EXPERIENCE	0	FIRE	—
GELLA	0	ICE	Halved
DOWNLOADS		ITEMS STOLEN	
		WATER	Halved
		THUNDER	Halved
		LIGHT	Weak
		DARK	Resist
			—

ROTTING CORE		HIDDEN BOSS #---	
PRIMARY STATS		ELEMENTAL DURABILITY	
LEVEL	37	EARTH	—
HIT POINTS	6500	WIND	—
EXPERIENCE	17600	FIRE	—
GELLA	4500	ICE	—
DOWNLOADS		ITEMS STOLEN	
		WATER	—
		THUNDER	—
		LIGHT	—
		DARK	—
			—



**COURT SEIM**

Now that the Rotting Beast is taken care of, return to Court Seim and go to Jane's house, where Jane and Magdalen are in Magdalen's room talking. Speak to Jane a couple of times and then to Magdalen. Eventually Jane will join up with your group (With Magdalen's blessing, of course). Now that you have Jane back in your party it's time to go on a stealing spree courtesy of the monsters of Filgaia. If you did this before Ka Dingel, now's your chance with a full arsenal of people.



If you don't want him to use a Counter Attack, just defend or use a Heal Berry when you are standing by to reflect an attack. I suggest doing something along these lines so the damage you return to him is greater.



**ZED** POINT OF INTEREST

**AVAILABLE:** Once you've received the Defense Unit from Malduke and you've defeated Monster Zed

**LOCATION:** Saint Centaur

With the Defense Unit, you must return to the room underneath the Guardian statue, blow up the crate, and use the Jump Boots to hit the switch. This will reveal a secret room where a blind girl is hiding. Talk to her and she will tell you that someone has been taking care of her. When you try to leave town, Zed will appear. However, this time he has a nasty surprise. Behold Monster Zed.



**MONSTER ZED** HIDDEN BOSS #291

PRIMARY STATS	ELEMENTAL DURABILITY		ITEMS DROPPED			
	LEVEL	55	EARTH	Halved	—	—
	HIT POINTS	30000	WIND	Halved	—	—
	EXPERIENCE	60000	FIRE	Halved	—	—
GELLA	12000	ICE	Halved	—	—	
DOWNLOADS		ITEMS STOLEN				
		WATER	Halved	—	—	
		THUNDER	Halved	—	—	
		LIGHT	Halved	—	—	
		DARK	Halved	—	—	
				—	—	

**GETTING ZED TO JOIN**

Give Zed the Defense Unit that you got from Malduke. With it, he'll feel at ease about leaving the blind girl in the town now that it's protected. After he places the unit, Rudy will extend his hand in friendship and Zed will agree to join. With Zed in your group, you can now face the hidden boss battle in the "Sea of Wind" Epitaph. Check the next section of the book, Hidden Boss Battles, for more details.



**BOSS: MONSTER ZED** BEST

You can win this fight without using an item because of one spell: Retaliate. Make sure your team is about even with Monster Zed in the levels department, and that the personal skill FP Advance is equipped on Cecilia. Monster Zed's reaction rating is fast, but at equal levels he is slower than Jane. I recommend using Jane, Rudy, and Cecilia for this fight because they have the strongest attacks.

Monster Zed won't use his most powerful attack in the first round, so have Cecilia use Shining Star and Retaliate so that all your characters can reflect a physical attack. The Retaliate spell reflects every attack Monster Zed has except for Missile Set.

In the second round cast Shield. Once you have a round where not too much damage is taken, make the Shield effect permanent. For the rest of the fight have Jane cast "Follow Me" every time someone reflects physical damage, and set up the physical barrier again. Monster Zed will damage himself every time he connects with Punch, Ultimate Zed, and Counter Combo.





# HIDDEN BOSS BATTLES

# SECRETS



## HUMPTY AND DUMPTY

**LOCATION:** Filgaia Outfield  
**REWARD:** FP Advance

To challenge these guys you'll need an item called the Monster Egg. You can find the Monster Egg in the Ruins of Memory. The egg is located in a chest in one of the side rooms that can only be accessed by using a password. You can find the password in the Ruins of Memory section of this book.

HUMPTY		HIDDEN BOSS #223	
PRIMARY STATS		ELEMENTAL DURABILITY	
LEVEL	55	EARTH	Halved
HIT POINTS	15000	WIND	Halved
EXPERIENCE	17500	FIRE	Halved
GELLA	13500	ICE	Halved
DOWNLOADS		ITEMS STOLEN	
		WATER	Halved
		THUNDER	Halved
		LIGHT	Active
		DARK	Weak

DUMPTY		HIDDEN BOSS #166	
PRIMARY STATS		ELEMENTAL DURABILITY	
LEVEL	55	EARTH	Halved
HIT POINTS	15000	WIND	Halved
EXPERIENCE	17500	FIRE	Halved
GELLA	13500	ICE	Halved
DOWNLOADS		ITEMS STOLEN	
		WATER	Halved
		THUNDER	Halved
		LIGHT	Active
		DARK	Weak

### STRATEGY: HUMPTY AND DUMPTY

Humpty and Dumpty like to work as a team, so you should as well. The key to winning this fight is the Reflect spell. In your first turn, have Jane use "Follow Me" and have Cecilia use Reflect on your three characters. (You must use Jane and Cecilia for this strategy, but the third character is up to you.) You'll want to use Reflect because Dumpty only has magic to use against you. In the second round, have Cecilia use Permanence on all characters to keep the Reflect effect for the duration of the fight. To do this, make sure Cecilia has the skill FP Advance equipped.

Humpty's role is a little different than Dumpty's; he will simply cast defense spells throughout the fight. Every time he does so, make sure you dispel the effects. As long as you keep Humpty busy with protection spells, your Reflect status won't be harmed.

To defeat these guys you must finish them both in the same round; otherwise the survivor will bring the other back to life. Every time you finish one off you'll get the experience for defeating it, but there are much better ways to gain experience than this. Make sure you alternate your attacks so they are both near death at the same time. Bringing a partner to life does require a turn, so if you narrowly miss getting them both in the same round, use Jane's "Follow Me" to make the final blow before the surviving "umpty" can act.



## SCRAP FIGURES

**LOCATION:** Exhibition Grounds Ruins  
**REWARD:** Migrant Seal

You probably noticed this object at the Adlehyde Exhibition Grounds early in the game, but didn't have a way of activating the cursed figure. With all the tools in your possession now—you do. Stand next to the figure and play the guitar to initiate the battle.



SCRAP FIGURE (#3)		HIDDEN BOSS #136	
PRIMARY STATS		ELEMENTAL DURABILITY	
LEVEL	55	EARTH	Halved
HIT POINTS	25000	WIND	Halved
EXPERIENCE	12000	FIRE	Halved
GELLA	9000	ICE	Halved
DOWNLOADS		ITEMS STOLEN	
Hyperion Blaster		WATER	Weak
		THUNDER	Resist
		LIGHT	Halved
		DARK	Halved

### STRATEGY: SCRAP FIGURES

In this battle, I use the three girls because they have the skills to win this fight easily. You may have to use some healing items here, but none of your characters will die. In preparation, have Emma boost her HP with the HP Up skill. Make sure Cecilia has the FP Advance skill, and give Jane Finest Arts and Floral Arts.

The very first round should start with Jane using "Follow Me," Emma using Anti-Magic Zone, and Cecilia using Shining Star with Retaliate. The anti-magic zone will make the battlefield look a little funky, but its effect is well worth it because—while it is active—the Hyperion Blaster and Wheel Laser will do significantly less damage. In addition, Retaliate will bounce their desperation attack back. The anti-magic zone will last for a couple of rounds, so use this time



to have Emma cast Great Booster on each person, starting with herself. In the next round have Cecilia make the effect permanent. Once all three characters are boosted, you can work on finishing off the three figures.

If Emma gets low on magic, use the Download skill on the Scrap Figures; you'll receive a lot of magic points back. Keep your MP high so that, when the anti-magic zone wears off, you can repeat what you did in the first turn. In addition to making everyone go immediately after her, Jane should be your healer. Use her Mystic ability with at least a Potion Berry to heal everyone for 1000 HP. When Cecilia's force reaches above 75%, use Aqua Wisp. The Finest Arts skill (equipped on Jane) is there because, if it works, it will do a lot of damage. As long as you keep up the anti-magic zone and maintain Retaliate on all of the characters, you will win this fight. The fight will be tough at the beginning, but as each figure is destroyed the going gets easier.

## MELCHOM LICH OF INTEREST

**LOCATION:** Rosetta Town  
**REWARD:** Nothing

Go to Rosetta Town and go down the stairs toward the graveyard. If you look around the area you'll see three crows. Select Rudy and throw grenades at the crows. Each of the crows, once you've hit them, will land on one of the tombstones. After all three crows have landed, a crystal will appear. Stand next to the crystal and play the guitar to awaken the boss.



MELCHOM LICH		HIDDEN BOSS #289	
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>	<b>ITEMS DROPPED</b>
	LEVEL 60	EARTH --	--
	HIT POINTS 45000	WIND --	--
	EXPERIENCE 0	FIRE --	--
GELLA 0	ICE --	--	
<b>DOWNLOADS</b>		<b>ITEMS STOLEN</b>	
		WATER --	--
		THUNDER --	--
		LIGHT --	--
		DARK --	--

### STRATEGY: MELCHOM LICH

This is really just a fight to increase your money, because this guy really doesn't do anything but steal your gella. To beat him, start out by using Jane's "Follow Me," followed by a Shining Star Retaliate spell from Cecilia. Retaliate will protect you from the Value of Money. After that, have someone use a Gella Card and build up Cecilia's force to 100%—so that you can use Brave Seal. After Cecilia uses Brave Seal, make the effect permanent on Rudy. Now use Rudy to destroy him using Gatling Raid. Don't worry about Gella Buster because, if Melchom uses it, it will only

increase the amount of gella that you receive at the end of the battle. Every time he hits you such that your retaliation shield goes away, just set it up again.

## SADAS OF INTEREST

**LOCATION:** Gento Soen  
**REWARD:** Olive Branch 4

To get to this boss, go to Gento Soen, stand in front of the crystal on floor:009, and play the guitar. The crystal will shatter and the Sadas will attack.

SADAS, LARGE		HIDDEN BOSS #104	
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>	<b>ITEMS DROPPED</b>
	LEVEL 65	EARTH Resist	--
	HIT POINTS 55000	WIND Resist	--
	EXPERIENCE 75000	FIRE Resist	--
GELLA 30000	ICE Resist	--	
<b>DOWNLOADS</b>		<b>ITEMS STOLEN</b>	
		WATER Resist	--
		THUNDER Resist	--
		LIGHT Resist	--
		DARK Resist	--

SADAS, SMALL (x4)		HIDDEN BOSS #105	
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>	<b>ITEMS DROPPED</b>
	LEVEL 65	EARTH Weak	--
	HIT POINTS 2000	WIND Weak	--
	EXPERIENCE 0	FIRE Weak	--
GELLA 500	ICE Weak	--	
<b>DOWNLOADS</b>		<b>ITEMS STOLEN</b>	
		WATER Weak	--
		THUNDER Weak	--
		LIGHT Weak	--
		DARK Weak	--

### STRATEGY: SADAS

The key to this fight is to increase your speed and maintain the effect. Cecilia can do that with the Quick spell, and Jack and Rudy should be the recipients. You want to be faster than the Sadas because they are like little bombs—they enjoy blowing themselves up. Each of the small Sadas starts with 2000 hit points, and when they launch themselves at you the damage is whatever they have remaining. Take care of them quickly. The big Sadas can bring the others back to life, but only one at a time. If you get rid of all the small ones you can all go to work on the big one.

Use Cecilia as your healer. Jack should focus on the small Sadas and Rudy should concentrate on the big guy. If you want to speed things up, have Cecilia use Brave Seal and make the effect permanent. While you have upgraded weapons, Jack can take out the small Sadas with one Speed Fang attack. Cecilia should save her force in this fight because, if the small Sadas start to increase faster than you can destroy them, she will need at least 50% to call one of the elemental mediums (e.g., Ice Crystal) to take them all out. Once you have this fight under control it is only a matter of time before you're victorious.



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**EGREGORI OF INTEREST**

**LOCATION:** Demon's Lab  
**REWARD:** Clear Chime 4

To get to this boss, enter the Demon's Lab on floor:003 and play the guitar near the crystal. This will unleash this highly aggravating boss.

EGREGORI 1		HIDDEN BOSS #042		
PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED
LEVEL	65	EARTH	Weak	—
HIT POINTS	9000	WIND	Weak	—
EXPERIENCE	8500	FIRE	Weak	—
GELLA	4000	ICE	Weak	—
DOWNLOADS		WATER		ITEMS STOLEN
Aiming Zone		THUNDER	Weak	—
		LIGHT	Weak	—
		DARK	Weak	—

EGREGORI 2		HIDDEN BOSS #043		
PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED
LEVEL	65	EARTH	Weak	—
HIT POINTS	9000	WIND	Weak	—
EXPERIENCE	8500	FIRE	Weak	—
GELLA	4000	ICE	Weak	—
DOWNLOADS		WATER		ITEMS STOLEN
Aiming Zone		THUNDER	Weak	—
		LIGHT	Weak	—
		DARK	Weak	—

EGREGORI 3		HIDDEN BOSS #044		
PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED
LEVEL	65	EARTH	Weak	—
HIT POINTS	9000	WIND	Weak	—
EXPERIENCE	8500	FIRE	Weak	—
GELLA	4000	ICE	Weak	—
DOWNLOADS		WATER		ITEMS STOLEN
Aiming Zone		THUNDER	Weak	—
		LIGHT	Weak	—
		DARK	Weak	—

EGREGORI 4		HIDDEN BOSS #045		
PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED
LEVEL	65	EARTH	Weak	—
HIT POINTS	9000	WIND	Weak	—
EXPERIENCE	8500	FIRE	Weak	—
GELLA	4000	ICE	Weak	—
DOWNLOADS		WATER		ITEMS STOLEN
Aiming Zone		THUNDER	Weak	—
		LIGHT	Weak	—
		DARK	Weak	—

EGREGORI 5		HIDDEN BOSS #046		
PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED
LEVEL	65	EARTH	Weak	—
HIT POINTS	9000	WIND	Weak	—
EXPERIENCE	8500	FIRE	Weak	—
GELLA	4000	ICE	Weak	—
DOWNLOADS		WATER		ITEMS STOLEN
Aiming Zone		THUNDER	Weak	—
		LIGHT	Weak	—
		DARK	Weak	—

EGREGORI 6		HIDDEN BOSS #047		
PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED
LEVEL	65	EARTH	Weak	—
HIT POINTS	9000	WIND	Weak	—
EXPERIENCE	8500	FIRE	Weak	—
GELLA	4000	ICE	Weak	—
DOWNLOADS		WATER		ITEMS STOLEN
Aiming Zone		THUNDER	Weak	—
		LIGHT	Weak	—
		DARK	Weak	—

**STRATEGY: EGREGORI**

Start by having Jane use "Follow Me." Have Cecilia cast Retaliate on everyone and have Rudy use Gatling Raid on the sixth Egregori. The sixth Egregori is the one that'll kill you, so he takes priority. You won't be able to take care of the Aiming Zone, but if you have Blocker equipped on your three fighters you have a chance at avoiding their attacks. In the second round do the same thing as the first, but this time defend with Rudy. A key to gaining the upper hand is to watch for an Inertial Cancel opportunity. This allows you to attack twice in the same round.

In the third round do the same thing again, but this time take out the fifth Egregori. This Egregori has the second-most-annoying status condition, and destroying it will bring you one step closer to victory. Keep destroying the last Egregori on the list until they are all gone. As long as Jane or Rudy doesn't die, you should be fine. Once you get down to two Egregori, bring any dead party members back to life. When you get down to the final one, make sure that Emma downloads **Aiming Zone**—then finish the fight.

**VERMILION OF INTEREST**

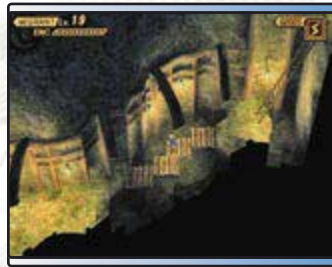
**LOCATION:** Dragon Shrine  
**REWARD:** Moon Stone 4


You're going to need the Whistle to reach this one. Enter the cave at Sinner's Studio and climb down the ladder. Tiptoe across the floating rafts and then exit the cave and walk around the outside of the Elw World.

Eventually, you'll come upon a beach where you need to use the Whistle to call the Sweet Candy. Once aboard the Sweet Candy,



use the Dragon Scale and you'll be transported to the Dragon Shrine. This time, however, you'll find yourself on the other side. Stand in front of the crystal and use the guitar Vermilion.



VERMILION (#2)		HIDDEN BOSS #033	
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>	<b>ITEMS DROPPED</b>
	LEVEL 75	EARTH —	—
	HIT POINTS 75000	WIND —	—
	EXPERIENCE 75000	FIRE Active	—
	GELLA 40000	ICE Weak	—
<b>DOWNLOADS</b>		<b>ITEMS STOLEN</b>	
Baking Breath, Slumber Fog, Flaming Zone		WATER —	—
		THUNDER —	—
		LIGHT —	—
		DARK —	—

**STRATEGY: VERMILION**


Like in most of the hidden boss battles, start by having Jane use "Follow Me." Then have Cecilia use Castle Defense and have Emma use Freezing Zone. You want to use Freezing Zone so the Vermilion can't use Flaming Zone. On the next turn, no matter what happened during turn one, have Jane use "Follow Me," Emma use Slumber Fog, and Cecilia use Retaliate on everyone using Shining Star. If you're fortunate, you'll put both Vermilion to sleep. If neither sleeps, try again on your next turn. Your primary goal in this fight is to put both of these guys to sleep. Once that happens, you are free to swap in the big hitters.

Unlike Humpty and Dumpty, these guys don't bring each other back to life, so feel free to destroy them one at a time. While they're asleep, have Emma cast Great Booster on Rudy. Cecilia should use Brave Seal to upgrade Rudy's weapons, and then make the effect permanent. After that, cast Fragile and let Rudy do the work. I like to up the defense on all of my characters that are essential, because Slumber Fog won't always work. Of course, if you're using Lock-On, you won't wake them at all. After one is destroyed, the rest of the fight should be fairly easy. Just make sure you always keep the zones in your favor by beating the bad guys to the punch.

**SUKEBE OF INTEREST**

**LOCATION:** "Sea of Wind" Epitaph  
**REWARD:** Witch: Side

Once you recruit Zed, this boss becomes available. To fight the boss, you need to have an all-male front row when you read the dirty magazine in "Sea of Wind" Epitaph. Once you read it, the fight will begin.

SUKEBE (#12)		HIDDEN BOSS #138	
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>	<b>ITEMS DROPPED</b>
	LEVEL 75	EARTH Halved	—
	HIT POINTS 5000	WIND Halved	—
	EXPERIENCE 6250	FIRE Halved	—
	GELLA 4150	ICE Halved	—
<b>DOWNLOADS</b>		<b>ITEMS STOLEN</b>	
Agony Effect		WATER Halved	—
		THUNDER Halved	—
		LIGHT Halved	—
		DARK Halved	—

**STRATEGY**


Due to their numbers, you will find yourself overwhelmed quickly. Start by casting "Follow Me" with Jane, then have Rudy use Lock-On Arc Nova and Cecilia use Fiery Rage. This should be enough to do all of them in. If it doesn't kill all or most of them, you need to adjust the power on Rudy's ARM. A level of 66 should beat them.

**BLACK BOX OF INTEREST**

**LOCATION:** Port Timney  
**REWARD:** Ex File Key

Once you get the Jump Boots you can reach this guy, but you still can't fight him. Jump up onto the bridge, then maneuver yourself over the hole and drop in. To fight the Black Box, you need to have opened every treasure chest in the world. To do this you'll have to go through all of the optional areas except for the Abyss.



BLACK BOX (#3)		HIDDEN BOSS #138	
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>	<b>ITEMS DROPPED</b>
	LEVEL 80	EARTH Halved	—
	HIT POINTS 27000	WIND Halved	—
	EXPERIENCE 27000	FIRE Halved	—
	GELLA 18000	ICE Halved	—
<b>DOWNLOADS</b>		<b>ITEMS STOLEN</b>	
Paradigm Pollution		WATER Halved	—
		THUNDER Halved	—
		LIGHT —	—
		DARK Resist	—

**STRATEGY: BLACK BOX**

As you would for any monster with high magic powers, you'll want to create an anti-magic zone and overpower them physically. Cecilia should cast Retaliate on everyone in the first turn. There are three Black Boxes, but they only have 27000 hit points each. Use "Follow Me" at the start of every round to make the battle more manageable. Rudy should have the FP Advance skill, and he should start the fight with Gatling Raid. Reload and repeat until one





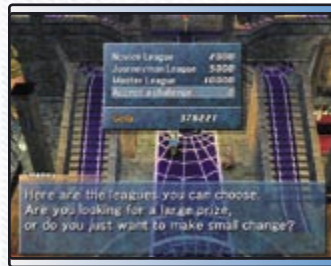
of the Black Boxes is dead. When the anti-magic zone wears off, create another one to avoid taking a lot of damage from Paradigm Pollution. Once you've destroyed one of them, follow the same strategy for the second. When there is only one left, the fight is easy enough to finish—just don't forget to download Paradigm Pollution.



## BOOMERANG FLASH

**LOCATION:** Devil's Playground  
**REWARD:** Battle Lust

To fight Boomerang Flash you must have done two things in the game. The first is to grab the Saber Fang from Ka Dingel after he's defeated, and the second is to complete the Master League in the arena. If you've done both then you'll get a fourth option called Accept a Challenge. Accept it and battle Boomerang Flash.



### BOOMERANG FLASH

### HIDDEN BOSS #238

PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
LEVEL	85	EARTH	Halved	—	—
HIT POINTS	130000	WIND	Resist	—	—
EXPERIENCE	160000	FIRE	Halved	—	—
GELLA	60000	ICE	Halved	—	—
DOWNLOADS				ITEMS STOLEN	
		WATER	Active	—	—
		THUNDER	Weak	—	—
		LIGHT	Weak	—	—
		DARK	Resist	—	—

#### STRATEGY: BOOMERANG FLASH

Start by having Jane use "Follow Me," followed by Hypnotizer from Emma and Shining Star Retaliate from Cecilia. If you succeed in putting the monster to sleep during the first round, use the next rounds to cast Great Booster on Rudy and Jack, and fill up Cecilia's FP Gauge to use Brave Seal (again, on Rudy and Jack). While he's still sleeping you can take advantage of the lull and make the effects permanent.

After you've set up your attack, the real fight begins. Use Speed Fangs and Gatling Raid while keeping up a shield to turn away physical attacks. Even though he attacks you physically, you can't count on Retaliate all the time, because Shadow Boomerang Maximum can destroy your shield. If he does this, just bring Jane back in to use "Follow Me" and have Cecilia heal everyone. The key is to swap characters in and out throughout the battle so that he can't force you to heal.



## LEVIATHAN

**LOCATION:** The Inland Sea  
**REWARD:** None

Leviathan, one of the eight golems, becomes available once you've built the Sweet Candy II. To find him you need to travel the Inland Sea near Adlehyde. He'll show up as a random battle, just like the Phantom did.



### LEVIATHAN

### HIDDEN BOSS #305

PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
LEVEL	90	EARTH	Resist	Water Break 4	100%
HIT POINTS	210000	WIND	Resist	—	—
EXPERIENCE	210000	FIRE	Resist	—	—
GELLA	75000	ICE	Resist	—	—
DOWNLOADS				ITEMS STOLEN	
Hydro Launcher, Maelstrom, Infra Sonic, Water Zone		WATER	Resist	Ambrosia	12.5%
		THUNDER	Resist	—	—
		LIGHT	Resist	—	—
		DARK	Resist	—	—

#### STRATEGY: LEVIATHAN

Start by having Jane cast "Follow Me," Emma cast Thunder Zone, and Cecilia cast Retaliate on everyone. For the second round Jane should do "Follow Me" again and Cecilia should heal everyone. Emma should download a new attack. Continue using "Follow Me" and work on powering up Rudy.

Leviathan will transform into a flying form that's a little tougher to hit with some of your characters, but don't worry; when Rudy gets boosted and his weapons are upgraded, it's all over. Every time Thunder Zone wears off, be sure to activate it again on the next turn; this halves the water damage that Leviathan can do to you. Once Rudy is fully boosted and you've cast Fragile on Leviathan, attack with a full clip of Gatling Raid. If you're sufficiently powered up you should be doing over 20000 hit points worth of damage.

Keep up this strategy throughout the fight and it will be over in no time. If you need to heal, do it with Jane. Jane can heal all the characters on the battlefield; combine her Mystic ability with Floral Arts and she becomes a powerful healer.



## BARBADOS OF INTEREST

**LOCATION:** Filgaia Desert  
**REWARD:** None

Throughout the game you'll hear about the Guardian Blade having gone out of control, and the scar it left on the planet. Go to the desert and walk around in the Golem. While you're there, something will come up from the sand to attack. After selecting the bottom choice, a scene will follow and the boss battle begins. If you're on foot when Barbados attacks, your party will be killed instantly.

BARBADOS		HIDDEN BOSS #221				
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>		<b>ITEMS DROPPED</b>		
	LEVEL	90	EARTH	Active	Gaia Stop 4	100%
	HIT POINTS	180000	WIND	Weak	-	-
	EXPERIENCE	180000	FIRE	-	-	-
	GELLA	75000	ICE	-	-	
<b>DOWNLOADS</b>		<b>ITEMS STOLEN</b>				
Crack Tremor		WATER	-	Ambrosia	12.5%	
		THUNDER	-	-	-	
		LIGHT	-	-	-	
		DARK	-	-	-	

## STRATEGY: BARBADOS

Barbados is slow but very powerful. Have Rudy defend on your first turn while Emma casts Great Booster on him and Cecilia uses Resurrection on everybody. You need to be protected this way because of the attack Malduke Gaze. This attack can easily finish your party off.

Emma's role is to heal everyone. For the duration of the fight, have Emma use Critical Heal every other round while Cecilia casts Resurrection on the person that needs it most. If you need to gain an advantage in speed for Emma, swap in Jane and use "Follow Me." I also recommend Wind Zone, because Crack Tremor won't do as much damage.

This battle isn't terribly hard if your level matches Barbados', but if you try too early you may have your hands full. Once Rudy achieves full power from being boosted and upgraded, cast Fragile on Barbados and go crazy with Gatling Raid. It should be over in as little as four attacks. If you need to heal, that's Jane's job. Use her Mystic ability combined with Floral Arts to maximize her healing effectiveness.

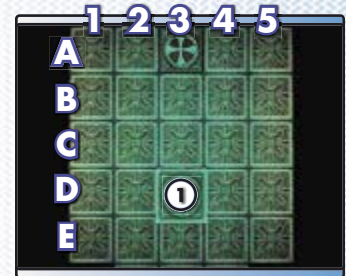
## BERIAL OF INTEREST

**LOCATION:** Malduke Green Area  
**REWARD:** None

To reach this golem you'll need to match up the block symbols *incorrectly*. Follow the instructions for each of these floors to reach the final room where the golem awaits. When you reach the final room, walk toward the crystal and use the Old Guitar to fight the boss.

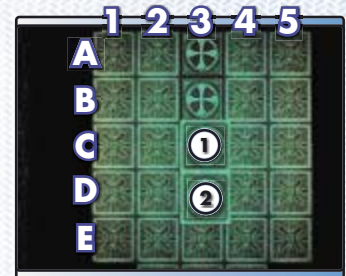
## FLOOR:014

- STEP 1: Block 1 to C3  
STEP 2: Block 1 to C2  
STEP 3: Block 1 to B2  
STEP 4: Block 1 to B3  
STEP 5: Block 1 to A3



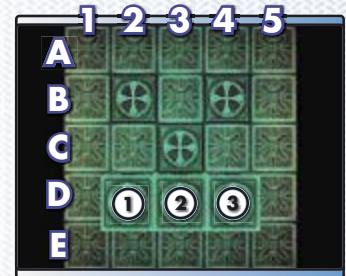
## FLOOR:015

- STEP 1: Block 1 to C2  
STEP 2: Block 1 to B2  
STEP 3: Block 1 to B3  
STEP 4: Block 1 to A3  
STEP 5: Block 2 to D2  
STEP 6: Block 2 to C2  
STEP 7: Block 2 to C3  
STEP 8: Block 2 to B3



## FLOOR:016

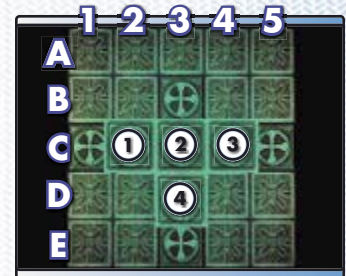
- STEP 1: Block 1 to C2  
STEP 2: Block 1 to B2  
STEP 3: Block 1 to B3  
STEP 4: Block 1 to C3  
STEP 5: Block 1 to C2  
STEP 6: Block 1 to B2  
STEP 7: Block 3 to C4  
STEP 8: Block 3 to B4  
STEP 9: Block 3 to B3  
STEP 10: Block 3 to C3  
STEP 11: Block 3 to C4  
STEP 12: Block 3 to B4  
STEP 13: Block 2 to E3  
STEP 14: Block 2 to E2



- STEP 15: Block 2 to D2  
STEP 16: Block 2 to D3  
STEP 17: Block 2 to C3

## FLOOR:017

- STEP 1: Block 4 to D2  
STEP 2: Block 2 to B3  
STEP 3: Block 1 to C1  
STEP 4: Block 3 to C5  
STEP 5: Block 2 to B4  
STEP 6: Block 2 to C4  
STEP 7: Block 2 to D4  
STEP 8: Block 2 to E4  
STEP 9: Block 2 to E3  
STEP 10: Block 2 to D3  
STEP 11: Block 2 to C3  
STEP 12: Block 2 to B3  
STEP 13: Block 4 to E2  
STEP 14: Block 4 to E3



- STEP 15: Block 4 to D3  
STEP 16: Block 4 to D2  
STEP 17: Block 4 to E2  
STEP 18: Block 4 to E3



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BERIAL		HIDDEN BOSS #255				
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>		<b>ITEMS DROPPED</b>		
	LEVEL	90	EARTH	Halved	Defense Up 4	100%
	HIT POINTS	220000	WIND	Halved	—	—
	EXPERIENCE	220000	FIRE	Halved	—	—
	GELLA	72000	ICE	Halved	—	—
<b>DOWNLOADS</b>		<b>ITEMS STOLEN</b>				
Undulation Cannon		WATER	Halved	Ambrosia	12.5%	
		THUNDER	Halved	—	—	
		LIGHT	Halved	—	—	
		DARK	Halved	—	—	
				—	—	

LUCIFER		HIDDEN BOSS #314				
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>		<b>ITEMS DROPPED</b>		
	LEVEL	90	EARTH	—	Ray Break 4	100%
	HIT POINTS	240000	WIND	—	—	—
	EXPERIENCE	240000	FIRE	—	—	—
	GELLA	75000	ICE	—	—	—
<b>DOWNLOADS</b>		<b>ITEMS STOLEN</b>				
Luminous Impact, Bright Zone		WATER	—	Ambrosia	12.5%	
		THUNDER	—	—	—	
		LIGHT	Active	—	—	
		DARK	Weak	—	—	
				—	—	

**STRATEGY: BERIAL**

This is the fastest of all the golems, so Jane's "Follow Me" will really come in handy. Berial has high magical power and attack strength, so make sure you set up an anti-magic zone and place a physical shield on all of your characters by casting Retaliate. Berial will try to increase its evasion with Optical Camouflage, but you can dispel it—or choose not to bother. It won't matter once Rudy gets powered up to full power; the fight will be over shortly after that.

You may have to be patient, but keep using "Follow Me" and placing physical shields on your characters. Berial has no attacks that can break your physical barrier, and he can only attack one person at a time. When Berial goes for Optical Camouflage use the opportunity to power Rudy up and make it permanent. Once Rudy has an upgraded weapon along with Great Booster, you can take this guy down.

Note that the whole time you've been defending yourself Berial has been hurting himself with Accel Break and Pile Bunker. Gatling Raid is your best Cartridge for helping him finish the job. If you run out of magic for Jane, don't hesitate to use Ambrosia to refill her. If Jane gets attacked physically and returns the damage, you can swap her out for a round and use the chance to strengthen your team. Follow this strategy and you won't even need to heal.

**STRATEGY: LUCIFER**

Start with Jane using "Follow Me," Cecilia using Retaliate on all your characters, and Emma using Dark Zone to reduce the Light damage done by half. This will also prevent Lucifer from creating a Bright Zone. Beam Fencer is Lucifer's only physical attack, but it hits all of your party members. Retaliate will nullify this, but you'll need to set up the shield again.

Just like in the fight against Monster Zed, Lucifer will hurt itself every time it tries Beam Fencer. Take this fight slowly and power up Rudy to maximum—meaning Great Booster plus Brave Seal. Make those effects permanent, cast Fragile on Lucifer, and attack with Gatling Raid. If you need to heal use Emma's Critical Heal. Emma's emulators cost a lot of MP, but you can easily get them back by using download.

Since Lucifer isn't too strong, you won't need to use "Follow Me" always. Jane is there simply to get in the first attack and to heal using her Mystic ability. Watch your hit points when attacking, because Lucifer will Counter Attack using Photon Bullet. Follow the strategy outlined above and you will emerge victorious.

**LUCIFER OF INTEREST**

**LOCATION:** Malduke Red Area  
**REWARD:** None

To reach this golem you must enter the teleport crystals in the formation shown at the start of the area: red, orange, yellow, green, and purple. When you reach floor:025, play the Old Guitar while standing next to the crystal.




**SADO OF INTEREST**


**LOCATION:** Malduke Blue Area  
**REWARD:** None

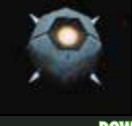
This one is very easy to reach. All you need to do is use the wrong tools on every crystal. You can accomplish this without switching tools by bombing each crystal one by one or using the Magic staff on them. When you arrive at floor:030, use the Old Guitar on the crystal and you will fight Sado.





SADO		HIDDEN BOSS #153				
	PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
	LEVEL	90	EARTH	—	Dark Break 4	100%
	HIT POINTS	200000	WIND	—	—	—
	EXPERIENCE	200000	FIRE	—	—	—
	GELLA	72000	ICE	—	—	—
<b>DOWNLOADS</b>		WATER		<b>ITEMS STOLEN</b>		
Phantom Hazard, Dark Zone		THUNDER	—	Ambrosia	12.5%	—
		LIGHT	Weak	—	—	—
		DARK	Active	—	—	—

SEUTEPH		HIDDEN BOSS PART #147				
	PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
	LEVEL	70	EARTH	—	—	—
	HIT POINTS	12000	WIND	—	—	—
	EXPERIENCE	5000	FIRE	—	—	—
	GELLA	5000	ICE	—	—	—
<b>DOWNLOADS</b>		WATER		<b>ITEMS STOLEN</b>		
Undulation Cannon		THUNDER	—	—	—	—
		LIGHT	Weak	—	—	—
		DARK	Active	—	—	—


SETEPH		HIDDEN BOSS PART #152				
	PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
	LEVEL	70	EARTH	—	—	—
	HIT POINTS	12000	WIND	—	—	—
	EXPERIENCE	5000	FIRE	—	—	—
	GELLA	5000	ICE	—	—	—
<b>DOWNLOADS</b>		WATER		<b>ITEMS STOLEN</b>		
Undulation Cannon		THUNDER	—	—	—	—
		LIGHT	Weak	—	—	—
		DARK	Active	—	—	—


**STRATEGY: SADO**

The strategy for this guy is to get rid of all his minions first. On the first turn have Jane cast "Follow Me," Cecilia use Flash Hit, and Rudy use a Lock-On Arc Nova. This won't destroy them all, but it will do enough damage to finish the job on the next turn. If you don't survive the initial rush, reset the fight during your second turn and try again.

If you do survive, your second turn should be identical to the first, except Cecilia should cast Resurrection on everybody using Shining Star. Sado's next attack will probably kill one of your characters due to Dark Zone, but that can't be helped, so don't sweat it. For the next three rounds, rotate your characters and defend until the dark zone has dissipated. With the zone gone, create a bright zone and don't let him do Dark Zone again.

Once you have the fight under control, power up Rudy and weaken Sado before attacking with all your strength. Just to be safe, make sure your combatants are protected by Resurrection to defend from the Finger Launcher. As long as you're protected from death and you have a bright zone, you are virtually unbeatable. Resurrection costs a lot of MP, but Cecilia can restore hers using Love Charm. If you need to get to 100% force in a hurry, don't hesitate to use Force Carrots.

SETEC		HIDDEN BOSS PART #151				
	PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
	LEVEL	70	EARTH	—	—	—
	HIT POINTS	12000	WIND	—	—	—
	EXPERIENCE	5000	FIRE	—	—	—
	GELLA	5000	ICE	—	—	—
<b>DOWNLOADS</b>		WATER		<b>ITEMS STOLEN</b>		
Undulation Cannon		THUNDER	—	—	—	—
		LIGHT	Weak	—	—	—
		DARK	Active	—	—	—

SETI		HIDDEN BOSS PART #139				
	PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
	LEVEL	70	EARTH	—	—	—
	HIT POINTS	12000	WIND	—	—	—
	EXPERIENCE	5000	FIRE	—	—	—
	GELLA	5000	ICE	—	—	—
<b>DOWNLOADS</b>		WATER		<b>ITEMS STOLEN</b>		
Undulation Cannon		THUNDER	—	—	—	—
		LIGHT	Weak	—	—	—
		DARK	Active	—	—	—

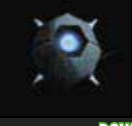


**KING OF ANGOL MOA**

**LOCATION:** Devil's Playground  
**REWARD:** Resist Up 4

You need to finish the Novice League of the arena, as well as acquire five duplicators. After defeating the Novice League, enter the door through the back of Pegucci's office. Continue into a long hallway with magical doors.



STEC		HIDDEN BOSS PART #140				
	PRIMARY STATS		ELEMENTAL DURABILITY		ITEMS DROPPED	
	LEVEL	70	EARTH	—	—	—
	HIT POINTS	12000	WIND	—	—	—
	EXPERIENCE	5000	FIRE	—	—	—
	GELLA	5000	ICE	—	—	—
<b>DOWNLOADS</b>		WATER		<b>ITEMS STOLEN</b>		
Undulation Cannon		THUNDER	—	—	—	—
		LIGHT	Weak	—	—	—
		DARK	Active	—	—	—

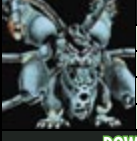


Pass through all five doors and, at the door at the end, enter the correct password. The password is whatever date you have your PS2 set to. After going through the doors, go down the stairs until you reach a crystal. Use the Old Guitar and you will fight the boss.

**STRATEGY: KING OF ANGOL MOA**

Put this guy to sleep quickly by using Slumber Fog. Of course, in order for Emma to act first you will need to use "Follow Me." Once he falls asleep, take the opportunity to make Rudy a powerhouse by casting Great Booster and using Brave Seal. The boss won't wake up even when hit, so take advantage of this weakness by dealing a lot of damage and placing the Sickness ailment on him.

By the fifth turn you can deal 100000 hit points worth of damage. As a precautionary measure you may want to use Resurrection, because you never know when he will use The 7th Moon—his strongest attack. If you put him to sleep a second time, use Command Replay on your attacking characters so that you get up to six attacks in one turn. 300000 hit points is a lot of damage to deal, but since you can put him to sleep it's not that difficult.

KING OF ANGOL MOA		HIDDEN BOSS #271	
	<b>PRIMARY STATS</b>	<b>ELEMENTAL DURABILITY</b>	<b>ITEMS DROPPED</b>
	LEVEL	95	EARTH Resist
	HIT POINTS	300000	WIND Resist
	EXPERIENCE	300000	FIRE Resist
	GELLA	80000	ICE Resist
<b>DOWNLOADS</b>		<b>ITEMS STOLEN</b>	
Screaming Mad, Agony Effect, Renovation		WATER Resist	
		THUNDER Resist	
		LIGHT Resist	
		DARK Resist	

# APPENDIX A: PERSONAL SKILLS DICES

Skill	Description
Angel Quill 1	Nullifies the negative status Sickness by 1 level
Angel Quill 2	Nullifies the negative status Sickness by 2 levels
Angel Quill 3	Nullifies the negative status Sickness by 3 levels
Angel Quill 4	Nullifies the negative status Sickness by 4 levels
Assist Blitz	Supports forward party member's attack
Blocker 1	25% chance of nullifying a physical attack
Blocker 2	30% chance of nullifying a physical attack
Blue Circlet 1	Nullifies the negative status Stone by 1 level
Blue Circlet 2	Nullifies the negative status Stone by 2 levels
Blue Circlet 3	Nullifies the negative status Stone by 3 levels
Blue Circlet 4	Nullifies the negative status Stone by 4 levels
Boom Break 1	Nullifies thunder damage by 1 level
Boom Break 2	Nullifies thunder damage by 2 levels
Boom Break 3	Nullifies thunder damage by 3 levels
Boom Break 4	Nullifies thunder damage by 4 levels
Clear Chime 1	Nullifies the negative status Confusion by 1 level
Clear Chime 2	Nullifies the negative status Confusion by 2 levels
Clear Chime 3	Nullifies the negative status Confusion by 3 levels
Clear Chime 4	Nullifies the negative status Confusion by 4 levels
Counter Up 1	Increases the chance of a Counter Attack by a little
Counter Up 2	Increases the chance of a Counter Attack by a lot
Critical 1	Increases the chance of a critical hit by a little
Critical 2	Increases the chance of a critical hit by a lot
Dark Break 1	Nullifies dark damage by 1 level
Dark Break 2	Nullifies dark damage by 2 levels
Dark Break 3	Nullifies dark damage by 3 levels
Dark Break 4	Nullifies dark damage by 4 levels
Defend 1	25% chance of defending an ally from a physical attack
Defend 2	30% chance of defending an ally from a physical attack
Defense Up 1	The Defense stat is increased by 1 level
Defense Up 2	The Defense stat is increased by 2 levels
Defense Up 3	The Defense stat is increased by 3 levels
Defense Up 4	The Defense stat is increased by 4 levels
Finest Arts	Special attack that may occur during a critical hit
Fire Break 1	Nullifies fire damage by 1 level
Fire Break 2	Nullifies fire damage by 2 levels
Fire Break 3	Nullifies fire damage by 3 levels
Fire Break 4	Nullifies fire damage by 4 levels
Floral Arts	The effectiveness of berries is doubled
FP Advance	FP at the start of battle is equal to character's level
Full Libra 1	Nullifies the negative status Unable to Fight by 1 level

Skill	Description
Full Libra 2	Nullifies the negative status Unable to Fight by 2 levels
Full Libra 3	Nullifies the negative status Unable to Fight by 3 levels
Full Libra 4	Nullifies the negative status Unable to Fight by 4 levels
Gaia Stop 1	Nullifies earth damage by 1 level
Gaia Stop 2	Nullifies earth damage by 2 levels
Gaia Stop 3	Nullifies earth damage by 3 levels
Gaia Stop 4	Nullifies earth damage by 4 levels
HP Up 1	Maximum HP is increased by 10%
HP Up 2	Maximum HP is increased by 20%
HP Up 3	Maximum HP is increased by 30%
HP Up 4	Maximum HP is increased by 40%
Ice Break 1	Nullifies ice damage by 1 level
Ice Break 2	Nullifies ice damage by 2 levels
Ice Break 3	Nullifies ice damage by 3 levels
Ice Break 4	Nullifies ice damage by 4 levels
Initiative	Increases the chance for a preemptive attack
Life Charger	Restores 10% of maximum HP while guarding
Memoirs Pen 1	Nullifies the negative status Amnesia by 1 level
Memoirs Pen 2	Nullifies the negative status Amnesia by 2 levels
Memoirs Pen 3	Nullifies the negative status Amnesia by 3 levels
Memoirs Pen 4	Nullifies the negative status Amnesia by 4 levels
Moon Stone 1	Nullifies the negative status Poison by 1 level
Moon Stone 2	Nullifies the negative status Poison by 2 levels
Moon Stone 3	Nullifies the negative status Poison by 3 levels
Moon Stone 4	Nullifies the negative status Poison by 4 levels
MP Repair	Walking increases MP gradually (in increments of 1)
MP Up 1	Maximum MP is increased by 10%
MP Up 2	Maximum MP is increased by 20%
MP Up 3	Maximum MP is increased by 30%
MP Up 4	Maximum MP is increased by 40%
Necronomicon	Power increases when the enemy's weakness is hit
Olive Branch 1	Nullifies the negative status Helpless by 1 level
Olive Branch 2	Nullifies the negative status Helpless by 2 levels
Olive Branch 3	Nullifies the negative status Helpless by 3 levels
Olive Branch 4	Nullifies the negative status Helpless by 4 levels
Penetrator	Ignores the enemy's defense during a critical hit
Ray Break 1	Nullifies light damage by 1 level
Ray Break 2	Nullifies light damage by 2 levels
Ray Break 3	Nullifies light damage by 3 levels
Ray Break 4	Nullifies light damage by 4 levels
Regeneration	As FP rises, HP is restored

CONTINUED →



Skill	Description
Remove Trap	Increases the chance of disarming traps
Resist Up 1	The Resistance stat is increased by 1 level
Resist Up 2	The Resistance stat is increased by 2 levels
Resist Up 3	The Resistance stat is increased by 3 levels
Resist Up 4	The Resistance stat is increased by 4 levels
Sheriff Star	Receive a wide selection of personal skills
Silver Harp 1	Nullifies the negative status Sleep by 1 level
Silver Harp 2	Nullifies the negative status Sleep by 2 levels
Silver Harp 3	Nullifies the negative status Sleep by 3 levels
Silver Harp 4	Nullifies the negative status Sleep by 4 levels
SOS Auto Guard	Physical damage is decreased when near death

Skill	Description
SOS FP Up	FP is raised to 100% when near death
Surprise Guard	Allows you to avoid Ambush and Trouble
Water Break 1	Nullifies water damage by 1 level
Water Break 2	Nullifies water damage by 2 levels
Water Break 3	Nullifies water damage by 3 levels
Water Break 4	Nullifies water damage by 4 levels
Windbreaker 1	Nullifies wind damage by 1 level
Windbreaker 2	Nullifies wind damage by 2 levels
Windbreaker 3	Nullifies wind damage by 3 levels
Windbreaker 4	Nullifies wind damage by 4 levels

## APPENDIX B: ITEMS

## APPENDICES

### CONSUMABLE ITEMS

Item Name	Description
Ambrosia	Cures all negative statuses except Unable to Fight; Max HP and MP are also restored; Target: Ally/Single
Antidote	Cures the negative status Poison; Target: Ally/Single
Breath Mint	Cures the negative status Sleep; Target: Ally/Single
Dark Gem	Same effect as magic spell Darkness; Attacks with the dark element; Target: Enemy/Single
Duplicator	A key that opens magically sealed doors and chests. Use after battle to open chests without setting off traps.
Earth Gem	Same effect as magic spell Crush; Attacks with the earth element; Target: Enemy/Single
Fire Gem	Same effect as magic spell Fire; Attacks with the fire element; Target: Enemy/Single
Force Carrot	Fully charges FP Gauge; Target: Ally/Single
Gella Card	Doubles enemy's gella after battle; Target: Enemy/Single
Gimel Coin	If used on the world map, you can save your game. Also, if you lose a battle you can use this to continue the game from the same area.
Hard Grape	Cures the negative status Stone; Target: Ally/Single
Heal Berry	Restores 100 HP; Target: Ally/Single
Ice Gem	Same effect as magic spell Blizzard; Attacks with the ice element; Target: Enemy/Single
Light Gem	Same effect as magic spell Spectre; Attacks with the light element; Target: Enemy/Single
Lucky Card	EXP Bonus Rate is increased by 1.0; Target: Ally/Single
LVL Apple	Raises a character's level by one; Target: Ally/Single
Medicine	Cures the negative status Sickness; Target: Ally/Single
Mega Berry	Restores 2000 HP; Target: Ally/Single
Name Tag	Use this item with a special character to change a character's name.
Nectar	Restores max HP and restores the VIT Gauge; Target: Ally/Single
Peppy Acorn	Cures the negative status Helpless; Target: Ally/Single
Pinwheel	Cures the negative status Confusion; Target: Ally/Single
Potion Berry	Restores 500 HP; Target: Ally/Single
Revive Fruit	Cures negative status Unable to Fight and restores HP; Target: Ally/Single
Small Flower	Luck is increased by one level; Target: Ally/Single
Teleport Gem	Use on world map to go back to a previous location.
Thunder Gem	Same effect as magic spell Lightning; Attacks with the thunder element; Target: Enemy/Single
Toy Hammer	Cures the negative status Amnesia; Target: Ally/Single
Water Gem	Same effect as magic spell Pressure; Attacks with the water element; Target: Enemy/Single
Wind Gem	Same effect as magic spell Vortex; Attacks with the wind element; Target: Enemy/Single

### EVENT ITEMS

Item Name	Description
Abyss Key	This key releases the shield on the door to the Abyss.
Anna's Bracelet	A bracelet an ex-wanderer gave to his wife. Inscribed on the bracelet is the phrase, "I will always protect you."
Arnica Herb	An incredibly scarce herb in Filgaia. Ancient Elws use this mysterious herb to cure diseases.
Bar	It can repair the Bar.
Beast Medal	The medal shines with a brilliant light. It now has the power to release a monster.
Bent Dog Tag	This is the Dog Tag for a fallen knight. Dog Tag reads "Asprilla."
Black Pass	This pass will get you into the Black Market.
Blue Virtue	This is called "Lost Heart of the Giant."
Broken Dog Tag	This is the Dog Tag for a fallen knight. Dog Tag reads "Elmina."
Broken Helm	This helm seems to carry sadness. It used to be a part of the Sweet Candy.
Burnt Dog Tag	This is the Dog Tag for a fallen knight. Dog Tag reads "Coldbird."
Crystal Flower	A rare crystal flower found in the desert.
Cut Dog Tag	This is the Dog Tag for a fallen knight. Dog Tag reads "Ryan."
Defense Unit	This machine is small and incredibly light. It creates a barrier from demons. It is easy to use. The machine turns the barrier off and on.
Dirty Dog Tag	This is the Dog Tag for a fallen knight. Dog Tag reads "Marco."
Dispellado	This item solves the secret of time.
Dragon Idol	It is an old stone idol of the Dragon God.
Dragon Scale	Use this item on Sweet Candy to enter the Dragon Shrine.
Exodus Orb	Use this item in the Abyss to warp you to floor:001.
Freedom Key	This key releases the life and the dark Guardians.
Gemini Part 1	Two of these become an amplification circuit; needed for prototype aircraft to increase power to fly over the mountain.
Gemini Part 2	Two of these become an amplification circuit; needed for prototype aircraft to increase power to fly over the mountain.
Giant's Ocarina	Use this instrument to call the Golem to your location. The area must be wide enough for the Golem to enter.
Goddess Idol	It is an old stone idol of Venus.
Holy Berry	This berry gives life and cures the injuries of all life forms, even inorganic life forms.
Hospital	It can repair the Hospital.
ID Card	This is an ID card. The name reads "Z. Roughnight."
Kizim Blue	This crystal controls Malduke.
Kizim Green	This crystal controls Malduke.
Kizim Red	This crystal controls Malduke.
Lion Idol	It is an old stone idol of the King Lion.

CONTINUED



CHARACTERS

GAME SYSTEM

WALKTHROUGH

OPTIONAL AREAS

OPTIONAL EVENTS

HIDDEN BOSS BATTLES

APPENDICES

Item Name	Description
Map Scope	Displays the Filgaia overview map. Use the Select button to switch views.
Mayor's Home	It can repair the Mayor's House.
Monster Egg	This black egg feels weird and mysterious. Using this egg around monsters releases dangerous turbulence inside of it. It is up to you if you choose to use it.
Monster Medal	It is an engraved monster shadow. When you collect 100 medals, the shadow shows up in the real world.
Mountain Orb	This Orb represents the mountains.
Ocean Orb	This Orb represents the ocean.
Old Dog Tag	This is the Dog Tag for a fallen knight. Dog Tag reads "Kurt."
Red Malice	This is called "Lost Heart of the Giant."
Repair Shop	It can repair the Repair Shop.
Residence	It can repair the Residence.
River Orb	This Orb represents the river.
Rune Drive	This emerald tablet notes hermetic science. If many natural energy sources are combined and filtered they can function forever.
Rusty Dog Tag	This is the Dog Tag for a fallen knight. Dog Tag reads "Garret."
Saber Fang	This is a demon soldier's used boomerang. It seems this item has seen many battles. Also, it is engraved with, "I shall return."
Savvy Key	Knowledge Key is for entering De La Metalica. When using this key, unknown words can be read.
Secret Tools	These tools belong to someone. With them, the Acropolis can be rebuilt.
Shield Badge	This emblem is the Adlehyde family crest. The sword and shield are together. The shield is opened to the other side of the sword.
Sky Orb	This orb represents the sky.

Item Name	Description
Stuffed Toy	It's a huge stuffed toy turtle. If you sleep with it, you may have good luck tomorrow.
Teardrop	This secret stone, passed down through females of the Adlehyde family, emits a mysterious blinking light.
Tool Shop	It can repair the Tool Shop.
Toolbox	It can repair Emma's House.
Walpurgis Night	This book is about aerodynamics. Authors: "Zepet Roughnight and his six students." The contents are quite complicated.
Whistle	Use this item at a seashore to call for Sweet Candy.

**PARTY ITEMS**

Item Name	Description
Alter Part	This is a fossil Dragon weapon. It is used for modifying the ARM and machines.
Crest Graph	Used by Cecilia to create new spells.
Field Viewer	Displays the Filgaia world map. Use the Select button to switch views.
Formula Cut	Adds Guardian movie scene cut function to the System Menu.
Gauge Repair	After winning battle, ENC Gauge is restored two points.
Item Scope	Adds the item search feature to the Search System.
Migrant Seal	Increases migrant level.
Part Scope	At end of battle, Alter Parts are searched for. Although, the chance of finding them is low.
Sonar Kit	When the character is on the world map, this shows hidden objects and items around the character.
Target Tool	Displays important objects with a yellow marker.
Tracker	Display dungeon area with markers. Blue marker is unexplored field. Yellow marker is explored field. Red-and-Yellow marker is last passage used.

Note: Ex File Keys and their locations are given in the Ex File Key appendix.

# APPENDIX C: MIGRANT SEAL LOCATIONS

#	Location
01	Berry Cave, Floor:001; given to you at the start of the cave
02	Mountain Path, Floor:005
03	Saint Centaur; access to it is available after the residents disappear
04	Volcannon Trap; Zed drops it after he is defeated
05	Barrier Shelter, Floor:005
06	Demon's Lab, Floor:007; received after defeating the scientist
07	Sinner's Studio; Vassim gives it to you when you first arrive with Mariel
08	Pandemonium; dropped by the Turask
09	Malduke, Floor:013
10	Ruins of Memory, Floor:003

#	Location
11	Baskar Village; purchase it from the merchant for 5000 gella
12	Devil's Playground; purchase it from the merchant for 10000 gella
13	Adlehyde; restore the town to level 4 and purchase it for 30000 gella
14	Puzzle Box 13. X:3800 Y:4200
15	Filgaia Outfield. X:22800 Y:22800
16	Filgaia Outfield. X:23600 Y:1000
17	Filgaia Outfield. X:19800 Y:20000
18	Arctica Castle. Floor:005
19	Adlehyde Exhibition Grounds; destroy the Scrap Figures
20	Abyss, Floor: 006

# APPENDIX D: CREST GRAPH LOCATIONS

#	Location
01	Obtained after you defeat Nelgal in the Sealed Library
02	Lolithia's Coffin, Floor:004
03	Adlehyde Exhibition Grounds
04	Mountain Path, Floor:008
05	Elw's Shrine 3
06	Port Timney; Use Hanpan to get into a small hole outside Wilbur's house
07	Sand River, Floor:002

#	Location
08	Volcannon Trap, Floor:004
09	Court Seim; You need Hanpan to get this one
10	Barrier Shelter, Floor:010; You need Hanpan and the Mighty Glove
11	Dragon Shrine, Floor:014
12	Fallen Sanctuary, Floor:003
13	Demon's Lab, Floor:015
14	De La Metalica, Floor:002

CONTINUED →



#	Location
15	Dropped by Elizabeth
16	Elw's Shrine 7
17	Malduke, Floor:026
18	Restore Adlehyde to level 4 and purchase it for 10000 gella
19	Adlehyde Castle, inside the locked room
20	Ruins of Memory, Floor:002
21	Rosetta Town, inside of the mayor's house; Use the Wind Staff on the fan
22	Forest Prison, Floor:001; You need the Radar and a Duplicator

#	Location
23	Arctica Castle, Floor:019
24	Killing Stone Cave, Floor:026
25	Perpetual Engine; Tinder Staff required
26	Surf Village; You need the Wire Hook to reach this one
27	Abyss, Floor:011
28	Abyss, Floor:031
29	Abyss, Floor:071
30	Abyss, Floor:099

# APPENDIX E: OUTFIELD ITEMS

## LAND ITEM LOCATIONS

#	Item	X Value	Y Value
01	1500 Gella	15700	21800
02	Potion Berry x3	17300	21300
03	500 Gella	18400	20200
04	Hard Grape	21200	20200
05	Memoirs Pen 2	16450	16450
06	LVL Apple	18300	16600
07	Alter Part	21050	12500
08	Revive Fruit	23350	12300
09	1500 Gella	17800	4400
10	2500 Gella	20700	4600
11	Nectar	22300	5900
12	Potion Berry x5	11300	21800
13	500 Gella	13800	23100
14	Alter Part	15000	23700
15	500 Gella	9450	6600
16	Gaia Stop 2	10600	9700
17	Duplicator	12300	9300
18	3000 Gella	17050	9900
19	Ex File Key	16900	7900
20	Alter Part	10400	11600
21	Resist Up 2	12500	11000
22	Small Flower	14100	8600
23	Alter Part	10700	16700
24	Force Carrot x3	10800	20000
25	Small Flower	3900	18800
26	3000 Gella	4500	15300
27	1000 Gella	5300	14850
28	Windbreaker 2	3300	13000
29	Shining Star	5200	20500
30	Gimel Coin	10600	1000
31	Mega Berry x3	18400	23600
32	3000 Gella	23000	16700
33	Remove Trap	12600	1900
34	Duplicator	15000	1500
35	Ice Crystal	8400	23600
36	Nectar	9700	13100
37	LVL Apple	8600	11950
38	3000 Gella	8300	9800
39	Small Flower	3500	10200
40	1000 Gella	20400	21800
41	Lucky Card	10800	5300
42	Moon Stone 2	22000	15700
43	Duplicator	400	4400
44	Gimel Coin	11300	16900
45	2000 Gella	6900	4400
46	Gella Card	4000	1900
47	Migrant Seal	22800	22800
48	Angel Quill 3	21100	21700

#	Item	X Value	Y Value
49	Alter Part	6600	15300
50	Nectar	8100	15700
51	5000 Gella	24700	10200
52	Small Flower	7900	1300
53	Duplicator	7500	21100
54	10000 Gella	4900	4900
55	Mega Berry	6300	5400
56	Blue Cirlet 4	15000	6000

## SEA ITEM LOCATIONS

#	Item	X Value	Y Value
01	Note in a Bottle	12600	14600
02	Sword Swipe	17000	14700
03	Heal Berry	5700	6900
04	Duplicator	700	19000
05	Gella Card x3	5700	22000
06	Clear Chime 2	18700	22100
07	Gimel Coin x3	4950	10500
08	Duplicator	2200	5400
09	5000 Gella	22200	18800
10	Lucky Card x3	8200	3500
11	Alter Part	18600	6700
12	Migrant Seal	23600	1000
13	Migrant Seal	19800	20000
14	Angel Quill 4	22900	13900
15	Assist Blitz	19500	18000
16	Ice Break 4	8900	17900

## ELW WORLD ITEM LOCATIONS

#	Item	X Value	Y Value
Items on Land			
01	Ray Break 3	—	—
02	Full Libra 3	—	—
03	Resist Up 3	—	—
Items on Water			
01	Ambrosia	—	—



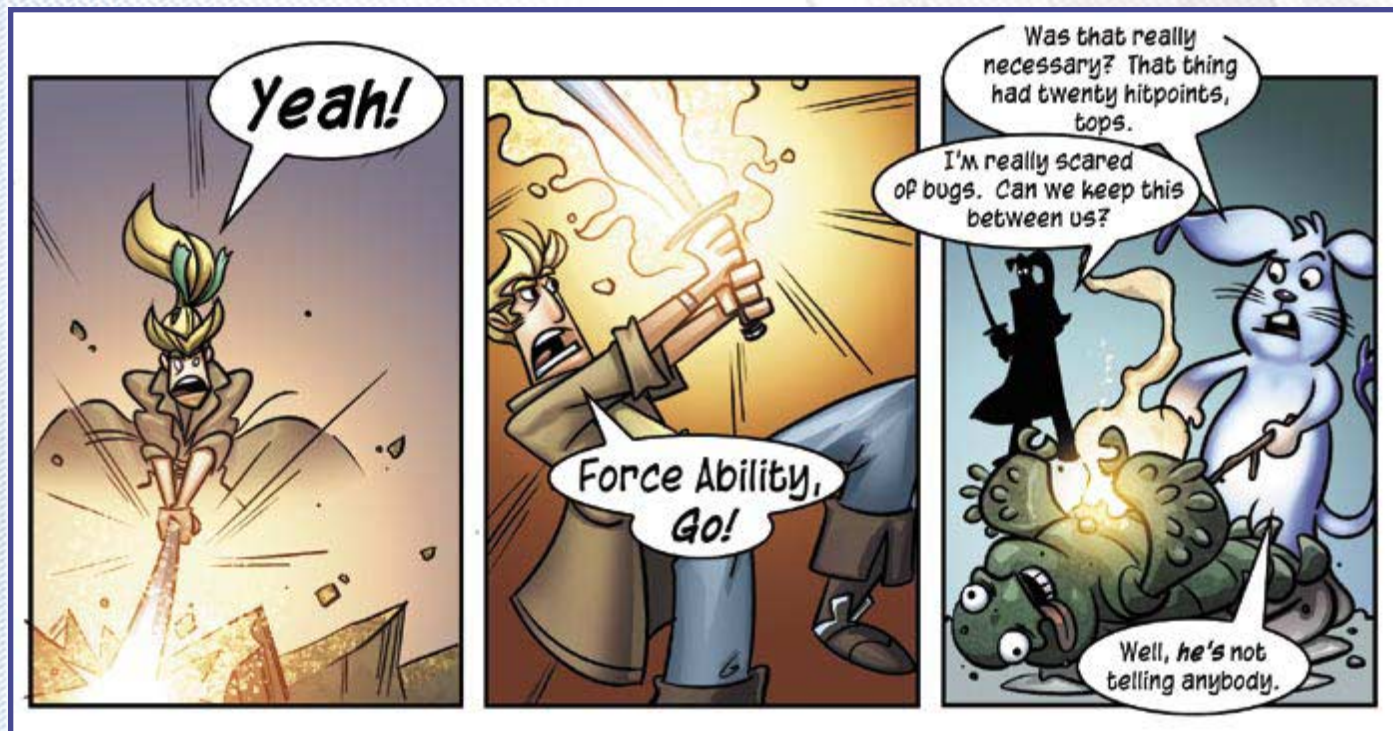


# APPENDIX F: EX FILE KEYS

Key	Displays	Location/Requirement
01	Ex. New Game	Lolithia's Coffin, Floor:017
02	Status	Elw Shrine 2
03	Illustration Gallery 1	Buy for 99 Gimel Coins in Tarjon Village
04	Illustration Gallery 2	Surf Village
05	Illustration Gallery 3	Complete the music collecting event
06	Illustration Gallery 4	Dropped by Mother (Photosphere)
07	Illustration Gallery 5	Defeat all of the golems
08	Illustration Gallery 6	Complete the Witch Book collecting event
09	Illustration Gallery 7	Purchase in the Black Market for 9999999 gella
10	Illustration Gallery 8	Defeat the Black Box
11	Encyclopedia of Characters	Pandemonium
12	Encyclopedia of Monsters	Port Timney; complete 50% of the monster data

Key	Displays	Location/Requirement
13	Illustration Gallery 9	Advance Rudy to level 100
14	Illustration Gallery 10	Advance Jack to level 100
15	Illustration Gallery 11	Advance Cecilia to level 100
16	Illustration Gallery 12	Advance Jane to level 100
17	Illustration Gallery 13	Advance Jet to level 100
18	Illustration Gallery 14	Advance Emma to level 100
19	Illustration Gallery 15	Complete the map making event
20	Illustration Gallery 16	Complete the gardening event
21	Illustration Gallery 17	Steal from Motherfried
22	Illustration Gallery 18	Defeat the Ultimate Ragu O Ragula
23	Opening Movie	Ship Graveyard; solve all puzzles
24	End Movie	Deal over 7000 damage to Zeik Tuvai and then use Lucky Shot
25	Event Movie	Filgaia Outfield

**Note:** The numbers here are given simply to provide a tally; they do not reflect the order in which you acquire the Ex File Keys.





# APPENDIX G: MONSTERS APPENDICES

Note: In the following table, blue represents the monsters of Filgaia, while purple represents the monsters of the Abyss.



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	Dropped Items	Stolen Items
>>>	Revive Fruit, Nectar, Ice Break 3, Life Charger	Mega Berry, Force Carrot, Ice Break 2, LVL Apple
>>>	Potion Berry, Force Carrot	Revive Fruit, Mega Berry
>>>	Antidote, Potion Berry, Revive Fruit	Medicine, Potion Berry, Mega Berry, Remove Trap
>>>	Heal Berry, Potion Berry, Mega Berry	Potion Berry, Revive Fruit, Mega Berry
>>>	Potion Berry, Revive Fruit, Water Break 1, Water Break 2	Potion Berry, Force Carrot, Mega Berry, Water Break 3
>>>	Potion Berry, Revive Fruit, Resist Up 2, Heal Berry	Potion Berry, Nectar, Force Carrot, Resist Up 3
>>>	Breath Mint, Potion Berry, Revive Fruit, Silver Harp 2	Potion Berry, Revive Fruit, Force Carrot, Silver Harp 3
>>>	Revive Fruit, Nectar	Nectar, Mega Berry
>>>	Antidote, Moon Stone 1, Windbreaker 2	Antidote, Potion Berry, Force Carrot, Moon Stone 3
>>>	Windbreaker 4	Small Flower, Mega Berry, Duplicator
>>>	Gaia Stop 4	Force Carrot, Ambrosia, MP Up 3, FP Advance
>>>	Mega Berry, Revive Fruit, Resist Up 3	Revive Fruit, Force Carrot, Resist Up 2
>>>	Mega Berry, Revive Fruit, Full Libra 3	Revive Fruit, Nectar, Full Libra 2
>>>	Mega Berry, Gella Card, Defense Up 2, Defense Up 3	Mega Berry, Force Carrot, Blocker 2, Defense Up 4
>>>	Breath Mint, Potion Berry, Nectar, Angel Quill 3	Breath Mint, Revive Fruit, Mega Berry, Silver Harp 3
>>>	Medicine, Potion Berry, Revive Fruit, Angel Quill 2	Antidote, Potion Berry, Force Carrot, Angel Quill 3
>>>	Potion Berry, Revive Fruit	Nectar, Force Carrot
>>>	Heal Berry, Potion Berry, Lucky Card	Potion Berry, Revive Fruit, Force Carrot, Dark Break 2
>>>	Potion Berry, Nectar, Resist Up 2	Potion Berry, Mega Berry, Resist Up 3
>>>	Heal Berry, Breath Mint, Revive Fruit	Breath Mint, Potion Berry, Revive Fruit
>>>	Force Carrot, Nectar, MP Repair	Revive Fruit, Mega Berry, Full Libra 3
>>>	Mega Berry, Duplicator, Blue Circlet 4	Force Carrot, Lucky Card, Duplicator
>>>	Potion Berry, Medicine, Nectar, Angel Quill 2	Revive Fruit, Mega Berry, Angel Quill 3
>>>	Hard Grape, Mega Berry, Gaia Stop 2, Blue Circlet 3	Force Carrot, Small Flower, Blue Circlet 2, Gaia Stop 3
>>>	Heal Berry, Toy Hammer, Potion Berry, Dark Break 1	Toy Hammer, Potion Berry, Revive Fruit, Dark Break 2
>>>	Heal Berry, Revive Fruit, Force Carrot	Revive Fruit, Small Flower, Resist Up 2
>>>	Mega Berry, Force Carrot, Boom Break 4	Revive Fruit, Duplicator, Defense Up 3
>>>	Potion Berry, Pinwheel, Revive Fruit, MP Up 2	Toy Hammer, Mega Berry, Force Carrot, Regeneration
>>>	Defense Up 4	Mega Berry, Counter Up 2, Defense Up 3
>>>	Gella Card	Gella Card
>>>	Heal Berry, Pinwheel, Potion Berry, Water Break 2	Medicine, Potion Berry, Force Carrot, Water Break 3
>>>	Medicine, Potion Berry, Nectar, Gaia Stop 3	Medicine, Potion Berry, Mega Berry, Windbreaker 3
>>>	Hard Grape, Potion Berry, Blue Circlet 3	Nectar, Force Carrot, LVL Apple
>>>	Heal Berry, Potion Berry, Gaia Stop 2	Potion Berry, Revive Fruit, Defend 2
>>>	Potion Berry, Peppy Acorn, Mega Berry, Critical 2	Peppy Acorn, Revive Fruit, Critical 1, Counter Up 2
>>>	Potion Berry, Hard Grape, Nectar	Hard Grape, Potion Berry, Assist Blitz
>>>	Heal Berry, Potion Berry, Counter Up 1, Gaia Stop 2	Potion Berry, Nectar, Force Carrot, Gaia Stop 3
>>>	Peppy Acorn, Potion Berry, Lucky Card, Ray Break 2	Heal Berry, Nectar, Lucky Card, Ray Break 3
>>>	Hard Grape, Potion Berry, Revive Fruit, Blue Circlet 2	Potion Berry, Revive Fruit, Mega Berry, Blue Circlet 3
>>>	HP Up 1, HP Up 2, HP Up 3	Potion Berry, Mega Berry, Duplicator
>>>	MP Up 1, MP Up 2, MP Up 3	Revive Fruit, Mega Berry, Duplicator
>>>	Defense Up 1, Defense Up 2, Defense Up 3	Force Carrot, Mega Berry, Duplicator
>>>	Resist Up 1, Resist Up 2, Resist Up 3	Nectar, Mega Berry, Duplicator
>>>	Mega Berry, Nectar, Clear Chime 3	Revive Fruit, Nectar, Clear Chime 4
>>>	Antidote, Heal Berry, Gella Card, Water Break 2	Antidote, Potion Berry, Lucky Card, Water Break 3
>>>	Duplicator	Duplicator
>>>	Heal Berry, Pinwheel, Potion Berry	Potion Berry, Revive Fruit, Force Carrot, Critical 1
>>>	Medicine, Potion Berry, Revive Fruit, Counter Up 1	Medicine, Potion Berry, Mega Berry, Critical 2
>>>	Pinwheel, Potion Berry, Blocker 1, HP Up 2	Toy Hammer, Mega Berry, Penetrator, HP Up 3
>>>	Potion Berry, Pinwheel, Revive Fruit, Resist Up 2	Pinwheel, Potion Berry, Revive Fruit, Resist Up 3
>>>	Dark Break 1, Dark Break 2, Dark Break 3	Dark Break 2, Dark Break 3
>>>	Potion Berry, Revive Fruit	Nectar, Revive Fruit
>>>	Heal Berry, Potion Berry, Revive Fruit, Resist Up 1	Potion Berry, Nectar, Force Carrot, Resist Up 2
>>>	Force Carrot, Mega Berry, Memoirs Pen 4	Nectar, Lucky Card, Duplicator
>>>	Potion Berry, Nectar, Life Charger	Revive Fruit, Mega Berry, Floral Arts
>>>	Small Flower, Silver Harp 3, Clear Chime 4	Mega Berry, Clear Chime 2, Clear Chime 3, Floral Arts
>>>	Potion Berry, Revive Fruit, Force Carrot, Windbreaker 2	Revive Fruit, Nectar, Mega Berry, Windbreaker 3
>>>	Heal Berry, Potion Berry, Gaia Stop 2	Potion Berry, Revive Fruit, Gaia Stop 3
>>>	Mega Berry, LVL Apple, HP Up 4	Mega Berry, Ambrosia, Penetrator, Finest Arts
>>>	Surprise Guard, Initiative	FP Advance
>>>	—	—
>>>	—	—
>>>	—	—
>>>	—	—
>>>	—	—
>>>	—	—
>>>	—	—
>>>	—	—
>>>	—	—
>>>	—	—
>>>	—	—
>>>	Full Libra 4	Duplicator
>>>	Mega Berry, Nectar, Counter Up 2	Force Carrot, Lucky Card, Critical 1, Assist Blitz
>>>	Toy Hammer, Heal Berry, Memoirs Pen 1	Toy Hammer, Potion Berry, Memoirs Pen 2, Memoirs Pen 3
>>>	Potion Berry, Peppy Acorn, Nectar, Olive Branch 2	Revive Fruit, Mega Berry, Olive Branch 3
>>>	Potion Berry, Revive Fruit, Nectar	Potion Berry, Revive Fruit, Force Carrot
>>>	Gaia Stop 1, Gaia Stop 2, Gaia Stop 3	Gaia Stop 2, Gaia Stop 3
>>>	Potion Berry, Peppy Acorn, Nectar, Water Break 2	Breath Mint, Potion Berry, Revive Fruit, Boom Break 2
>>>	Mega Berry, Revive Fruit, Memoirs Pen 2, Memoirs Pen 3	Nectar, Full Carrot, Boom Break 2, Boom Break 3
>>>	Heal Berry, Potion Berry, Mega Berry	Potion Berry, Revive Fruit, Force Carrot

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	Dropped Items	Stolen Items
>>>	Potion Berry, Toy Hammer, Revive Fruit, HP Up 2	Toy Hammer, Potion Berry, Nectar, HP Up 3
>>>	Mega Berry, Nectar, Moon Stone 2, Regeneration	Mega Berry, LVL Apple, Moon Stone 3, Life Charger
>>>	Heal Berry, Potion Berry, Ray Break 1	Potion Berry, Lucky Card, Ray Break 2
>>>	Mega Berry, Nectar, Counter Up 2, HP Up 3	Nectar, Revive Fruit, Blocker 2
>>>	Mega Berry, Nectar, Boom Break 2	Revive Fruit, Force Carrot, Boom Break 3
>>>	Potion Berry, Revive Fruit, Fire Break 2, Ray Break 2	Revive Fruit, Nectar, Fire Break 3, Ray Break 3
>>>	Fire Break 1, Fire Break 2, Fire Break 3	Fire Break 2, Fire Break 3
>>>	Mega Berry, Force Carrot, Ice Break 2	Mega Berry, Revive Fruit, Ice Break 3
>>>	Force Carrot, Nectar, Ice Break 2, Ice Break 3	Revive Fruit, Mega Berry, Ice Break 2
>>>	Medicine, Heal Berry, Potion Berry, Revive Fruit	Medicine, Potion Berry, Revive Fruit, LVL Apple
>>>	Breath Mint, Potion Berry, Revive Fruit	Breath Mint, Potion Berry, Force Carrot
>>>	Hard Grape, Potion Berry	Nectar
>>>	Heal Berry, Antidote, Defend 1, Fire Break 1	Potion Berry, Revive Fruit, Defend 1, Fire Break 2
>>>	Potion Berry, Peppy Acorn, Mega Berry, Defense Up 2	Peppy Acorn, Potion Berry, Force Carrot, Defense Up 3
>>>	Nectar, Revive Fruit, Clear Chime 2, Angel Quill 3	Mega Berry, Force Carrot, Olive Branch 2, Blue Circlet 3
>>>	Antidote, Potion Berry, Nectar	Heal Berry
>>>	Fire Break 4	Force Carrot, Blue Circlet 2, Duplicator
>>>	Mega Berry, Force Carrot, Nectar, Fire Break 3	Mega Berry, Revive Fruit, Fire Break 2, Fire Break 4
>>>	Mega Berry, Nectar, Ice Break 4	Revive Fruit, Mega Berry
>>>	Antidote, Nectar, Moon Stone 4	Antidote, Mega Berry, Moon Stone 3
>>>	Heal Berry, Water Break 2	Medicine, Heal Berry, Potion Berry, Water Break 3
>>>	Antidote, Revive Fruit, Force Carrot	Nectar, Mega Berry
>>>	Heal Berry, Medicine, Revive Fruit	Toy Hammer, Potion Berry, Nectar, Counter Up 2
>>>	Antidote, Peppy Acorn, Revive Fruit, Moon Stone 2	Antidote, Potion Berry, Force Carrot, Windbreaker 3
>>>	Heal Berry, Potion Berry, Lucky Card	Potion Berry, Revive Fruit, Water Break 2, Water Break 3
>>>	Resist Up 4	Revive Fruit, Mega Berry, Duplicator
>>>	Heal Berry, Breath Mint, Potion Berry, Critical 1	Breath Mint, Potion Berry, Force Carrot, Critical 2
>>>	Nectar, Revive Fruit, Fire Break 2	Mega Berry, Nectar, Gaia Stop 2
>>>	Medicine, Heal Berry, Force Carrot, Windbreaker 2	Toy Hammer, Potion Berry, Nectar, Windbreaker 3
>>>	-	-
>>>	Potion Berry, Fire Break 1, MP Up 1	Potion Berry, Revive Fruit, Fire Break 2, MP Up 2
>>>	Potion Berry, Breath Mint, Revive Fruit, Full Libra 2	Breath Mint, Revive Fruit, Mega Berry, Full Libra 3
>>>	Potion Berry, Breath Mint, Revive Fruit, Boom Break 2	Pinwheel, Potion Berry, Revive Fruit, Boom Break 3
>>>	Antidote, Heal Berry, Fire Break 1, Defend 1	Heal Berry, Potion Berry, Fire Break 2, Defend 2
>>>	Heal Berry, Potion Berry	Potion Berry, Revive Fruit
>>>	Potion Berry, Revive Fruit, Force Carrot, MP Up 3	Revive Fruit, Mega Berry, MP Up 2
>>>	Heal Berry, Toy Hammer, Potion Berry, Blocker 1	Toy Hammer, Potion Berry, Force Carrot, Blocker 2
>>>	Potion Berry, Revive Fruit, Blocker 2	Mega Berry, LVL Apple, Gaia Stop 3
>>>	Antidote, Potion Berry, Moon Stone 3, Water Break 3	Antidote, Potion Berry, Moon Stone 2, Life Charger
>>>	Ice Break 1, Ice Break 2, Ice Break 3	Ice Break 2, Ice Break 3
>>>	Potion Berry, Revive Fruit, Fire Break 2	Revive Fruit, Nectar, Fire Break 3
>>>	HP Up 3, Boom Break 3	HP Up 2, Boom Break 2
>>>	-	-
>>>	Potion Berry, Revive Fruit, Mega Berry, Counter Up 1	Nectar, Mega Berry, Force Carrot, Counter Up 2
>>>	Pinwheel, Potion Berry, Fire Break 1	Pinwheel, Mega Berry, Fire Break 2
>>>	Peppy Acorn, Heal Berry, Antidote, Olive Branch 1	Peppy Acorn, Potion Berry, Lucky Card, Olive Branch 2
>>>	Heal Berry, Medicine	Medicine, Potion Berry
>>>	Ray Break 4	Force Carrot, Duplicator, Penetrator
>>>	Revive Fruit, Mega Berry	Force Carrot
>>>	Antidote, Heal Berry, Potion Berry	Medicine, Potion Berry, Force Carrot, Remove Trap
>>>	Pinwheel, Clear Chime 1, Resist Up 1	Pinwheel, Potion Berry, Clear Chime 2, Resist Up 3
>>>	Revive Fruit, Force Carrot, Water Break 4	Mega Berry, Duplicator, Ice Break 3
>>>	Antidote, Breath Mint	Potion Berry, Revive Fruit, Silver Harp 2
>>>	Potion Berry, Revive Fruit	Nectar, Force Carrot
>>>	Antidote, Heal Berry, Potion Berry, Moon Stone 1	Antidote, Potion Berry, Moon Stone 1, Moon Stone 2
>>>	Ray Break 1, Ray Break 2, Ray Break 3	Ray Break 2, Ray Break 3
>>>	Peppy Acorn, Small Flower, Olive Branch 2, Windbreaker 3	Peppy Acorn, Mega Berry, Resist Up 2, Windbreaker 2
>>>	Mega Berry, Revive Fruit, Small Flower, Resist Up 3	Hard Grape, Mega Berry, Lucky Card, Resist Up 2
>>>	Heal Berry, Toy Hammer, Defend 1, Counter Up 1	-
>>>	Nectar, Revive Fruit	Revive Fruit, Mega Berry
>>>	Small flower, Force Carrot, Critical 2	Mega Berry, Nectar, Critical 1
>>>	Nectar, Mega Berry, Ray Break 3	Revive Fruit, Force Carrot, Dark Break 3
>>>	Peppy Acorn, Potion Berry, Nectar	Potion Berry, Nectar, Force Carrot
>>>	Mega Berry, Hard Grape, Revive Fruit, Defense Up 2	Hard Grape, Nectar, Force Carrot, Defense Up 3
>>>	-	-
>>>	Gella Card	-
>>>	Heal Berry, Toy Hammer, Potion Berry	Toy Hammer, Potion Berry, Revive Fruit
>>>	Nectar, Mega Berry, Full Libra 3	Revive Fruit, Force Carrot, Full Libra 2
>>>	Dark Break 4	Small Flower, Duplicator, LVL Apple
>>>	Potion Berry, Revive Fruit, Nectar	Revive Fruit, Force Carrot
>>>	Duplicator	-
>>>	Medicine, Potion Berry, Force Carrot	Antidote, Revive Fruit
>>>	Hard Grape, Potion Berry	Nectar, Force Carrot
>>>	Potion Berry, Medicine, Ice Break 2, Ice Break 3	Medicine, Revive Fruit, Ice Break 4
>>>	Pinwheel, Heal Berry, Revive Fruit, Clear Chime 1	Potion Berry, Force Carrot, Clear Chime 2, Clear Chime 3
>>>	Revive Fruit, Nectar, Gella Card, Dark Break 2	Nectar, Mega Berry, Force Carrot, Dark Break 3

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	Dropped Items	Stolen Items
>>>	Necronomicon	Small Flower, Duplicator, LVL Apple
>>>	Medicine, Force Carrot, Angel Quill 4	Revive Fruit, Mega Berry, Duplicator
>>>	Heal Berry, Potion Berry, Resist Up 1	Potion Berry, Nectar, Resist Up 2
>>>	Medicine, Heal Berry, Potion Berry, Revive Fruit	Medicine, Potion Berry, Revive Fruit, Remove Trap
>>>	Potion Berry, Revive Fruit, Force Carrot	Revive Fruit, Mega Berry, Counter Up 1
>>>	Potion Berry, Nectar, Revive Fruit	Potion Berry, Revive Fruit, Force Carrot
>>>	Mega Berry, Angel Quill 2, Silver Harp 4	Breath Mint, Silver Harp 2, Memoirs Pen 4
>>>	Heal Berry, Potion Berry	Mega Berry, Revive Fruit, Counter Up 1, Defense Up 2
>>>	Medicine, Heal Berry, Revive Fruit	Medicine, Potion Berry, Revive Fruit, Remove Trap
>>>	Antidote, Potion Berry, Revive Fruit, Blocker 1	Antidote, Potion Berry, Mega Berry, Moon Stone 2
>>>	Heal Berry, Potion Berry, Critical 1	Potion Berry, Revive Fruit
>>>	Medicine, Nectar	Small Flower, Force Carrot
>>>	Nectar, Revive Fruit, Counter Up 1, Defense Up 2	Potion Berry, Mega Berry, Counter Up 2, Defense Up 3
>>>	Potion Berry, Nectar	Force Carrot
>>>	Heal Berry, Potion Berry, LVL Apple	Potion Berry, Nectar, MP Repair
>>>	Mega Berry, Force Carrot, Blocker 2, HP Up 3	Revive Fruit, Nectar, Defend 2, HP Up 4
>>>	Heal Berry, Hard Grape, Potion Berry, Blocker 1	Hard Grape, Potion Berry, Nectar, Blocker 2
>>>	Revive Fruit, Mega Berry, Force Carrot	Nectar, Force Carrot, Blocker 2
>>>	Heal Berry, Force Carrot, Gaia Stop 1	Potion Berry, Revive Fruit, Gaia Stop 2
>>>	Potion Berry, Blocker 1, Defense Up 2, Gaia Stop 3	Revive Fruit, HP Up 1, Gaia Stop 2, Defense Up 3
>>>	Pinwheel, Peppy Acorn, Force Carrot	Revive Fruit, Nectar, Heal Berry
>>>	Breath Mint, Medicine, MP Up 1, Floral Arts	Potion Berry, Gaia Stop 1, Defense Up 3
>>>	Heal Berry, Force Carrot, Fire Break 2	Potion Berry, Revive Fruit, Mega Berry, Fire Break 3
>>>	Medicine, Breath Mint, Revive Fruit, Full Libra 2	Potion Berry, Revive Fruit, Mega Berry, Full Libra 3
>>>	Medicine, Peppy Acorn, Potion Berry, Gaia Stop 1	Breath Mint, Pinwheel, Revive Fruit, Gaia Stop
>>>	Nectar, Mega Berry	Revive Fruit, Force Carrot
>>>	Peppy Acorn, Heal Berry, Force Carrot, Olive Branch 1	Potion Berry, Peppy Acorn, Olive Branch 2, Olive Branch 3
>>>	Heal Berry, Antidote, Potion Berry	Antidote, Potion Berry, Force Carrot
>>>	Peppy Acorn, Heal Berry, Olive Branch 1, Boom Break 2	Peppy Acorn, Potion Berry, Olive Branch 2, Boom Break 3
>>>	Medicine, Potion Berry	Nectar, Lucky Card
>>>	Potion Berry, Medicine, Nectar	Potion Berry, Revive Fruit, Mega Berry
>>>	Duplicator	—
>>>	Duplicator	—
>>>	Duplicator	—
>>>	Duplicator	—
>>>	Duplicator	—
>>>	Duplicator	—
>>>	Duplicator	—
>>>	Antidote, Medicine	Potion Berry, Revive Fruit
>>>	Toy Hammer, Pinwheel, Peppy Acorn, Revive Fruit	Heal Berry, Potion Berry, Memoirs Pen 2, LVL Apple
>>>	Duplicator	Duplicator
>>>	Pinwheel, Potion Berry, Revive Fruit	Revive Fruit, Force Carrot
>>>	Heal Berry	—
>>>	Pinwheel, Heal Berry, Revive Fruit, Clear Chime 1	Pinwheel, Potion Berry, Clear Chime 2, Clear Chime 3
>>>	Hard Grape, Potion Berry	Potion Berry, Revive Fruit
>>>	Mega Berry, Revive Fruit, FP Advance	Revive Fruit, Nectar, Ambrosia, Surprise Guard
>>>	MP Up 4	Mega Berry, Fire Break 3, Ice Break 3
>>>	Heal Berry, Pinwheel, Potion Berry, Resist Up 2	Pinwheel, Potion Berry, Nectar, Resist Up 3
>>>	Heal Berry, Potion Berry, Nectar	Potion Berry, Force Carrot, Mega Berry, Fire Break 2
>>>	Boom Break 1, Boom Break 2, Boom Break 3	Boom Break 2, Boom Break 3
>>>	Revive Fruit, Boom Break 1, Boom Break 2	Heal Berry, Revive Fruit, Boom Break 3
>>>	Heal Berry, Potion Berry, Revive Fruit	Potion Berry, Revive Fruit, Mega Berry
>>>	Antidote, Medicine, HP Up 2	Potion Berry, Force Carrot, Mega Berry, HP Up 3
>>>	Potion Berry, Force Carrot, Gaia Stop 2, Life Charger	Revive Fruit, Mega Berry, Gaia Stop 3, Regeneration
>>>	Revive Fruit, Mega Berry, Silver Harp 2, Water Break 3	Nectar, Force Carrot, Angel Quill 2, Silver Harp 3
>>>	Breath Mint, Heal Berry, Potion Berry, Silver Harp 1	Breath Mint, Potion Berry, Revive Fruit, Silver Harp 2
>>>	Mega Berry, Nectar, Boom Break 2	Revive Fruit, Force Carrot, Boom Break 3
>>>	Toy Hammer, Heal Berry, Nectar, Memoirs Pen 1	Toy Hammer, Potion Berry, Force Carrot, Memoirs Pen 2
>>>	Heal Berry, Antidote, Gaia Stop 1	Antidote, Potion Berry, Moon Stone 2
>>>	Peppy Acorn, Mega Berry, Olive Branch 4	Small Flower, Full Libra 2, Ice Break 3
>>>	Potion Berry, Antidote, Force Carrot	Potion Berry, Revive Fruit, Remove Trap
>>>	Antidote, Heal Berry, Force Carrot, Defense Up 2	Antidote, Potion Berry, Force Carrot, Defense Up 3
>>>	Heal Berry, Small Flower, Counter Up 1	Potion Berry, Revive Fruit, Counter Up 2
>>>	Hard Grape, Nectar, Fire Break 3	Potion Berry, Defense Up 2, Fire Break 2
>>>	Potion Berry, Blocker 2, Finest Arts	Mega Berry, Ambrosia, Penetrator, FP Advance
>>>	Hard Grape, Revive Fruit, Mega Berry	Potion Berry, Force Carrot
>>>	Water Break 1, Water Break 2, Water Break 3, Heal Berry	Water Break 2, Water Break 3
>>>	Heal Berry, Peppy Acorn, Potion Berry, Ray Break 2	Peppy Acorn, Potion Berry, Lucky Card, Ray Break 3
>>>	Windbreaker 1, Windbreaker 2, Windbreaker 3	Windbreaker 2, Windbreaker 3
>>>	Potion Berry, Pinwheel, Revive Fruit	Breath Mint, Potion Berry, Revive Fruit
>>>	Potion Berry, Revive Fruit, Clear Chime 3	Nectar, Force Carrot
>>>	Antidote, Mega Berry, Nectar, Moon Stone 3	Antidote, Mega Berry, Force Carrot, Moon Stone 4
>>>	Potion Berry, Revive Fruit, Force Carrot, Ray Break 3	Potion Berry, Nectar, Small Flower, MP Up 2
>>>	Force Carrot, SOS Automatic, Silver Harp 2, SOS FP up	Revive Fruit, Critical 1, Silver Harp 3, Initiative
>>>	Potion Berry, Revive Fruit, Resist Up 1	Revive Fruit, Nectar, Resist Up 2

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