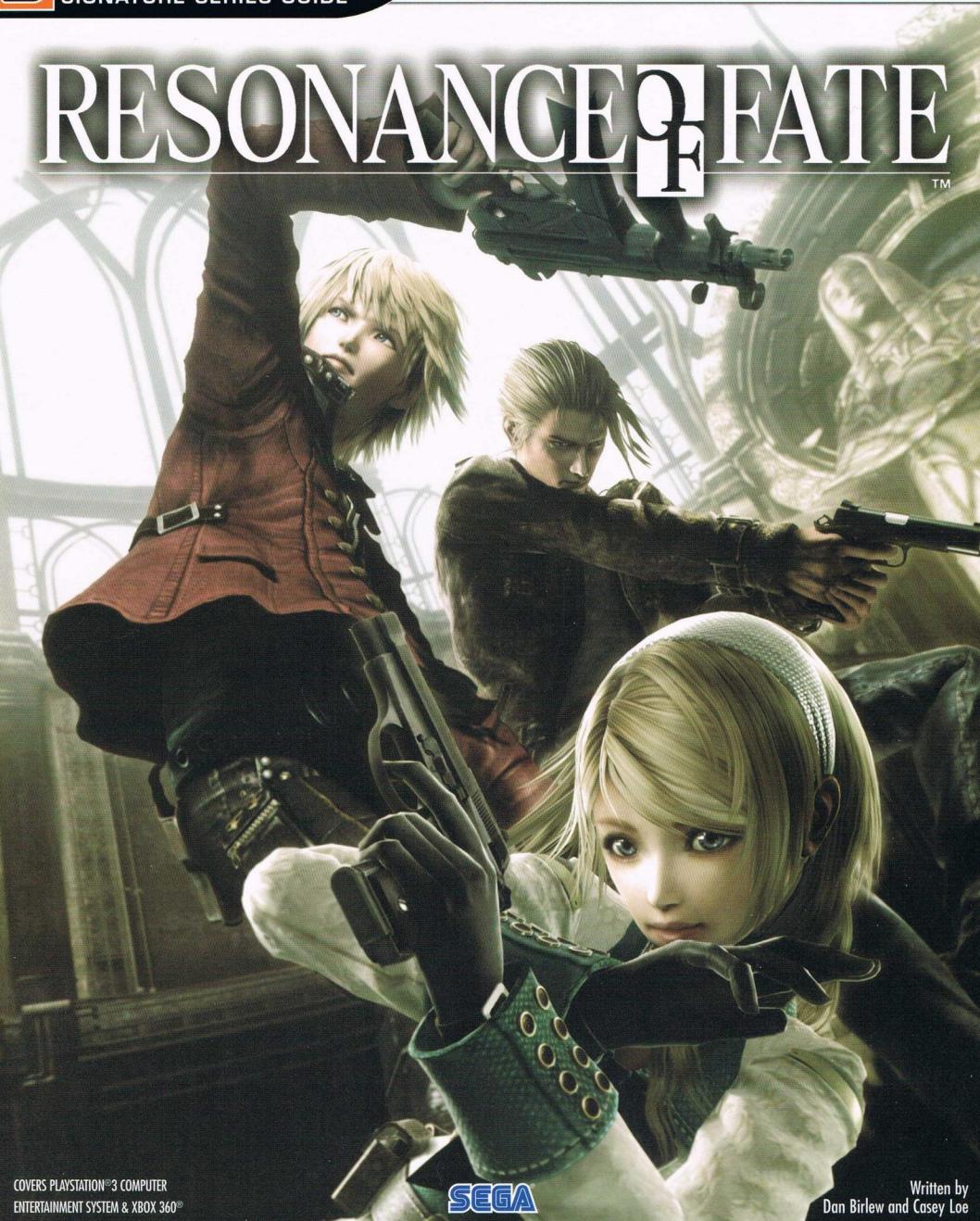




BRADYGAMES®
SIGNATURE SERIES GUIDE

TAKE YOUR GAME FURTHER®

RESONANCE OF FATE™



COVERS PLAYSTATION®3 COMPUTER
ENTERTAINMENT SYSTEM & XBOX 360®

SEGA

Written by
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RESONANCE OF FATE

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HUMANITY'S LAST REFUGE

The failings of humankind have taken a heavy toll on the earth, fouling the air, spoiling the water, and even twisting the planet off its axis. In a last-ditch attempt to reclaim the earth, the survivors created Basel, a giant drill-like structure designed to burrow deep into the planet and restore the earth's balance and purity. However, the damage was too severe; Basel could only purify the atmosphere in its immediate vicinity.

So humanity retreated to the only habitable spot left on earth: the gears and cogs of Basel itself. Scrap-metal hovels coalesced into shantytowns, and eventually grew into cities, parks, and factories. The wealthy elite made their way to the pristine surfaces of Basel's highest levels, while the poor were left to eke out a living on the fouler gears below.

Basel was not built for this. Once again, mankind's destructive habits are taking a heavy toll on their home, and minor malfunctions are snowballing into full-scale disasters. Should Basel fail, humanity would have nowhere left to run.

VASHYRON

Once a soldier enmeshed in the internal strife of Basel's ruling elite, Vashyron has now left politics behind and taken his considerable skills to the private sector. As a Hunter, Vashyron will handle anything from mercenary work to parcel deliveries, so long as the client has the rubies to pay for it. While not an openly sentimental man, Vashyron has a soft spot for troubled youths, and has taken both Zephyr and Leanne into his home and Hunter squad.





ZEPHYR

Zephyr grew up in the Cranktown Seminary, studying the strict gospel of Basel's ruling religion. As a teenager he became involved in an incident so terrible that it is still the talk of Cranktown. Vashyron was hired to resolve this incident, and as far as most of the world knows, he ended Zephyr's life after forcing a gun into his mouth. However, Vashyron had other plans for the young man, and Zephyr now seeks redemption as Vashyron's right-hand man.

LEANNE

Even a strictly sheltered life could not suppress Leanne's bright and gentle spirit. Leanne discovered a horrible secret after being granted her freedom at age 20. A few days later, she climbed to one of Basel's highest spots and attempted to throw herself to her death. The fall caught Zephyr's eye, and he saved the young woman's life. Leanne now serves as the newest recruit to Vashyron's Hunter squad.



PART II. PLAYING RESONANCE OF FATE



Though the role-playing genre is certainly nothing new in the video game industry, *Resonance of Fate* presents a unique experience. While on the surface it may appear nothing more than a turn-based game with guns, *Resonance of Fate* is an adventure requiring strategic thinking and avid preparations.

This portion of the guidebook seeks to explain all aspects of play. For this reason it is imperative that you read this section of the guide prior to jumping in, though it also serves as reference when you encounter some aspect of the game you find confusing.

GAME OBJECTIVE

The player's overall objective in *Resonance of Fate* is to use a party of three characters to explore the unique game world of Basel and defeat all enemies encountered. Defeating enemies requires mastery of a strategic action combat system where attacks must be plotted thoughtfully before execution.

The game is divided thematically into "Chapters." Each chapter contains one or two Story Missions the player must complete in order to move on to the next Chapter. Story Missions typically involve exploring an extended dungeon and defeating a powerful unique boss monster. The player may also undertake dozens of side tasks posted at local Guilds, called "Guild Missions."

If you complete all Story Missions in a Chapter, then the option to advance to the next chapter appears the next time the characters enter their Base. You can opt not to advance to the next chapter if Guild Missions are not yet completed or if there is other business to finish.

By completing all Chapters, you advance to the final Story Mission and must confront the final boss. Upon defeating the final boss, the ending is shown. You have the option of playing the game over again at a higher difficulty level with new bosses and an additional final boss.

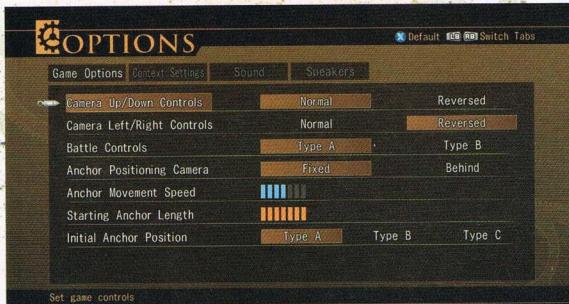


Menus

While playing *Resonance of Fate* you must use several menus to advance. The title screen menu allows you to start a new game or resume a game in progress. During the game, the main menu can be opened while navigating areas or the World Map to change character order, equipment, and to customize weapons. Other menus allow you to purchase new items from shops and view defeated monsters in the Bestiary.

TITLE SCREEN MENU ►►

After booting a game, a video begins to play. This video shows how Vashyron and Zephyr first met. Press the Accept button to skip the video if desired. The Basel title screen appears. Options on the title screen allow you to do the following:



New Game: Start a new game

Load Game: Load a previously saved game

Resume Game: Resume a suspended game

You can suspend the game and create a temporary save file while on the World Map or while exploring dungeon areas. The Resume Game option allows the player to load the suspended game save and continue. The suspend data can only be loaded once, and is immediately erased.

Options: Change sound and video options

The options menu allows for configuring several control functions, such as camera control, Hero Action anchor control, sound volume, speaker setup matching, and adjusting screen position. Other context settings allow you to play the game with English or Japanese voices, and English subtitles.

SWITCHING VOICE LANGUAGE MID-GAME



While voice language settings cannot be changed during the game, all others can. To change voice language options in a saved game, change the options at the title screen *before* loading your save.

THE SECOND TITLE SCREEN AND DEMO

While viewing the Basel title screen do not press Start or touch any of the controls. After a minute, the title screen fades and a second scene plays. This preview shows Sullivan speaking to Cardinal Rowen and sets up more back-story for the game. When the scene ends, the Zenith title screen appears.



MAIN MENU ►►

While exploring towns or the World Map, press the Open Menu button to open the main menu. Use the main menu to change party order, equip your characters, customize weapons, review active and completed missions, view experience levels and weapon skills, change game options and load a previously saved game.



PART II

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GAME OBJECTIVES

MENUS

WORLD MAP

AREA

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CHARACTER STATISTICS

All three characters are displayed on the right side of the main menu along with several statistics that determine their combat abilities:

Name: The character's identification.

Lv: The character's overall experience level. Determined from the combination of Handgun, Machinegun and Thrown Weapons levels. Increasing level increases HP and maximum weight capacity.

Handgun: The character's Handgun level.

Machinegun: The character's Machinegun level.

Grenade: The character's Thrown Weapons level.

HP: Hit points, or the total amount of damage a character can sustain before dying. Increases with level.

Weight: The character's current weight and maximum carrying capacity. Max weight increases with level. The icons beneath weight indicate which weapons and accessories the character is equipped with, and how much they weigh.

CHANGE PARTY ORDER

While the menu is open, press **X** (Xbox 360) or **□** (PlayStation 3) to change the party order. The party order affects the order of character turns in battle, and rearranging the order can make you more efficient in combat. The party order also affects how you switch the onscreen character while exploring towns.

Move the cursor to the character you wish to move and press the Accept button. A second cursor appears onscreen. Move the second cursor to another character. Then press Accept again to make the two selected characters switch places in the party order. Press the Cancel button to return to the main menu commands when finished.



ITEM

The Item screen of the main menu allows you to view items in possession. Items are divided by category: Tools, Energy Hexes, Weapons, Custom Parts, Accessories, Apparel, Other, and Valuables. Perfect Aids are the only items that can be used in the Item menu. These rare, hard-to-find items restore a character's HP.



EQUIP



The Equip screen allows for the setting or changing of a character's equipment. Each character can equip a weapon and an item box—or later, two weapons—and two accessories. The total weight of all equipment must not exceed the character's carrying capacity. Characters' carrying capacity improves as they reach new experience levels.

CUSTOMIZE

The Customize screen allows custom parts to be fit onto a weapon to upgrade weapon statistics such as Charge Speed, Charge Acceleration, Rate of Fire, Bullet Focus, and Magazine Size. On the first screen, select an available weapon to customize. Next, choose an available custom part to fit on the weapon.



In the second customization screen, the selected weapon is displayed on a grid to the right. Icons around the weapon indicate where custom parts may be attached. For example, a magazine custom part can be attached to the base of a weapon's magazine chamber, since the bottom of the weapon and the top of the magazine part have "+" icons. Fit the two pieces so that the icons overlap, then press the Accept button to attach the custom part.



To remove a custom part from a weapon, highlight its name in the list and press the Remove button to detach it. If a character currently equips the weapon you're customizing, then the weight of the weapon plus the weight of all attached custom parts cannot exceed the character's maximum carrying capacity.



New weapons can be bought from shops, obtained by completing missions, and found in certain dungeons. Custom parts are found in various areas and awarded for completing missions. Also, Tinkerers can assemble custom parts if you have the correct materials in possession and enough Rubies. New custom parts become available at Tinkerers as you reach new Chapters in the game.

Custom parts used in customization fall into the following categories:

Sights/Scopes/Lenses: Attach to the top of all weapons. Increase Charge Speed.

Mounts: Attach to the hammer or rear of the barrel and allow for affixing of more and longer sights/scopes/lenses. Increase Bullet Focus.

Barrels: Attach to the front end of weapons. Specific to handguns or machineguns. Increase Charge Acceleration, though some decrease Bullet Focus.

Grips/Handguards: Attach beneath the barrel, forward of the trigger on all weapons. Increase Rate of Fire and Bullet Focus.

Adapters: Parts that do not fit directly onto weapons, but only onto other custom parts to provide added expansion. Varied benefits, if any.

Magazines: Attach to the handle or magazine chamber. Specific to handguns or machineguns. Increase Magazine Size.

In general it's wisest to fully customize your three best weapons, affixing as many parts as possible to increase all weapon statistics for easier use in combat. Practice adding and removing custom parts

to weapons in order to receive the best possible benefits.



For example, the Top-Rail Scope adds +75 to Charge Speed and also has two more sight expansion ports on top. Thus if you have a Long Scope attached to a weapon, you'd be better off removing it and attaching the Top-Rail Scope along with the Compact Scope α and Compact Scope δ, for a total Charge Speed bonus of +97.

Weapons cannot be moved around on the Customize screen.

Therefore bear in mind that you can only fit as many custom parts on a weapon as the spaces around the weapon allow. Most

handguns have 4-5 spaces in front of the barrel, 3 above the site mounts, 5 below the handguard slot, 3 below the magazine and one for a mount behind the hammer. Machineguns have fewer spaces before the barrel and below the weapon, meaning fewer custom parts can be attached.



MISSION MEMO

The Mission Memo screen allows viewing of mission data. Active missions not yet completed are displayed on the first screen. Press the Next Tab button to review completed missions.

SKILL

The Skill screen displays the characters experience levels with each weapon type as well as the points required to reach the next level. Characters accumulate one experience point by inflicting one hit point of damage to an enemy with a weapon.



If a character is equipped with a pistol then their Handgun experience level will rise. If equipped with a grenade, their Throw Weapons experience increases. Characters equipped with Machineguns gain one experience point per point of Scratch Damage inflicted to an enemy, which is explained in more detail in the upcoming "Battle" section.

A character's overall Level is determined by adding together their Handgun, Machinegun, and Throw Weapons level. Increasing overall Level increases the character's max HP and their maximum weight capacity.

Weapon Skills may be viewed by selecting a weapon type and pressing the Accept button. Use the Left Stick to scroll up and down the list of available Weapon Skills. Use this list to determine the best way to equip your characters before important battles.



OPTIONS

The Options screen allows for the changing of several control functions, to adjust screen position, to change subtitles and sound levels, and to compensate for your home speaker setup. The game can be played with the characters speaking Japanese or English. However, this setting cannot be determined in game and can only be changed on the title screen prior to starting a new game or loading a saved game.



SHOP MENU ►

Speaking to a shopkeeper, tinkerer or scrapper opens some version of the shop menu. The controls for each shop menu are displayed at the top of the screen. Refer to this display to buy and sell items. All items can be viewed, or you can tab left or right to view items by category only. Use the Right Stick to scroll up or down by pages instead of items. Press the Start button to sort items by type or by name. On Scrapper and Tinkerer menus, press the Back (Xbox 360) or Select (PlayStation 3) buttons to view detailed information about the component parts of an item.



To buy, sell, or scrap an item, specify the quantity by pressing right on the D-pad or tilt the Left Stick to the right. To decrease the quantity, press left on the D-pad or tilt the Left Stick to the left. Notice the "Select Multiple" controls displayed at the top of the screen. Press these buttons to increase or decrease the quantity by 10. Weapons can only be purchased once, and then are permanently removed from the list.

SHOPS

Shops buy and sell items in exchange for Rubies. First determine whether to buy items available or to sell items on hand. If the price of an item for sale exceeds the Rubies on hand, the item name is grayed out and cannot be bought.



SCRAPPERS

Scrapers disassemble items on hand in exchange for a small fee. Not all items on hand appear in the menu, only the ones that can be broken down into components. If the Rubies on hand are less than the price to scrap an item, then the item is grayed out in the list and cannot be scrapped.



TINKERERS

Tinkerers assemble items from components for a price. To assemble an item, you must have the required items as well as the required amount of Rubies. Items that cannot be assembled due to any lack of resources will be grayed out. If an item is grayed out, check the required items list. If some items in this list are grayed out it means you are missing these ingredients. Check with the Scrapper to see if you can acquire them by scrapping other items on hand. If you have all the items required to assemble an item, check to see if you have the amount of Rubies required.



BOUTIQUE



The Boutique Lily in Ebel City allows you to purchase new clothes for your characters. First select a character, then select their default attire (A) or casual attire. The B attire doesn't become available until after completing the story mission in Chapter 3. To "try on" clothes and see what they look like, select a piece of clothing; when the option to buy it appears, select "No" if you don't wish to buy the item. Each clothing item can only be purchased once. Many free pieces of attire are found by completing missions and activating hexes on the World Map, so buying new clothes should be last in shopping priorities.



OTHER STORES

Special shops in certain locations allow you to exchange several items to acquire one item. For instance, there is an exchange kiosk at the Ebel City Guild that allows you to trade 5 colored Energy Hexes for one same-colored Station Hex.



Another exchange kiosk at the Arena allows you to trade Copper, Silver, and Gold Coins won in Arena matches in exchange for items not found anywhere else. You can also convert Copper Coins to Silver Coins and Silver Coins to Gold Coins at an exchange rate of 100 to 1.



BESTIARY ►►

Bestiaries are tomes that allow for the viewing of data on defeated enemies. These books are available at some Guilds and the characters' Base in Ebel City.

Refer to the controls displayed at the top of the Bestiary menu to understand navigation. The Bestiary menu allows you to view all enemies together or to view only by category: Humanoid, Small Organisms, Large Organisms, Machines, and Other. Press the Start button to sort enemies by location encountered or by name. Press the Help button to display a small window explaining the statistics displayed for each monster. Use the Left Stick or D-pad to move the cursor, and use the Right Stick to scroll up or down by pages.



Press the Accept button to view an enemy in 3D. Use the Right Stick to rotate the camera around the enemy for a better view. Press the View Details button displayed at the top of the screen to bring up a window overlay that shows the enemy's details plus the hardness of its body parts. The game shows hardness as a gauge whereas in this guide it's indicated with a percentage based on the gauge.

The Bestiary becomes quite handy as you advance in the game, particularly in regard to determining which enemies drop which items. Of course having the same information in **Part IV: Appendices** of this guidebook saves you from making some extra trips back to the Base.



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PAUSE SCREEN ►►

Press the Start button to open the Pause Screen menu at any time. The Pause screen indicates the time of day as well as the current story Chapter as well as your next story mission destination.

The Pause Screen menu offers several options depending on your location and circumstance at the time of opening the menu. For instance, opening the Pause Screen while navigating the World Map displays the following menu:



Resume: Close the Pause Screen and resume the game.

Suspend: Create a suspend data on your hard drive or memory card/unit and return to the Title Screen. Suspend data can be used to resume the game one time, then it is erased.

Manual: Open the in-game manual to review instructions on how to play.

While navigating areas, such as towns, the Pause Screen displays the following options:

Resume: Close the Pause Screen and resume the game.

Manual: Open the in-game manual to review instructions on how to play.

Opening the Pause Screen during combat displays the following options:

Resume: Close the Pause Screen and resume combat.

Retry: Pay a specified amount of Rubies to restart the current battle. The amount of Rubies required depends on the Chapter.

Restore the Hero Gauge and Retry: If the battle is begun with bezels missing in the Hero Gauge or with the party in Condition Critical, then you might not be able to win the battle or even flee. This option allows you to restart the battle with a full Hero Gauge. You must pay an amount in Rubies equal to half your current total.

Load: Load a previous save game. This will undo your current progress, but doesn't cost any Rubies.

Options: Change game options, sound, and context settings. Voice language cannot be changed during the game.

Manual: Open the in-game manual to review instructions on how to play.

Opening the Pause Screen while navigating a dungeon area when combat is not engaged displays the following options:

Resume: Close the Pause Screen and resume combat.

Suspend: Create a suspend data on your hard drive or memory card/unit and return to the Title Screen. Suspend data can be used to resume the game one time, then it is erased. Allows you to resume your game from your current location in the dungeon.

Load: Load a previous save game. This will undo your current progress and erase any suspend game data.

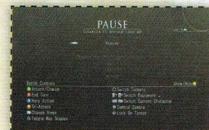
Options: Change game options, sound, and context settings. Voice language cannot be changed during the game.

Manual: Open the in-game manual to review instructions on how to play.

CONTEXT CONTROLS

If no Terminals are erected on your current World Map level, then the current control scheme is displayed in the bottom half of the Pause Screen. If Terminals are active, then simply press the button shown

onscreen to switch to viewing context controls. The Pause Screen shows World Map Controls while navigating the World Map, Field Controls while navigating areas and Battle Controls when combat is engaged or while exploring dungeons.



TERMINAL EFFECT

If a Terminal is erected on your current World Map level, then the Terminal Effect is displayed on the Pause Screen. Press the button displayed on the right side of the screen to view context controls instead.



The Terminal Effect changes depending on the World Map tile you're standing on and whether it is linked to any active Terminals via colored Energy Hexes. If a special effect is active, it will be listed below the Terminal Effect line on the Pause Screen. If you're navigating an area or dungeon that is connected to an active Terminal by colored Energy Hexes, then the Terminal Effect is also listed on the Pause Screen during navigation and combat.

More on activating Terminals and benefiting from Terminal Effects is explained in the "World Map" section a few pages away.

MANUAL



The Manual is a menu full of brief explanations of all functions of the game, divided into the categories Battle, World Map, and combat Tips.

Selecting any topic displayed in the Manual's menu to display a screen that briefly summarizes a function or feature of the game. These same Manual screens are displayed while participating in the combat tutorials offered at the Arena, and also during explanations offered by certain non-player characters spoken to.

World Map



The world of Basel floats high above the ruined Earth, the last remnant of humankind on a poisoned planet. Basel consists of twelve levels interconnected by elevators. Each level is rendered as a hexagonal grid. You must move across this grid to visit new areas.

SHOW/HIDE WORLD MAP DETAILS ►►

Press down on the Left Stick until it clicks to bring up the Show/Hide Details menu. This small menu appears on the right side of the screen and allows you to toggle certain World Map displays, such as location markers, the Area Info window, and colored markings left by using colored Energy Hexes on the World Map.

While the Show/Hide Details menu is open, press up or down on the D-pad to highlight an option. While an option is highlighted, press left or right on the D-pad to turn the display feature on or off.



FULL MAP ►►

Press Back (Xbox 360) or Select (PlayStation 3) while on the World Map to view the full map of Basel. Use the Right Stick to rotate the map, and tilt the Left Stick up or down to view other levels. As you explore deeper levels, the full map will move down farther.

World Map levels are displayed as grids until the entire level is activated using Energy Hexes. When fully activated, levels are displayed in 3D.



TIME OF DAY ►►

While exploring the World Map, the time gauge in the upper right corner of the screen indicates day and night. As you move across the World Map, time advances very quickly. Bells toll at dawn and dusk. The lighting changes to indicate the time. Nighttime is much longer than daytime in Basel.



Night and day can affect the enemies appearing in randomly encountered groups as well as the frequency of encounters. At night, random encounters are more likely to occur, and the enemies encountered are likely to be more numerous and of higher levels. Time can be advanced by half a day by resting at a Station Hex or at the Base in Ebel City.

SAFE AREAS ►►



The white hex next to "Thoroughfare" in the area description indicates that it is a safe area devoid of enemy encounters.

As you move across the World Map, the Area Info window near the bottom of the screen displays the name of the area and a short description. "Safe areas" are displayed with a white hex beside the name. While moving through safe areas, random encounters will not occur. If there is not a white hex beside the area name, then a random encounter may occur. Safe areas include Thoroughfares and towns. Unsafe areas include Back Alleys, Closed Roads, Rainy Bridges, etc.

INACTIVE HEXES ►►

Hexes on the World Map are either "active" or "inactive." Active hexes can be passed through, whereas inactive hexes are gray and impassable. To make inactive hexes passable, Energy Hexes must be placed to remove the blockage.

White Energy Hexes are required to activate hexes on the World Map. Defeated enemies will drop white Energy Hexes during combat. They can also be found while exploring dungeons and by activating certain hexes on the World Map. White Energy Hexes come in a variety of shapes so that you may place them according to the shape of areas on the World Map.



SPECIAL ENERGY HEXES ►►

Certain inactive hexes are colored. Only by placing identically colored Energy Hexes can these areas be activated. Colored hexes are strategically placed on the World Map to prevent access to new areas until the proper colored Energy Hex is obtained.



To obtain colored Energy Hexes, you may need to advance the plot by speaking to important individuals, like the Cardinals. Once you obtain a colored Energy Hex, enemies may start dropping them during combat. Each colored Energy Hex is a specific shape. Therefore more than one may be required to activate a town or dungeon location.

Once a colored Energy Hex is used, the tiles there remain colored. Try to avoid using white Energy Hexes on these tiles, or the coloring will be removed. Colored tiles can be used to connect to status effect Terminals around Basel. Colored Energy Hexes can be placed next to colored tiles, creating areas of effect that can spread across levels, providing positive benefits during combat. There is more on this topic to come.

THE COLOR OF HEXES



In this guide, Special Energy Hexes have a color similar to what they have in the game. However, the White Energy Hexes (those with a light gray and white color scheme) are shown as black so they are visible with the rest of the text. There are only two true black Energy Hexes, which are dropped by two of the final bosses in Chapter 16.

ENERGY HEX PLACEMENT MODE ►►

While on the World Map, press the Energy Hex Placement Mode button to open the hex menu. Use the D-pad to select an Energy Hex size or color. Move the Left Stick to move the Energy Hex. Press the shoulder buttons to rotate the Energy Hex clockwise or counterclockwise. When ready, press the Place Hex button to activate all hexes that fall within the Energy Hex's range.

Energy Hexes can only be placed over World Map hexes; they cannot be placed partly off the edge of the map. Also, a white Energy Hex cannot be used if part of it overlaps a colored hex.



STATION HEXES ►►

Station Hexes are special single-space colored Energy Hexes that can be placed on any safe area, such as a Thoroughfare, regardless of whether the surrounding hexes are colored or not. For this reason they are hard to come by. Station Hexes are sometimes handed out by the Cardinals for certain tasks. Quantities of colored Energy Hexes can be traded at the Ebel City Guild in exchange for Station Hexes.



When the party is at a Station Hex, press the Enter Location button to open the Station Hex menu. Station Hexes can be used to save your game or to rest for twelve hours. Resting restores the characters' HP and the Hero Gauge.



If all inactive hexes on a level are activated, then any Station Hexes on that level can be used to warp back to the party's Base in Ebel City. This is a handy feature for avoiding unnecessary combat while traveling, or if you're ready to complete a Chapter and want to shorten the trip back. The party reappears on 11th street right outside their Base.



Colored Energy Hexes can be placed next to a Station Hex of similar color. Therefore it's important to choose which color Station Hex to place. Will you be able to connect areas to Terminals using that color of Energy Hex? Careful consideration is required. If a Station Hex is preventing other colored hexes from spreading an area effect, then Station Hexes can be dismantled and removed from the World Map.



TERMINALS ►►

Activating certain hexes on the World Map raises Terminals. These facilities broadcast a special effect in areas linked by colored Energy Hexes. Terminals can spread effects such as doubling your charge speed, doubling the item drop rate, slowing Scratch Damage restoration by enemies, and so forth.



The Terminal displays numerically how many hexes must be connected to activate the effect, such as "Terminal: 0/30". This means that the Terminal as well as 30 nearby hexes must be the same color to activate the effect. Place colored Energy Hexes and/or Station Hexes on the level and connect them to the Terminal. Once the required number of hexes are connected (displayed as "Terminal: 30/30" above the facility) then all connected hexes share the benefits of the Terminal, affecting battles occurring in those areas.

Once the Terminal is activated, you can place additional colored Energy Hexes to spread the effect to locations, such as dungeons where major battles occur. That way you can continue to benefit from Terminals even while fighting enemies and bosses.

While standing on a colored hex connected to an active Terminal, press the Start button to open the Pause Menu. Any active Terminal effects in your area are listed on the bottom half of the screen.

Terminals can be connected to elevators to spread effects to different levels. Place a colored Energy Hex next to other same colored hexes so that it also overlaps the elevator, then ride the elevator to the next level. Place a same color Energy Hex over the elevator and the nearby hexes. Just like electricity, the Terminal Effect carries over!

To simplify understanding how to use Terminals, follow these steps when you have plentiful colored Energy Hexes on hand:

1. Activate a Terminal.
2. Place a Station Hex on a safe area in the level.
3. Place same colored Energy Hexes on the spaces next to the Station Hex. Continue placing them across areas, toward the Terminal.
4. Place a same colored Energy Hex so that it overlaps the Terminal. The Terminal changes colors. The number above the Terminal indicates how many more hexes must be linked to activate it.
5. Continue placing the same color Energy Hexes across the level until the required number of hexes is linked. The Terminal is now active.
6. Place a same color Energy Hex so that it connects the Terminal Effect area to an elevator.
7. Ride the elevator to the next level. Though the elevator hex on the next level is not colored, you can place a same colored Energy Hex over it and spread the Terminal Effect to the surrounding area.



CORE LIFTS ►►

Core Lifts are special elevators built into Basel's central shaft. The Cardinals limit travel in Basel by requiring citizens to possess Core Lift Passes. There are three Core Lifts in Basel: Core Lift 1 connects Level 3 to Level 4, Core Lift 2 connects Level 6 to Level 7, and Core Lift 3 connects Level 9 to Level 10. You must possess a specific Core Lift Pass to ride a Core Lift, or the attendant will refuse service. Core Lift Passes are obtained by advancing to new Chapters.



MISSION ENEMIES ►►

When certain missions are active, special mission enemies appear on the World Map in the form of red hexes with an exclamation mark ("!"). To complete these missions, move to these hexes and press the Enter Location button to begin combat. Sometimes all mission enemies must be defeated to complete a mission. Other times, you need only defeat one and report back to the client. If you choose to report back to the client and end the mission, all remaining mission enemies vanish from the World Map.



ELEVATORS ►►

Elevators can be used to reach other levels at any time. Simply move to the hex where the elevator is located and press the Enter Location button. The party rides to the next level.



SPECIAL CHALLENGE ENEMIES ►►

By advancing to new Chapters, special challenge enemies appear. These are marked on the World Map as glowing red hexes, without exclamation marks to distinguish them from mission-related enemies. These enemies are usually far more difficult to kill than other enemies encountered during the Chapter. Once special challenge enemies appear they remain on the World Map through the remainder of the game, so defeat them at your leisure.



When defeated, special challenge enemies drop extremely rare items such as Bezel Shards that increase the Hero Gauge, Perfect Aids that restore Direct Damage, dolls you can exchange for useful items, and other unique pieces. To engage in battle with these enemies, move to these spots and press Enter Location. Each World Map in the walkthrough notes the location of these enemies. For a listing of the Special Challenge Enemies by Chapter, check the Appendix in the back of the guide.



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Area Navigation

The characters can enter certain towns located on the World Map. While exploring towns, the party's location is represented by one onscreen character. By moving this character the player may explore, interact with townspeople and search the environment.



MOVEMENT ►►

Use the Left Stick or D-pad to move the onscreen character. The D-pad makes the character run everywhere, whereas the Left Stick can be tilted slightly to move at walking speed or fully tilted to move at running speed.

Areas are sometimes divided into segments. To indicate that you are approaching an exit to another segment, the screen on that side will grow dark with a gradient. If you wish to proceed to the next area, merely continue running toward the dark area. Otherwise, turn back.



If an area exit leads to the World Map, a small menu pops up asking if exiting to the World Map is truly your desire. Select "Yes" to exit to the World Map or "No" if you have more business in town.



DUNGEON NAVIGATION ►►

Dungeons are a different type of area. Each room of the dungeon is populated with enemies. Upon entering a dungeon area, combat ensues. Once combat is resolved, the player characters remain onscreen. You may switch characters, change equipment, and advance to the next room in the dungeon. Hero Actions can be used without expending Hero Gauge bezels for faster navigation. However, you cannot access the main menu while in a dungeon.



TIME OF DAY ►►

Time advances and day changes to night while the party navigates around towns and areas. Unlike the quick flow of time on the World Map, time in town increases when the party moves from one area segment to another. So when you enter a shop it may be midday, but when you leave dusk may be approaching. Time can be advanced half a day by resting at the party's Base in Ebel City.



While in dungeons, time advances each time a new area is entered. Therefore you may enter a dungeon in the morning and not exit until night.

CHANGE ONSCREEN CHARACTER ►►

While standing still, press the Change Onscreen Character buttons to switch characters. The game switches to the next character according to the party order on the main menu. Sometimes non-player character interactions vary depending on which character is the onscreen character at the time.



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SPEAKING TO NPCS ►►

Non-player characters, or NPCs, populate towns. The party can speak with NPCs to learn information about the world of Basel in general or about specific missions. To speak to NPCs, approach them until a small arrow appears above the person's head. Press the Talk button to interact with them. What NPCs tell the party may change depending on the following factors:

- The current story Chapter,
- The onscreen character,
- The time of day,
- If the NPC is involved with any active missions.

Time of day also affects location at which NPCs appear, or whether they appear at all. So for example, if you need to speak with someone regarding a mission or some other topic and can't find them at night, it may be that they are only out and about during the day. Come back later or rest until day and try again to find the NPC.

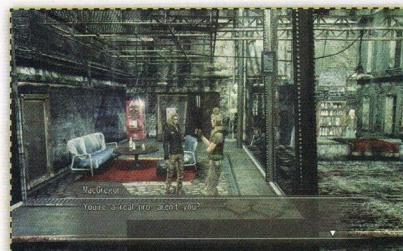
Later in the game, some NPCs may pay you 1000 Rubies just out of respect for your Hunter Rank. For this reason you should talk to everyone in town during every visit.



Daniel stands outside the Ebel City Shop during the day.



At night, Daniel's daughter Millia stands outside the Shop.



BUYING ITEMS ►►

Certain NPCs run shops and tinker with building new items from components. Speaking to shopkeepers opens a shop menu where the person shows you their wares. More information about using shop menus to buy and scrap items is contained in the previous section, "Menus."

SEARCHING THE ENVIRONMENT ►►

While moving through towns and other areas you might notice objects glimmering on the ground. This indicates the presence of items. Move to these locations and press the Examine button to pick up an item.

After defeating certain types of Gremlins, you might spot them searching corners in towns. Approach them or speak to them to shoo them off, and they'll drop a random amount of Rubies. The amount dropped depends on the type of Gremlin chased away.



In dungeons, items are contained in bronze, silver, and gold item boxes. Approach these during or after combat and press the Examine button to open them and acquire an item. Gold item boxes cannot be destroyed, but bronze and silver ones can be. Try not to damage item boxes while fighting nearby or their contents could be destroyed.



BASE ►►

The party's home Base is on 11th Street in Ebel City. Every story Chapter starts with the party at the Base. Just inside the Base by the door is a chalkboard where you can save your game. If you complete all story missions within a Chapter but then refuse the option to advance to the next Chapter, you can use the chalkboard to advance at a later time.



RESTING

In the center of the living room is a couch. Examine the couch to rest. Resting advances time, so that you can rest until night or rest until day. Resting also recovers the Hero Gauge and all characters' HP to full.



BESTIARY

Near the stairs to the second level is a Bestiary where you can review data on defeated enemies. Up on the second floor of the Base is Zephyr's room which is always empty, and a skylight you can drop through to return to the living room.



CHANGE CLOTHES

By the door to Leanne's room stands a wardrobe. Use this to change clothes and outfits. More clothes are available to purchase in Boutique Lily in Ebel City starting with Chapter 1.



VASH'S STASH

On the right side of the door to Leanne's room stands a shelf full of liquor. Search this shelf when Vashyron is the onscreen character to find a secret stash. The stash is only 1000 Rubies initially, but increases with each Chapter completed. Therefore, the best time to take the stash is during Chapter 16. If taken during an earlier Chapter, then the stash reverts to 1000 Rubies at the start of the next Chapter and begins increasing again as though you've gone back to the Prologue.



VASHYRON'S STASH

CHAPTER	RUBIES IN STASH
Prologue	1000
1	1400
2	2000
3	2800
4	4000
5	5700
6	8200
7	11800
8	17000

CHAPTER	RUBIES IN STASH
9	24500
10	35400
11	51200
12	74000
13	107000
14	154700
15	223800
16	300000

LEANNE'S ROOM

There's usually nothing to do in Leanne's Room beside look around, but sometimes items appear here during certain Chapters. Refer to **Part III: Mission Walkthrough** for details. Refer to **Part IV: Appendices (Apparel)** for special clothing codes.



THE MAILBOX

For every 100 Hunter Rank points earned, the Guild will mail you a special present. Each time you pass by the mailbox outside the Base, check to see if an item is glimmering inside.

Chapters and Missions

During each Chapter the heroes must complete one or two major Story Missions in order to advance to the next Chapter. Advancing to a new Chapter adds new Story Missions to the Mission Memo. New Guild

Missions may be posted on the bulletin board. New items may be available in the shops. Obtaining Core Lift Pass items at the start of new Chapters allows for exploration of new areas. For all these reasons, advancing to new Chapters is generally desirable.



STORY MISSIONS ►►

Story Missions are typically engaged at the start of a new Chapter. The heroes are usually invited somewhere to speak with an important person regarding a crucial mission. A Story Mission is added to the Mission Memo screen in the menu, identified by a white icon. For mission info, highlight the mission with the cursor and press Accept to read instructions and clues.



Many Story Missions award Hunter Rank and Rubies, both in copious amounts. Some Story Missions award nothing, simply because completing the mission is merely a bridge to starting another Story Mission.

One of the following methods—or sometimes several in combination—is usually required to complete a Story Mission:

1. Travel to a location and speak to a client.
2. Complete an objective requested by the client.
3. Obtain an item and return it to the client.
4. Defeat a powerful, unique enemy, also known as a "boss."

MISSIONS ►►

Progress in a Chapter is measured by completion of missions. Two main types of missions exist in *Resonance of Fate*: Story Missions and Guild Missions.

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GUILD MISSIONS ►

Guild Missions are short, optional missions that can be completed to accumulate extra Hunter Rank, Rubies, and useful items. Guild Missions are posted on bulletin boards at Guilds located in towns. Reading the bulletin board copies all new Guild Missions to the Mission Memo in the menu. Like Story Missions, you can select any Guild Mission and press the Accept button to view detailed instructions and clues.



Only three Guild Missions are posted at a time. Therefore if there are six Guild Missions available during a Chapter, one of the first three posted must be completed in order to make another Guild Mission appear on the board.

In payment, Guild Missions only offer small amounts of Hunter Rank, small amounts of Rubies, and useful items. However, by completing all Guild Missions during every Chapter, the party's Hunter Rank rises more quickly.



Guild Missions can only be completed during the current Chapter. They are failed if incomplete when the player advances to the next Chapter.

CLIENT MISSIONS

A green icon next to the mission name identifies a client mission, on both the bulletin board and the Mission Memo. These usually involve some kind of odd job, such as finding an item and returning it to the client, or using Energy Hexes to open a pathway to a new location on the World Map. Some client missions may involve defeating a certain enemy to obtain an item for the client. Hunters assume all risks involved in completing client missions, including obtaining Energy Hexes, buying required items, and battling tough enemies.



MISSION STATUS

Once copied to the Mission Memo, Guild Missions are assigned a status. The status indicates what action the player needs to take next:

Posted: Hunters are to find and speak to the client. The client's picture, name and location are listed on the right side of the screen. Speaking to the client changes the status to Active.

Active: After speaking to the client, the mission has been accepted and can be completed. The mission info is updated with anything said by the client.

Awaiting Report: The goal of the mission has been accomplished. Report back to the client and hand over items if necessary to complete the mission.

HUNTING MISSIONS

Hunting missions are a different type of Guild Mission where the objective is to defeat one or more enemies on the World Map. You do not need to confer with the client prior to completing the mission, although the client may be able to provide some extra tips or info. When added to the Mission Memo, hunting missions are automatically active.

The mission info for a hunting mission usually states what enemies must be defeated and where they are located on the World Map. Go to that location and you should find one or more hexes marked with red and exclamation marks. Move to these tiles and press the Accept button to begin combat.



Sometimes only one enemy needs to be defeated, but several groups appear on the World Map. If you defeat the target enemy before engaging in battle with the other groups, then fighting the extra groups becomes optional.

Rewards for hunting missions are conferred automatically as soon as the target enemy is defeated, during the battle victory sequence.



HUNTER RANK ►►

The party is awarded Hunter Rank points for each mission completed. For every 100 Hunter Rank points earned, the Guild will mail you a special present. Look for it in the mailbox outside the Base in Ebel City.

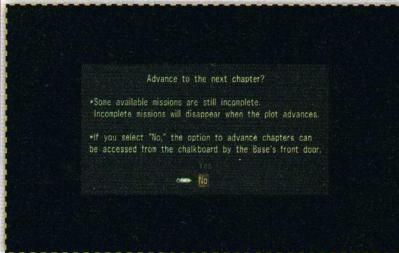


HUNTER RANK REWARDS

RANK	PRESENTS
100	HG High Barrel x1, First Aid x5
200	MG Magazine +6 x1, Cure Kit x3
300	Electrified Rounds x30, Multi-Aid x3
400	Expander Sub-Barrel x1, Cure Kit-R x3
500	Metal-Coated Rounds EX x30, First Aid S x5
600	Flameproof Suit x1, Multi-Aid R-S x3
700	Double Sub-Barrel x1, First Aid EX x3
800	Expander Twin S-Barrel x1, Multi-Aid R-EX x1
900	HG L-Rail Barrel x1, Perfect Aid x1

ADVANCING TO THE NEXT CHAPTER ►►

When all Story Missions in a Chapter are complete, the option to advance to the next Chapter becomes available. The next time you enter the Base, the option to advance appears onscreen. If all Guild Missions are complete and there's no side actions you'd like to take (such as battle special challenge enemies or complete ranks in the Arena) then choose "Yes" to advance.



If there are still Guild Missions remaining incomplete or if you're not sure, then choose "No." The option "Advance to the Next Chapter" is added to the chalkboard inside the Base. When you have accomplished all you can during the current Chapter, use the chalkboard to advance at your leisure.



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Arena

Just outside Ebel City on Level 4 stands the Arena. Starting in Chapter 1, you can pay to battle against enemies in order to win standing and prizes. By completing three battles in each rank you may compete in the next. However, the third round opponents of certain ranks are difficult bosses.

WINNING AND DEFEAT ►►

If the enemies defeat you, it's not a game over. Defeat in the ring has no real consequence, except that you lose the Rubies you paid to compete. By winning you get paid back whatever you put in times the allotment. The allotment rises for each new rank you complete, up to x1.99. That means you can almost double your money by winning a battle in any rank.



Also you'll receive a predetermined amount of Copper Coins, Silver Coins, or Gold Coins. The Exchange Kiosk Clerk in the Arena can redeem these coins for items, including many weapons and accessories not available elsewhere in the game.



Other benefits of winning battles at the Arena include obtaining rare items dropped by enemies encountered in previous Chapters, developing strategies, and improving battle skills to prepare for the challenges that lie ahead.

ARENA ENEMIES ENCOUNTERED, AND THEIR LEVELS

All enemies encountered at the Arena vaguely resemble normal enemies in appearance and attack pattern. Therefore a key was provided to help you interpret the enemy names in the tables below. All enemies are listed with their starting levels. The more times you complete a rank, the higher the enemies' levels may rise. For example, in Rank 1 enemy levels rise for every 5 battles you win. But in Rank 47, enemies rise 2 levels for every battle won!



TRAINING ►►

Off to the left side of the Arena lobby is the Training Staff's desk. The Training Staff offers 16 tutorials designed to teach you every aspect of the combat system. Each tutorial starts by displaying a page from the Manual to help you understand each element of battle. You must then execute the required maneuver a set number of times to complete the tutorial.



GAME RECORDS ►►

A bookcase stands to the right of the registration desk in the Arena lobby. Examine this bookcase to pull up your game records. This menu tracks your accomplishments in the game, including the number of times you've cleared the whole game, how many battles you've fled, your Bonus Hit count, your Max Combo Hit count, etc.



ARENA RANKS

RANK	CH	PRICE	BATTLE COIN	ENEMY	ENEMY	ENEMY	ENEMY	ENEMY
1	1	300	Copper 1	Brownie Lv5	Cheap Gunner Lv5	-	-	-
2	2	600	Copper 2	Cheap Gunner Lv5	Cheap Gunner Machinegun Lv5	-	-	-
3	2	900	Copper 3	Oil Brownie Lv6	-	-	-	-
4	2	1200	Copper 4	Drum Pixie Lv6	Green Gear Lv16	Liese Gunner Magnum Lv11	-	-
5	2	1500	Copper 5	Oil Brownie Lv6	Green Gear Lv16	Liese Gunner Magnum Lv11	-	-
6	3	1800	Copper 7	Hound Lv8	Yellow Gear Lv19	-	-	-
7	3	2100	Copper 9	Hound Lv8	Drum Hobbit Lv9	Light Gunner MG Lv11	-	-
8	4	2400	Copper 10	Coppélia Chainsaw Lv13	Coppélia Gunhead Lv14	-	-	-
9	4	2700	Copper 11	Coppélia Flamer Lv14	-	-	-	-
10	5	3000	Copper 12	Marionette Bazooka Lv15	-	-	-	-
11	5	3300	Copper 13	Marionette Chainsaw Lv21	-	-	-	-
12	6	3600	Copper 14	Drum Troll Lv25	Middle Gunner Magnum Lv24	-	-	-
13	6	3900	Copper 18	Drum Troll Lv25	Jumbo Pixie Lv53	-	-	-
14	6	4200	Copper 22	Fenrir Lv25	Middle Gunner Magnum Lv24	-	-	-
15	6	4500	Copper 26	Snow Brownie Lv23	-	-	-	-
16	6	4800	Copper 28	Fenrir Lv25	Snow Brownie Lv23	-	-	-
17	6	5100	Copper 30	Snow Brownie Lv23	Middle Gunner Magnum Lv24	Middle Gunner Machinegun Lv24	-	-
18	6	5400	Copper 34	Humbaba Lv46	Middle Gunner Magnum Lv24	Middle Gunner Machinegun Lv24	-	-
19	6	5700	Copper 38	Bigfoot Lv57	-	-	-	-
20	6	6000	Copper 40	Black Dog Lv25	-	-	-	-
21	6	6300	Silver 1	Black Dog Lv25	Middle Gunner Shotgun Lv24	Middle Gunner Machinegun Lv24	-	-
22	6	6600	Silver 2	Humbaba II Lv35	-	-	-	-
23	6	6900	Silver 3	Humbaba II Lv35	Middle Gunner Magnum Lv25	-	-	-
24	8	7200	Silver 4	Handgun Hermit Lv28	-	-	-	-
25	8	7500	Silver 5	Drum Spriggan Lv29	Hellhound Lv30	-	-	-
26	8	7800	Silver 7	Hellhound Lv30	-	-	-	-
27	8	8100	Silver 9	Drum Spriggan Lv29	Torch Brownie Lv27	-	-	-
28	8	8400	Silver 10	Handgun Hermit Lv27	Torch Brownie Lv27	-	-	-
29	8	8700	Silver 11	Drum Spriggan Lv29	Torch Brownie Lv27	Jumbo Troll Lv62	-	-
30	8	9000	Silver 12	Hellhound Lv30	Soldier GL-MG Lv28	-	-	-
31	8	9300	Silver 13	Soldier GL-SO Lv28	Soldier GL-AR Lv28	Shell Tank Lv52	-	-
32	8	9600	Silver 14	Torch Brownie Lv27	Iffret Lv62	-	-	-
33	8	9900	Silver 18	Gang King Lv55	Red Gear Lv76	-	-	-
34	8	10200	Silver 22	Shotgun Hermit Lv27	Poison Brownie Lv30	-	-	-
35	8	10500	Silver 26	Fáfnir Lv74	-	-	-	-
36	9	10800	Silver 28	Soldier PE-SG Lv28	Soldier PE-HG Lv28	Soldier PE-SO Lv28	-	-
37	9	11100	Silver 30	Soldier PE-SH Lv63	Queen Soldier PE-HG Lv27	Queen Soldier PE-SM Lv27	-	-
38	9	11400	Silver 34	Soldier PE-SG Lv28	Soldier PE-HG Lv28	Mine Tank Lv77	-	-
39	9	11700	Silver 38	Soldier PE-SH Lv63	Queen Soldier PE-SM Lv27	Mine Tank Lv77	Black Gear Lv81	-
40	9	12000	Silver 40	Lyrical Hermit Lv42	Black Gear Lv81	-	-	-
41	10	12300	Gold 1	Mist Hermit Lv42	Black Gear Lv81	-	-	-
42	10	12600	Gold 2	Ullikummi Lv60	-	-	-	-
43	14	12900	Gold 3	Sköll Lv71	Soldier RO-HG Lv82	Soldier RO-SH Lv86	-	-
44	15	13200	Gold 4	Enkidu Lv96	Soldier RO-AR Lv82	Soldier RO-SH Lv86	-	-
45	16	13500	Gold 5	ST344-C01 Lv144	Soldier RO-SG Lv82	Soldier RO-SH Lv86	ST210-G Cannon Lv145	-
46	*	13800	Gold 7	Soldier GA-SG Lv85	Soldier GA-R Lv92	Soldier GA-SO Lv107	-	-
47	*	14100	Gold 9	Soldier AN-AR Lv93	Soldier AN-HG Lv93	Soldier AN-R Lv93	Soldier AN-SO Lv108	-
48	*	14400	Gold 10	Queen Soldier AN-FL Lv94	Queen Soldier AN-C Lv94	Queen Soldier AN-TC Lv94	Queen Soldier GA-PO Lv96	Queen Soldier GA-C Lv96
49	*	14700	Gold 11	Tetra Tank Lv123	-	-	-	-
50	*	15000	Gold 12	Argos Lv123	-	-	-	-

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ARENA ENEMIES KEY

ARENA ENEMY	COMPARABLE ENEMY
Brownie	Gremlin
Cheap Gunner	Rogue Gunman
Oily Brownie	Oily Gremlin
Drum Pixie	Dweller
Green Gear	Drum Carrier
Liese Gunner	Fat Gangster
Hound	Stray Cur
Yellow Gear	Machinegun Gear
Drum Hobbit	Pistol Dweller
Light Gunner	Outcast
Coppélia Chainsaw	Mr. Chainsaw
Coppélia Gunhead	Mr. Gunhead
Coppélia Flamer	Mr. Torch
Marionette Bazooka	Blood Doll Bazooka
Marionette Chainsaw	Blood Doll Chainsaw
Drum Troll	Prop Dweller
Middle Gunner	Shady Gunner
Fenrir	Chilly Dog
Snow Brownie	Snow Gremlin
Jumbo Pixie	Dwellest
Humbaba	Walker
Bigfoot	Yeti
Black Dog	Gang Hound
Humbaba II	Rocketfoot
Handgun Hermit	L'il Tiger
Drum Spriggen	Junk Mimic
Hellhound	Hot Dog
Torch Brownie	Torch Gremlin
Jumbo Troll	Frag Dwellest
Soldier GL	Gelsay's
Shell Tank	Highway Hunter
ifreet	Heat Yeti
Gang King	Chunky Gangster
Red Gear	Missile Gear
Poison Brownie	Poison Gremlin
Shotgun Hermit	Hooded Gangster
Fáfnir	Jalopy Golem
Soldier PE	Security Guard
Queen Soldier PE	Security Officer
Mine Tank	Missile Plough
Black Gear	Sprocket Juggernaut
Lynical Hermit	Mask Raider
Mist Hermit	Mask Raider MG
Ulikummi	Screw-Top
Skill	Assault Wolf
Enkidu	Bolt Yeti
Soldier RD	R-Commando
Soldier GA	Cathedral Guard
Soldier AN	Judge's
ST#	Mobile Storm Cannon
Queen Soldier AN-FL	Northern Wind
Queen Soldier AN-C	Shot Raptor
Queen Soldier AN-TC	Tesla Smasher
Queen Soldier GA-PO	Venomous Fog
Queen Soldier GA-C	Cathedral Striker
Tetra Tank	Vertical Launcher
Argos	Goliath IV Lancer

ARENA BOSSES AND REGULAR ENEMY COMPARISON

RANK	ROUND 3 BOSS(ES)	BASED ON REGULAR ENEMY
5	Purple Gremlin Lv2, Pink Gremlin Lv3, Blue Gremlin Lv11, Red Gremlin Lv13, Yellow Gremlin Lv15	Gremlin, Oily Gremlin, Snow Gremlin, Torch Gremlin, Poison Gremlin
10	Blitz Tortoise Lv28	Tesla Tortoise
15	Mighty Arm, Sr. Sr.v30, Mighty Arm, Jr. Lv51	Sledgehammer, Tri-Stamp
20	Gold Jewel Lv50, Silver Jewel Lv4, Copper Jewel Lv1	Gold Ran, Silver Jelly, Bronze Ooze
25	Rosso Lv58, Bianco Lv54, Verde Lv45, Giallo Lv68	Heat Yeti, Yeti, Green Yeti, Mad Yeti
30	Mega Coppélia Lv72	Coppélia
35	Glasya-Labolas Lv34	Papa Gremlin
40	Sturm Panzer Lv38, Hurricane Panzer Lv26, Tomato Panzer Lv61	Highway Hunter, Battle Plough, Missile Plough
45	AZ310 Volle Lv188, AZ302 Noble Lv196	Dragonfly, Bahamut
50	Zero Breaker Lv115, Infinity Breaker Lv138	Piledriver Giant, Goliath IV Lancer

ARENA EXCHANGE KIOSK ITEMS

TYPE	ITEM	REQUIRED
Tools	Anti-Damage	Copper Coin x10
Tools	Anti-Heat	Copper Coin x10
Tools	Anti-Ice	Copper Coin x10
Tools	Anti-Bolt	Copper Coin x10
Tools	Anti-Toxin	Copper Coin x10
Tools	Anti-All	Copper Coin x50 Silver Coin x5
Tools	Sonic Chug	Copper Coin x10
Tools	Smash Grenade x5	Copper Coin x50 Silver Coin x5
Tools	Percussive Rounds x5	Copper Coin x50 Silver Coin x5
Tools	Armor-Piercing Rounds x5	Copper Coin x50 Silver Coin x5
Weapons	M150A	Copper Coin x500 Silver Coin x200 Gold Coin x50
Custom Parts	Long Scope Elite	Copper Coin x300 Silver Coin x60 Gold Coin x3
Custom Parts	MG Magazine +12	Copper Coin x200 Silver Coin x40 Gold Coin x1
Accessories	Elemental Protector	Copper Coin x500 Silver Coin x80 Gold Coin x10
Accessories	Mighty Suit	Copper Coin x400 Silver Coin x70 Gold Coin x5
Accessories	Strongman's Bangle	Copper Coin x100
Accessories	Greed Piercing	Copper Coin x150 Silver Coin x15
Accessories	Lucky Charm	Copper Coin x200 Silver Coin x20
Accessories	EXP Trainer	Copper Coin x200 Silver Coin x20
Accessories	Bomber Ring	Copper Coin x200 Silver Coin x20
Accessories	Shooting Star	Copper Coin x150 Silver Coin x15
Accessories	Meteor Zipper	Copper Coin x150 Silver Coin x15
Accessories	Galaxy Knuckle	Copper Coin x100 Silver Coin x10
Accessories	Hawk Eye	Copper Coin x400 Silver Coin x40 Gold Coin x2
Other	Boys' ARES Voucher	Copper Coin x400 Silver Coin x100 Gold Coin x25
Other	Girls' ARES Voucher	Copper Coin x400 Silver Coin x100 Gold Coin x25
Other	Men's ARES Voucher	Copper Coin x400 Silver Coin x100 Gold Coin x25
Other	Silver Coin	Copper Coin x100
Other	Gold Coin	Silver Coin x100

Battle

The battle system in *Resonance of Fate* is complex, strategic, and action-packed, and unlike any other battle system in any previous RPG.



Mastery of the battle system and its many features may take hours of play to accomplish. Luckily the enemies initially encountered are weak, giving you time to become accustomed to the system.



SWITCHING WEAPONS ►►

Each character can equip a weapon and an item box. Later, characters can equip two weapons. Press RT or LT (Xbox 360) or R2 or L2 (PlayStation 3) to switch the current weapon or switch to an item.

If your pistol isn't doing enough damage, you can switch to a Grenade Box in your second weapon slot and throw a Hand Grenade. If an ally's Scratch Damage is getting too high, switch to a First Aid Kit and administer aid to them.



Another example is that an enemy is aiming at the current character. By switching to another character standing to that enemy's side or flank, you can ambush them and cancel their attack charge.

In another example, assume an enemy is standing beside a character, fully charged and ready to attack. If you let another character take their turn instead, then the enemy will get to strike the character they stand beside. Switch to the endangered character and move out of harm's way before your other characters take their turns.



CHANGING CHARACTER ►►

The characters get their turns according to the party order as displayed on the menu.

However, should the need arise you can change characters so that another can go first. Press RB or LB (Xbox 360) or R1 or L1 (PlayStation 3) to switch to another character.

For what reason might you want to switch characters? Assume an enemy is just a few points shy of death, but your next character in line is equipped with a machinegun. Inflicting more Scratch Damage to a weak enemy would be a waste of their turn. Therefore you should switch to a character equipped with a handgun, finish off the weak enemy, and use the machine-gunner's turn to attack another enemy with higher HP remaining.



END TURN ►►

Press the Cancel button to end a character's turn for the round. Sometimes the situation implies that if your character moves or attacks, the enemies will get an extra chance to attack, or perhaps the character is equipped with a handgun in a situation that really calls for another character to use a machinegun. Canceling a character's turn prevents enemies from attacking and allows your other characters another chance to attack. Use this method instead of changing characters when only one character has a turn left in the round, and it's not advantageous for that person to act.



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MOVEMENT ►►

The Action Gauge is displayed behind the character's name in the status window. As a character moves or attacks, the Action Gauge depletes. Each character's turn lasts until the Action Gauge is empty. Until that time, you can move the character around the battlefield using the Left Stick.

Movement to a different location can give the character a better line on an attack, or can prevent an enemy from striking them. Also, moving doesn't mean you can't perform other actions on the same turn, such as attacking, using items, or launching into a Hero Action.



FLEEING BATTLE ►►

To flee from an encounter, move a character through the doorway with a white border on the battlefield. Touching the white border causes the flee option to appear. Select yes to tuck your tail and run. Sometimes the enemies will have you overmatched, or sometimes you just want to return to Base and rest without enduring random encounters.



Escape Hexes are items that can be used to flee from battles and dungeons, warping the party back to the World Map. To use an Escape Hex, equip it in a First Aid Kit and use it during the properly equipped character's turn.



Some battles cannot be fled. Boss battles and special challenge enemies are examples. If the exits of the battlefield are covered with large red barriers, then you cannot flee the battle or use an Escape Hex. You must fight until victorious, or load a previously saved game to escape from battle.

USING ITEMS ►►

Equipping an item box in a character's second weapon slot prior to battle allows them to use items during combat. The three item boxes are owned from the start of the game. When a character is equipped with an item box, press Back (Xbox 360) or Select (PlayStation 3) to select which item to use.

FIRST AID KIT

The First Aid Kit allows the character equipped with this item to apply support and healing items both to themselves as well as other characters in the party. Use the D-pad to change targets. Range is a factor in item use, so if you plan to use a First Aid on another character you should move closer first.



GRENADE BOX

Equipping a character with the Grenade Box allows him or her to utilize thrown weapons during combat. A wide variety of grenades and Molotov Cocktails are available to throw at enemies. All allies should be clear of the target, or they might suffer damage as well.



MAGAZINE CASE

By equipping a character with both a gun and the Magazine Case, that character can fire specialty rounds. One specialty round is consumed per attack. So during a regular attack you fire one round, and during a Hero Action a round is used every time you fire.



Specialty rounds make your attacks more effective against certain types of enemies. Hollow-Point Rounds, for instance, are highly effective against organic enemies. Metal-Coated Rounds are more effective against armored body parts or machines.



Because machineguns inflict more Scratch Damage than handguns inflict Direct Damage, you should equip the Magazine Case on a character who is also packing a machinegun. That way each round fired is utilized most efficiently to inflict the most damage.

SWITCH TARGETS ►►

Use the D-pad to change targets before an attack or during a Hero Action. Pressing left or right moves the targeting reticule to the next enemy visible onscreen. Pressing up or down on the D-pad selects enemies in the foreground or background.

To select an enemy behind your character, you must rotate the camera using the Right Stick until that enemy appears onscreen.



CHARGING ATTACKS ►►

Press the Attack button to begin charging an attack. A circular gauge appears around the target reticule. Once the gauge fills and a small bullet appears beside it, the charge is complete. Press Attack again to fire.

Range affects how quickly the charge gauge fills, as does the weapon's Charge Speed. Customize your weapons by adding scopes, lenses and sights to improve Charge Speed for better combat efficiency per turn.



LOCK-ON ►►

Press down on the Right Stick until it clicks to lock-on to an enemy. Lock-on negates camera control, meaning the camera will follow that enemy wherever they go and regardless of the next character's facing or position.

This is a more rigid style of target selection that you may prefer.



MULTIPLE CHARGES ►►

As your weapon level improves, attacks can be charged multiple times. Waiting for multiple charges to accumulate before attacking improves Attack Power, Gauge Break or Knockback, depending on the type of weapon equipped. If weapon skills are learned, charging an attack multiple times may activate a weapon skill.



TOGGLE MAP DISPLAY ►►

The dungeon map is displayed in the upper right corner of the combat screen. Press down on the Left Stick until it clicks to switch to a radar-style map that displays the positions of all enemies and allies. Press down on the Left Stick again to turn the map display off. Keep pressing down on the Left Stick to cycle through all displays.



WEAPON TYPES ►►

Three types of weapons can be used during combat: Handguns, Machineguns, and Thrown Weapons such as grenades.



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HANDGUNS AND DIRECT DAMAGE

Handguns inflict Direct Damage, which is subtracted from an enemy's total HP. When an enemy's HP reaches zero, they are defeated. When handgun attacks are charged multiple times, there is a greater chance of breaking an enemy's gauge.

MACHINEGUNS AND SCRATCH DAMAGE



Machineguns inflict Scratch Damage to a target. The amount of Scratch Damage a target has sustained is displayed as a blue segment of their HP gauge. Scratch Damage is temporary, and recovers with time. The greater the ratio of Scratch Damage to a target's remaining HP, the slower Scratch Damage recovers.

Scratch Damage cannot destroy the target, even if the gauge is reduced to full blue. However, Scratch Damage becomes Direct Damage when the target sustains a hit from a Handgun or explosion. Thus if an enemy has sustained 100 HP of Scratch Damage and the next attack they sustain does 20 HP Direct Damage, the enemy receives a total of 120 HP damage.

Because Machineguns fire more bullets per attack and because charging machinegun attacks

multiple times multiplies damage, it is easier to inflict massive amounts of Scratch Damage to a target than it is to inflict Direct Damage. Enemy disposal therefore becomes easier when a character with a handgun attacks the same enemy that a machinegun-equipped character just attacked.



multiple times multiplies damage, it is easier to inflict massive amounts of Scratch Damage to a target than it is to inflict Direct Damage. Enemy disposal therefore becomes easier when a character with a handgun attacks the same enemy that a machinegun-equipped character just attacked.

THROWN WEAPONS

Thrown weapons include various types of grenades and Molotov Cocktails. Hand Grenades explode on impact, inflicting large amounts of Direct Damage to the target.



Molotov Cocktails also inflict large amounts of Direct Damage but may also set the target on fire, inflicting additional Scratch Damage for several moments afterward.



Other kinds of grenades have a chance to inflict various status ailments when they explode, such as freezing, poisoning, electrocution, or slowness caused by covering the target in oil.



Grenades are best used against groups of enemies in tight formation. But be careful not to use grenades on targets that are too close to fellow party members, or they may also suffer damage and ailment if caught in the blast.



Improving Thrown Weapon level and charging grenade attacks multiple times improves the chances of

knockback. Knockback stuns the enemy momentarily, giving your next character more time to charge an attack.

EXPERIENCE AND LEVELING UP ►►

Using a specific weapon to inflict damage to an enemy scores one experience point per point of damage inflicted. When enough experience points accumulate, the character's experience level increases with that weapon type.



In regard to Scratch Damage, a person equipped with a machinegun scores one experience point per point of Scratch Damage inflicted. A character equipped with a handgun who converts Scratch Damage to Direct Damage also receives experience for all Scratch Damage converted.

Acquiring higher levels with a weapon type allows the character to charge attacks multiple times, the maximum number of charges equivalent to the weapon level. Allowing multiple charges to accumulate before attacking multiplies damage done or the ability to break gauges or knockback the enemy. At certain levels characters also learn weapon skills, which are detailed more in the next section.

A character's three weapon levels—Handgun, Machinegun, and Thrown Weapons—combine to determine their overall level. Each time a character's level goes up, their HP and maximum weight capacity also rises.

So with each new weapon level gained, characters become more deadly with that weapon. They also become harder to kill and able to equip more weapons and accessories.

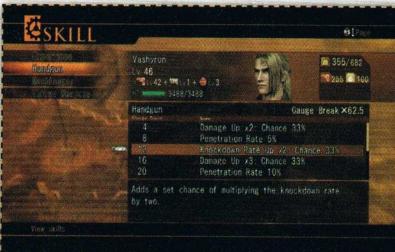


Because weapon skills combine to determine overall level, it is important to switch weapons between characters frequently. For instance, if Zephyr is level 18 with machineguns his growth might start to slow and he won't gain levels as often. If he's only level 1 with a handgun, switch weapons with another character so that he can fire a handgun and gain more levels quickly. After just a few battles he might reach Handgun level 7, bringing his overall level to 26 (Handgun 7 + Machinegun 18 + Thrown 1). When he starts to slow in growth again, equip him with Hand Grenades to gain a few levels. Pretty soon he'll be level 30 and quite the sturdy combatant.

WEAPON SKILLS ►►



As characters attain higher levels with weapons, they learn weapon skills. Weapon skills become active when the charge gauge is allowed to charge multiple times before attacking, enough to activate the skill. When a skill is active, it appears on the right side of the screen.



The three characters all learn new weapon skills at weapon levels 4, 8, 12, 16, 20, and so forth regardless of weapon type. However, the order in which the learn weapon skills varies from character to character and weapon to weapon, as shown on the following pages.

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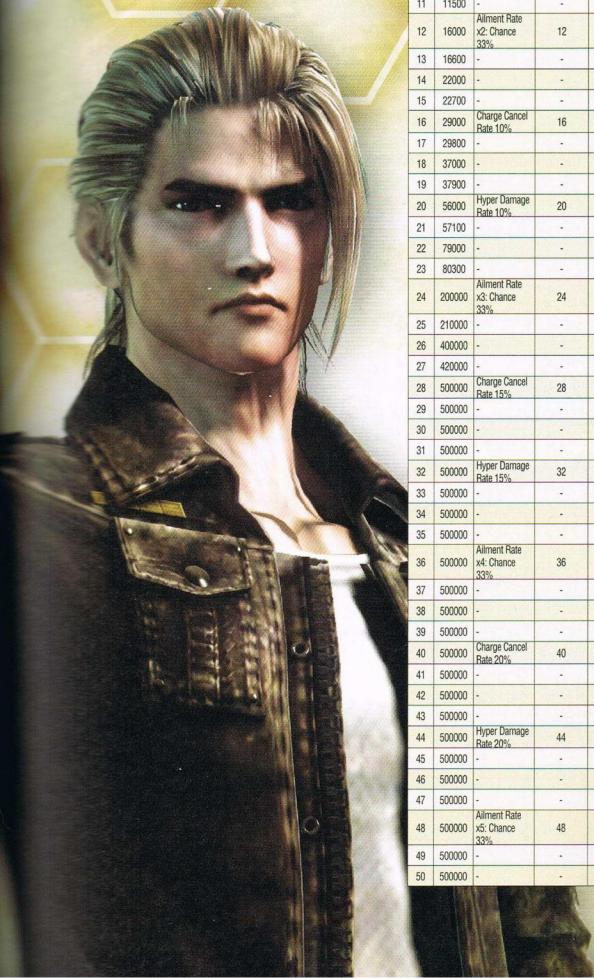
VASHYRON

WEAPON SKILLS: HANDGUN

HG LV	EXP	SKILL LEARNED	CHARGE COUNT	GAUGE BREAK	HG LV	EXP	SKILL LEARNED	CHARGE COUNT	GAUGE BREAK
1	0	-	-	x1.0	51	750000	-	-	x76.0
2	160	-	-	x2.5	52	750000	Damage Up x6; Chance 33%	52	x77.5
3	240	-	-	x4.0	53	750000	-	-	x79.0
4	1200	Damage Up x2; Chance 33%	4	x5.5	54	750000	-	-	x80.5
5	1360	-	-	x7.0	55	750000	-	-	x82.0
6	3200	-	-	x8.5	56	750000	Penetration Rate 25%	56	x83.5
7	3440	-	-	x10.0	57	750000	-	-	x85.0
8	5600	Penetration Rate 5%	8	x11.5	58	750000	-	-	x86.5
9	5920	-	-	x13.0	59	750000	-	-	x88.0
10	11000	-	-	x14.5	60	750000	Knockdown Rate Up x6; Chance 33%	60	x89.5
11	11500	-	-	x16.0	61	750000	-	-	x91.0
12	16000	Knockdown Rate Up x2; Chance 33%	12	x17.5	62	750000	-	-	x92.5
13	16600	-	-	x19.0	63	750000	-	-	x94.0
14	22000	-	-	x20.5	64	750000	Damage Up x7; Chance 33%	64	x95.5
15	22700	Damage Up x3; Chance 33%	16	x23.5	65	750000	-	-	x97.0
16	29000	-	-	x22.0	66	750000	-	-	x98.5
17	29800	-	-	x25.0	67	750000	-	-	x100.0
18	37000	-	-	x26.5	68	750000	Penetration Rate 30%	68	x101.5
19	37900	-	-	x28.0	69	750000	-	-	x103.0
20	56000	Penetration Rate 10%	20	x29.5	70	750000	-	-	x104.5
21	57100	-	-	x31.0	71	750000	-	-	x106.0
22	79000	-	-	x32.5	72	750000	Knockdown Rate Up x7; Chance 33%	72	x107.5
23	80300	-	-	x34.0	73	750000	-	-	x109.0
24	200000	Knockdown Rate Up x3; Chance 33%	24	x35.0	74	750000	-	-	x110.5
25	210000	-	-	x37.0	75	750000	-	-	x112.0
26	400000	-	-	x38.5	76	1000000	Damage Up x8; Chance 33%	76	x113.5
27	420000	-	-	x40.0	77	1000000	-	-	x115.0
28	500000	Damage Up x4; Chance 33%	28	x41.5	78	1000000	-	-	x116.5
29	500000	-	-	x43.0	79	1000000	-	-	x118.0
30	500000	-	-	x44.5	80	1000000	Penetration Rate 50%	80	x119.5
31	500000	-	-	x46.0	81	1000000	-	-	x121.0
32	500000	Penetration Rate 15%	32	x47.5	82	1000000	-	-	x122.5
33	500000	-	-	x49.0	83	1000000	-	-	x124.0
34	500000	-	-	x50.5	84	1000000	Knockdown Rate Up x8; Chance 33%	84	x125.5
35	500000	-	-	x52.0	85	1000000	-	-	x127.0
36	500000	Knockdown Rate Up x4; Chance 33%	36	x53.5	86	1000000	-	-	x128.5
37	500000	-	-	x55.0	87	1000000	-	-	x130.0
38	500000	-	-	x56.5	88	1000000	-	-	x131.5
39	500000	-	-	x58.0	89	1000000	-	-	x133.0
40	500000	Damage Up x5; Chance 33%	40	x59.5	90	1000000	-	-	x134.5
41	500000	-	-	x61.0	91	1000000	-	-	x136.0
42	500000	-	-	x62.5	92	1000000	Damage Up x10; Chance 33%	92	x137.5
43	500000	-	-	x64.0	93	1000000	-	-	x139.0
44	500000	Penetration Rate 20%	44	x65.5	94	1000000	-	-	x140.5
45	500000	-	-	x67.0	95	1000000	-	-	x142.0
46	500000	-	-	x68.5	96	1000000	Penetration Rate 100%	96	x143.5
47	500000	-	-	x70.0	97	1000000	-	-	x145.0
48	500000	Knockdown Rate Up x5; Chance 33%	48	x71.5	98	1000000	-	-	x146.5
49	500000	-	-	x73.0	99	1000000	-	-	x148.0
50	500000	-	-	x74.5	100	1000000	Knockdown Rate Up x6; Chance 33%	100	x149.5

WEAPON SKILLS: MACHINEGUN

MG LV	EXP	SKILL LEARNED	CHARGE COUNT	GAUGE BREAK	MG LV	EXP	SKILL LEARNED	CHARGE COUNT	ATK POWER	MG LV	EXP	SKILL LEARNED	CHARGE COUNT	ATK POWER
1	0	-	-	x1.0	2	160	-	-	x2.1	3	240	-	-	x3.2
4	1200	Full Scratch Rate 5%	4	x4.3	5	1360	-	-	x5.4	6	3200	-	-	x6.5
7	3440	-	-	x7.6	8	5600	Stun Rate 5%	8	x8.7	9	5920	-	-	x9.8
10	11000	-	-	x10.9	11	11500	-	-	x12.0	12	16000	Knockdown Rate Up x6; Chance 33%	12	x13.1
13	16600	-	-	x14.1	14	22000	-	-	x15.3	15	22700	Full Scratch Rate 30%	15	x16.4
16	29000	Damage Up x3; Chance 33%	16	x17.5	17	29800	-	-	x18.6	18	37000	-	-	x19.7
19	37900	-	-	x20.8	20	56000	Stun Rate 10%	20	x21.9	21	57100	-	-	x23.0
22	79000	-	-	x23.5	23	79000	-	-	x24.1	24	200000	Knockdown Rate Up x3; Chance 33%	24	x26.3
23	80300	-	-	x24.0	25	210000	-	-	x27.4	26	400000	-	-	x28.5
24	200000	-	-	x25.0	27	420000	-	-	x29.6	28	500000	Full Scratch Rate 15%	28	x30.7
25	210000	-	-	x26.5	29	500000	-	-	x31.8	30	500000	-	-	x32.9
26	400000	-	-	x28.5	31	500000	-	-	x34.0	32	500000	Stun Rate 15%	32	x35.1
27	420000	-	-	x30.0	33	500000	-	-	x36.2	34	500000	-	-	x37.3
28	500000	Damage Up x4; Chance 33%	28	x31.5	35	500000	-	-	x38.4	36	500000	Knockdown Rate Up x4; Chance 33%	36	x39.5
29	500000	-	-	x33.0	37	500000	-	-	x40.6	38	500000	-	-	x41.7
30	500000	-	-	x34.5	39	500000	-	-	x42.8	40	500000	Full Scratch Rate 20%	40	x43.9
31	500000	-	-	x36.0	41	500000	-	-	x45.0	42	500000	-	-	x46.1
32	500000	Penetration Rate 15%	32	x37.5	43	500000	-	-	x47.2	44	500000	Stun Rate 20%	44	x48.3
33	500000	-	-	x39.0	45	500000	-	-	x49.4	46	500000	-	-	x50.5
34	500000	-	-	x40.5	47	500000	-	-	x51.6	48	500000	Knockdown Rate Up x5; Chance 33%	48	x52.7
35	500000	-	-	x42.0	49	500000	-	-	x53.8	50	500000	-	-	x54.9
36	500000	Knockdown Rate Up x4; Chance 33%	36	x53.5	51	750000	-	-	x56.0	52	750000	Full Scratch Rate 25%	52	x57.1
37	500000	-	-	x55.0	53	750000	-	-	x58.2	54	750000	-	-	x59.3
38	500000	-	-	x56.5	55	750000	-	-	x60.4	56	750000	Stun Rate 25%	56	x61.5
39	500000	-	-	x58.0	57	750000	-	-	x62.6	58	750000	-	-	x63.7
40	500000	Damage Up x5; Chance 33%	40	x59.5	59	750000	-	-	x64.8	60	750000	Knockdown Rate Up x6; Chance 33%	60	x65.9
41	500000	-	-	x61.0	61	750000	-	-	x67.0	62	750000	-	-	x68.1
42	500000	-	-	x62.5	63	750000	-	-	x69.2	64	750000	Full Scratch Rate 30%	64	x70.3
43	500000	-	-	x64.0	65	750000	-	-	x71.4	66	750000	-	-	x72.5
44	500000	Penetration Rate 20%	44	x65.5	67	750000	-	-	x73.6	68	750000	Stun Rate 30%	68	x74.7
45	500000	-	-	x67.0	69	750000	-	-	x75.8	70	750000	-	-	x76.9
46	500000	-	-	x68.5	71	750000	-	-	x78.0	72	750000	Knockdown Rate Up x7; Chance 33%	72	x79.1
47	500000	-	-	x70.0	73	750000	-	-	x80.2	74	750000	-	-	x81.3
48	500000	Knockdown Rate Up x5; Chance 33%	48	x71.5	75	750000	-	-	x82.4	76	1000000	Full Scratch Rate 50%	76	x83.5
49	500000	-	-	x73.0	77	1000000	-	-	x84.6	78	1000000	-	-	x85.7
50	500000	-	-	x74.5	79	1000000	-	-	x86.8	80	1000000	Stun Rate 50%	80	x87.9
80	1000000	-	-	x89.0	81	1000000	-	-	x90.1	82	1000000	-	-	x91.2
81	1000000	-	-	x90.0	83	1000000	-	-	x91.2	84	1000000	Knockdown Rate Up x8; Chance 33%	84	x92.3
82	1000000	-	-	x91.0	85	1000000	-	-	x93.4	86	1000000	-	-	x94.5
83	1000000	-	-	x92.0	87	1000000	-	-	x95.5	88	1000000	-	-	x96.7
84	1000000	Stun Rate 100%	92	x101.1	89	1000000	-	-	x97.8	90	1000000	-	-	x98.9
85	1000000	-	-	x102.2	91	1000000	-	-	x103.3	92	1000000	Full Scratch Rate 100%	92	x104.4
86	1000000	-	-	x103.0	93	1000000	-	-	x105.5	94	1000000	-	-	x106.5
87	1000000	-	-	x104.0	95	1000000	-	-	x105.5	96	1000000	Stun Rate 100%	96	x107.5
88	1000000	-	-	x104.5	97	1000000	-	-	x106.5	98	1000000	-	-	x107.7
89	1000000	Full Scratch Rate 20%	99	x104.0	99	1000000	-	-	x108.8	99	1000000	-	-	x109.8
90	1000000	-	-	x105.0	100	1000000	Knockdown Rate Up x6; Chance 33%	100	x109.5	100	1000000	Knockdown Rate Up x6; Chance 33%	100	x110.5



WEAPON SKILLS: THROWN WEAPONS

TH LV	EXP	SKILL LEARNED	CHARGE COUNT	KNOCKBACK
1	0	-	-	x1.0
2	160	-	-	x1.5
3	240	-	-	x2.0
4	1200	Charge Cancel Rate 5%	4	x2.5
5	1380	-	-	x3.0
6	3200	-	-	x3.5
7	3440	-	-	x4.0
8	5600	Hyper Damage Rate 5%	8	x4.5
9	5920	-	-	x5.0
10	11000	-	-	x5.5
11	11500	-	-	x6.0
12	16000	Aliment Rate x2 Chance 33%	12	x6.5
13	16600	-	-	x7.0
14	22000	-	-	x7.5
15	22700	-	-	x8.0
16	29000	Charge Cancel Rate 10%	16	x8.5
17	29800	-	-	x9.0
18	37000	-	-	x9.5
19	37900	-	-	x10.0
20	56000	Hyper Damage Rate 10%	20	x10.5
21	57100	-	-	x11.0
22	79000	-	-	x11.5
23	80300	-	-	x12.0
24	200000	Aliment Rate x3 Chance 33%	24	x12.5
25	210000	-	-	x13.0
26	400000	-	-	x13.5
27	420000	-	-	x14.0
28	500000	Charge Cancel Rate 15%	28	x14.5
29	500000	-	-	x15.0
30	500000	-	-	x15.5
31	500000	-	-	x16.0
32	500000	Hyper Damage Rate 15%	32	x16.5
33	500000	-	-	x17.0
34	500000	-	-	x17.5
35	500000	-	-	x18.0
36	500000	Aliment Rate x4 Chance 33%	36	x18.5
37	500000	-	-	x19.0
38	500000	-	-	x19.5
39	500000	-	-	x20.0
40	500000	Charge Cancel Rate 20%	40	x20.5
41	500000	-	-	x21.0
42	500000	-	-	x21.5
43	500000	-	-	x22.0
44	500000	Hyper Damage Rate 20%	44	x22.5
45	500000	-	-	x23.0
46	500000	-	-	x23.5
47	500000	-	-	x24.0
48	500000	Aliment Rate x5 Chance 33%	48	x24.5
49	500000	-	-	x25.0
50	500000	-	-	x25.5

TH LV	EXP	SKILL LEARNED	CHARGE COUNT	KNOCKBACK
51	750000	-	-	x26.0
52	750000	Charge Cancel Rate 25%	52	x26.5
53	750000	-	-	x27.0
54	750000	-	-	x27.5
55	750000	-	-	x28.0
56	750000	Hyper Damage Rate 25%	56	x28.5
57	750000	-	-	x29.0
58	750000	-	-	x29.5
59	750000	-	-	x30.0
60	750000	Aliment Rate x6 Chance 33%	60	x30.5
61	750000	-	-	x31.0
62	750000	-	-	x31.5
63	750000	-	-	x32.0
64	750000	Charge Cancel Rate 30%	64	x32.5
65	750000	-	-	x33.0
66	750000	-	-	x33.5
67	750000	-	-	x34.0
68	750000	Hyper Damage Rate 30%	68	x34.5
69	750000	-	-	x35.0
70	750000	-	-	x35.5
71	750000	-	-	x36.0
72	750000	Aliment Rate x7 Chance 33%	72	x36.5
73	750000	-	-	x37.0
74	750000	-	-	x37.5
75	750000	-	-	x38.0
76	1000000	Charge Cancel Rate 50%	76	x38.5
77	1000000	-	-	x39.0
78	1000000	-	-	x39.5
79	1000000	-	-	x40.0
80	1000000	Hyper Damage Rate 50%	80	x40.5
81	1000000	-	-	x41.0
82	1000000	-	-	x41.5
83	1000000	-	-	x42.0
84	1000000	Aliment Rate x8 Chance 33%	84	x42.5
85	1000000	-	-	x43.0
86	1000000	-	-	x43.5
87	1000000	-	-	x44.0
88	1000000	-	-	x44.5
89	1000000	-	-	x45.0
90	1000000	-	-	x45.5
91	1000000	-	-	x46.0
92	1000000	Charge Cancel Rate 100%	92	x46.5
93	1000000	-	-	x47.0
94	1000000	-	-	x47.5
95	1000000	-	-	x48.0
96	1000000	Hyper Damage Rate 100%	96	x48.5
97	1000000	-	-	x49.0
98	1000000	-	-	x49.5
99	1000000	-	-	x50.0
100	1000000	Aliment Rate x8 Chance 33%	100	x50.5

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WEAPON SKILLS: HANDGUN

HG LV	EXP	SKILL LEARNED	CHARGE COUNT	GAUGE BREAK	HG LV	EXP	SKILL LEARNED	CHARGE COUNT	GAUGE BREAK
1	0	-	-	x1.0	51	750000	-	-	x76.0
2	160	-	-	x2.5	52	750000	Knockdown Rate Up x6; Chance 33%	52	x77.5
3	240	-	-	x4.0	53	750000	-	-	x79.0
4	1200	Knockdown Rate Up x2; Chance 33%	4	x5.5	54	750000	-	-	x80.5
5	1360	-	-	x7.0	55	750000	-	-	x82.0
6	3200	-	-	x8.5	56	750000	Damage Up x6; Chance 33%	56	x83.5
7	3440	-	-	x10.0	57	750000	-	-	x85.0
8	5600	Damage Up x2; Chance 33%	8	x11.5	58	750000	-	-	x86.5
9	5920	-	-	x13.0	59	750000	-	-	x88.0
10	11000	-	-	x14.5	60	750000	Penetration Rate 25%	60	x89.5
11	11500	-	-	x16.0	61	750000	-	-	x91.0
12	16000	Penetration Rate 5%	12	x17.5	62	750000	-	-	x92.5
13	16600	-	-	x19.0	63	750000	-	-	x94.0
14	22000	-	-	x20.5	64	750000	Knockdown Rate Up x7; Chance 33%	64	x95.5
15	22700	-	-	x22.0	65	750000	-	-	x97.0
16	29000	Knockdown Rate Up x3; Chance 33%	16	x23.5	66	750000	-	-	x98.5
17	29800	-	-	x25.0	67	750000	-	-	x100.0
18	37000	-	-	x26.5	68	750000	Damage Up x7; Chance 32%	68	x101.5
19	37900	-	-	x28.0	69	750000	-	-	x102.0
20	56000	Damage Up x3; Chance 33%	20	x29.5	70	750000	-	-	x104.5
21	57100	-	-	x31.0	71	750000	-	-	x106.0
22	79000	-	-	x2.5	72	750000	Penetration Rate 30%	72	x107.5
23	80300	-	-	x34.0	73	750000	-	-	x109.0
24	200000	Penetration Rate 10%	24	x35.0	74	750000	-	-	x110.5
25	210000	-	-	x37.0	75	750000	-	-	x112.0
26	400000	-	-	x38.5	76	1000000	Knockdown Rate Up x6; Chance 32%	76	x112.5
27	420000	-	-	x40.0	77	1000000	-	-	x115.0
28	500000	Knockdown Rate Up x4; Chance 33%	28	x41.5	78	1000000	-	-	x116.5
29	500000	-	-	x43.0	79	1000000	-	-	x118.0
30	500000	-	-	x44.5	80	1000000	Damage Up x6; Chance 32%	80	x119.5
31	500000	-	-	x46.0	81	1000000	-	-	x121.0
32	500000	Damage Up x4; Chance 33%	32	x47.5	82	1000000	-	-	x122.5
33	500000	-	-	x49.0	83	1000000	-	-	x124.0
34	500000	-	-	x50.5	84	1000000	Penetration Rate 50%	84	x125.5
35	500000	-	-	x52.0	85	1000000	-	-	x127.0
36	500000	Penetration Rate 15%	36	x53.5	86	1000000	-	-	x128.5
37	500000	-	-	x55.0	87	1000000	-	-	x130.0
38	500000	-	-	x56.5	88	1000000	-	-	x131.5
39	500000	-	-	x58.0	89	1000000	-	-	x133.0
40	500000	Knockdown Rate Up x5; Chance 33%	40	x59.5	90	1000000	-	-	x134.5
41	500000	-	-	x61.0	91	1000000	-	-	x136.0
42	500000	-	-	x62.5	92	1000000	Knockdown Rate Up x6; Chance 32%	92	x137.5
43	500000	-	-	x64.0	93	1000000	-	-	x139.0
44	500000	Damage Up x5; Chance 33%	44	x65.5	94	1000000	-	-	x140.5
45	500000	-	-	x67.0	95	1000000	-	-	x142.0
46	500000	-	-	x68.5	96	1000000	Damage Up x10; Chance 33%	96	x143.5
47	500000	-	-	x70.0	97	1000000	-	-	x145.0
48	500000	Penetration Rate 20%	48	x71.5	98	1000000	-	-	x146.5
49	500000	-	-	x73.0	99	1000000	-	-	x148.0
50	500000	-	-	x74.5	100	1000000	Penetration Rate 100%	100	x149.5

WEAPON SKILLS: MACHINEGUN

MG LV	EXP	SKILL LEARNED	CHARGE COUNT	ATK POWER	MG LV	EXP	SKILL LEARNED	CHARGE COUNT	ATK POWER
1	0	-	-	x1.0	51	750000	-	-	x56.0
2	160	-	-	x2.1	52	750000	Knockdown Rate Up x6; Chance 33%	52	x57.1
3	240	-	-	x3.2	53	750000	-	-	x58.2
4	1200	Knockdown Rate Up x2; Chance 33%	4	x4.3	54	750000	-	-	x59.3
5	1360	-	-	x5.4	55	750000	-	-	x60.4
6	3200	-	-	x6.5	56	750000	Full Scratch Rate 25%	56	x61.5
7	3440	-	-	x7.6	57	750000	-	-	x62.6
8	5600	Full Scratch Rate 5%	8	x8.7	58	750000	-	-	x63.7
9	5920	-	-	x9.8	59	750000	-	-	x64.8
10	11000	-	-	x10.9	60	750000	Stun Rate 25%	60	x65.9
11	11500	-	-	x12.0	61	750000	-	-	x67.0
12	16000	Stun Rate 5%	12	x13.1	62	750000	-	-	x68.1
13	16600	-	-	x14.2	63	750000	-	-	x69.2
14	22000	-	-	x15.3	64	750000	Knockdown Rate Up x7; Chance 33%	64	x70.3
15	22700	-	-	x16.4	65	750000	-	-	x71.4
16	29000	Knockdown Rate Up x3; Chance 33%	16	x17.5	66	750000	-	-	x72.5
17	29800	-	-	x18.6	67	750000	-	-	x73.6
18	37000	-	-	x19.7	68	750000	Full Scratch Rate 30%	68	x74.7
19	37900	-	-	x20.8	69	750000	-	-	x75.8
20	56000	Damage Up x3; Chance 33%	20	x21.9	70	750000	-	-	x76.9
21	57100	-	-	x23.0	71	750000	-	-	x78.0
22	79000	-	-	x24.1	72	750000	Stun Rate 30%	72	x79.1
23	80300	-	-	x25.2	73	750000	-	-	x80.2
24	200000	Penetration Rate 10%	24	x26.3	74	750000	-	-	x81.3
25	210000	-	-	x27.4	75	750000	-	-	x82.4
26	400000	-	-	x28.5	76	1000000	Knockdown Rate Up x6; Chance 32%	76	x83.5
27	420000	-	-	x29.6	77	1000000	-	-	x84.6
28	500000	Knockdown Rate Up x4; Chance 33%	28	x30.7	78	1000000	-	-	x85.7
29	500000	-	-	x31.8	79	1000000	-	-	x86.8
30	500000	-	-	x32.9	80	1000000	Full Scratch Rate 50%	80	x87.9
31	500000	-	-	x34.0	81	1000000	-	-	x89.0
32	500000	-	-	x35.1	82	1000000	-	-	x90.1
33	500000	-	-	x36.2	83	1000000	-	-	x91.2
34	500000	-	-	x37.3	84	1000000	Stun Rate 50%	84	x92.3
35	500000	-	-	x38.4	85	1000000	-	-	x93.4
36	500000	Penetration Rate 15%	36	x39.5	86	1000000	-	-	x94.5
37	500000	-	-	x40.6	87	1000000	-	-	x95.6
38	500000	-	-	x41.7	88	1000000	-	-	x96.7
39	500000	-	-	x42.8	89	1000000	-	-	x97.8
40	500000	Knockdown Rate Up x5; Chance 33%	40	x43.9	90	1000000	-	-	x98.9
41	500000	-	-	x45.0	91	1000000	-	-	x100.0
42	500000	-	-	x46.1	92	1000000	Knockdown Rate Up x6; Chance 32%	92	x101.1
43	500000	-	-	x47.2	93	1000000	-	-	x102.2
44	500000	-	-	x48.3	94	1000000	-	-	x103.3
45	500000	-	-	x49.4	95	1000000	-	-	x104.4
46	500000	-	-	x50.5	96	1000000	Full Scratch Rate 100%	96	x105.5
47	500000	-	-	x51.6	97	1000000	-	-	x106.6
48	500000	Penetration Rate 20%	48	x52.7	98	1000000	-	-	x107.7
49	500000	-	-	x53.8	99	1000000	-	-	x108.8
50	500000	-	-	x54.9	100	1000000	Stun Rate 100%	100	x109.9

WEAPON SKILLS: THROWN WEAPONS

EXP	SKILL LEARNED	CHARGE COUNT	KNOCKBACK	TH LV	EXP	SKILL LEARNED	CHARGE COUNT	KNOCKBACK
100	-	-	x1.0	51	750000	-	-	x26.0
1000	-	-	x1.5	52	750000	Alment Rate x6: Chance 33%	52	x26.5
1040	-	-	x2.0	53	750000	-	-	x27.0
1050	Alment Rate x2: Chance 33%	4	x2.5	54	750000	-	-	x27.5
1060	-	-	x3.0	55	750000	-	-	x28.0
1070	-	-	x3.5	56	750000	Charge Cancel Rate 25%	56	x28.5
1080	-	-	x4.0	57	750000	-	-	x29.0
1090	Charge Cancel Rate 5%	8	x4.5	58	750000	-	-	x29.5
1100	-	-	x5.0	59	750000	-	-	x30.0
1110	-	-	x5.5	60	750000	Hyper Damage Rate 25%	60	x30.5
1120	-	-	x6.0	61	750000	-	-	x31.0
1130	Hyper Damage Rate 5%	12	x6.5	62	750000	-	-	x31.5
1140	-	-	x7.0	63	750000	-	-	x32.0
1150	-	-	x7.5	64	750000	Alment Rate x7: Chance 33%	64	x32.5
1160	-	-	x8.0	65	750000	-	-	x33.0
1170	Alment Rate x3: Chance 33%	16	x8.5	66	750000	-	-	x33.5
1180	-	-	x9.0	67	750000	-	-	x34.0
1190	-	-	x9.5	68	750000	Charge Cancel Rate 30%	68	x34.5
1200	-	-	x10.0	69	750000	-	-	x35.0
1210	Charge Cancel Rate 10%	20	x10.5	70	750000	-	-	x35.5
1220	-	-	x11.0	71	750000	-	-	x36.0
1230	-	-	x11.5	72	750000	Hyper Damage Rate 30%	72	x36.5
1240	-	-	x12.0	73	750000	-	-	x37.0
1250	Hyper Damage Rate 10%	24	x12.5	74	750000	-	-	x37.5
1260	-	-	x13.0	75	750000	-	-	x38.0
1270	-	-	x13.5	76	1000000	Alment Rate x8: Chance 33%	76	x38.5
1280	-	-	x14.0	77	1000000	-	-	x39.0
1290	Alment Rate x4: Chance 33%	28	x14.5	78	1000000	-	-	x39.5
1300	-	-	x15.0	79	1000000	-	-	x40.0
1310	-	-	x15.5	80	1000000	Charge Cancel Rate 50%	80	x40.5
1320	-	-	x16.0	81	1000000	-	-	x41.0
1330	Charge Cancel Rate 15%	32	x16.5	82	1000000	-	-	x41.5
1340	-	-	x17.0	83	1000000	-	-	x42.0
1350	-	-	x17.5	84	1000000	Hyper Damage Rate 50%	84	x42.5
1360	-	-	x18.0	85	1000000	-	-	x43.0
1370	Hyper Damage Rate 15%	36	x18.5	86	1000000	-	-	x43.5
1380	-	-	x19.0	87	1000000	-	-	x44.0
1390	-	-	x19.5	88	1000000	-	-	x44.5
1400	-	-	x20.0	89	1000000	-	-	x45.0
1410	Alment Rate x5: Chance 33%	40	x20.5	90	1000000	-	-	x45.5
1420	-	-	x21.0	91	1000000	-	-	x46.0
1430	-	-	x21.5	92	1000000	Alment Rate x6: Chance 33%	92	x46.5
1440	-	-	x22.0	93	1000000	-	-	x47.0
1450	Charge Cancel Rate 20%	44	x22.5	94	1000000	-	-	x47.5
1460	-	-	x23.0	95	1000000	-	-	x48.0
1470	-	-	x23.5	96	1000000	Charge Cancel Rate 100%	96	x48.5
1480	-	-	x24.0	97	1000000	-	-	x49.0
1490	Hyper Damage Rate 20%	48	x24.5	98	1000000	-	-	x49.5
1500000	-	-	x25.0	99	1000000	-	-	x50.0
1500000	-	-	x25.5	100	1000000	Hyper Damage Rate 100%	100	x50.5



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WEAPON SKILLS: HANDGUN

HG LV	EXP	SKILL LEARNED	CHARGE COUNT	GAUGE BREAK
1	0	-	-	x1.0
2	160	-	-	x2.5
3	240	-	-	x4.0
4	1200	Penetration Rate 5%	4	x5.5
5	1360	-	-	x7.0
6	3200	-	-	x8.5
7	3440	-	-	x10.0
8	5600	Knockdown Rate Up x2: Chance 33%	8	x11.5
9	5920	-	-	x13.0
10	11000	-	-	x14.5
11	11500	-	-	x16.0
12	16000	Damage Up x2: Chance 33%	12	x17.5
13	16600	-	-	x19.0
14	22000	-	-	x20.5
15	22700	-	-	x22.0
16	29000	Penetration Rate 10%	16	x23.5
17	29800	-	-	x25.0
18	37000	-	-	x26.5
19	37900	-	-	x28.0
20	56000	Knockdown Rate Up x3: Chance 33%	20	x29.5
21	57100	-	-	x31.0
22	79000	-	-	x32.5
23	80300	-	-	x34.0
24	200000	Damage Up x3: Chance 33%	24	x35.0
25	210000	-	-	x37.0
26	400000	-	-	x38.5
27	420000	-	-	x40.0
28	500000	Penetration Rate 15%	28	x41.5
29	500000	-	-	x43.0
30	500000	-	-	x44.5
31	500000	-	-	x46.0
32	500000	Knockdown Rate Up x4: Chance 33%	32	x47.5
33	500000	-	-	x49.0
34	500000	-	-	x50.5
35	500000	-	-	x52.0
36	500000	Damage Up x4: Chance 33%	36	x53.5
37	500000	-	-	x55.0
38	500000	-	-	x56.5
39	500000	-	-	x58.0
40	500000	Penetration Rate 20%	40	x59.5
41	500000	-	-	x61.0
42	500000	-	-	x62.5
43	500000	-	-	x64.0
44	500000	Knockdown Rate Up x5: Chance 33%	44	x65.5
45	500000	-	-	x67.0
46	500000	-	-	x68.5
47	500000	-	-	x70.0
48	500000	Damage Up x5: Chance 33%	48	x71.5
49	500000	-	-	x73.0
50	500000	-	-	x74.5

WEAPON SKILLS: MACHINEGUN

MG LV	EXP	SKILL LEARNED	CHARGE COUNT	GAUGE BREAK	MG LV	EXP	SKILL LEARNED	CHARGE COUNT	ATK POWER	MG LV	EXP	SKILL LEARNED	CHARGE COUNT	ATK POWER
1	0	-	-	x7.0	1	0	-	-	x1.0	51	750000	-	-	x56.0
2	160	-	-	x2.5	2	160	-	-	x2.1	52	750000	Stun Rate 25%	52	x57.1
3	240	-	-	x4.0	3	240	-	-	x3.2	53	750000	-	-	x58.2
4	1200	Penetration Rate 5%	4	x5.5	4	1200	Stun Rate 5%	4	x4.3	54	750000	-	-	x59.3
5	1360	-	-	x7.0	5	1360	-	-	x5.4	55	750000	-	-	x60.4
6	3200	-	-	x8.5	6	3200	-	-	x6.5	56	750000	Knockdown Rate Up x6: Chance 33%	56	x61.5
7	3440	-	-	x10.0	7	3440	-	-	x7.6	57	750000	-	-	x62.6
8	5600	Knockdown Rate Up x2: Chance 33%	8	x11.5	8	5600	Knockdown Rate Up x2: Chance 33%	8	x8.7	58	750000	-	-	x63.7
9	5920	-	-	x13.0	9	5920	-	-	x9.8	59	750000	-	-	x64.8
10	11000	-	-	x14.5	10	11000	-	-	x10.9	60	750000	Full Scratch Rate 25%	60	x65.9
11	11500	-	-	x16.0	11	11500	-	-	x12.0	61	750000	-	-	x67.0
12	16000	Damage Up x2: Chance 33%	12	x17.5	12	16000	Full Scratch Rate 5%	12	x13.1	62	750000	-	-	x68.1
13	16600	-	-	x19.0	13	16600	-	-	x14.2	63	750000	-	-	x69.2
14	22000	-	-	x20.5	14	22000	-	-	x15.3	64	750000	Stun Rate 30%	64	x70.3
15	22700	-	-	x22.0	15	22700	-	-	x16.4	65	750000	-	-	x71.4
16	29000	Penetration Rate 10%	16	x23.5	16	29000	Stun Rate 10%	16	x17.5	66	750000	-	-	x72.5
17	29800	-	-	x25.0	17	29800	-	-	x18.6	67	750000	-	-	x73.6
18	37000	-	-	x26.5	18	37000	-	-	x19.7	68	750000	Knockdown Rate Up x7: Chance 33%	68	x74.7
19	37900	-	-	x28.0	19	37900	-	-	x20.8	69	750000	-	-	x75.8
20	56000	Knockdown Rate Up x3: Chance 33%	20	x29.5	20	56000	Knockdown Rate Up x3: Chance 33%	20	x21.9	70	750000	-	-	x76.9
21	57100	-	-	x31.0	21	57100	-	-	x23.0	71	750000	-	-	x78.0
22	79000	-	-	x32.5	22	79000	-	-	x24.1	72	750000	Full Scratch Rate 30%	72	x79.1
23	80300	-	-	x34.0	23	80300	-	-	x25.2	73	750000	-	-	x80.2
24	200000	Damage Up x3: Chance 33%	24	x35.0	24	200000	Full Scratch Rate 10%	24	x26.3	74	750000	-	-	x81.3
25	210000	-	-	x37.0	25	210000	-	-	x27.4	75	750000	-	-	x82.4
26	400000	-	-	x38.5	26	400000	-	-	x28.5	76	1000000	Stun Rate 50%	76	x83.5
27	420000	-	-	x40.0	27	420000	-	-	x29.5	77	1000000	-	-	x84.6
28	500000	Penetration Rate 15%	28	x41.5	28	500000	Stun Rate 15%	28	x30.7	78	1000000	-	-	x85.7
29	500000	-	-	x43.0	29	500000	-	-	x31.8	79	1000000	-	-	x86.8
30	500000	-	-	x44.5	30	500000	-	-	x32.9	80	1000000	Knockdown Rate Up x8: Chance 33%	80	x87.9
31	500000	-	-	x46.0	31	500000	-	-	x34.0	81	1000000	-	-	x89.0
32	500000	Knockdown Rate Up x4: Chance 33%	32	x47.5	32	500000	Knockdown Rate Up x4: Chance 33%	32	x35.1	82	1000000	-	-	x90.1
33	500000	-	-	x49.0	33	500000	-	-	x36.2	83	1000000	-	-	x91.2
34	500000	-	-	x50.5	34	500000	-	-	x37.3	84	1000000	Full Scratch Rate 50%	84	x92.3
35	500000	-	-	x52.0	35	500000	-	-	x38.4	85	1000000	-	-	x93.4
36	500000	Damage Up x4: Chance 33%	36	x53.5	36	500000	Full Scratch Rate 15%	36	x39.5	86	1000000	-	-	x94.5
37	500000	-	-	x55.0	37	500000	-	-	x40.6	87	1000000	-	-	x95.6
38	500000	-	-	x56.5	38	500000	-	-	x41.7	88	1000000	-	-	x96.7
39	500000	-	-	x58.0	39	500000	-	-	x42.8	89	1000000	-	-	x97.8
40	500000	Penetration Rate 20%	40	x59.5	40	500000	Stun Rate 20%	40	x43.9	90	1000000	-	-	x98.9
41	500000	-	-	x61.0	41	500000	-	-	x45.0	91	1000000	-	-	x100.0
42	500000	-	-	x62.5	42	500000	-	-	x46.1	92	1000000	Stun Rate 100%	92	x101.1
43	500000	-	-	x64.0	43	500000	-	-	x47.2	93	1000000	-	-	x102.2
44	500000	Knockdown Rate Up x5: Chance 33%	44	x65.5	44	500000	Knockdown Rate Up x5: Chance 33%	44	x48.3	94	1000000	-	-	x103.3
45	500000	-	-	x67.0	45	500000	-	-	x49.4	95	1000000	-	-	x104.4
46	500000	-	-	x68.5	46	500000	-	-	x50.5	96	1000000	Knockdown Rate Up x5: Chance 33%	96	x105.5
47	500000	-	-	x70.0	47	500000	-	-	x51.6	97	1000000	-	-	x106.6
48	500000	Damage Up x5: Chance 33%	48	x71.5	48	500000	Full Scratch Rate 20%	48	x52.7	98	1000000	-	-	x107.7
49	500000	-	-	x73.0	49	500000	-	-	x53.8	99	1000000	-	-	x108.8
50	500000	-	-	x74.5	50	500000	-	-	x54.9	100	1000000	Full Scratch Rate 100%	100	x109.9



WEAPON SKILLS: THROWN WEAPONS

TH LV	EXP	SKILL LEARNED	CHARGE COUNT	KNOCKBACK
1	0	-	-	x1.0
2	160	-	-	x1.5
3	240	-	-	x2.0
4	1200	Hyper Damage Rate 5%	4	x2.5
5	1360	-	-	x3.0
6	3200	-	-	x3.5
7	3440	-	-	x4.0
8	5600	Aliment Rate x2. Chance 33%	8	x4.5
9	5920	-	-	x5.0
10	11000	-	-	x5.5
11	11500	-	-	x6.0
12	16000	Charge Cancel Rate 5%	12	x6.5
13	16600	-	-	x7.0
14	22000	-	-	x7.5
15	22700	-	-	x8.0
16	29000	Hyper Damage Rate 10%	16	x8.5
17	29800	-	-	x9.0
18	37000	-	-	x9.5
19	37900	-	-	x10.0
20	56000	Aliment Rate x3. Chance 33%	20	x10.5
21	57100	-	-	x11.0
22	79000	-	-	x11.5
23	80300	-	-	x12.0
24	200000	Charge Cancel Rate 10%	24	x12.5
25	210000	-	-	x13.0
26	400000	-	-	x13.5
27	420000	-	-	x14.0
28	500000	Hyper Damage Rate 15%	28	x14.5
29	500000	-	-	x15.0
30	500000	-	-	x15.5
31	500000	-	-	x16.0
32	500000	Aliment Rate x4. Chance 33%	32	x16.5
33	500000	-	-	x17.0
34	500000	-	-	x17.5
35	500000	-	-	x18.0
36	500000	Charge Cancel Rate 15%	36	x18.5
37	500000	-	-	x19.0
38	500000	-	-	x19.5
39	500000	-	-	x20.0
40	500000	Hyper Damage Rate 20%	40	x20.5
41	500000	-	-	x21.0
42	500000	-	-	x21.5
43	500000	-	-	x22.0
44	500000	Aliment Rate x5. Chance 33%	44	x22.5
45	500000	-	-	x23.0
46	500000	-	-	x23.5
47	500000	-	-	x24.0
48	500000	Charge Cancel Rate 20%	48	x24.5
49	500000	-	-	x25.0
50	500000	-	-	x25.5

TH LV	EXP	SKILL LEARNED	CHARGE COUNT	KNOCKBACK
51	750000	-	-	x26.0
52	750000	Hyper Damage Rate 25%	52	x26.5
53	750000	-	-	x27.0
54	750000	-	-	x27.5
55	750000	Aliment Rate x6. Chance 33%	56	x28.5
57	750000	-	-	x29.0
58	750000	-	-	x29.5
59	750000	-	-	x30.0
60	750000	Charge Cancel Rate 25%	60	x30.5
61	750000	-	-	x31.0
62	750000	-	-	x31.5
63	750000	-	-	x32.0
64	750000	Hyper Damage Rate 30%	64	x32.5
65	750000	-	-	x33.0
66	750000	-	-	x33.5
67	750000	-	-	x34.0
68	750000	Aliment Rate x7. Chance 33%	68	x34.5
69	750000	-	-	x35.0
70	750000	-	-	x35.5
71	750000	-	-	x36.0
72	750000	Charge Cancel Rate 30%	72	x36.5
73	750000	-	-	x37.0
74	750000	-	-	x37.5
75	750000	-	-	x38.0
76	1000000	Hyper Damage Rate 50%	76	x38.5
77	1000000	-	-	x39.0
78	1000000	-	-	x39.5
79	1000000	-	-	x40.0
80	1000000	Aliment Rate x8. Chance 33%	80	x40.5
81	1000000	-	-	x41.0
82	1000000	-	-	x41.5
83	1000000	-	-	x42.0
84	1000000	Charge Cancel Rate 50%	84	x42.5
85	1000000	-	-	x43.0
86	1000000	-	-	x43.5
87	1000000	-	-	x44.0
88	1000000	-	-	x44.5
89	1000000	-	-	x45.0
90	1000000	-	-	x45.5
91	1000000	-	-	x46.0
92	1000000	Hyper Damage Rate 100%	92	x46.5
93	1000000	-	-	x47.0
94	1000000	-	-	x47.5
95	1000000	-	-	x48.0
96	1000000	Aliment Rate x9. Chance 33%	96	x48.5
97	1000000	-	-	x49.0
98	1000000	-	-	x49.5
99	1000000	-	-	x50.0
100	1000000	Charge Cancel Rate 100%	100	x50.5

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WEAPON STATISTICS AND EFFECT ON BATTLE ►►

All weapons have a basic set of statistics that determines how they handle and inflict damage during combat. These statistics allow you to compare weapons and determine which is better. Customizing weapons and adding expansion parts improves weapon handling. A weapon with better statistics charges faster, puts more bullets into the target, and breaks enemy HP gauges more often.

- Attack Power:** Damage inflicted by one bullet or item use.
- Gauge Break:** Ability to break HP gauges into smaller segments.
- Knockback:** Ability to stun targets momentarily.
- Charge Speed:** Speed at which attacks charge and become ready.
- Charge Acceleration:** Speed bonus applied to multiple charges above 1. Thus, each charge fills the gauge faster than the last.
- Rapid Fire:** Rate of fire during Condition Critical.
- Bullet Focus:** Concentration of shots on the center of the target. Better Bullet Focus equals more hits per attack.
- Magazine Size:** The number of rounds fired per attack.
- Weight:** The total weight of the weapon and all custom parts, determines whether a character can carry it.

ELEMENTS ►►

Some specialized gun rounds and grenades employ elemental damage. Certain enemies are weak against specific elements, while some have a resistance to certain elements. If an enemy has neither resistance nor weakness, elemental rounds may still be effective. When enemies are resistant to physical damage but not vulnerable to anything in particular, try any elemental attack. Employ elements wisely to defeat enemies more efficiently.

- ◀ **Physical:** The default element when there is none other. Some enemies are resistant to physical attacks.
- ▶ **Fire:** Round/grenade inflicts fire damage to the enemy. May also afflict the target with Immolation status.
- ▷ **Ice:** Round/grenade inflicts ice damage to the enemy. May also afflict the target with Freezing status.
- ◀ **Electricity:** Round/grenade inflicts shock damage to the enemy. May also afflict the target with Shock status.
- ▷ **Poison:** Round/grenade inflicts toxic damage to the enemy. May also afflict the target with Poison status.

STATUS AILMENTS ►►

Status ailments are afflictions that greatly reduce combat abilities. Many enemies have attacks that inflict status ailments. Several special rounds and grenades usable by the party also inflict status ailments. All status ailments last fifteen seconds.



-  **Immolation:** The target is on fire and suffers Scratch Damage every second.
-  **Freezing:** The target is frozen and cannot move.
-  **Electrocution:** The target's Charge Speed is greatly reduced.
-  **Poison:** The target suffers Direct Damage every second.
-  **Oil:** Slows movement speed and raises vulnerability to Immolation and fire damage.

HERO GAUGE ►►

The Hero Gauge rules the flow of battle. It is displayed as a series of bezels at the screen bottom. As long as one bezel remains full in the Hero Gauge all damage sustained by the party is counted as Scratch Damage. Therefore if the party can maintain the Hero Gauge throughout, they can proceed from battle to battle without sustaining any permanent damage.



When a character's HP gauge is completely filled with Scratch Damage, the Hero Gauge expends bezels to restore that person's HP. Each bezel restores 1000 HP, so a character with 4000 HP who is reduced to zero Scratch Damage will drain four bezels from the Hero Gauge, if there are that many left.

Bezels that are consumed to restore characters are shattered, and will scatter around the area. Collecting the scattered shards restores bezels for use again.



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Enemies can collect shattered bezel shards and regain a portion of their HP. They may also revive destroyed body parts. Dealing Direct Damage to the enemy may cause it to drop the bezel. Therefore when bezels shatter, spend the beginning part of each character's turn collecting nearby fragments to prevent enemies from collecting them.



Reducing an enemy HP gauge to zero with Direct Damage will refill one bezel on the Hero Gauge. Thus if you blast off an enemy body part or break a gauge and damage it to below the gauge line, one bezel will restore.

CONDITION CRITICAL ►►

When the Hero Gauge is empty, the party enters Condition Critical. Attack power and aiming are greatly diminished, and every attack sustained shatters a bezel in the Hero Gauge. Without the Hero Gauge's protection, all damage to characters is Direct Damage. If a character's HP is reduced to zero, it's game over.



Condition Critical can be canceled by reducing an enemy HP gauge to zero with Direct Damage. This includes body parts and depleting broken gauges below the line. If there's no chance you'll accomplish that before a character dies, they you might want to pause and select "Retry."



HERO ACTIONS ►►

Characters can launch into a series of attacks while moving called a Hero Action. Doing so expends one bezel in the Hero Gauge.



To plot a Hero Action, press **X** (Xbox 360) or **○** (PlayStation 3) to display the Hero Action anchor. Use the Left Stick to move the anchor to the desired position on the battlefield. When ready, press the Hero Action button again to begin moving straight toward the anchor.

Once the character begins heading toward the anchor, they can attack continuously without suffering enemy counterattacks. The attack gauge charges repeatedly without need to press the Attack button. Just press Attack whenever you wish to fire. Colliding with an obstacle or an oversized enemy will stop the character, so plot Hero Actions carefully. If you're about to collide with something you didn't expect to be there, press the Cancel button to stop.

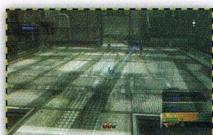


Press the Hero Action button again while running to jump. The character leaps high into the air to fire on an enemy from above. The benefit of attacking enemies from above is that you can hit gauges you might not have been able to target from the ground. Jumping also moves you toward the target faster than running, which allows attack gauges to charge faster. Jumping can be used to leap onto raised platforms in the battle zone, which also gives the character an advantage. However, once you are airborne you cannot cancel the Hero Action.



Be sure to target the correct enemy prior to activating a Hero Action. While moving, you can target a different enemy by using the D-pad between attacks. However, you may only target enemies shown onscreen before others that are offscreen. It's also important to remember that changing targets resets the attack charge gauge.

Since Hero Actions weaken the party's ability to recover when necessary, you must plan them carefully and strategically to ensure that you reduce at least one enemy HP gauge to zero during the course of the Hero Action, thereby regaining the expended bezel.



Place the anchor so that your character will run nearer to weaker enemies. If an enemy is weak enough that the first attack of your run will kill them, then position the anchor so that you'll also pass near a second enemy during the same run.

Target enemies that have weaker body parts and smaller HP gauges. Once you've blown a body part off a weaker foe and regained your bezel, switch targets mid-Hero Action to attack a tougher foe.



BONUS SHOTS ►►

During Hero Actions from the ground, consecutive attacks may knock an enemy into the air. Additional attacks fired with a handgun or machinegun while the enemy is airborne have a chance of scoring a Bonus Shot.



Each time you fire at an airborne enemy during a Hero Action, the Bonus Shot Ring appears around them. The fuller the yellow portion of this ring grows, the more likely you are to achieve a Bonus Shot.



When a chance for a Bonus Shot occurs, the enemy freezes in the air and a cursor begins spinning rapidly around the Bonus Shot Ring. Press the Accept button to stop the cursor within the yellow area to earn a Bonus Shot. If the yellow portion of the ring is not very large, you have less chance of stopping the cursor within the area. At such times, you might consider pressing the Cancel button to save up for next time.



Successfully stopping the cursor within the yellow portion causes the Bonus Shot to begin. The character stops and turns to aim an attack at the airborne enemy. The Charge Speed becomes quicker, and the charge gauge fills multiple times faster than usual. Wait for the charge gauge to fill as much as possible before the enemy hits the ground, then fire. If the enemy touches the ground, the Bonus Shot is lost.



If a Bonus Shot is charged highly enough, the enemy suffers the maximum damage. They may also drop bonus items, such as Silver Chips and Gold Chips which can be redeemed for large amounts of Rubies at a shop.

SMACKDOWN ►►



If an enemy becomes airborne during a Hero Action but the Bonus Shots just aren't happening, you can try for a Smackdown instead. While the enemy is airborne, jump into the air above them and attack downward. The enemy is slammed into the ground, with all body parts suffering extra damage during the attack. The enemy may also release bonus items such as Silver Chips and Gold Chips, and any Hero Gauge bezels they possess.

Although it isn't necessary to be directly above an enemy to trigger a Smackdown, you must be higher in altitude at the moment of attack. Watch bouncing enemies carefully and attack at the right times to score several Smackdowns in a row, dribbling the poor creature on the ground like a basketball.



TRI-ATTACK ►►

If enough Resonance Points are stored up, all three party members can join together in a simultaneous attack.

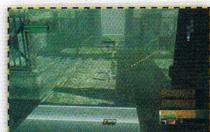
Resonance Points are displayed above the party's status window in the lower right corner of the screen. Running between the other two characters during a Hero Action without attacking earns one Resonance Point. Any other action results in a loss of one or more Resonance Points.

When plotting a Hero Action, the anchor is initially set so that the character will move between the other two. The anchor line is blue to show that a Resonance Point will be scored by such a movement. If the anchor line is red, no Resonance Points will be scored.

Move the characters between the other two without taking action to score Resonance Points. When at least one Resonance Point is stored, press □ (Xbox 360) or □ (PlayStation 3) to extend the Tri-Attack line. Press the same button again to change the turn order during the Tri-Attack. Use the switch character buttons to change who will be the first character to attack. When ready, press the Hero Action button to begin moving.

During a Tri-Attack, you can attack and jump just like in a Hero Action. You can also change characters to give another person a shot. With proper coordination, you have all three characters attack at least once per Tri-Attack.

The number of Resonance Points stored prior to the Tri-Attack determines how many turns you get during the move. If you have only one Resonance Point beforehand, then you only get one turn. If you want all three characters to attack then you must switch off very quickly.



To give all three characters complete turns, store up at least three Resonance Points prior to launching the maneuver. This allows all three characters to run to the end of their lines and attack several times. In order to complete the tutorial in the Arena, you must store up at least three Resonance Points to perform a true Tri-Attack.

Tri-Attacks work especially well against bosses, when space and Resonance Points are coordinated right. If less than three characters are in the party, Tri-Attack and Resonance Points are unavailable.



BODY PARTS ►►

Extra gauges encircling the enemy represent additional body parts. These body parts are often protective covering, or armor. The length of a body part gauge does not necessarily indicate its strength. However, you can generally believe that the smaller the gauge, the weaker the part.



When attacking an enemy with additional body parts, damage is dealt to the HP bar of whatever part you are facing. So if an enemy has extra body parts on the front, shooting it from the front inflicts damage to the front body part, and not the main body itself.

Certain enemies have body parts that make their bodies extra resilient and quicker to regenerate Scratch Damage, even when struck directly. Therefore, it's imperative that you destroy at least one or two body parts in order to make the body vulnerable enough to accept damage. As with an enemy's main body, reducing a body part's HP to zero restores one bezel in the Hero Gauge.



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Enemies with extra body parts use them defensively, turning to shield themselves from impending attack. Likewise if there is a body part that is helping the enemy to regenerate Scratch Damage, they will turn to prevent you from damaging this gauge. Some body parts are so hard that they are impenetrable by any means, and you should ignore them and aim for the body instead.

Jumping during a Hero Action allows you to strike all body parts simultaneously. This is the best method for dealing with Fat Gangsters and similar enemies who use their hard shoulder pads as defense.



BUNKERS ►►

Many battle zones feature protective concrete walls dividing the area with mesh you can fire through. Approach a bunker wall until an icon appears above the character's head. This means the character can fire through the wall at enemies on the far side.



Bunkers block enemy fire, but only so much. Like other environmental objects they have a HP gauge, and can only suffer a certain amount of Direct Damage. Bunker walls can be destroyed, leaving characters suddenly vulnerable. For this reason it's best to use them only briefly, and keep moving.



Enemies with firearms also make use of bunkers. If they see a character using one they will immediately leave their position and approach, either firing through the bunker or moving behind it for an ambush.



GAUGE BREAK ►►

When dealing Direct Damage to an enemy body part, there is a chance their HP gauge will break. Handguns are effective at this, especially when the attack is charged multiple times before firing. Grenades are also extremely effective at breaking gauges; Smash Grenades are exceptional.

When a gauge breaks, it divides into smaller segments. Dealing further Direct Damage to a broken gauge and reducing the green bar below the dividing point restores one bezel in the Hero Gauge. This is why Gauge Breaking is such a great thing.



Once a gauge has been broken, it becomes even easier to break again. Gauges can be broken as many as six or seven times, allowing you to restore several bezels in your Hero Gauge with less effort than usual. Also, breaking a gauge stuns the enemy momentarily, allowing your next character to get the jump.

DRUM CANS AND OIL BARRELS ►►

Some battles take place in storage areas for large red drums of gasoline. If shot, these barrels explode, inflicting damage to surrounding targets. If one barrel damages another nearby, the resulting cascade of explosions can be powerful enough to enemies. They may also damage nearby party members, so detonate them wisely.



Oil barrels collapse when shot, drenching nearby enemies and characters with status-afflicting oil. Characters covered in oil move slower and are more vulnerable to Immolation status.

Enemies with firearms will also make use of drum cans and oil barrels, so avoid stopping near them at the end of your turns.

LEADER ASSAULT ►►

In some enemy groups one or more enemies are identified as Leaders. This is typical of all boss fights and most random encounters on the World Map or in dungeons. By targeting the Leader and eliminating them first, you can bring combat to an instantaneous resolution. With all Leaders defeated, any remaining enemies will drop items from their body parts and run. The battle ends immediately.



GAME OVER AND RETRY ►►

The game ends during combat if any character's HP is reduced to zero by Direct Damage or if the entire party is afflicted with Freezing. There are also special "Game Over" cases, such as failing to protect a moving statue from harm.



ENEMY ATTACK CHARGE ►►

All enemies have a HP gauge for their main body. This gauge also displays the enemy's attack charge, and their target. While you're moving and attacking, enemies react by changing targets and charging attacks. When a character's turn ends, any enemy with a full charge gauge gets a turn to attack.



The letter in the enemy charge gauge indicates which character they target (V for Vashyron, Z for Zephyr, L for Leanne). Use this information to protect your characters by making that person perform the next Hero Action, moving them out of harm's way while giving them a preemptive strike.

Also, when you have several characters standing around one enemy, consider skipping the turn of the character being targeted. This prevents the enemy from attacking them, and you can ambush them from the side or behind with another character. Attacking an enemy by surprise can cancel their attack charge, causing them to lose their turn.

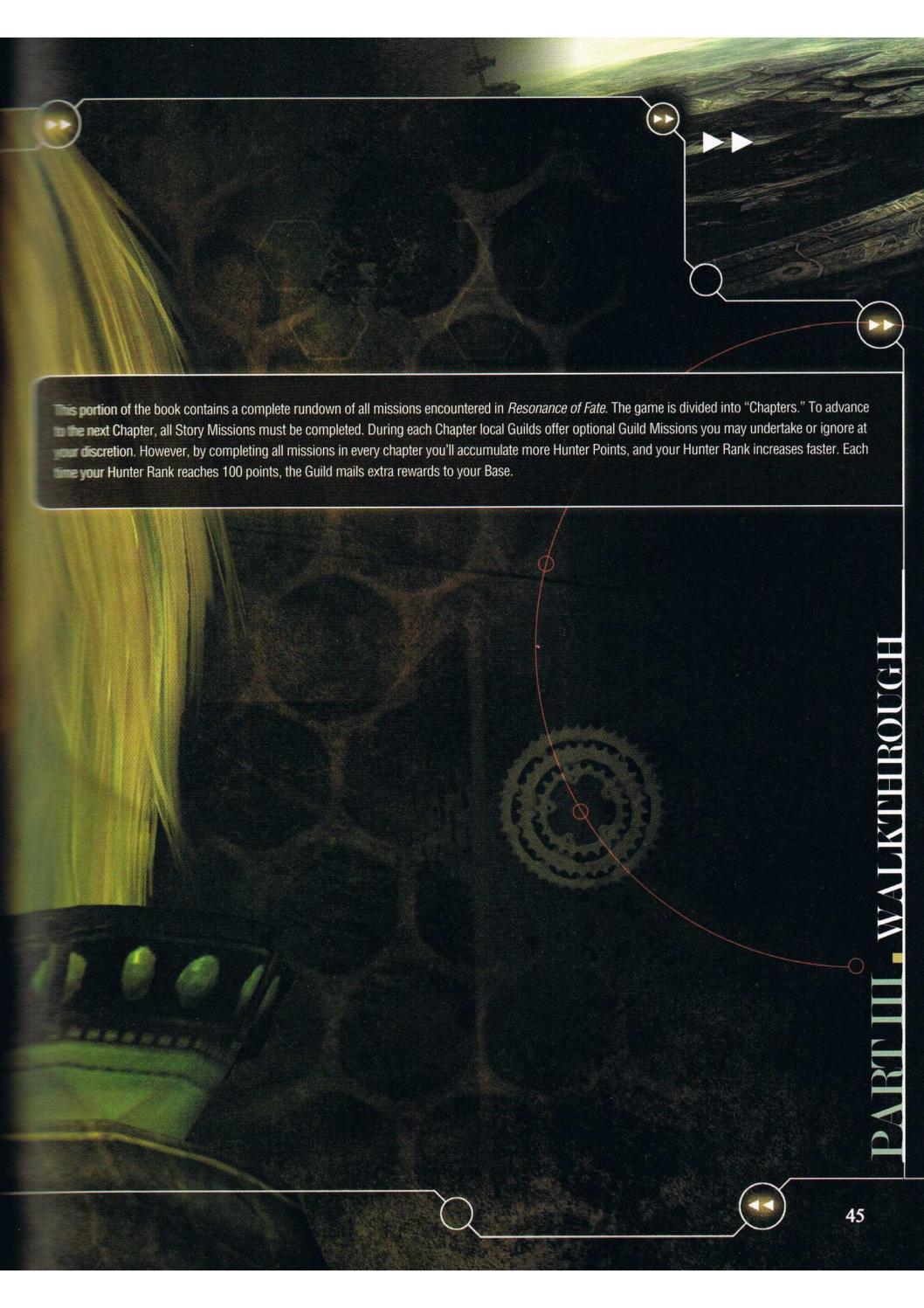


GENERAL BATTLE TIPS ►►

- Always connect at least one Terminal to a dungeon before entering to make combat easier or more beneficial than usual.
- Always use Clairvoyance items to learn weaknesses of new enemies.
- Always use special rounds in the Magazine Case against tougher enemies.
- Always use grenades against tougher enemies, unless supplies are low.
- Always switch characters effectively to remove vulnerable characters from harmful situations.
- Start each battle by attacking with Scratch Damage, then eliminate one or more enemies with Direct Damage. Repeat until victorious.
- Use as many Hero Actions as possible without expending your last bezel to avoid risking Condition Critical.
- Only expend your last Hero Gauge bezel if you know for certain that you can reduce at least one enemy HP gauge to zero.
- If you can't use your last Hero Gauge bezel, then hide behind bunkers and fire on enemies until you can.

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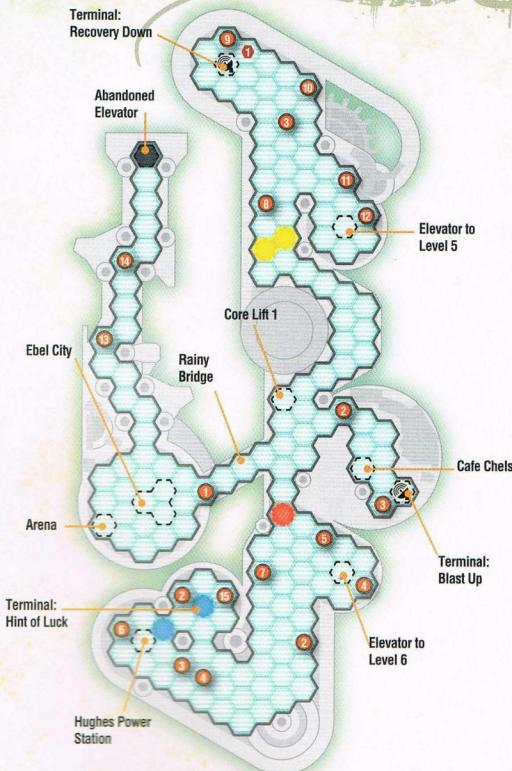




This portion of the book contains a complete rundown of all missions encountered in *Resonance of Fate*. The game is divided into “Chapters.” To advance to the next Chapter, all Story Missions must be completed. During each Chapter local Guilds offer optional Guild Missions you may undertake or ignore at your discretion. However, by completing all missions in every chapter you’ll accumulate more Hunter Points, and your Hunter Rank increases faster. Each time your Hunter Rank reaches 100 points, the Guild mails extra rewards to your Base.

PART III. WALKTHROUGH

Prologue



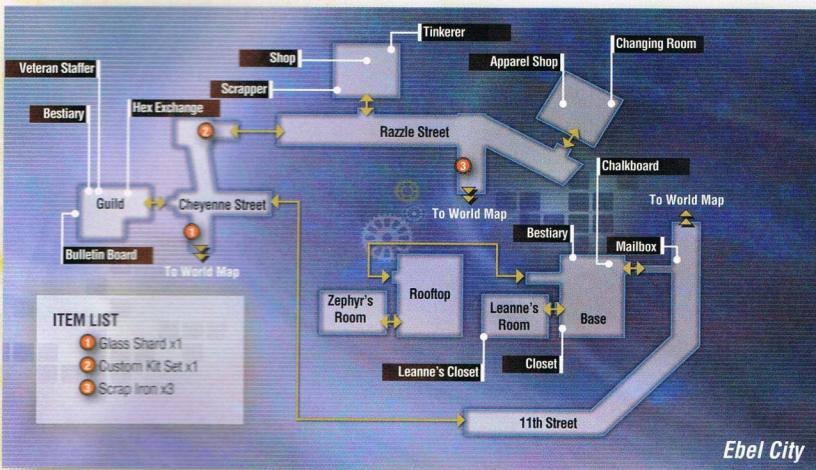
World Map: Level 4

ITEM LIST

- 1 Energy Hex x2
- 2 First Aid x1
- 3 Hand Grenade x5
- 4 Cure Kit x1
- 5 (SYS) Viola x1 (L)
- 6 (Raz) Core x1 (L)
- 7 Molotov Cocktail x5
- 8 First Aid x2
- 9 Bezel Shard x1
- 10 First Aid x5
- 11 Color Lens (R): Amber x1 (L)
- 12 Color Lens (L): Amber x1 (L)
- 13 (ARES) Wizard x1 (V)
- 14 Cure Kit x3
- 15 (Luvino) Silver x1 (Z)

SPECIAL CHALLENGE ENEMIES

- 1 Chapter 6: Missile Gear (Lv54) Bezel Shard



STAR FROM THE HEAVENS

CLIENT



Pater

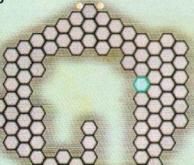
REWARD

Hunter Points ★ 25

Rubies 25000

Items None

Level 3



Pater's Manor

PART III
WALKTHROUGH
PROLOGUE



BASE



The party's starting position is outside their Base. Inside the Base you can save your progress on the chalkboard, view defeated enemies in the Bestiary, advance

time by resting on the couch, and change clothes by examining any of the closets. When circumstances warrant, you can advance to the next chapter by examining the chalkboard.

AVOID TAKING VASHYRON'S STASH!

Checking the liquor shelf next to the entrance to Leanne's room reveals the location of Vashyron's hidden stash o' cash. If you take this now you'll only receive **1000 Rubies**. However, if you wait till near the end of the game to take this stash, it'll much more. Always say no to small stashes of cashes!

ASK THE ELDERLY MAN

On 11th Street outside the Base stands an Elderly Man. He remains in this location regardless of the time of day. Speak to him to learn about your next destination. In future chapters, he'll offer more information regarding Energy Hexes, the World Map, people from all parts of Basel, and more.



VISIT THE GUILD

The Familiar Staffer hails the party outside the Guild entrance. After speaking with him, go inside the Guild. Talk to the men inside the Guild, then examine the bulletin board at the back. Posted on the board are three other missions: "Bridge Restoration," "Lex's Knives," and "Pest Extermination." Move the cursor to each mission and press the Select button (Ⓐ on Xbox 360, Ⓣ on PlayStation 3) to view expanded mission info. Reading each post copies them to your Mission Memo screen in the Main Menu. (Press Ⓡ on Xbox 360, Ⓢ on PlayStation 3 to open the Main Menu.) All three of these missions and another subsequent mission can be completed while pursuing the main story mission.



EBEL CITY: CHOOSE YOUR ENTRANCE

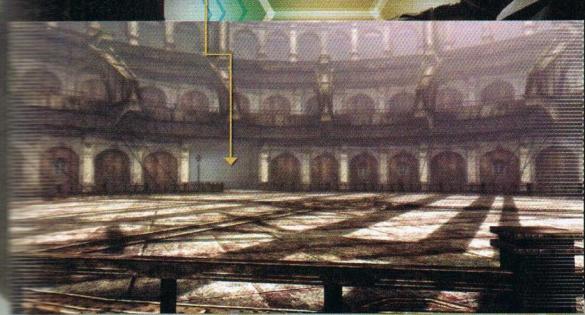
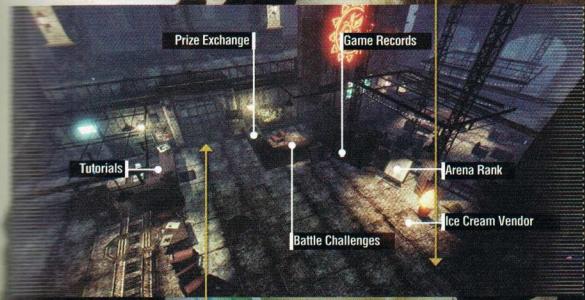


Ebel City takes up three hexes on the World Map. When reentering the city, pay attention to the help window at the bottom of the screen. The help window indicates which hex contains which entrance. Thus if you want to go back to your Base directly, enter at 11th street. To visit the Shop enter at Razzle Street, and enter at Cheyenne Street to go directly to the Guild.



On the right side of the screen is an exit to the World Map. However, you cannot leave Ebel City until you've spoken to the Familiar Staffer and visited the Guild. Therefore, head to the left and down the long flight of stairs to Cheyenne Street.

Area Map: Arena



PART III
WALKTHROUGH

PROLOGUE

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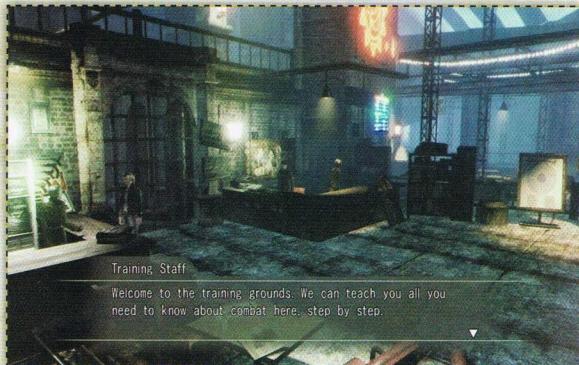


LEARN THE ROPES AT THE ARENA

After visiting the Guild and speaking with clients to accept all available missions, you can then exit Ebel City. Areas in Basel are connected by hexes. Tilt the Left Stick to move around the World Map. Pay attention to the help screen at the bottom as you move. Area descriptions marked with a white hex (such as Thoroughfares) are safe zones where no enemy encounters will occur. In areas without white hexes—such as Back Alleys near the Arena—enemy encounters may occur as you move.



Move to the Arena and press Select (Ⓐ on Xbox 360, Ⓢ on PlayStation 3) to enter. Go inside the Arena and speak to the Training Staff at the counter on the far left. This person offers a series of tutorials wherein you may learn and practice all facets of the combat system. Tutorials must be cleared in the order listed to unlock new ones. Try to complete all tutorials before engaging your first real battle. Most of the tutorials should prove easy to clear and to implement in combat. If you forget what you're supposed to do during a tutorial, press START and review the proper tutorial in the Manual.



CHALLENGING TUTORIALS TO PASS

Tutorials that may prove challenging to grasp include "The Tri-Attack" and "Smackdown."

To initiate a true Tri-Attack involving all three characters, you must store up at least three Resonance Points. This allows the last character who moved prior to initiating the Tri-Attack attack to move again in the third round.



Regarding Smackdowns, the targeted enemy must be aerial or airborne. By jumping over the airborne target and performing a Hero Action, a Smackdown occurs.



COMPLETE THE GUILD MISSIONS

There are four other "Guild Missions" you can complete while pursuing the Story Mission "Star from the Heavens." This walkthrough now diverts to help you complete those missions in the most logical order according to the parameters of your main story mission.

BRIDGE RESTORATION

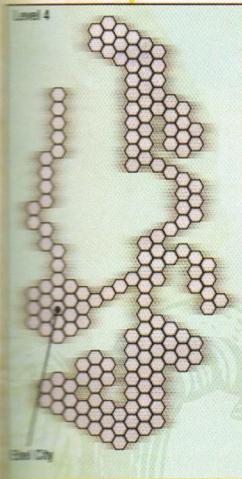
CHANGING THE WORLD



Familiar Staffer

REWARD

Hunter Points ★ 5
Rubies 2000
Items Escape Hex



After reading the Familiar Staffer's posting, exit the Guild and speak to him to learn details and accept the mission. As he explains, Rainy Bridge is inaccessible and someone needs to use an Energy Hex to open the way. He then provides a brief explanation of how to use Energy Hexes to create new pathways on the World Map. When he's through speaking, the

Familiar Staffer hands over **Perfect Aid x3** to help you recover from damage when needed.



OBTAI AN ENERGY HEX

Head down the nearby ramp and out to the World Map. Note the location of Rainy Bridge nearby, as well as the fact that it is blocked off by an inactive hex. An Energy Hex is required to unblock the bridge. Energy Hexes are obtained by defeating enemies. To trigger an enemy encounter, move around in the Back Alley areas to either side of the Arena. Navigate the World Map by tilting the Left Stick in any direction.



USE COMBAT TURNS AND SCRATCH DAMAGE EFFECTIVELY

The first trick to making combat easier is to use Scratch Damage wisely. By default Zephyr is equipped with a machinegun that inflicts Scratch Damage. The damage this weapon inflicts is severe, but not permanent. To make Scratch Damage permanent requires attacking the enemy with Direct Damage. Handguns such as the ones carried by Leanne and Vashyron inflict Direct Damage. So to inflict greater damage and fight more efficiently, sometimes it's wiser to switch to Zephyr (press RB or LB on Xbox 360, R1 or L1 on PlayStation 3 to switch character) and allow him to attack an enemy first. This gives Leanne or Vashyron a greater chance to eliminate the enemy on their turns, while the remaining character gets first crack at another enemy.



PART III WALKTHROUGH

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USING ENERGY HEXES

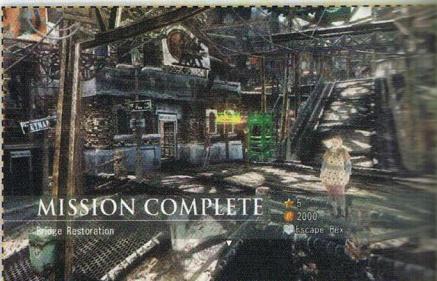
After defeating an enemy set and obtaining at least one Energy Hex, move toward Rainy Bridge and press the Hex Placement button (X on Xbox 360, □ on PlayStation 3).



An Energy Hex should appear on the World Map. Move the left stick to position the Energy Hex, and press the shoulder buttons (RB and LB on Xbox 360, R1 and L1 on PlayStation 3) to rotate it. Place the end hex of the piece over the blocked hex at the end of Rainy Bridge. Press Select (A on Xbox 360, X on PlayStation 3) to place the piece and open the bridge. All hexes on the piece must be on the World Map, not overlapping the edge and not touching a colored hex, to be able to place the Energy Hex.

CLAIM YOUR REWARD

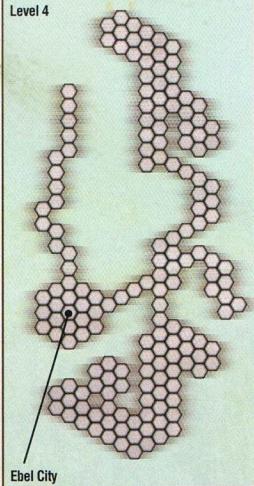
Report back to the Familiar Staffer outside the Guild in Ebel City to claim your rewards. A new mission, "What the Maid Lost," is added to the bulletin board in the Guild.



LEX'S KNIVES

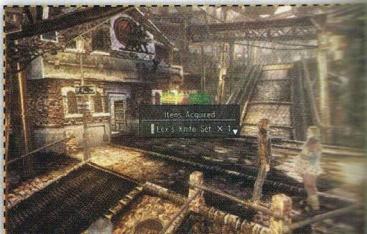


Level 4

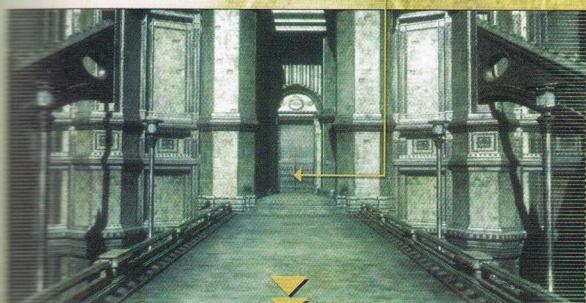
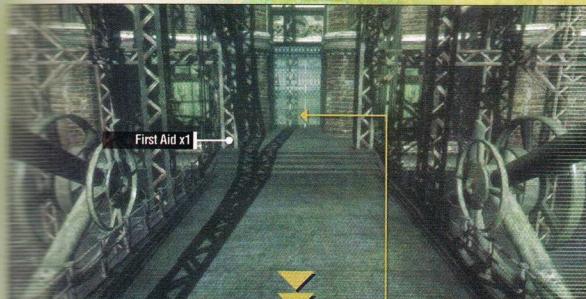


CONCERNED MOTHER

Rose paces outside the Guild. Speak to her to learn that her son who is a chef is headed for Core Lift 1 but forgot his knife set. Once you accept Lex's Knife Set, the mission begins.



Area Map: Core Lift 1



PART III WALKTHROUGH

PROLOGUE

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DELIVER THE KNIVES

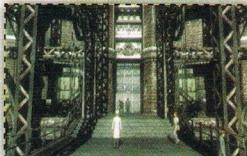
After using Energy Hexes to open the path through Rainy Bridge, advance to Core Lift 1 and press the Select button to enter the area. Lex is dressed like a chef, walking around the area west of the elevator. Speak to him and hand over his knife set. You receive the rewards immediately.



CHECK YOUR CORNERS

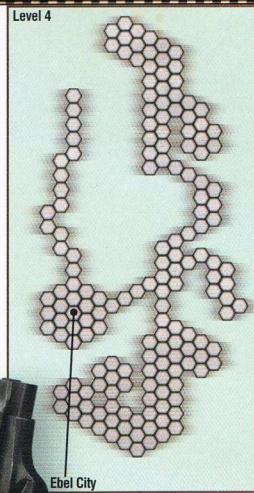


Before leaving Core Lift 1, go up the steps and search behind the column on the left to find a First Aid.





PEST EXTERMINATION



MAKING BASEL A SAFER WORLD

This mission is marked with a red icon on the Guild bulletin board, meaning that you must eliminate a specific enemy group at a specific location. You do not need to speak with the client to accept the mission; merely reading the bulletin is enough. The rewards are obtained automatically upon defeating the target.

The location of the enemies is marked on the World Map. You must unblock Rainy Bridge using an Energy Hex to reach them (per the mission: "Bridge Restoration"). Move to the red-colored hex to engage in battle with a pack of Stray Curs. Defeat all the dogs to complete the mission and receive your rewards.



CUSTOMIZE YOUR WEAPONS!



The Dot Sight acquired by completing "Pest Extermination" allows you to improve one of your weapons. Press the Menu button to open the Main Menu, and select "Customize." Select one of your weapons, and then select the Dot Sight to attach it. You must align the Dot Sight so that the bottom symbol touches the top symbol on the weapon. Press Select to attach the Dot Sight.



VISIT CAFÉ CHELSEY

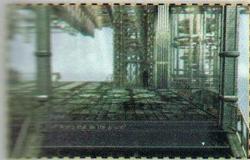
Resuming the main story mission, it is time to visit Café Chelsey. The hexes surrounding the area are blocked, so travel the Back Alley hexes between Rainy Bridge and the Café to trigger more battles. You need two Energy hexes to open the route to the Café.

After Vashyron meets with Sullivan and obtains the **Attaché Case**, Core Lift 1 opens. This is an elevator you may ride up to Level 3—which is also known as “Chandelier.” Before ascending to Chandelier, read the bulletin at the Guild to begin “What the Maid Lost.”

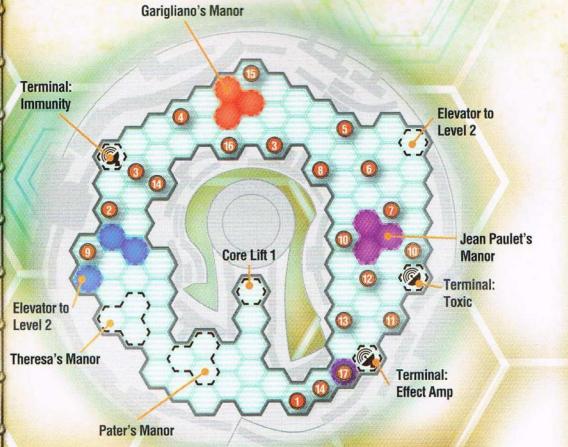


REVISIT CHELSEY

After triggering the events at Café Chelsey, return immediately. Search the ground in the corner to the right to find a **Cure Kit**.



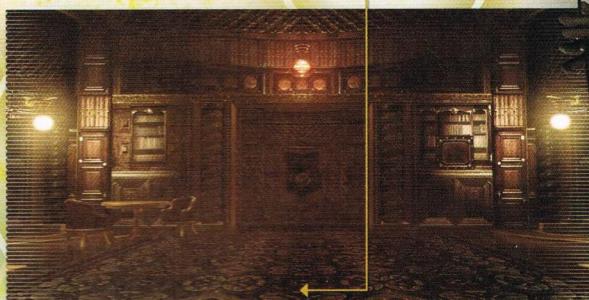
World Map: Level 3



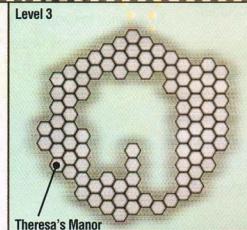
ITEM LIST

- ① Broken Watch
- ② Energy Hex x2
- ③ Hand Grenade x5
- ④ Cure Kit x2
- ⑤ Energy Hex x2
- ⑥ Energy Hex x2
- ⑦ Multi-Aid x1
- ⑧ (Lily) Fleur x1 (L)
- ⑨ (Soleil) Zebra x1 (L)
- ⑩ First Aid x2
- ⑪ (Lily) Songe x1 (L)
- ⑫ Electro Grenade+ x5
- ⑬ First Aid x1
- ⑭ Molotov Cocktail x5
- ⑮ Color Lens (R): Green x1 (Z)
- ⑯ Color Lens (L): Green x1 (Z)
- ⑰ (Vis) Soleil x1 (L)

Area Map: Theresa's Manor



WHAT THE MAID LOST



IRREPLACEABLE

Return to Ebel City after clearing "Bridge Restoration" and other missions, and check the bulletin board in the Guild. Seems a maid who resides on Level 3, lost an item she needs help finding. Head to Theresa's Manor and speak to Theresa's Maid, who stands on the patio. She lost a watch along the route to Jean Paule's Manor.



Before leaving Theresa's Manor, search the small area to the right of the manor door for a Multi-Aid x1.

FINDING AN ITEM ON THE WORLD MAP

Move past Pater's Manor and use an Energy Hex to unblock the first three hexes along the route to Jean Paule's Manor. By energizing the third hex in, you should receive the **Broken Watch x1**. Return to Theresa's Manor and give the item to the Maid to claim your reward.



COMPLETE "A STAR FROM THE HEAVENS"

Now that all other Prologue missions are complete, it's time to complete the initial story mission. Visit Pater's Manor on Level 3 and go inside. Pater accepts the contents of the Attaché Case and hands over your massive reward.



PART III WALITHROUGH

PROLOGUE

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STOP BY THE SHOP

With your new wealth, now is a good time to return to Ebel City and visit the Shop on Razzle Street. Speak to the clerk behind the counter to buy new tools and equipment. The Tinkerer to the right can synthesize custom parts for weapons for a small fee if you possess the necessary items. The Scrapper on the far left converts certain items into spare parts for use in synthesis, also for a small price.



EBEL CITY SHOP LIST

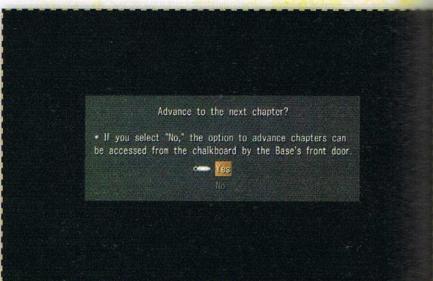
TYPE	NAME	PRICE
Tool	First Aid	1000
Tool	Cure Kit	1000
Tool	Escape Hex	1500
Tool	Clairvoyance	250
Weapons	SG-B226	100000
Custom Parts	Rookie Sight	1000
Custom Parts	HG Rookie Barrel	1000
Custom Parts	MG Rookie Barrel	1000
Custom Parts	Rookie Grip	1000
Custom Parts	HG Rookie Magazine	1000
Custom Parts	MG Rookie Magazine	1000
Accessories	Auto-Trigger	3000
Other	Custom Kit Set	500
Other	Powder Gel	250

EBEL CITY TINKERER LIST

NAME	PRICE	REQUIRED ITEMS
Top Sight	500	Rookie Sight x1, Custom Kit Set x1
Compact Scope ♂	3000	Scrap Iron x1, Glass Shard x1
Compact Scope ♂	3000	Scrap Iron x1, Glass Shard x1
HG Expander Barrel	500	HG Rookie Barrel x1, Custom Kit Set x1
HG High Barrel	1500	Scrap Iron x1, Scrapped Gun MQ x1
MG Expander Barrel	500	MG Rookie Barrel x1, Custom Kit Set x1
MG High Barrel	1700	Scrap Iron x1, Scrapped Machinegun MS x1
Sub-Barrel	500	Scrap Iron x1, Custom Kit Set x1
Handguard	800	Scrap Iron x2
Foregrip	3000	Scrap Lead x2, Scrapped Weapon MQ x1
HG Magazine +2	500	HG Rookie Magazine x1, Custom Kit Set x1
MG Magazine +3	500	MG Rookie Magazine x1, Custom Kit Set x1

ADVANCE TO THE NEXT CHAPTER

To advance to Chapter 1, simply return to your Base. The option to advance appears. Accept the option and save your game before proceeding to Chapter 1.



CHAPTER END CHECKLIST: PROLOGUE

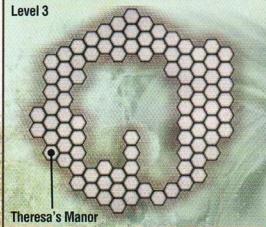
Before returning to base in Ebel City and advancing to Chapter 1, you should achieve the following:

- ☐ Completed Story Mission "A Star From the Heavens"
- ☐ Completed Guild Mission "Bridge Restoration"
- ☐ Completed Guild Mission "Lex's Knives"
- ☐ Completed Guild Mission "Pest Extermination"
- ☐ Completed Guild Mission "What the Maid Lost"
- ☐ Obtained items in Ebel City: Glass Shard x1, Custom Kit Set x1, Scrap Iron x3
- ☐ Obtained item at Core Lift 1 Lower Entrance: First Aid x1
- ☐ Obtained item at Café Chelsey: Cure Kit x1
- ☐ Obtained item at Theresa's Manor: Multi-Aid x1
- ☐ Visited shop, synthesized Custom Parts to improve weapons
- ☐ Optional: Complete all tutorials at the Arena

Chapter 1

THE GARDEN PARTY

CLIENT	
Theresa	
REWARD	
Hunter Points	★ None
Rubies	● None
Items	None



TIME FOR TEA

Ride the elevator of Core Lift 1 up to Level 3 and enter Theresa's Manor during the day. The manor is not open at night. If you need to advance time, simply move around the World Map to advance time until the sun comes up. All hexes on Level 3 are Thoroughfares, so there's no danger of encountering random enemies.



During the party, Cardinal Theresa gives Washyron a **Flower**. Thereafter her doorman gives you  **Energy Hex x4** and  **Station Hex x1** and instructs you to visit Lucia, which is on Level 6. This mission is now complete, and "A Battlefield Revisited" is added to the Mission Memo.



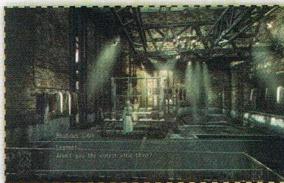
CATCH THAT GREMLIN!

Starting with Chapter 1 you might spot a Gremlin on the streets of Ebel. Speak to it to chase it off, then search the ground where it was to find a random amount of Rubies. The amount of Rubies found depends on the type of Gremlin chased off. Regular Gremlins drop 3-7 Rubies, while Papa Gremlins drop 12-17 Rubies. After defeating other kinds of Gremlins in combat you may spot them in other cities, and they'll drop even greater sums. So keep an eye out for Gremlins any time you're navigating populated areas.



BOUTIQUE LILY

Boutique Lily on Razzle Street has finally opened its doors, with new fashions for all three characters. Because looking cool while smoking monsters is the name of the game!



BOUTIQUE LILY APPAREL AVAILABLE: CHAPTER 1

CHARACTER	STYLE	TYPE	ITEM	PRICE
Leanne	A	Coats	(Lily) Hannah-Anne	7200
Leanne	A	Coats	(Lily) Lyrical	7400
Leanne	A	Coats	(Vis) Orange	7800
Leanne	A	Coats	(Raz) Holiday	7800
Leanne	A	Ribbons	(Lily) Froggy	800
Leanne	A	Holsters	(ARES) Wing	3700
Leanne	A	Boots	(ARES) Steel	7500
Leanne	A	Other	(ARES) Light	3000
Leanne	A B	Other	(Vis) Ciel	2600
Leanne	A B	Other	(Vis) Limpide	2100
Vashyron	A	Jackets	(Ran-Jin) Standard	6800
Vashyron	A	Jackets	(Night) Rider	7000
Vashyron	A	Shirts	(Night) Envy	3200
Vashyron	A	Shirts	(Night) Target	4300
Vashyron	A	Shirts	(Lily) Perfume	5100
Vashyron	A	Shirts	(Lily) Poison	5900
Vashyron	A	Shirts	(Ran-Jin) Rico	6700
Vashyron	A	Pants	(Ran-Jin) Cool	7000
Vashyron	A	Pants	(Gilles) Roots: White	7900
Vashyron	A B	Holsters	(SYS) Treasure	4600
Vashyron	A	Boots	(Gilles) Stone	5900
Vashyron	A	Boots	(Ran-Jin) John Bull	6200
Vashyron	A	Boots	(Ran-Jin) Uncle Sam	6200
Vashyron	A	Boots	(Gilles) Grass	7800
Vashyron	A B	Other	Spray-In: Black	2500
Vashyron	A B	Other	(Classique) Glass	3500
Zephyr	A	Jackets	(Classique) Cartier	6700
Zephyr	A	Jackets	(Classique) Bosco	7200
Zephyr	A	Shirts	(Lily) Floral	2400
Zephyr	A	Shirts	(SYS) Black	3900
Zephyr	A	Shirts	(Lily) Sky Blue	4500
Zephyr	A	Shirts	(Lily) Shining Dots	5300
Zephyr	A	Shirts	(Lily) Sparkling Dots	5800
Zephyr	A	Pants	(ARES) Black	7100
Zephyr	A	Pants	(Luvino) Matte Leather	8900
Zephyr	A B	Holsters	(ARES) Standard Issue	4500
Zephyr	A	Boots	(Luvino) Eel	7300
Zephyr	A	Boots	(Gilles) Natural	8100
Zephyr	A	Boots	(ARES) Metal	9300
Zephyr	A B	Other	(Luvino) Boss	5800

THE ARENA OPENS!

The Rank 1 challenges are now available in the Arena. The Arena Receptionist facing the entrance will tell you anything you need to know regarding Arena battles, and it's a good idea to go through each topic he offers to discuss. When ready, speak to him again, choose "Participate in a combat challenge"

and select Rank 1. You must pay 300 Rubies to enter. Each time you win, the prize money received is multiplied by the Allotment. You also win the number of battle coins shown: in this case 1 Copper Coin per battle.

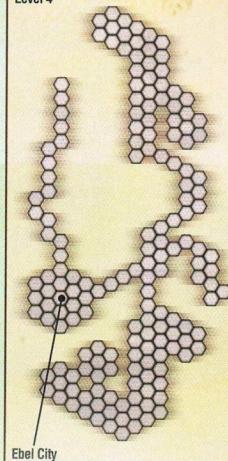
After winning 10 times at Rank 1, the round number is replaced by a star. Each subsequent victory still raises the maximum Allotment, albeit by only $x0.03$ or $x0.02$ per victory. However, with some persistence you can raise the Allotment to $x1.99$ or higher, doubling your Rubies on every round!



POWER STATION CHECKUP



Level 4



Ebel City

ACTIVATING A PATH

The objective is to clear a path to the Hughes Power Station on the World Map. To do so, you must first complete Story Mission "The Garden Party" to obtain

red Energy Hexes. After doing so, return to Level 4 and use a red Energy Hex to reactivate the path blocked by a single red hex.



Continue laying down white Energy Hexes, one after another, to form a single-lane path to the Hughes Power Station. You should be able to accomplish this by using only one red Energy Hex and four white Energy Hexes, laid end to end.

Your last white Energy Hex must be laid at an angle to make the Hughes Power Station pop up on the World Map. Once the Hughes Power Station is visible and available, return to Ebel City and speak to the Familiar Staffer to claim your reward.



RISE AGAINST THE MACHINES

Up like, you may practice for the upcoming chapter by entering the Hughes Power Station to fight a Machinegun Gear. These mechanical enemies are harder to kill thanks to the sturdy protective plates surrounding their core. When aware of any character's position surrounding them, they will rotate to block attacks with these outer shields. To defeat them more easily, move to a new firing position after starting to charge your attack, after the Machinegun Gear has already moved once.



PART III WALKTHROUGH

PROLOGUE

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[NEVERLAND]



CLIENT



Daniel

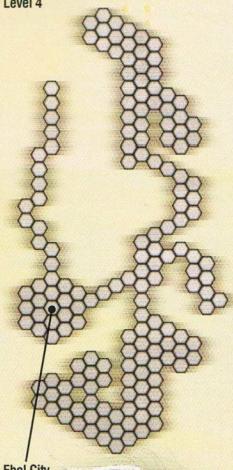
REWARD

Hunter Points ★ 3

Rubies 2000

Items Metal-Coated
Rounds x15

Level 4



Ebol City

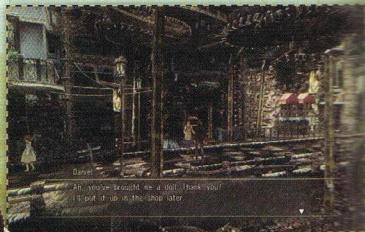
AN ACT OF KINDNESS

A FAMILY-FRIENDLY
WORK ENVIRONMENT

Daniel stands outside the shop only during the day, so return to the Base and rest if you must advance time. Speak to Daniel, then return to Leanne's Room inside the Base and search the back left corner to find **Bongo the Clown**.



Speak to Daniel again outside the shop (again, during the day,) and hand over the clown to complete the mission and receive your reward.



World Map: Level 6

ITEM LIST

- ① Color Lens (R): Gold x1 (L)
- ② Color Lens (L): Gold x1 (L)
- ③ Hand Grenade x5
- ④ First Aid x1
- ⑤ Dog Droppings x1
- ⑥ (Soleil) Golem I x1 (L)
- ⑦ Spray-In: Olive x1 (L)
- ⑧ Molotov Cocktail x5
- ⑨ The Prelate's Medal x1
- ⑩ Spray-In: Rose x1 (Z)
- ⑪ (Vis) Pomme x1 (L)
- ⑫ Cure Kit x1
- ⑬ Escape Hex x1
- ⑭ Bezel Shard x1
- ⑮ (Gilles) Run x1 (L)
- ⑯ (Raz) Vent x1

PART III
WALKTHROUGH
PROLOGUE

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SPECIAL CHALLENGE ENEMIES

- ① Chapter 4:
Dwellest (Lv12), Dolled-Up
Dwellest (Lv48) Bridal Doll
- ② Chapter 4:
Bronze Ooze (Lv12) Perfect Aid
- ③ Chapter 9:
Screw-Top (Lv52), Sprocket
Juggernaut (Lv57) Bezel Shard

FIND MORE DOLLS FOR DANIEL

As he indicates, Daniel is always willing to exchange useful items for dolls you find.

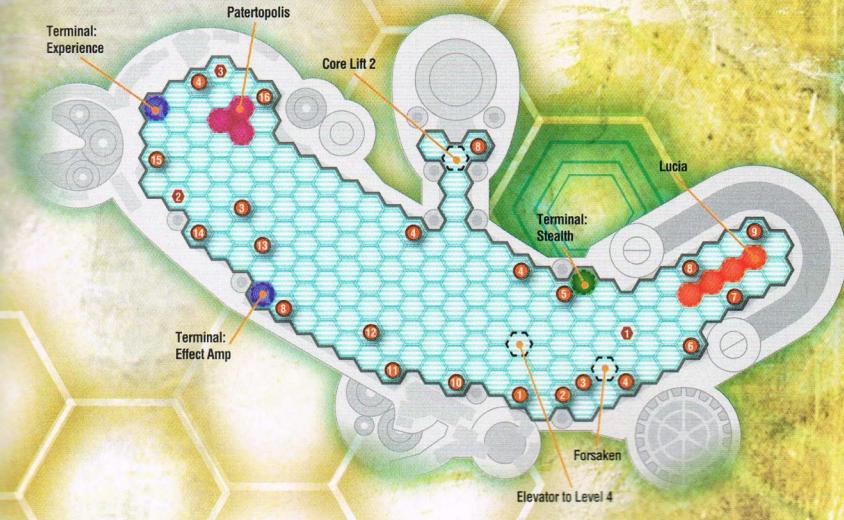
Some dolls can be found by searching various locations, and some can be obtained by defeating special challenge enemies.

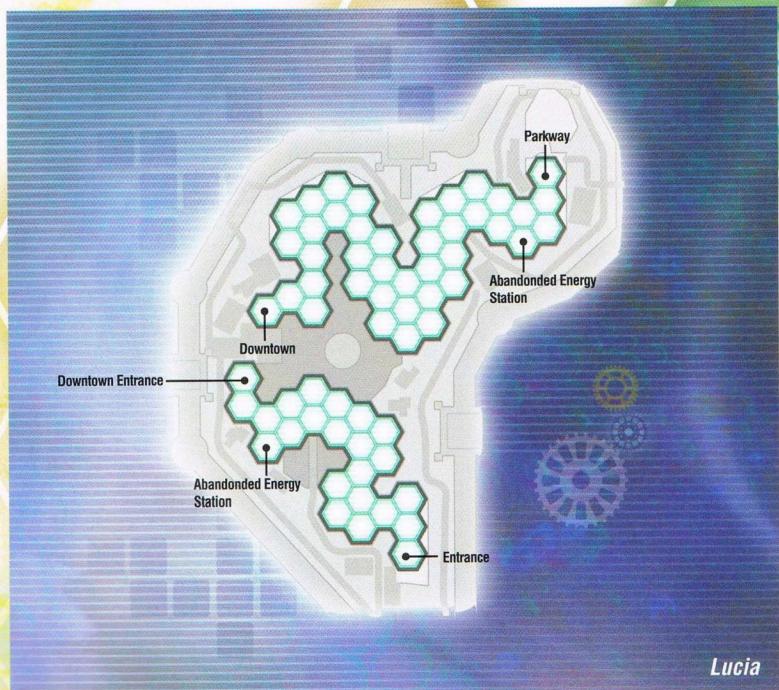
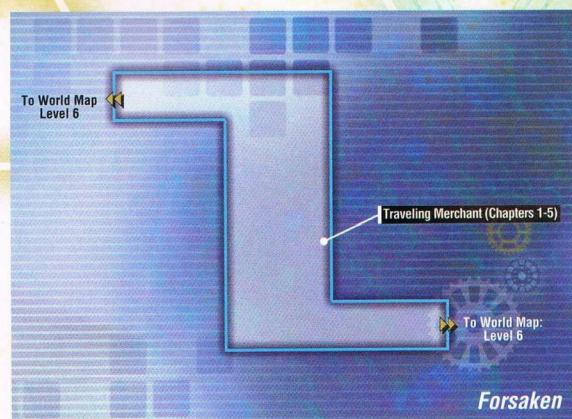
DOLLS

Bongo the Clown
Witchy Mama
Witchy Wallace
Witchy Bazooka
Bridal Doll
Milky Snow
Buddy Bear
Bound Doll
Lucky Doll
Cursed Doll

DANIEL'S EXCHANGE ITEMS

Scattershot Sub-Barrel x1
EXP Trainer x1
Flame-Resistant Vest x1
Barrel Adapter x1
Lucky Charm x1
Smash Grenade x30
Hi-Polymer Padding x1
Salt-Zero Rounds + x30
Germproof Suit x1
Perfect Aid x3





PART III
WALKTHROUGH

PROLOGUE

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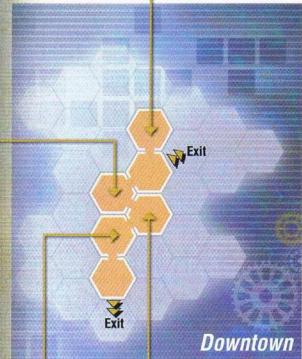
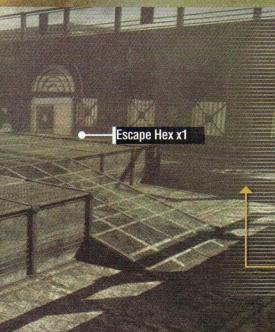
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A BATTLEFIELD REVISITED

THE LOST CITY

CLIENT



Theresa

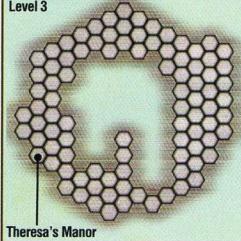
Reward

Hunter Points ★ 25

Rubies ● 20000

Items None

Level 3



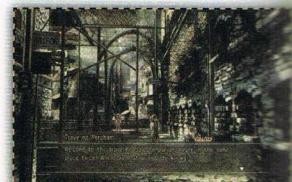
Return to Level 4 and enter Hex Placement mode. Press right on the D-pad to display your colored Energy Hexes. If you haven't already, use one of your newly acquired red hexes to unblock the single red hex preventing access to the Elevator to Level 6. Then create a path to the elevator using a white Energy Hex. Move to the elevator and press Select (Ⓐ on Xbox 360, Ⓣ on PlayStation 3) to ride down to Level 6.



Back Alley
Unregulated and unsafe, alleyways and back roads like these should not be traveled unarmed.

FORSAKEN

Use white Energy Hexes to create a path from the Elevator to Level 4 over to the small one-hex town of Forsaken. The most interesting thing about this tiny pit stop is the Traveling Merchant who sells a few useful items. After visiting Forsaken, return to the World Map and continue placing white Energy Hexes to create a path to Lucia. Then use two red Energy Hexes to reactivate the town itself.



TRAVELING MERCHANT SHOP LIST (FORSAKEN, CHAPTERS 1-5)

TYPE	NAME	PRICE
Tool	First Aid	1000
Tool	Cure Kit	1000
Tool	Escape Hex	1500
Tool	Clairvoyance	250

UNCOVER THE PRELATE'S MEDAL EARLY



Use an extra Energy Hex to activate the hexes above and to the left of Lucia. Reactivating the hex shown in the image here awards **The Prelate's Medal x1**, an item that proves useful in an upcoming mission.



A MAP WITHIN

The Lucia dungeon contains a smaller hex-map you must cross in order to reach the Downtown area. While moving through, you may experience random encounters with enemies. Stop at the Abandoned Energy Station and press Select to rest if needed and save your progress, then proceed to Downtown.



DUNGEON NAVIGATION

The Downtown area consists of six connected areas. You may defeat the enemies in each area, or you may ignore them completely and proceed to the next area through the colored barrier at the far end. The wisest way to play is to defeat the enemies in each area. Extra items appear in copper item boxes in each subsequent area as a reward.



If you have trouble defeating the boss, simply cross back and forth through the first four areas gaining experience until your characters attain higher levels. To gain levels more quickly, switch equipment types so that every character gets to level up with Handguns, Machineguns, and Grenades.



In the third area (through the pink barrier) is an encounter a Drum Carrier. This mechanical monster carries an explosive drum on its body. Use Drum Carriers to help you defeat the other enemies by inflicting only Scratch Damage on it until it moves within a cluster of other enemies. Destroy its inner gauge with Direct Damage to detonate it, and inflict severe damage to all surrounding targets. Just don't do so if any of your allies are within the blast range at the time!



In the fourth area you must use Hero Actions to jump atop the central platform and deal with the Fat Gangsters efficiently. If you can reach this area without a game over, two red item boxes appear behind the central platform each containing Energy Hex x3.





TAR MAN

Level

17

HP 350

Main Body	25% Hard	Weakness: None	Resistance: None
Part 1	100% Hard	Weakness: None	Resistance: None
Part 2	50% Hard	Weakness: None	Resistance: None
Part 3	100% Hard	Weakness: None	Resistance: None
Part 4	50% Hard	Weakness: None	Resistance: None
Part 5	100% Hard	Weakness: None	Resistance: None
Part 6	100% Hard	Weakness: None	Resistance: None
Part 7	100% Hard	Weakness: None	Resistance: Physical
Item Drops	Junk Oil, Sterile Plating, Scrapped Eater TAR		

Tar Man's "flesh" is covered by rock-hard sediment. To inflict actual damage to Tar Man you must first blast away his rocky shell.



Two Drum Carriers will descend from the central platform unless eliminated. Use a handgun-equipped character's first turn to jump onto the central platform and try to take out both Drum Carriers from above before landing.



Load your machine-gunner's Magazine Case with Metal-Coated Rounds. Plot a Hero Action to either side of the Tar Man and jump past it, blasting all of its armor pieces. The MC Rounds inflict damage to all carapaces simultaneously from the air. Now your character who has the Grenade Box can attack with Hand Grenades. Pell Tar Man with a Hand Grenade on each charge, and his carapaces should crumble. He should then prove little problem to defeat.



Tar Man can "regrow" his outer shells by drinking from the oil pool at the center of the area, cooling his tar skin to form stone. He tends to run for the oil when only two carapaces remain, or when his main HP falls below 50% even from Scratch Damage. This is the moment to risk it all by performing a Hero Action with either Vashtron or Leanne to finish off the battle.

HEROES REMEMBERED

After defeating the Tar Man, proceed through the green barrier to the final area. The heroes place the Flower in the statue's hand, completing the mission. After the scene, search the area to find **Fetid Crystal x1** and **Multi-Aid R-S x1**. You may either use an Escape Hex to return to World Map Level 6, or you can backtrack through the Downtown area and defeat smaller enemy contingents for additional experience.



CHAPTER END CHECKLIST: CHAPTER 1

Before returning to base in Ebel City and advancing to Chapter 2, you should achieve the following:

- Completed Story Mission "The Garden Party"
- Completed Story Mission "A Battlefield Revisited"
- Completed Guild Mission "Power Station Checkup"
- Completed Guild Mission "An Act of Kindness"
- Obtained items at Lucia Downtown:
 - HG High Barrel x1, Escape Hex x1, (red) Energy Hex x6, Fetid Crystal x1, Multi-Aid R-S x1
- Optional: Clear Rank 1 at the Arena 11 or more times.

Chapter 2

BLACKOUT

CLIENT

None

RWARD

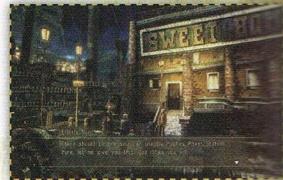
Hunter Points ★ 25

Rubies ● None

Items None

BASEL IN THE DARK

All of Basel remains in perpetual night throughout this chapter. The heroes must head to Hughes Power Station to restore the power. Outside the base, the Elderly Man hands over **Energy Hex** x4 and explains how to use Terminals on the World Map to produce a special effect in a linked area. He also turns over **Metal-Coated Rounds** x50 just for the heck of it. These will come in very handy against the mechanical enemies at the power plant.



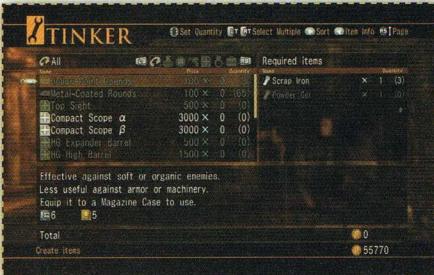
ALWAYS STOP BY THE GUILD!



The three Guild missions also available during Chapter 2 are easily completed while endeavoring to restore the power. Visit the Guild, meet with clients, and complete all side missions in the course of this chapter.

IMPROVE YOUR AMMO

As the Elderly Man indicates, the Tinkerer in the Ebel City Shop now makes Hollow-Point Rounds and Metal-Coated Rounds. Both are easily crafted from materials dropped by defeated enemies at the power plant. Therefore if you run out of either type, just return to Ebel City and make some more.

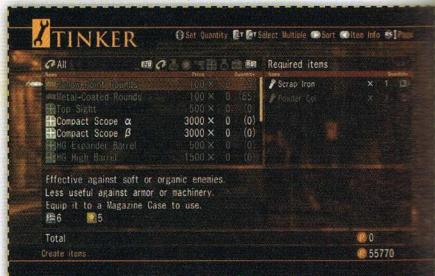


EBEL CITY TINKERER ADDITIONAL ITEMS: CHAPTER 2

NAME	PRICE	REQUIRED ITEMS
Hollow-Point Rounds	100	Scrap Iron x1, Powder Gel x1
Metal-Coated Rounds	100	Scrap Iron x1, Powder Gel x1

MORE RANKS AVAILABLE AT THE ARENA

Before tackling tougher foes at the Hughes Power Station, visit the Arena and gain some more experience against previously bested enemies. During Chapter 2 you may now compete in ranks up to level 5. You must win at least the first three rounds in each rank to make the next rank available.



CONNECT A TERMINAL TO THE POWER STATION

Remember those  Energy Hexes the Elderly will give you? Now you can use them to your advantage. Locate the Terminal on the World Map near the Hughes Power Station. Enter hex mode and use the d-pad to select your  Energy Hexes on the colored hex menu (third from the bottom). Because the hex where the Terminal is located is blue in color, only a  Energy Hex can be used to activate it. The Terminal's effect can be extended for 3 additional hexes on the World Map grid, so you must rotate the blue piece so that one end activates the Terminal and the other end changes the Hughes Power Station's hex to blue.

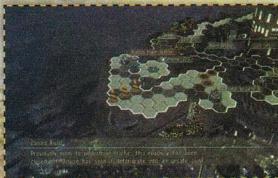


Doing so means that the Terminal's effect extends to the Hughes Power Station, so that you'll receive its benefit while restoring the power and fighting the boss. This Terminal is called "Hint of Luck" because it multiplies the item drop rate $\times 1.5$ in all connected hexes. The Terminal only supports 3 hexes, so there is no point in coloring further tiles.

This effect should help you accumulate tons of Scrap Iron and Powder Gel, the items required to make Metal-Coated Rounds. These are extremely effective against armored enemies or machinery as found in the station.

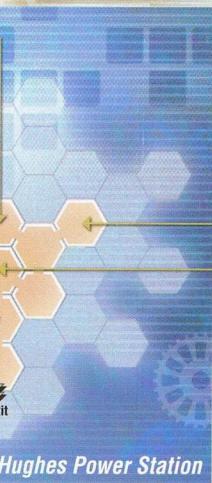
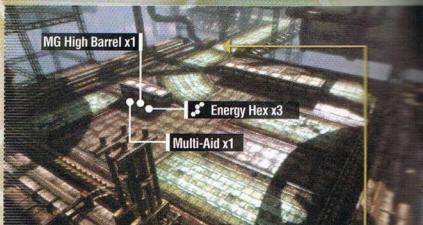
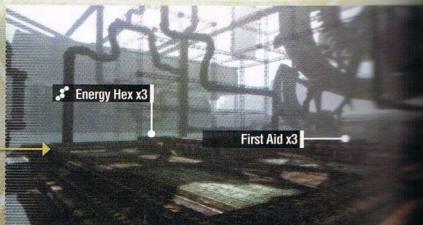
ROADBLOCKS

The road near the Hughes Power Station is cut off by what appears to be three construction cones on the World Map. Touching any of these cones triggers an encounter with three or four Fat Gangsters. At least one roadblock must be taken out in order to proceed to the power station, but it's a wise idea to knock out all three just for the experience.



Throw Hand Grenades if the Gangsters insist on standing close together, and use jumping Hero Actions to help break their gauges more quickly.





Hughes Power Station



EQUIP THE CHARACTERS PROPERLY BEFORE ENTERING THE POWER STATION!

Whoever's holding the machinegun should be equipped with the Magazine Case and Metal-Coated Rounds for use against machines. When targeting organic or unarmored enemies, empty the case beforehand. Plenty of MC Rounds should still be available by the time you reach the boss's lair in the upper west corner of the station. If not, use an Escape Hex to leave the station and return to Ebel City. Pay the Tinkerer to make some more.



PART III
WALKTHROUGH
PROLOGUE

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HUGHES POWER STATION

Unlike the previous chapter, the entrance of the power station is now open. Therefore you can take out each enemy group or proceed to the next area by crossing the colored barrier. Taking down every enemy in your path causes extra items to appear in subsequent areas.



SHOOT THE DRUM CANS



In the third area the path splits. Avoid fighting the enemies during your first visit to the area. Instead, simply head to the right and go through the green barrier.

However, the extra experience from eliminating the Stray Curs and Outcasts encountered here twice is sure to make your party stronger. Use exploding Drum Cans in the area to full advantage by shooting them when enemies are nearby. Additional items in this area include Molotov Cocktail x10.



BUNKER UP

In the second area it's strategically better to attack enemies from behind the closest bunker. On their turns, move your characters up to the barrier until a gun icon appears above their heads. This means they can fire through the bunker, at any angle, to hit targets. Attempting to shoot through a bunker without the icon over the character's head damages it. Bunkers can eventually crumble and fall. Additional items in this area include two boxes of **Energy Hex x3**.



EXPLORE THE Y

Go north up the east "Y" of the power station. In the northeast room are three item boxes (if you defeated all previous enemies) containing **Multi-Aid x1**, **MG High Barrel x1**, and **Energy Hex x3**.



In the western room of the "Y" are **Energy Hex x3** and **First Aid x3**. After clearing the



"Y" of items consider the use of an **Escape Hex** and return to Ebel City to restock. That allows you to make a fresh run at the west portion of the station.

RETURN TO THE CENTER AND HEAD NORTHWEST

From the central area go through the blue barrier to the north. Continue from area to area heading upward. In the last area before the boss you must use the bunker to fullest effect to protect your characters from the enemy onslaught. An **Escape Hex x1** is in the last area as well.



TESLA TORTOISE

Level

HP

28

750

Main Body	100% Hard	Weakness: Electricity	Resistance: None
Part 1	100% Hard	Weakness: Electricity	Resistance: Physical
Part 2	100% Hard	Weakness: Electricity	Resistance: None
Part 3	100% Hard	Weakness: Electricity	Resistance: None
Part 4	100% Hard	Weakness: Electricity	Resistance: None
Part 5	100% Hard	Weakness: Electricity	Resistance: None
Part 6	100% Hard	Weakness: Electricity	Resistance: None
Part 7	100% Hard	Weakness: Electricity	Resistance: None
Item Drops	Scrapped Microchip, Scrap Lead, Scrapped Laser RT1		

TESLA TORTOISE

CONTINUED

It's essential that the machinegun-equipped character in your trio also equips the Magazine Case. Load the Magazine Case with Metal-Coated Rounds so as to weaken the Tortoise's dense metal plates. You must also have plenty of First Aids, Cure Kits, and Hand Grenades.

Start the battle by moving all characters towards the bunkers on either side of the area. The idea isn't to get in the first attack as much as to draw the Tortoise's fire. When moving the person with the machinegun, launch an attack before it zaps that character with its shock ray.

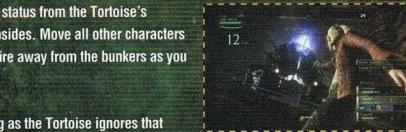
Do not use Hero Actions until very late in the battle! Hero Actions will do insignificant damage and only weaken the Hero Gauge.



By this point at least two of your characters probably will be suffering Shock status from the Tortoise's attacks. Keep these characters safe behind the bunkers until their status subsides. Move all other characters through the center of the area and attack the Tortoise. Try to draw as much fire away from the bunkers as you can so that Shock-inflicted characters always have someplace to run.

The key to victory is to use your machinegun-toting character wisely. As long as the Tortoise ignores that character, move around its exterior and inflict Scratch Damage to as many gauges as possible. That way the handgun-equipped characters have an easier time removing protective shell pieces. Draw attention with the handgun-equipped characters so your machine-gunner remains status free.

Once the inner core of the Tortoise is exposed, move the character equipped with the Grenade Box to the vulnerable side of the machine and hurl Hand Grenades into the center.



The core fully exposed, continue inflicting Scratch Damage, pelting it with Hand Grenades and administering First Aids to keep your Hero Gauge intact until the Tortoise finally topples.

When the last forward shield goes down, the Shock cannon falls off. Though disarmed, the Tesla Tortoise still emits a lightning storm that inflicts Shock to all characters in a short range around it, albeit with lighter damage. During each turn you must move all characters away from the boss before attacking. With

PART III WALKTHROUGH

PROLOGUE

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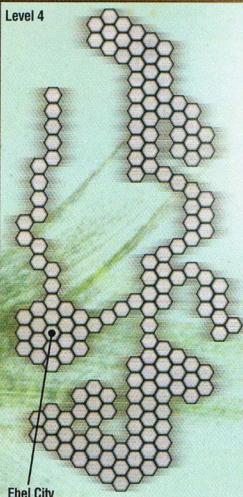
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A FATHER ATTACKED



Level 4



BULLIES RUIN EVERYONE'S DAY

The Familiar Staffer's father was attacked near Café Chelsey and lost his favorite fountain pen. Exit the World Map and look for a special enemy (a red hex marked with a "!"') near the Café. Use a Energy Hex to reactivate the area if needed, then move to the enemy's location. Press Accept to begin combat.



PAPA GREMLIN

The enemy set encountered includes a Papa Gremlin with two regular Gremlins. Use Hero Actions to take out the two subordinates, then surround and attack the Leader from all sides. Each round you should first use the character equipped with the machinegun to weaken Papa Gremlin with Scratch Damage, then the two handgun-armed characters can be more useful. It recovers Scratch Damage quickly, so don't dally.



Papa Gremlin is capable of inflicting over 450 points of damage per attack, so it's important to move all characters away from him at the start of each turn. The Leader focuses on one character in order to break the Hero Gauge. Prevent this by using First Aids on the targeted ally as needed. Hand Grenades prove extremely useful, but move all characters away from Papa Gremlin before using them.

RETURN THE TRINKET

When the Papa Gremlin is defeated, the **Fountain Pen x1** is obtained. Return to Ebel City and hand it over to the Familiar Staffer to complete this mission.





SALVAGE HUNT

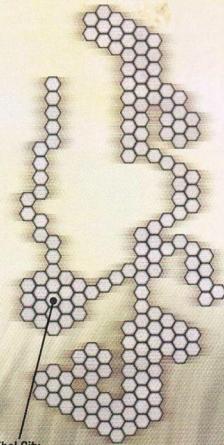
CLIENT



REWARD

Hunter Points	★ 5
Rubies	● 3000
Items	HG Magazine +2

Level 4



Ebel City

IN NEED OF PARTS

You may not recognize Izzy at first. He's the guy who's always bent over looking for items just outside the Guild on Cheyenne Street, so you're more accustomed to seeing him from the wrong end. He's looking for Scrapped Machinegun MS x3, which aren't something you can find on the ground. Machinegun Gears at the Hughes Power Station typically drop them, so this Guild mission fits in nicely with your main quest. Speak to Izzy about this mission before leaving for the power plant. Once you've collected three or more Scrapped Machinegun MS (which should be well before you tackle the power station boss) return to Ebel City and speak to Izzy to claim your reward.

PART III
WALKTHROUGH

PROLOGUE

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LOST IN THE DARKNESS

CLIENT



Charles

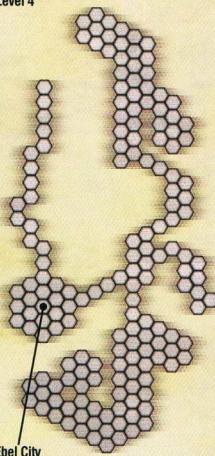
REWARD

Hunter Points ★5

Rubies 3000

Items Barrier Padding

Level 4



UNSECURED SECRETS



Charles typically stands near the World Map entrance to Razzle Street. During the blackout he lost a notebook and needs someone to find it. Speak to him twice and you'll learn of two persons on Level 4 who may have found it.

Go to Café Chelsey and search the chairs stacked on the far left to find the **Dingy Notebook x1**. Return it to Charley on Razzle Street to claim your reward.



CHAPTER END CHECKLIST: CHAPTER 2

Before advancing to Chapter 3, you should achieve the following:

- Completed Story Mission "Blackout"
- Completed Guild Mission "A Father Attacked"
- Completed Guild Mission "Salvage Hunt"
- Completed Guild Mission "Lost in the Darkness"
- Obtained items at Hughes Power Station: Energy Hex x3, Molotov Cocktail x10, Multi-Aid x1, MG High Barrel x1, Energy Hex x3, Energy Hex x3, First Aid x3, Escape Hex x1
- Optional: Clear Ranks 2, 3, 4 and 5 at the Arena at least three or more times each
- After completing all missions thus far and raising Hunter Rank check mailbox outside Base to receive HG High Barrel x1 and First Aid x5

YOU'VE GOT GUILD MAIL!

For completing all missions available thus far in the game, your Hunter Rank should increase. When you return to your Base in Ebel City examine the mailbox outside to find a small bonus, including an **HG High Barrel x1** and **First Aid x5**. When ready to proceed, enter the Base to advance to the next chapter.



Chapter 3

FOR ART ENTHUSIASTS ONLY

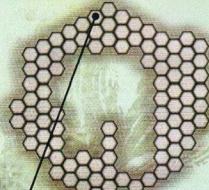
CLIENT

Garigliano

REWARD

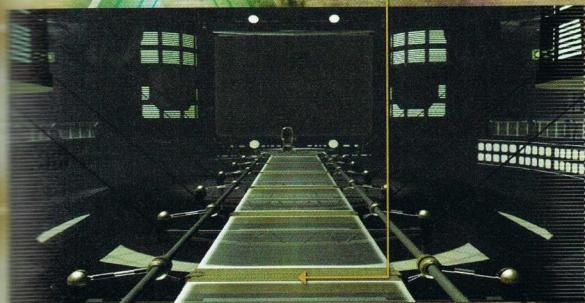
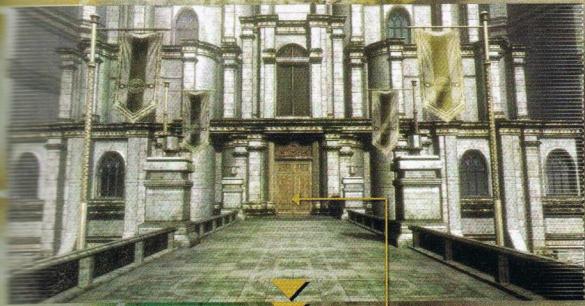
Hunter Points ★ None
Rubies Ⓛ None
Items None

Level 3



Garigliano's Manor

Area Map: Garigliano's Manor



THE GARISH GARIGLIANO

Cardinal Garigliano invites the hunters to visit him at his mansion for an assignment. The letter includes **♂ Energy Hex x3** and **♀ Energy Hex x4** which should prove useful in reaching his estate.



On the World Map, take Core Lift 1 up to Level 3. Enter hex placement mode and use an **♀ Energy Hex** to unlock the route between Theresa's Manor and Garigliano's Manor. Lay the hex in such a way as to activate the Elevator to Level 2 as well. Lay white Energy Hexes to clear a path all the way up to Garigliano's Manor, which must be activated with **♂ Energy Hex x2**.



THE TOTAL IDIOT'S GUIDE TO INSPIRATION

Garigliano is so impressed with Leanne's artistic endeavor that he now wants you all to go to the Forest of Idols on Level 5, find a female mannequin and take it to his Open Air Studio, also located in the same forest. Afterward Garigliano's Doorman gives you **♂ Energy Hex x4** and **♂ Energy Hex x2** to help you clear the path to the forest. This mission is now ended, and "The Search for Beauty" is activated.



NEW FASHIONS IN STOCK!

At the beginning of Chapter 3, Boutique Lily has more threads available in which to adorn Vashyron and Zephyr.

BOUTIQUE LILY APPAREL AVAILABLE: CHAPTER 3

CHARACTER	STYLE	TYPE	ITEM	PRICE
Vashyron	A	Jackets	(Night) Chained	8500
Vashyron	A B	Other	Color Lens (R): Amber	3800
Vashyron	A B	Other	Color Lens (L): Amber	3800
Zephyr	A	Jackets	(LaFleur) Roseo	8600
Zephyr	A B	Other	Spray-In: Black	2500
Zephyr	A B	Other	Color Lens (R): Amber	3800
Zephyr	A B	Other	Color Lens (L): Amber	3800

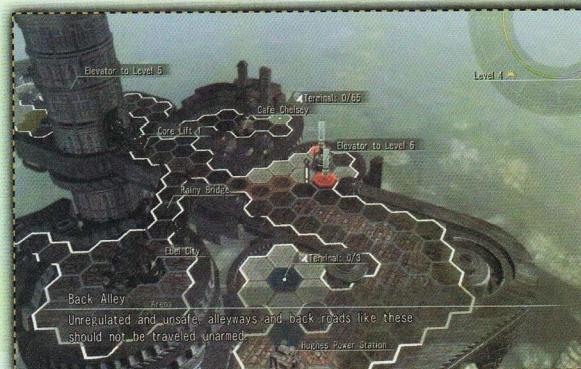
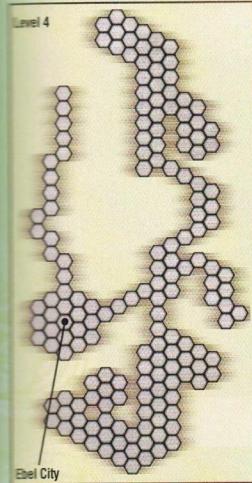


REBEL SUPPRESSION

SEEK OUT THE INSURGENTS

After viewing this mission on the Guild's bulletin board, exit to the World Map. Red hexes marked "!" appear near the Elevator to Level 6 on Level 4. Activate these hexes if needed, move onto either, and press Select to start battle.

Each enemy group consists of Outcasts with shottys. Start each round by letting your machine-gunner go first to weaken gauges with Scratch Damage. Plan your subsequent Hero Actions carefully, ensuring that you'll empty gauges or kill enemies and restore bezels in the Hero Gauge for next round. Equipping Hollow-Point Rounds in the machine-gunner's Magazine Case helps defeat these enemies more quickly, but using them isn't mandatory. Defeat both enemy groups to clear the mission and receive the rewards immediately.



PART III WALKTHROUGH

PROLOGUE

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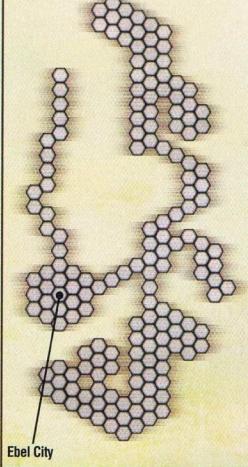
GUILD MISSION OPTIONAL**CLIENT****Familiar Staffer****Reward**

Hunter Points ★ 5

Rubies Ⓛ 4000

Items Ⓛ Compact Scope Ⓛ

Level 4



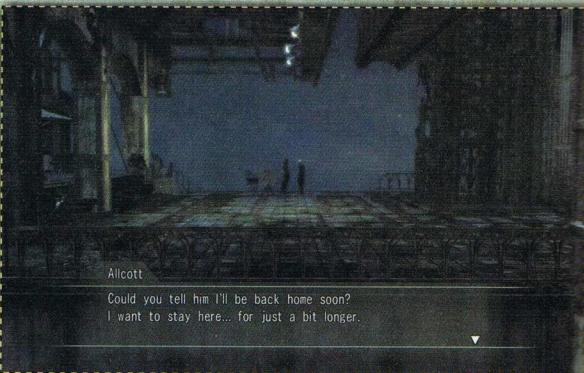
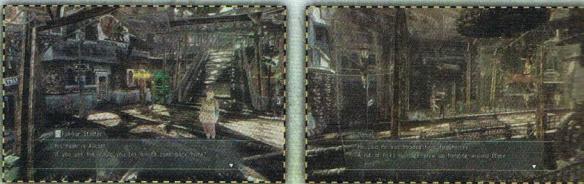
A FEATHER MISSING

CATCHING UP WITH THE ELDERLY

Speak to the Familiar Staffer standing on Cheyenne Street just outside the guild. He needs someone to find his father, Allcott. As you may have noticed previously, the Familiar Staffer indicates that the elderly gent likes to hang out in the shop.

Allcott isn't in the shop, but if you speak twice to Daniel (who stands outside the shop at night) he'll tell you that Allcott was headed for Café Chelsey.

Visit Café Chelsey on the World Map and speak to Allcott, standing at the back. The reminiscing fellow wants you to let his son know he's fine. Return to Ebel City and speak to the Familiar Staffer outside the Guild to claim your reward.





CLIENT



Burnell

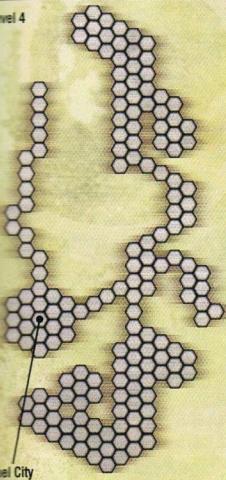
REWARD

Hunter Points ★ 8

Rubies 4000

Items Foregrip

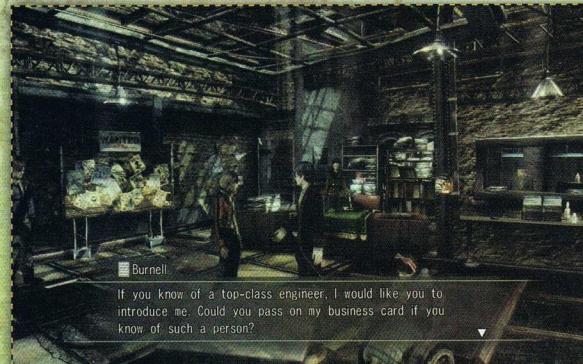
Level 4



MAKING CONTACTS

Complete this easy mission during daylight hours by speaking to Burnell, the man standing behind Kacy, who is in a wheelchair. He hands over his **Business Card (Eng) x1** and wants you to give it to a prominent engineer.

Exit the Guild and speak to Izzy, who now searches for items on the high end of Cheyenne Street during the day. Hand over the card to complete the mission and receive payment.

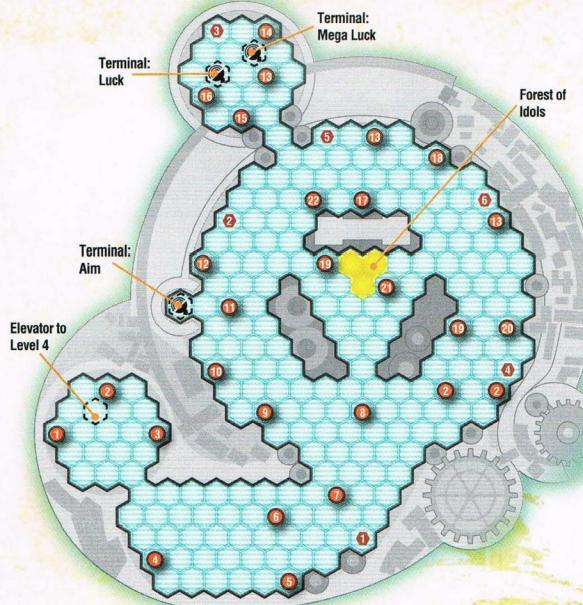
PART III
WALKTHROUGH

PROLOGUE

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(EVERLAND)



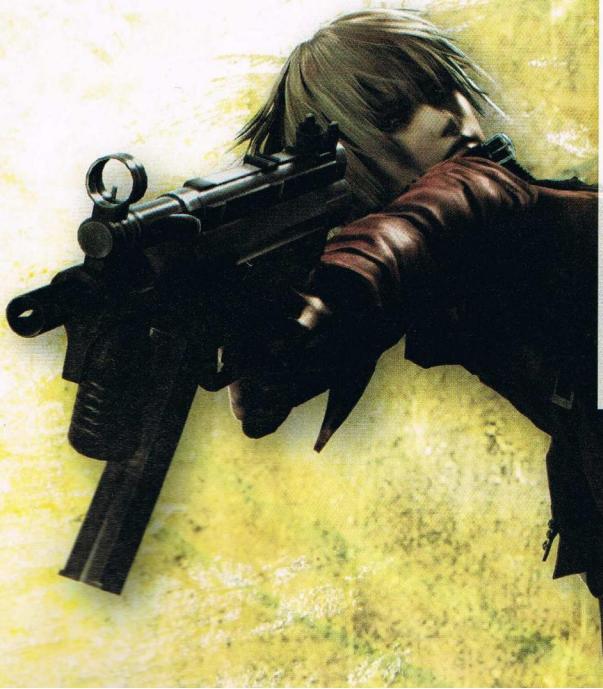
World Map: Level 5

ITEM LIST

- ① Color Lens (R): Green x1 (V)
- ② Molotov Cocktail x5
- ③ Color Lens (L): Green x1 (V)
- ④ First Aid S x1
- ⑤ (Raz) Emerald x1 (L)
- ⑥ Hand Grenade x5
- ⑦ Molotov Cocktail+ x5
- ⑧ Electro Grenade x5
- ⑨ Cure Kit x1
- ⑩ (Vis) Platy x1 (L)
- ⑪ Anti-Heat x1
- ⑫ Toxic Grenade x5
- ⑬ First Aid x1
- ⑭ (Lily) Ange x1 (Z)
- ⑮ Sonic Chug x3
- ⑯ Multi-Aid x1
- ⑰ Anti-Damage x1
- ⑱ (Ra-Jin) Wood x1 (V)
- ⑲ Escape Hex x1
- ⑳ Freezer Grenade x5
- ㉑ Hand Grenade+ x5
- ㉒ Maid Cap: Innocence

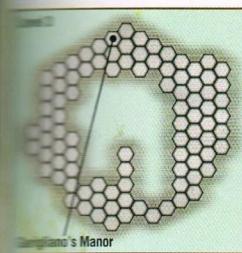
SPECIAL CHALLENGE ENEMIES:

- ① Chapter 3:
Frag Dweller (Lv44),
Outcasts (Lv7) Bezel Shard
- ② Chapter 3:
Shady Thugs (Lv16), Stray Curs (Lv5) Perfect Aid
- ③ Chapter 4:
Shady Thug (Lv16), Rocketfoot (Lv29) Bezel Shard
- ④ Chapter 5:
Hooded Gangster (Lv19),
Rocketfoot (Lv24) Perfect Aid
- ⑤ Chapter 10:
Mask Raider MG (Lv30), Mask
Raider MG (Lv37), Tar Armor (Lv73) Bezel Shard
- ⑥ Chapter 12:
Blob Clown (Lv40) Perfect Aid



THE SEARCH FOR BEAUTY

CLEARING A PATH THROUGH LEVEL 5



Ride the elevator down to level 5. Lay Energy Hexes to clear a path from the elevator all the way over to the Forest of Idols. Creating the path is of utmost importance; if you have Energy Hexes left over you can then begin to activate more hexes off the path. At least two Energy Hexes are required to activate the Forest of Idols.

INCREASING DEFENSES

A few spaces away from the elevator is a roadblock. Upon touching this hex you must fight a large squad of three Stray Curs and three Outcasts. Shoot from behind the bunkers to gain an advantage. When enemies circle the bunkers and reach the group's position, spread out and encircle them instead.



RED HEXES INDICATE CHALLENGE ENEMIES!

Red hexes on the World Map mark the locations of powerful challenge enemies you may fight for extra experience and items. However, accepting these battles isn't recommended until your characters reach higher levels, perhaps after completing Gariglano's mission. A listing of all Special Challenge Enemies has been included at the end of this guide.



PART III
WALKTHROUGH

PROLOGUE

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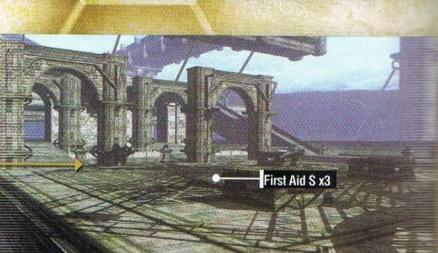
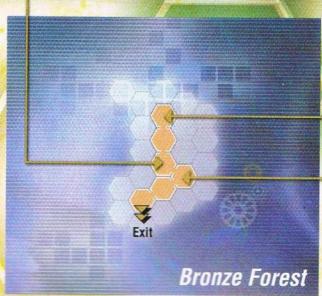
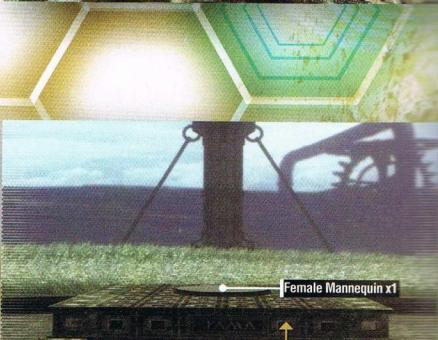
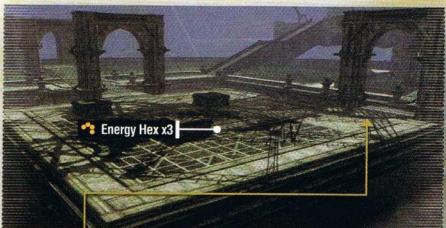
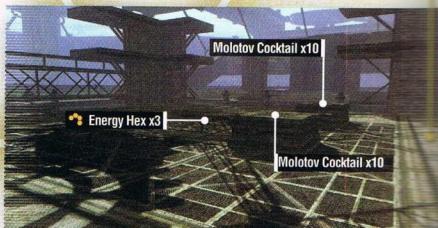
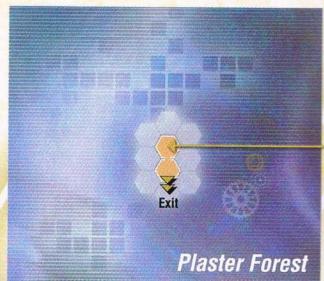
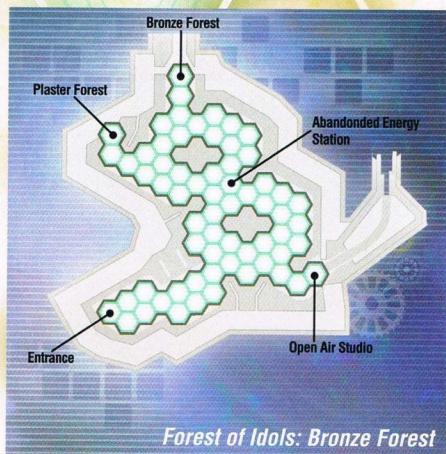
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THE FOREST OF IDOLS

The Forest of Idols is a large area encapsulating several smaller dungeons. Random encounters may occur as you cross the Forest Path tiles. Enemies throughout the forest are animated mannequins with guns and chainsaws attached. All of them are vulnerable to fire, so use Incendiary Rounds and Molotovs if you get in a pinch. Otherwise try to save these items for when you fight the boss.



FOREST ORIENTATION

Use the Abandoned Energy Station in the center of the forest to save and rest when necessary. The Bronze Forest is where Garigliano's female mannequin is located. However, if you stop by the Open Air Studio you can acquire an **Escape Hex x1**.

In the second area of the Plaster Forest you can defeat a small mannequin contingent to access three item boxes containing **Energy Hex x3**, **Molotov Cocktail x10** and **Molotov Cocktail x10**. To reach the latter two items, you must use Hero Actions to jump and land on the platforms.



FINDING THE FEMALE MANNEQUIN

The Bronze Forest is an extremely linear area, navigation wise. Defeat each enemy group and move on. The enemy concentration is a bit thicker in the Bronze Forest, with 5-7 mannequins per area. Start each battle by using barricades to advantage. When mannequins get behind the barricades, start using Hero Actions to weaken and destroy enemy gauges.



In the second area an immediate Hero Action by a handgun-wielder can take out half the enemy party. Simply target the exploding drums in the area and shoot them before the mannequins can move too far away. Otherwise dealing with 7 enemies individually may prove too draining on your recovery and ammo resources.



In the third area all the enemies are standing within a radius of exploding barrels, meaning one shot can take out all foes instantly! In the fourth area an item box contains **Energy Hex x3**.



PART III WALKTHROUGH

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CALIGULA

Level

27



Main Body	75% Hard	Weakness: Fire	Resistance: None
Part 1	75% Hard	Weakness: Fire	Resistance: None
Part 2	75% Hard	Weakness: Fire	Resistance: None
Part 3	75% Hard	Weakness: Fire	Resistance: None
Part 4	75% Hard	Weakness: Fire	Resistance: None
Part 5	75% Hard	Weakness: Fire	Resistance: None
Part 6	75% Hard	Weakness: Fire	Resistance: None
Item Drops	Dusty Mass, Scrapped Gun BD, Scrapped Gun BD, Scrapped Sword B, Scrapped Gun BD		

The boss is capable of creating mannequins, so avoid targeting or focusing your attacks on any sidekicks. The sidekicks naturally get in your hair while Caligula sometimes retreats to give itself time to recover from Scratch Damage. Hitting it with a constant barrage of Molotovs every round reduces its ability to recover.

The real challenge of this battle is pursuing Caligula around the ring, breaking its outer gauges to create vulnerability, then exploiting that vulnerability with immolating ammunition, all before the sidekicks manage to damage the Hero Gauge by taking a character's HP gauge down to zero. This boss version of Caligula also drops a Bezel Shard when defeated.



OBJECT OF BEAUTY

Proceed through the green barrier beyond Caligula's location to obtain the **Female Mannequin x1**. Return to the Bronze Forest; the enemy numbers are greatly subdued on the return trip until you get closer to the exit.



Use the Abandoned Energy Station to save and rest if needed.

Proceed to the Open Air Studio. Garigliano is there to accept his prize,



and delivers your mission bounty plus a **Station Hex x1**.

STYLE B CLOTHES AVAILABLE!

As indicated in-game, you can now change your characters into more casual style B clothes. This style dresses the characters in Shirts, Skirts, and Jeans instead of Jackets and Coats. Change clothes if you like when you return to Base. Also, Boutique Lily now carries an astonishing assortment of Shirts and style B items.



BOUTIQUE LILY APPAREL AVAILABLE: CHAPTER 3 END

CHARACTER	STYLE	TYPE	ITEM	PRICE
Leanne	B	Shirts	(Vis) Saffron	2800
Leanne	B	Shirts	(Vis) Onyx	2800
Leanne	B	Shirts	(Vis) Bordeaux	2800
Vashyron	B	Shirts	(Lily) Charm	3000
Vashyron	B	Shirts	(Lily) Fellow	3000
Vashyron	B	Shirts	(Lily) Nuance	3000
Zephyr	B	Shirts	(SYS) Basic	2800
Zephyr	B	Shirts	(SYS) Gear	2800
Zephyr	B	Shirts	(SYS) Neutral	2800
Zephyr	B	Shirts	ND3-ZPH	3000
Zephyr	B	Shirts	YUTOONZT-M	3000
Zephyr	B	Shirts	feebeet-02	3000
Zephyr	B	Shirts	TokyoAlice01	3000
Zephyr	B	Shirts	(SEGA) Triangle	3000
Zephyr	B	Shirts	(SEGA) Run & Run	3000
Zephyr	B	Shirts	(SEGA) Zephyr	3000
Zephyr	B	Shirts	(Victory) Fate	3000
Zephyr	B	Shirts	(Victory) Basel	3000
Zephyr	B	Shirts	(Victory) Memory	3000
Zephyr	B	Pants	(Gilles) Indigo	5600
Zephyr	B	Pants	(Gilles) Black	6800
Zephyr	B	Boots	(Gilles) Rainbow	4800
Zephyr	B	Other	(SYS) Piano	3800

PART III WALITHROUGH

PROLOGUE

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CHAPTER END CHECKLIST: CHAPTER 3

Before advancing to Chapter 4, you should complete the following:

- Completed Story Mission "For Art Enthusiasts Only"
- Completed Story Mission "The Search for Beauty"
- Completed Guild Mission "Rebel Suppression"
- Completed Guild Mission "A Father Missing"
- Completed Guild Mission "The Effort to Stand"
- Obtained items at Forest of Idols: Open Air Studio: Escape Hex x1
- Obtained items at Forest of Idols: Plaster Forest:
 - Energy Hex x3, Molotov Cocktail x10, Molotov Cocktail x10
- Obtained item at Forest of Idols: Bronze Forest:
 - Energy Hex x3
- Optional: Clear Ranks 6 and 7 at the Arena at least three or more times each
- Optional: Defeat the challenge enemies located where you find red hexes on Levels 4 and 5.

Chapter 4

THE INVITATION

CLIENT

Jean Paulet

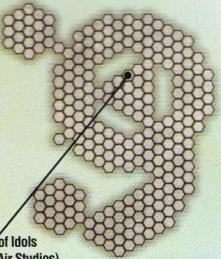
RWARD

Hunter Points ★ None

Rubies ● None

Items None

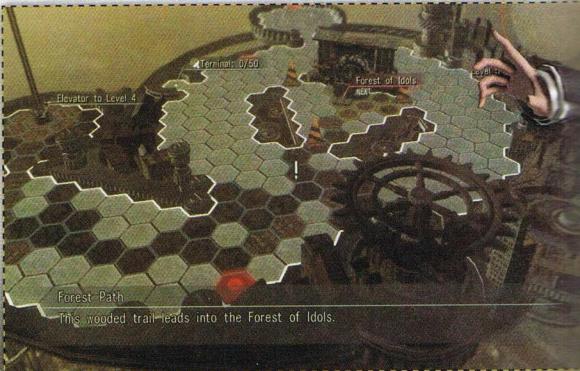
Level 5

Forest of Idols
(Open Air Studios)

ENTER MR. DRAMATIC

Complete all other Guild Missions prior to engaging the first story mission of Chapter 4. Just when you hoped you'd seen the last of the Forest of Idols, your next story mission calls you right back.

Several roadblocks attempt to prevent you from descending to Level 5 and navigating back to the Forest. Once inside, save at the Abandoned Energy Station and prepare yourself for quite a task! Jean Paulet needs you to escort his beautiful statue through enemy-laden areas of Open Air Studio. If the statue is destroyed, the game ends immediately! The mission now switches over to "Honorable Work," covered at the end of this section. You may exit the Forest to complete other missions or practice at the Arena if desired.





CLIENT



The Cardinals

REWARD

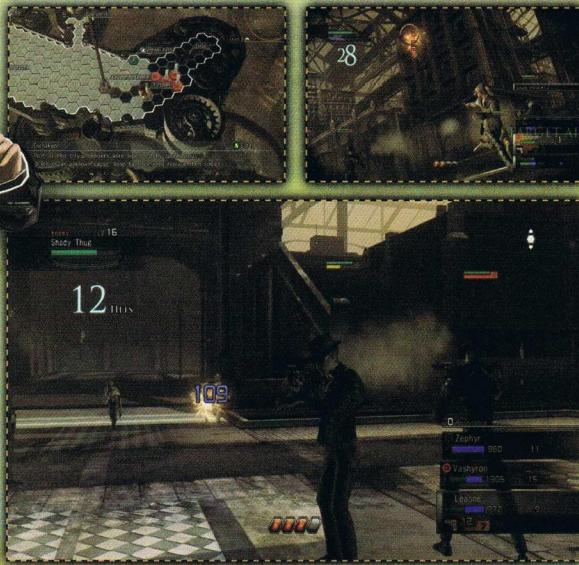
Hunter Points	★ 10
Rubies	● 1000
Items	Incendiary Rounds x20

REBEL SUPPRESSION 2

TERRORIST UPRISING

More rebels have been spotted near Lucia on Level 6. Take the elevator down and look for three red hexes marked with "!"'. There is another challenge battle in the same area, but it is not marked. Avoid this one, and instead move to the other three hexes and press Accept to engage in battle with the rebels.

Enemies encountered include Lv16 Shady Thugs, and you must fight in open areas without bunkers to hide behind. Use Hero Actions wisely. If you can't break a gauge or two to refill the Hero Gauge, don't use a Hero Action. Use of Hollow-Point Rounds and Hand Grenades also helps. If you're still feeling too underpowered to persevere, spend some time at the Arena. Two of the enemy groups consist of three members, while one has five. Eliminate all three groups to complete the mission.

PART III
WALITHBOUGH

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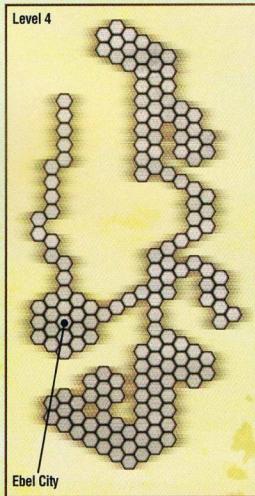
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CHAPTER 4

GUILD MISSION OPTIONAL



CLIENT	
Miranda	
RWARD	
Hunter Points	★ 8
Rubies	● 2000
Items	● Bolt Padding

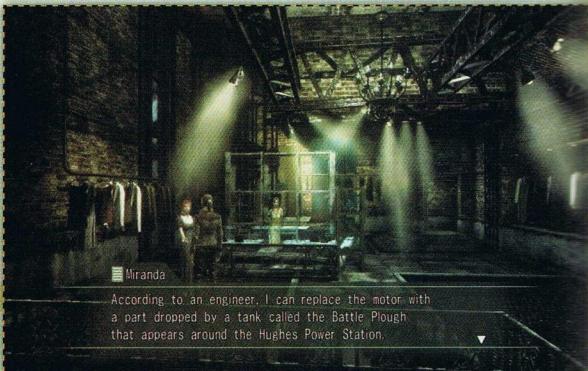


THE BROKEN SEWING MACHINE

LIFE WITHOUT FASHION IS BORING!

Speak to Miranda, who stands inside Boutique Lily. Her sewing machine is run down and she needs a replacement part. An enemy called "Battle Plough" drops the only part that will do the trick. Check your supply of Metal-Coated Rounds before exiting town.

Three red hexes marked with "!" lie near the Hughes Power Station. Move to any of these and press Accept to begin combat. The Battle Plough is in the center hex. The other encounters are optional, but good for experience as always.



THE BATTLE PLOUGH

SAVE THE BOUTIQUE, SAVE RUBIES!

The Broken Sewing Machine is the first of several Guild Missions that keep Boutique Lily open. If you do not complete any of Miranda's missions in this or subsequent Chapters then the Boutique will close.

If the Boutique closes due to incomplete missions, Miranda stands outside the shop doors. To reopen the Boutique, speak to her and pay her whatever she needs to reopen. The sum required rises depending on how many Chapters go by without completing any fashion missions. For instance, if you complete none of Miranda's missions and try to reopen the Boutique during Chapter 16 the cost to reopen is a staggering 50,000 Rubies!



The Battle Plough is a tough mechanical enemy not dissimilar from the Tesla Tortoise, though not as fast either. Equip your machine-gunner with the Magazine Case and Metal-Coated Rounds. While that person weakens its shields, the one with the First Aid Kit needs to try to keep the Hero Gauge active by administering First Aids every round.

The Battle Plough's cannon blasts are enough to knock health down by almost half per attack. While moving, avoid the generator on the left side; when it explodes anyone within range is afflicted with Shock status.

As soon as its shields on one side are down, focus on inflicting Scratch Damage to its body and finishing it off. It's vulnerable to Lightning, so Electro Grenades inflict good damage. The Battle Plough drops the **Berserk Motor X1** when defeated.

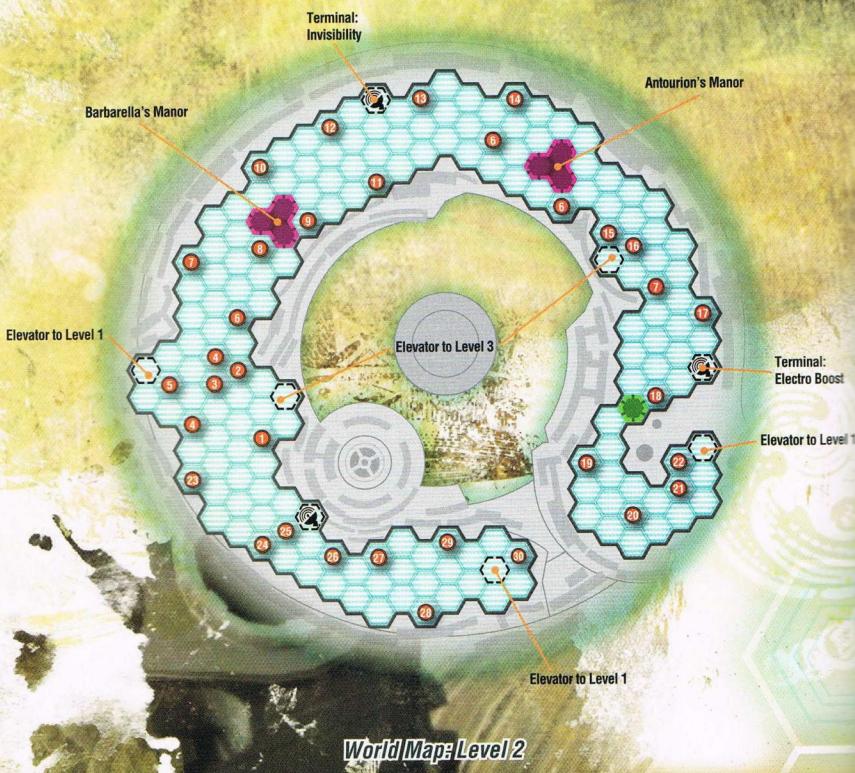


Return to Boutique Lily and hand over the Berserk Motor. For completing this mission, Miranda also adds new items to the Boutique's inventory for Zephyr:

BOUTIQUE LILY APPAREL AVAILABLE: COMPLETE "THE BROKEN SEWING MACHINE"

CHARACTER	STYLE	TYPE	ITEM	PRICE
Zephyr	A	Jackets	(Luvino) Chocolat	9800
Zephyr	A	Shirts	(SYS) White	6400
Zephyr	A	Shirts	(SYS) Ash	6400
Zephyr	A	Pants	(Gilles) Pearl	9300
Zephyr	A	Boots	(ARES) Fullmetal	16000
Zephyr	B	Shirts	(Gilles) Lunch	3000

PART III	
WALKTHROUGH	
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World Map: Level 2

ITEM LIST

- ① ⚡ Energy Hex x2
- ② ⚡ Energy Hex x2
- ③ Multi-Aid x2
- ④ ⚡ Energy Hex x2
- ⑤ Anti-Ice x1
- ⑥ Escape Hex x1
- ⑦ ⚡ Energy Hex x2
- ⑧ Anti-Heat x1
- ⑨ Color Lens (R): Purple x1 (L)
- ⑩ (Soleil) Beads x1 (L)
- ⑪ Color Lens (L): Purple x1 (L)
- ⑫ Electro Grenade+ x5
- ⑬ Toxic Grenade+ x5
- ⑭ Spray-In: Olive x1 (Z)
- ⑮ Multi-Aid x1
- ⑯ Molotov Cocktail++ x5
- ⑰ (Vis) Leanne x1
- ⑱ Sonic Chug x1
- ⑲ Cat-Kit: Black x1 (L)
- ⑳ Freezer Grenade x5
- ㉑ ⚡ Energy Hex x3
- ㉒ Anti-Damage x1
- ㉓ Spray-In: Rose x1 (V)
- ㉔ Molotov Cocktail+ x5
- ㉕ First Aid S x1
- ㉖ ⚡ Energy Hex x2
- ㉗ Hand Grenade+ x5
- ㉘ First Aid x1
- ㉙ Cure Kit-R x3
- ㉚ Anti-Toxin x1



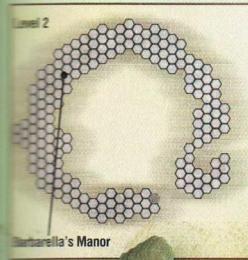
CLIENT



Lex

REWARD

Hunter Points ★ 5
 Rubies 3000
 Items HG Magazine +4



ALL-NATURAL MEAT

LOOKS LIKE MEAT'S BACK ON THE MENU!

Lex is looking for a single piece of Quality Meat that he can cook for Cardinal Barbarella. The only enemy you've encountered thus far that drops this item is a Dwellest. These appear at Hughes Power Station, so go fight more of these squeaking giants if needed.

With a piece of Quality Meat in possession, ride Core Lift 1 up to Level 3, then take the elevator near Theresa's Manor up to Level 2. Lay Energy Hexes to form a path to Barbarella's Manor. To activate the location itself requires a ♡ Energy Hex which you may have previously obtained from an Outcast STG, also encountered at the Hughes Power Station.

Lex is pacing outside the manor. Speak to him twice and hand over a piece of Quality Meat to complete this mission.

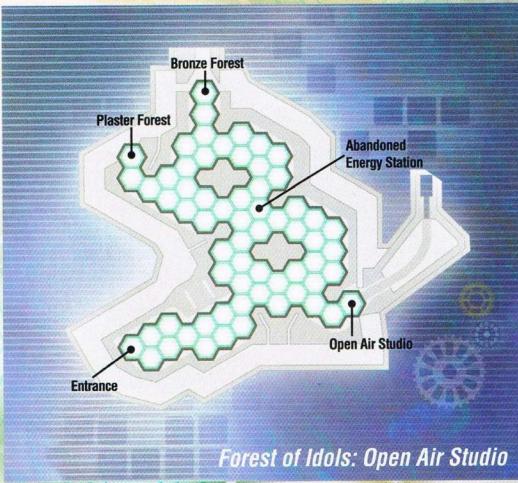


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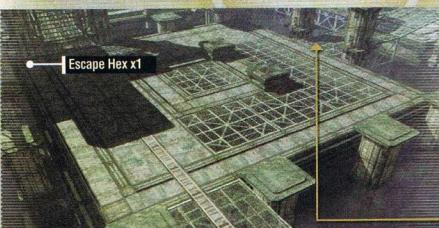
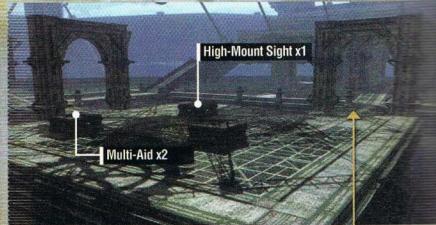
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CHAPTER 4

96



Forest of Idols: Open Air Studio



Open Air Studio

HONORABLE WORK

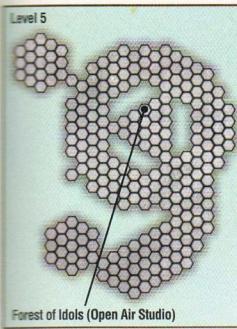
CLIENT



Jean Paulet

Reward

Hunter Points	★ 30
Rubies	● 20000
Items	None



FORCE EARLY DETONATIONS

In the third area it is important to detonate the Drum Cans along the track before the statue reaches the central area. Otherwise the enemies will gladly blow up the Drum Cans with the artwork nearby. Move into the center of the area and shoot the Drum Cans, whether enemies are near them or not.

The fourth area requires sharp Hero Actions once again. When the threat is suppressed, jump onto the platforms and open the item boxes to obtain **Multi-Aid x2** and **High-Mount Sight x1**. In the fifth area, simply move one of your handgun-equipped characters forward and shoot a Drum Can to take out all three enemies simultaneously. An item box in the corner contains the obligatory **Escape Hex x1**. Take a moment to equip Molotov Cocktails and Incendiary Rounds before proceeding to the final area.



ESCORT INTO HELL

Equip Incendiary Rounds and make plenty of extra Hollow-Point Rounds before leaving Ebel City to take on this mission. Your team must escort the merciful goddess statue to the far end of Open Air Studio. The statue automatically follows a track through five areas. The mannequins in each area attempt to destroy it.



All mannequins must be eliminated as quickly as possible to mitigate the damage to the statue. You cannot move ahead and leave the statue behind if enemies are still active in the area. However, if the statue reaches the next area before all enemies are defeated you should advance to the next area immediately to avoid leaving the statue a sitting target. In the sixth and final area you must defeat a boss before it can grind the statue into iron filings.

THIS CALLS FOR DESPERATE HERO ACTIONS

In the first area it should be easy enough to dispatch the mostly-stationary mannequins with leaping Hero Actions. Enemies in the second area try to approach the statue and use their chainsaws to inflict massive damage. Avoid plotting Hero Actions where your characters end up too far away from the statue to save it from this. Target the enemies closest to the statue and eliminate it wherever the statue moves in the room.

PART III
WALKTHROUGH

PROLOGUE
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RETURN OF CALIGULA

Level HP

27

1750

Main Body	75% Hard	Weakness: Fire Resistance: None
Part 1	75% Hard	Weakness: Fire Resistance: None
Part 2	75% Hard	Weakness: Fire Resistance: None
Part 3	75% Hard	Weakness: Fire Resistance: None
Item Drops	Dusty Mass, Scrapped Gun KBD, Scrapped Gun KBD	

The boss and its two henchmen advance on the statue to grind it to dust. If the statue has only a quarter health remaining or less, you won't be able to defeat the boss in time to save the statue. However, after a Game Over you can pay to "Recover Hero Gauge and Retry" and the statue will recover full health. This only costs 50,000 Rubies, which may be preferable to replaying the entire stage over again.

Instead of using Hero Actions, simply fan out to the sides and wait for Caligula to move between your characters. It's completely unprotected from the sides. First have your machine-gunner hit its body with Incendiary or Hollow-Point Rounds. Next, assault it with handgun fire and Molotov Cocktails, preferably in that order. As before, ignore its underlings and the damage they attempt to inflict on your characters. Assault Return of Caligula's body every round to destroy it as quickly as possible.



CHAPTER END CHECKLIST: CHAPTER 4

Before advancing to Chapter 5, you should achieve the following:

- Completed Story Mission "The Invitation"
- Completed Story Mission "Honorable Work"
- Completed Guild Mission "Rebel Suppression 2"
- Completed Guild Mission "The Broken Sewing Machine"
- Completed Guild Mission "All-Natural Meat"
- Obtained items at Forest of Idols: Open Air Studio: Multi-Aid x2, High-Mount Sight x1, Escape Hex x1
- Optional: Clear Ranks 8 and 9 at the Arena at least three or more times each
- Optional: Take on special challenge enemies appearing at red hexes on Level 5 and 6.
- Having cleared all missions available thus far, check the mailbox outside Base to find a reward from the Guild for raising Hunter Rank: MG Magazine +6 x1, Cure Kit x3

Chapter 5

BARBARELLA'S CRISIS

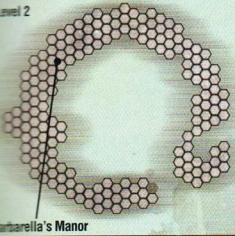
CLIENT

Barbarella

Reward

Hunter Points	★ None
Rubies	● None
Items	None

Level 2

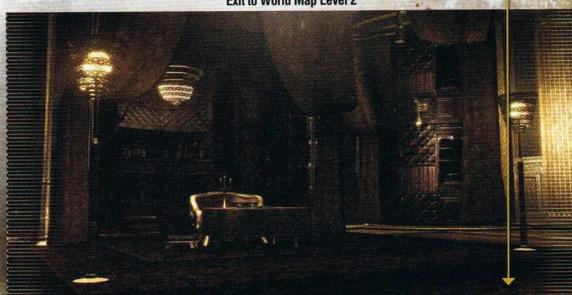
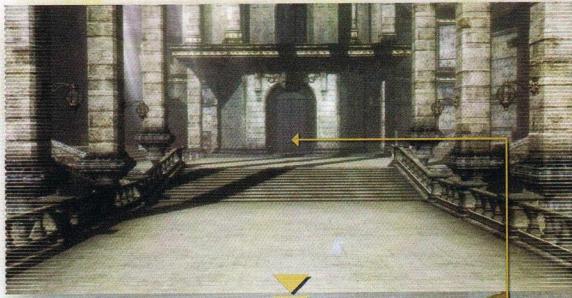


Barbarella's Manor

FREUD REMNANTS AND DAKOTA VEIN AVAILABLE!

During Chapter 5, two new areas become available for exploration: Freud Remnants and Dakota Veins. The enemies are extremely difficult to overcome until your characters are higher level. However, if you're up to the challenge, there are powerful rewards waiting for you at each location. Flip ahead to Chapter 8 in the walkthrough for more information about what you can find.

Area Map: Barbarella's Manor



A MATTER OF TASTE... OR NOT

The party acquires **♂ Energy Hex x3** and **♀ Energy Hex x3** at the chapter start. Barbarella wishes for you to visit her at her manor on Level 2. If you did not activate her manor during Chapter 4, then do so now. After talking to Barbarella, her doorman gives you the **Core Lift 2 Pass x1** and **Molotov Cocktail x25**. With Core Lift 2 pass you now have access to Levels 7 through 9, and can complete several additional Guild missions before fetching Barbarella her wine. This mission ends automatically and "Not to be Denied" begins.



THE TINKERER NOW MAKES MOLOTOVS AND HAND GRENADES

Use the surely bountiful amount of items gained by defeating marionettes in the Forest of Idols by paying the Tinkerer to combine them into Molotov Cocktails. Most of the enemies encountered in Chapter 5 are weak against Fire, so have as many Molotovs on hand as possible before setting out.

EBEL CITY TINKERER ADDITIONAL ITEMS: CHAPTER 5

NAME	PRICE	REQUIRED ITEMS
Molotov Cocktail	100	Fabric Scrap x1, Glass Shard x1, Gasoline x1
Hand Grenade	100	Scrap Iron x1, Powder Gel x1, Rookie Grenade x1

ZEPHYR'S NEW 'TUDE

Boutique Lily has a few new T-shirts for Zephyr and dozens of new cowboy shirts for Vashyron at the start of Chapter 5.

BOUTIQUE LILY APPAREL AVAILABLE: COMPLETE "THE BROKEN SEWING MACHINE"

CHARACTER	STYLE	TYPE	ITEM	PRICE
Vashyron	B	Shirts	(Classique) Giappone	3000
Vashyron	B	Shirts	(ARES) Gun	3000
Vashyron	B	Shirts	ND3-VCH	3000
Vashyron	B	Shirts	YUTOON2-Shirt	3000
Vashyron	B	Shirts	feebeet-30	3000
Vashyron	B	Shirts	TokyoAlice02	3000
Vashyron	B	Shirts	TokyoAlice03	3000
Vashyron	B	Shirts	(SEGA) Triangle	3000
Vashyron	B	Shirts	(SEGA) Run & Run	3000
Vashyron	B	Shirts	(SEGA) Vashyron	3000
Vashyron	B	Shirts	(Victory) Fate	3000
Vashyron	B	Shirts	(Victory) Angels	3000
Vashyron	B	Shirts	(Victory) Riddle	3000
Vashyron	A	Pants	(Gilles) Roots: White	7900
Zephyr	B	Shirts	(Luvino) Fit	3000
Zephyr	B	Shirts	(Lily) Madonna	3000
Zephyr	B	Shirts	(Gilles) Player	3000

GUILD MISSION POSTINGS

From Chapter 5 forward all Guild Missions appear on the board three at a time, posted in the order they are described here. Complete any Guild Mission and another will be added to the bulletin.



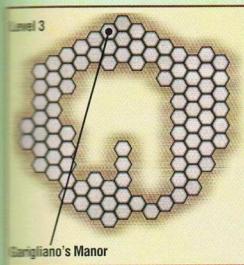
CLIENT



Garigliano

REWARD

Hunter Points ★ 10
 Rubies 5000
 Items ⚙ Ice-Resistant Vest



AT JEAN PAULET'S MANOR

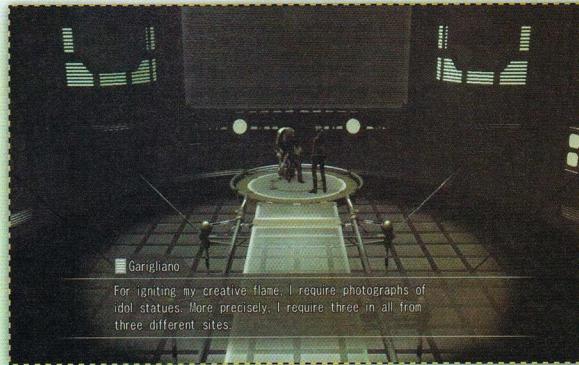
To snap the first photo, activate a path on Level 3 leading from Garigliano's Manor to Jean Paulet's Manor. In the courtyard outside, approach the statue on the left and examine it to snap the **Sublime Idol Photo x1**. One down, two to go.



IGNITING CREATIVITY

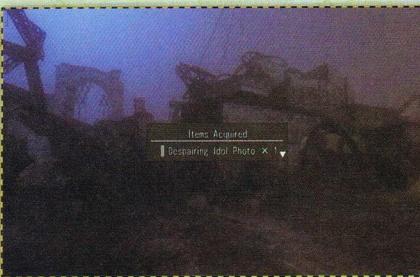
PHOTOJOURNALISM TIME

Visit Garigliano at his Manor on Level 3. Seeking inspiration, he wants you to photograph three idols at three different World Map locations. He loans you **Garigliano's Camera x1** temporarily so you can take pictures.



REVISIT LUCIA

Take Core Lift 1 down to Level 4, then ride the Elevator to Level 6. Enter Lucia and fight all the way through the Downtown area to reach the statue where previously you placed the flower. Examine the statue to snap the **Despairing Idol Photo x1**.

PART III
WALKTHROUGH

- PROLOGUE
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CHAPTER 5 GUILD MISSION OPTIONAL

World Map: Level 7

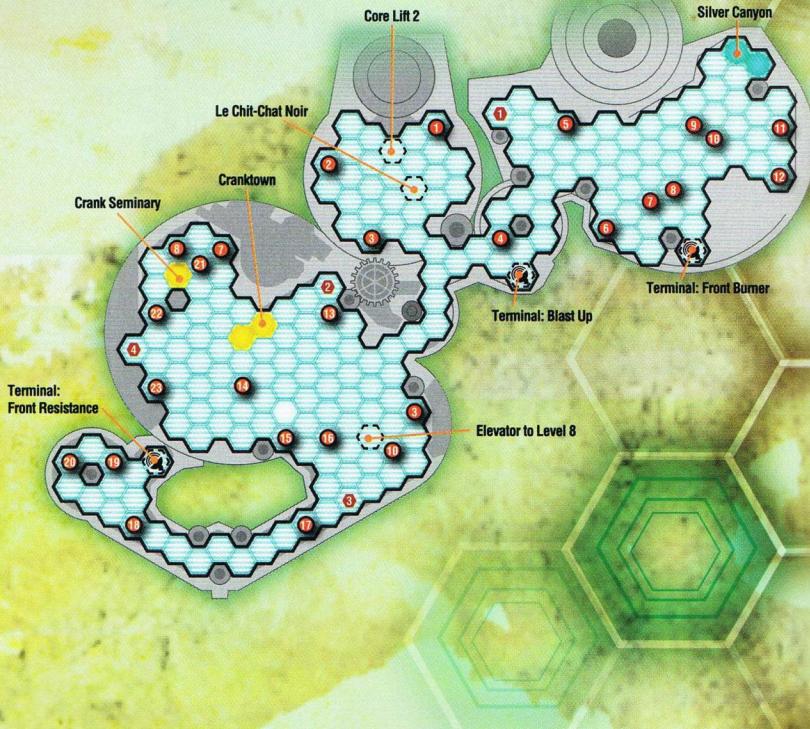
ITEM LIST

- ① (Night) Driver x1 (V)
- ② (LaFleur) Tree x1 (L)
- ③ Incendiary Rounds x5
- ④ Escape Hex x1
- ⑤ Molotov Cocktail+ x5
- ⑥ First Aid S x1
- ⑦ Hollow-Point Rounds x5
- ⑧ Cure Kit-R x1
- ⑨ Dog Droppings x1
- ⑩ Anti-Ice x1
- ⑪ (Soleil) Blood x1 (L)
- ⑫ Cat-Kit: Tiger x1 (L)

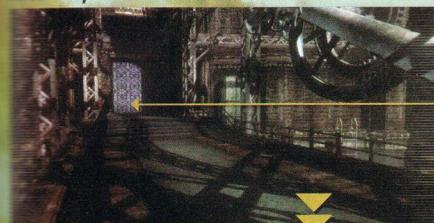
- ⑬ Color Lens (L): Purple x1 (Z)
- ⑭ (ARES) Valkyrie x1 (L)
- ⑮ Toxic Grenade+ x5
- ⑯ Anti-Bolt x1
- ⑰ (Raz) Smoothie x1 (L)
- ⑱ (Raz) Sylphid x1 (L)
- ⑲ (Lily) Marshmallow x1 (V)
- ⑳ Anti-Ice x3
- ㉑ Electro Grenade+ x5
- ㉒ Color Lens (R): Purple x1 (Z)
- ㉓ (Vis) Orient I x1 (L)

SPECIAL CHALLENGE ENEMIES

- ① Chapter 5: Hooded Gangster (Lv19) Bezel Shard
- ② Chapter 7: Heavy Tiger (Lv28) Bezel Shard
- ③ Chapter 10: Dweller (Lv4), Pistol Dweller (Lv6), Prop Dweller (Lv17), Junk Mimic (Lv20), Wrecking Baller (Lv29), MaxxRaider MG (Lv37) Perfect Aid
- ④ Chapter 11: Hell Shots (Lv30), BlobClown (Lv49) Bezel Shard



Area Map: Core Lift 2



Exit to World Map Level 4



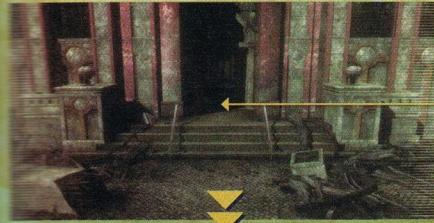
Exit to World Map Level 7



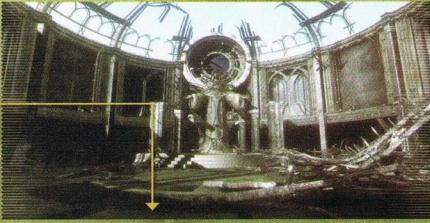
PART III
WALKTHROUGH
PROLOGUE

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Area Map: Crank Seminary



Exit to World Map Level 7



ENTER LEVEL 7

Ride Core Lift 2 down to Level 7. Use Energy Hexes to activate a path through Level 7 to Crank Seminary. Enter Crank Seminary and examine the Idol inside to snap the **Malevolent Idol Photo x1**. Now just return to Gargilano's little throne room and hand over the photos to get paid.



CRANKTOWN

While working on Level 7 for Garigliano, it behooves a true Hunter to visit Cranktown and its fabulous shops. Rest inside the Inn for 100 Rubies, or use the changing booth in the back to switch outfits. In the Guild you can also exchange Energy Hexes for Station Hexes and view the Bestiary.

Widlar Street is the scene of several sidewalk shops. The Tinkerer in Cranktown can make many types of ammunition. Make as much Incendiary Ammo as possible and also craft at least two Ice-Resistant Vests before heading out to Silver Canyon on behalf of Barbarella.



CRANKTOWN SHOP LIST

TYPE	NAME	PRICE
Tool	First Aid	1000
Tool	Cure Kit	1000
Tool	Escape Hex	1500
Tool	Clairvoyance	250
Tool	Rookie Grenade	50
Custom Parts	Rookie Sight	1000
Custom Parts	HG Rookie Barrel	1000
Custom Parts	MG Rookie Barrel	1000
Custom Parts	Rookie Grip	1000
Custom Parts	HG Rookie Magazine	1000
Custom Parts	MG Rookie Magazine	1000
Other	Custom Kit Set	500

CRANKTOWN TINKERER LIST

NAME	PRICE	REQUIRED ITEMS
Molotov Cocktail	100	Fabric Scrap x1, Glass Shard x1, Gasoline x1
Hand Grenade	100	Scrap Iron x1, Powder Gel x1, Rookie Grenade x1
Freezer Grenade	150	Scrap Iron x1, Powder Gel x1, Ice Fragment x1, Rookie Grenade x1
Electro Grenade	150	Scrap Iron x1, Powder Gel x1, Spark Flint x1, Rookie Grenade x1
Toxic Grenade	150	Scrap Iron x1, Powder Gel x1, Toxic Culture x1, Rookie Grenade x1
Oil Grenade	150	Scrap Iron x1, Powder Gel x1, Gasoline x1, Rookie Grenade x1
Hollow-Point Rounds +	150	Scrap Iron x1, Powder Gel + x1
Metal-Coated Rounds +	150	Scrap Iron x1, Powder Gel x1
Incendiary Rounds	150	Scrap Iron x1, Powder Gel x1, Crystalline Fire x1
Sub-Zero Rounds	150	Scrap Iron x1, Powder Gel x1, Ice Fragment x1
Electrified Rounds	150	Scrap Iron x1, Powder Gel x1, Spark Flint x1
Toxic Rounds	150	Scrap Iron x1, Powder Gel x1, Toxic Culture x1
Oil Rounds	150	Scrap Iron x1, Powder Gel x1, Gasoline x1
Top Sight	500	Rookie Sight x1, Custom Kit Set x1
Combat Sight	3000	Top Sight x1, Custom Kit Set x1
Sub-Sight	550	Rookie Sight x1, Custom Kit Set x1
High-Mount Sight	6300	Scrap Iron x2, Scrap Lead x1
Long Scope	25000	Scrap Iron x5, Scrap Lead x4, Rare Metal Shards x1, Scrapped Gun BB x1
Prototype Mount	500	Scrap Iron x1, Custom Kit Set x1
HG Expander Barrel	500	HG Rookie Barrel x1, Custom Kit Set x1
HG Multi-Barrel	3000	HG Expander Barrel x1, Custom Kit Set x1
HG Long Barrel	5000	Scrap Lead x1, Scrapped Firearm E x1
MG Expander Barrel	500	MG Rookie Barrel x1, Custom Kit Set x1
MG Multi-Barrel	3000	MG Expander Barrel x1, Custom Kit Set x1
MG Long Barrel	5000	Scrap Lead x1, Scrapped Firearm E x1
Sub-Barrel	500	Scrap Iron x1, Custom Kit Set x1
Multi Sub-Barrel	3000	Sub-Barrel x1, Custom Kit Set x1
Short Sub-Barrel	2000	Scrap Iron x2
Flash Sub-Barrel	5000	Scrap Iron x2, Scrap Lead x1
Expander Grip	3000	Rookie Grip x1, Custom Kit Set x1
L-Grip	1500	Expander Grip x1, Custom Kit Set x1
Expandable Handguard	5000	Scrap Lead x1, Scrapped Hammer SH1
Barrel Adapter	1000	Scrap Iron x2
L-Barrel Adapter	1500	Barrel Adapter x1, Custom Kit Set x1
HG Magazine +2	500	HG Rookie Magazine x1, Custom Kit Set x1
HG Magazine +3	2000	HG Magazine +4, Custom Kit Set x1
HG Magazine +4	5500	Scrap Lead x1, Scrapped Bazooka E x1
MG Magazine +3	500	MG Rookie Magazine x1, Custom Kit Set x1
MG Magazine +5	2000	MG Magazine +6 x1, Custom Kit Set x1
MG Magazine +6	5700	Scrap Lead x1, Scrapped Bazooka E x1
Barrier Padding	5000	Plastic Fiber x3, Scrap Iron x5
Heat Padding	5000	Plastic Fiber x3, Hide x1
Cold Padding	5000	Plastic Fiber x3, Lumber x1
Bolt Padding	5000	Plastic Fiber x3, Rubber Chip x1
Toxicity Padding	5000	Plastic Fiber x3, Sterile Plating x1
Flame-Resistant Vest	7000	Plastic Fiber x3, Hide x1
Ice-Resistant Vest	7000	Plastic Fiber x3, Lumber x1
Shock-Resistant Vest	7000	Plastic Fiber x3, Rubber Chip x1
Germ-Resistant Vest	7000	Plastic Fiber x3, Sterile Plating x1



CLIENT



Miranda

REWARD

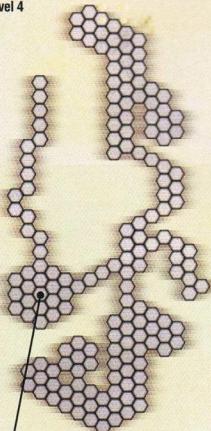
Hunter Points ★ 8

Rubies Ⓛ 3000

Items 🌈 Shooting Star



Level 4



Ebel City

DOLL PARTS

Speak to Miranda inside Boutique Lily. She's looking for parts to make new mannequins for her store displays.

"MORE MERCHANDISE!"

ITEMS REQUIRED

ITEM	QUANTITY
Mannequin Head	x5
Mannequin Arms	x5
Mannequin Torso	x5
Mannequin Legs	x5

DOLL HEADS ARE HARD TO FIND

The rarest items on the list are the Mannequin Heads, which are dropped by Ms. Vulcans and Mr. Chainsaws, fought at the Forest of Idols or at the Arena. Once you have the required parts, speak to Miranda a second time and hand them over to complete the mission.

PART III
WALKTHROUGH

PROLOGUE

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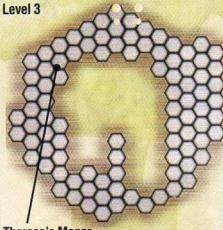
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THE PRELATE'S MEDAL

Level 3



Theresa's Manor

CLIENT



Theresa

REWARD

Hunter Points ★ 10

Rubies Ⓛ 10000

Items 🌈 Perfect Aid

THAT THING YOU MAY HAVE FOUND A FEW CHAPTERS AGO

Cardinal Theresa is looking for an item called The Prelate's Medal, and she's willing to pay big money for it. The item is found on the World Map just outside Lucia. Acquire it now if you haven't already, then speak to Theresa at her manor on Level 3 to complete this mission.



World Map: Level 8

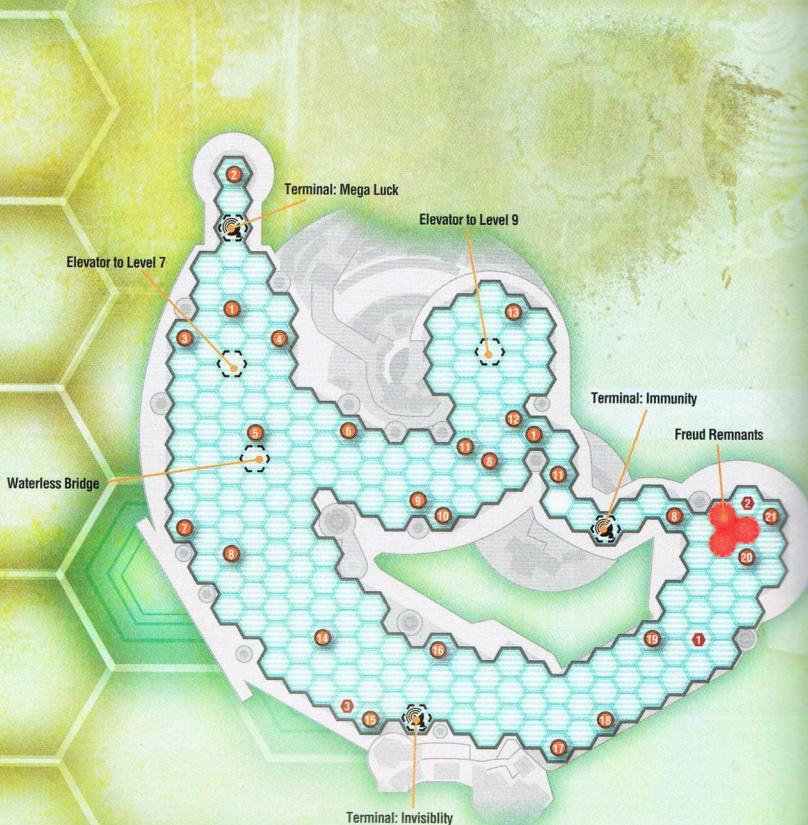
ITEM LIST

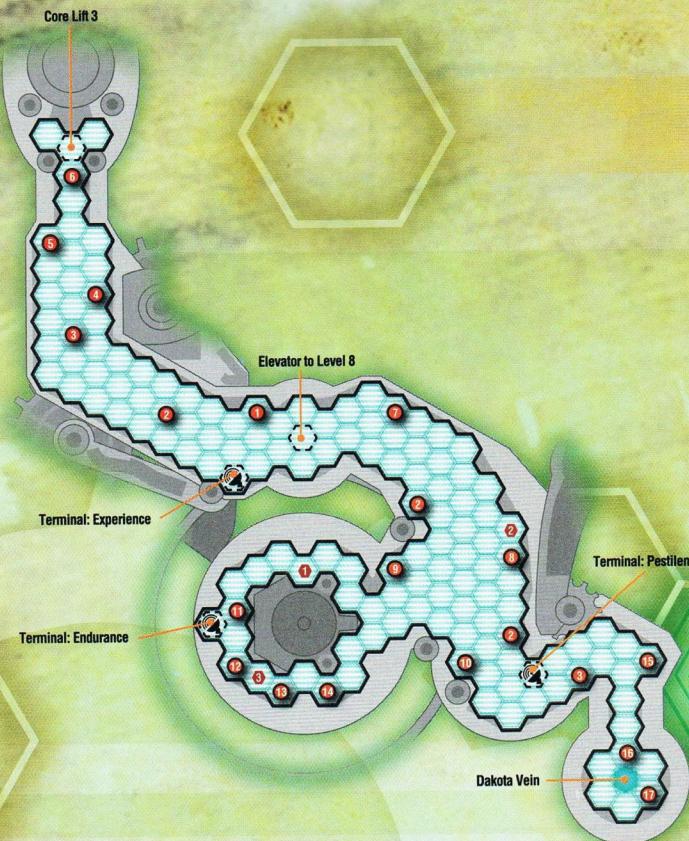
- ① Smash Grenade x5
- ② Bezel Shard x1
- ③ (Lily) Pinky x1 (Z)
- ④ Anti-Bolt x1
- ⑤ Multi-Aid R-S x1
- ⑥ (ARES) Guardia x1 (L)
- ⑦ Metal-Coated Rounds x5
- ⑧ Dog Droppings x1
- ⑨ Toxic Grenade x5
- ⑩ Anti-Toxin x1
- ⑪ MC Toxic Rounds x5

- ⑫ Hollow-Point Rounds+ x5
- ⑬ Jean Paulet's Godhand x1 (Z)
- ⑭ MC Sub-Zero Rounds x5
- ⑮ Escape Hex x1
- ⑯ (Night) Marble x1 (V)
- ⑰ Sonic Chug x3
- ⑱ (SYS) Masterpiece x1 (V)
- ⑲ (Soleil) Shine x1 (L)
- ⑳ Color Lens (R): Green x1 (L)
- ㉑ Color Lens (L): Green x1 (L)

SPECIAL CHALLENGE ENEMIES

- ① Chapter 7:
Hot Dog (Lv21), Dolled-Up Dog (Lv46) Witchy Bazooka
- ② Chapter 7:
Torch Gremlin (Lv19), Dolled-Up Gremlin (Lv41) Bound Doll
- ③ Chapter 8:
Mad Goliath (Lv73) Bezel Shard





PART III WALKTHROUGH

PROLOGUE

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CONTINUE

World Map: Level 9

ITEM LIST

- ① (Vis) Orient II x1 (L)
- ② Dog Droppings x1
- ③ Freezer Grenade+ x5
- ④ Spray-In: Silver x1 (Z)
- ⑤ (ARES) Sureshot x1 (Z)
- ⑥ Molotov Cocktail++ x5
- ⑦ (Ran-Jin) Campus x1 (V)
- ⑧ Cat-Kit: Tri-color x1 (L)
- ⑨ (ARES) Fruit x1 (V)

- ⑩ (Ran-Jin) Boss x1 (V)
- ⑪ (Ran-Jin) Boss mk.II x1 (V)
- ⑫ HP Electrified Rounds+ x15
- ⑬ Percussive Rounds x5
- ⑭ First Aid EX x5
- ⑮ (ARES) Scholars x1 (L)
- ⑯ Incendiary Rounds+ x5
- ⑰ (Vis) Blanc x1 (L)

SPECIAL CHALLENGE ENEMIES

- ① Chapter 6:
Silver Jelly (Lv28) Perfect Aid
- ② Chapter 8:
Safety Dweller (Lv52) Perfect Aid
- ③ Chapter 12:
R-Commando Assault (Lv58) Bezel Shard

GUILD MISSION OPTIONAL



CLIENT

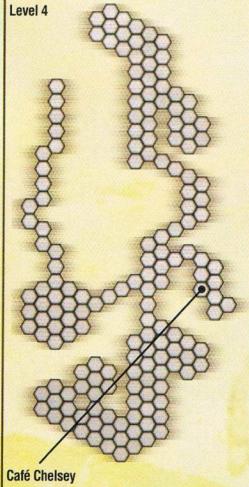


Ellis

REWARD

Hunter Points	★ 10
Rubies	3500
Items	Freezer Grenade x10

Level 4



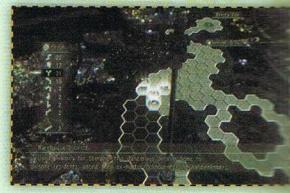
MOTIVE UNDECLARED

RUDE CUSTOMER

The shady Ellis wants you to lay Energy Hexes on Level 9, creating a path to the Dakota Vein. You don't need to speak to him first before undertaking this, you can simply create the path, then stop by Café Chelsey to claim your prize next time you're on Level 4. To create a path you must acquire the Core Lift 2 Pass from Barbarella. Ride to Level 7 and create a path to the Elevator to Level 8. On Level 8, activate a path through the hexes over to the Elevator to Level 9.



Activate all the hexes (or as many as you can) between the Elevator to Level 8 and the Dakota Vein. Once you think there's a clear path, check your Mission Memo screen to see if the client is happy and wants you to report back. Next time you're on Level 4 stop by Café Chelsey and collect your reward from your dubious customer.



Warehouse District
Used primarily for storage, this dangerous area is home to some residents, among them ex-hunter delinquents and gang members.

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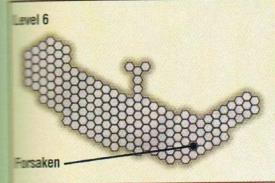
CLIENT



Traveling Merchant

REWARD

Hunter Points	★ 8
Rubies	4000
Items	Armor-Piercing Rounds x30



THE SIGN

DISENFRANCHISED!

Visit Forsaken on Level 6 and speak to the Traveling Merchant. She won't sell any goods until someone tracks down the horrid machines that attacked her and stole her billboard.

Exit Forsaken to find that four hexes on Level 6 have been marked with red and exclamation marks. Move toward the one closest to Core Lift 2 and press Select to begin battle.



THE SIGN CARRIER

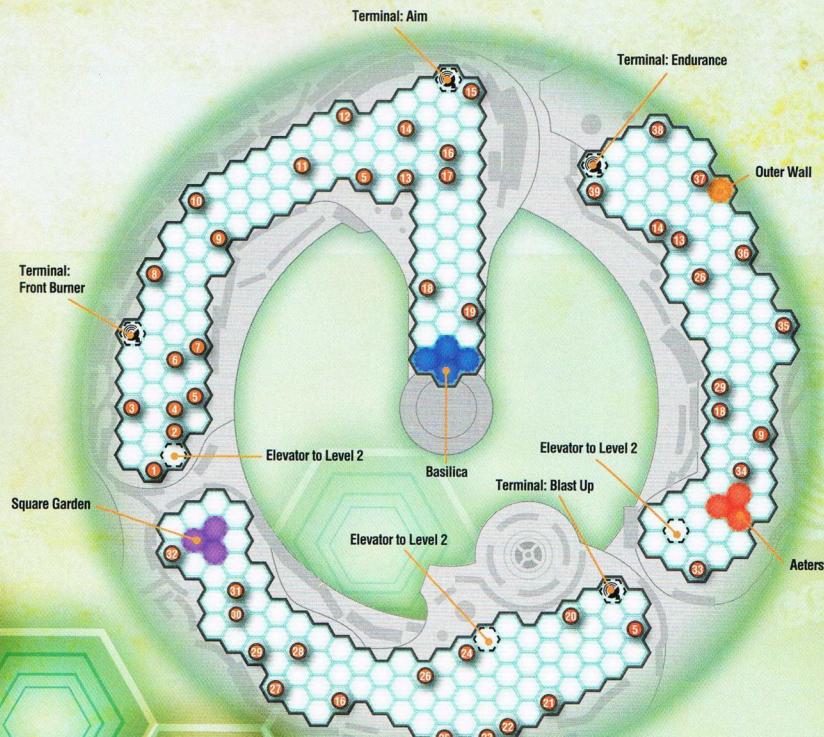
In this enemy group you encounter the Sign Carrier along with several Drum Carriers. Target the Drum Carriers nearest the Sign Carrier and destroy them to create explosions that hopefully damage the thief. Otherwise, the Sign Carrier is simply a tougher, faster Machinegun Gear. Equip your machine-gunner with Metal-Coated Rounds to inflict greater Scratch Damage, and target its core to speed up the battle.

The Sign Carrier drops the **Billboard** when defeated. Return to Forsaken to claim your reward and put the Traveling Merchant back in business. Note that returning the Billboard to the merchant causes all other challenge enemies to vanish from Level 6, so fight them first if you like.

PART III
WALKTHROUGH

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GUILD MISSION OPTIONAL



World Map: Level 1

ITEM LIST

① Bezel Shard x1	④ Hand Grenade++ x5	⑦ (Soleil) Apple x1 (L)
② First Aid EX x1	⑤ Cat-Kit: White x1 (L)	⑧ Energy Hex x2
③ Spray-In: Black x1 (L)	⑥ Electro Grenade+ x5	⑨ Freezer Grenade++ x5
④ Energy Hex x2	⑦ Cure Kit-R x1	⑩ Energy Hex x2
⑤ Energy Hex x2	⑧ Energy Hex x2	⑪ Toxic Grenade+ x5
⑥ Freezer Grenade+ x5	⑨ Maid Cap: Intoxicating x1 (L)	⑫ Anti-Toxin x1
⑦ Anti-Damage x2	⑩ Anti-Bolt x1	⑬ (Soleil) Naranja x1 (L)
⑧ Energy Hex x2	⑪ EMC Incendiary Rounds+ x5	⑭ Toxic Grenade++ x5
⑨ Multi-Aid R-EX x1	⑫ Energy Hex x2	⑮ (LaFleur) Luvino x1 (Z)
⑩ First Aid x12	⑬ Color Lens (L): Gold x1 (V)	⑯ Armor-Piercing Rounds x5
⑪ Toxic Rounds+ x5	⑭ Anti-All x1	⑰ (Soleil) Golem II x1 (L)
⑫ (LaFleur) Snow x1 (L)	⑮ Color Lens (R): Gold x1 (V)	⑱ (Luvino) Dark x1 (Z)
⑬ Energy Hex x2	⑯ Molotov Cocktail++ x5	⑲ (ARES) Scholars x1 (V)



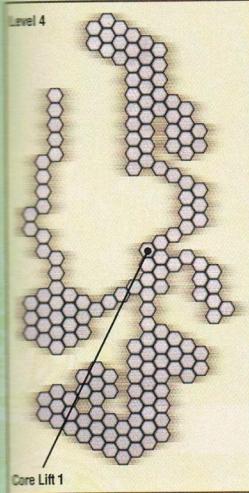
CLIENT



Postman

REWARD

Hunter Points ★ 8
 Rubies 1500
 Items Escape Hex x5



A SMALL ERRAND

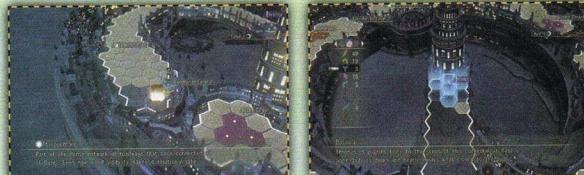
THE BASEL EXPRESS

Meet the Postman at the Core Lift 1 entrance on Level 4. He wants you to take the **Mailed Parchment** to a man named Bennett standing outside the Basilica on Level 1.



Ride Core Lift 1 up to Level 3, then take the elevators to the top level. Place Energy Hexes to activate a path to the Basilica. There are more than a dozen items to collect along the route.

At the Basilica, look for Bennett standing on the left near the stairs. Give him the Mailed Parchment to complete this mission.

PART III
WALETHROUGH

PROLOGUE

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NOT TO BE DENIED

CLIENT



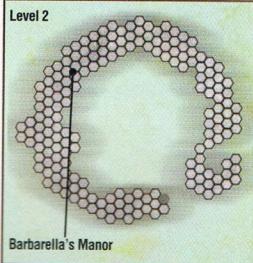
Barbarella

REWARD

Hunter Points ★ None

Rubies Ⓛ None

Items None



ACTIVATE LEVEL 7

Take Barbarella's gifts and ride the Core Lift 2 elevator down to Level 7. Lay Energy Hexes to clear a path to Silver Canyon, where the Cardinal keeps her favorite wines in sub-zero temperatures.

After activating the area, proceed to connect Silver Canyon to the nearest Terminal with green Energy Hexes. This way the Terminal's "Front Burner" effect (double flame-based damage) also provides benefit during your Silver Canyon battles as well.



QUICK RETURNS!

If you activate every hex on Level 7 then any Station Hexes on this level will allow you to return to Base instantly!

GET READY TO TURN UP THE HEAT



Create plenty of Incendiary Rounds and Molotov Cocktails before entering Silver Canyon. The enemies found there are weak against fire. They also employ cold attacks capable of freezing characters in place, so equip all three heroes with Ice-Resistant Vests or Cold Padding. The Tinkerer in nearby Cranktown can make all these required items.

WALKER ROADBLOCK

A roadblock on the route to Silver Canyon forces an encounter with two Walkers. This is a great opportunity to develop strategies for dealing with these tough beasts. Their armor is too strong for Hero Actions to be effective. Also, the cold lets them gradually recover from both Scratch Damage and Direct Damage. Immolation caused by Incendiary Rounds or Molotov Cocktails inflicts continuous Scratch Damage and prevents regeneration.

Move every character on their turn before attacking, circling a bunker. Walkers aren't the most maneuverable creatures, and this allows you to fire some shots on them from behind the wall. Walkers tend to single out one character and try to fill their HP gauge with Scratch Damage. Once you've figured out who the target is, keep him or her in front of the Walker as an ablative punching bag while the other two characters circle round to the Walker's exposed rear and attack its soft body. The strategy works best when the punching bag character isn't wielding the machinegun.



PART III
WALKTHROUGH

PROLOGUE

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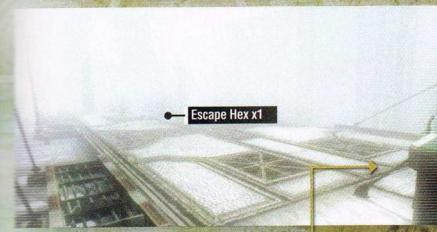
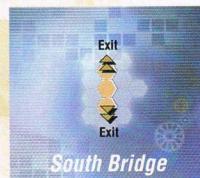
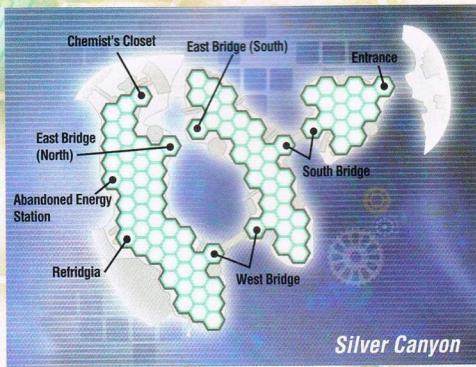
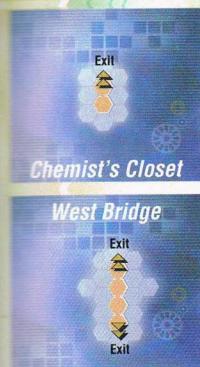
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THE BRIDGES OF SILVER CANYON

Proceed through Silver Canyon across a series of bridges toward Refridgia. The South Bridge contains a series of three areas, all packed with enemies. In every area, avoid depleting your Hero Gauge with ineffective Hero Actions. Instead, goad the enemies toward bunkers, then circle the bunkers to gain the advantage on your foes. Constant movement prevents Walkers from causing too much trouble to your party damage-wise. Target Snow Gremlins and Shady Thugs first, then finish off Walkers before moving on to the next area. All enemies here are vulnerable to fire, so deploy Molotovs often.



THE EAST BRIDGE DOESN'T REALLY BRIDGE ANYTHING

Beyond the South Bridge, first head over to the East Bridge. This bridge doesn't connect, and is a dead end. However, item boxes here contain **Cure Kit-R x5**, **Molotov Cocktail +x10** and **Multi-Aid x5**. Use the West Bridge to cross to the last segment of the area, through four enemy-infested areas.

Use the Abandoned Energy Station to rest and save as necessary. Ransack the other segment of the disconnected East Bridge to gather items, such as **Anti-Ice x3**, **Incendiary Rounds x30** and **First Aid S x5**. Despite what the name would suggest, there are no items at the Chemist's Closet so avoid the area.



PREPARE FOR REFRIDGIA BEFORE ENTERING

Check your character skills and determine who will level up next by carrying which weapon. Equip everyone properly and give your Magazine Case and Incendiary Rounds to your machine-gunner. Equip one person with Molotovs loaded in the Grenade Box, and load the First Aid Kit with Anti-Ice. outfit all three characters with Ice-Resistant Vests. Save one last time at the Abandoned Energy Station and enter Refridgia. After one last battle against standard enemies, collect the **Escape** **Hex x1** by the exit door and proceed to face a terrible boss.



YETI

Level HP

54 2500

Main Body	25% Hard	Weakness: Fire	Resistance: Ice
Part 1	75% Hard	Weakness: Fire	Resistance: Ice
Part 2	75% Hard	Weakness: Fire	Resistance: Ice
Part 3	75% Hard	Weakness: Fire	Resistance: Ice
Part 4	75% Hard	Weakness: Fire	Resistance: Ice
Part 5	75% Hard	Weakness: Fire	Resistance: Ice
Part 6	75% Hard	Weakness: Fire	Resistance: Ice
Part 7	75% Hard	Weakness: Fire	Resistance: Ice
Item Drops	Frozen Ribeye, Snow Crystal		

Hero Actions do little good in this battle, since the Yeti is far too resistant and its accomplice Snow Gremlins reappear if defeated. Focus all attacks on the Yeti, and weaken its front shields with the machinegun loaded with incendiary Rounds. Follow up by tossing Molotov Cocktails to prevent it from recovering damage sustained.

In the first few rounds the person carrying the First Aid Kit must use Anti-Ice on all three characters. This combined with wearing Ice-Resistant Vests greatly reduces damage from all ice attacks and also lowers the chances that the Snow Gremlins can freeze your characters in place. Despite these precautions the Yeti can still freeze a character with its breath attack. As long as it's not your character with the First Aid Kit, simply use a Cure Kit on frozen characters to bring them right back in the battle. The character with the First Aid Kit needs to focus on curing Freeze status and recovering Scratch Damage to prevent any breakage to the Hero Gauge.

When characters are at close range, the Yeti does an "ice shrug" attack that damages and freezes all surrounding targets. For this reason it's important to move all characters away from the Yeti at the start of every turn. Moving frequently also prevents Snow Gremlins from being more bothersome than they should.

Once the Yeti's front shields are destroyed, pelt it with Incendiary Rounds to wrack up the Scratch Damage, and bomb it with Molotovs to finish it off. During this battle the Yeti drops a Bezel Shard in addition to its other items.



PART III
WALKTHROUGH

PROLOGUE

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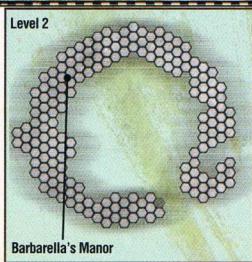
NEVERLAND

THE OLD SWITCHEROO

Afterward the characters procure a bottle of **Red Wine** from Refridgia, and the mission is over. Zephyr leaves the party temporarily, leaving only Vashron and Leanne. The mission "Expedited Delivery" begins immediately. Use an Escape Hex to leave Silver Canyon rather than try to fight out with just two characters.



EXPEDITED DELIVERY



HAPPY HOUR

Now all that remains is to backtrack to Le Chit-Chat Noir, the bar near Core Lift 2 on Level 7. Upon entering the bar you are greeted by Barbarella's Page, who accepts the Red Wine and leaves your well-earned reward. Check the mailbox outside your Base to see if there's any mail from the Guild.



CHAPTER END CHECKLIST: CHAPTER 5

Before advancing, you should achieve the following in Chapter 5:

- Completed Story Mission "Barbarella's Crisis"
- Completed Story Mission "Not to be Denied"
- Completed Story Mission "Expedited Delivery"
- Completed Guild Mission "Igniting Creativity"
- Completed Guild Mission "More Merchandise!"
- Completed Guild Mission "The Prelate's Medal"
- Completed Guild Mission "Motive Undeclared"
- Completed Guild Mission "The Sign"
- Completed Guild Mission "A Small Errand"
- Optional: Clear Ranks 10 and 11 at the Arena at least three or more times each
- Having cleared all missions thus far, check the mailbox outside the Base to obtain a present from the Guild of Electrified Rounds x30 and Multi-Aid x3.

Chapter 6

COLD MEDICINE

CLIENT

None

Reward

Hunter Points ★ 25

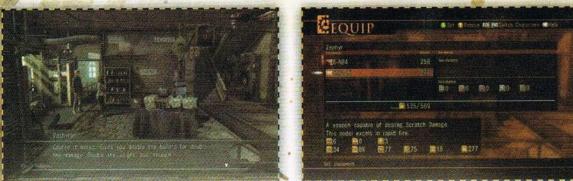
Rubies ◉ None

Items None

FEVERISH

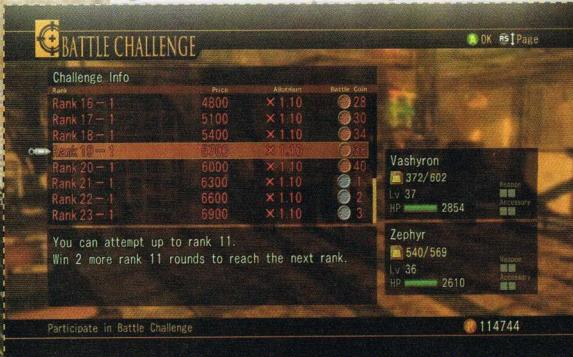
While it has been possible to dual wield two guns in battle at any point during the game (provided weight constraints permit it), Vashyron first mentions the ability here. Equipping two weapons of the same type (two handguns or two machineguns) allows the character to fire both simultaneously, increasing damage. Before setting out it's a good idea to equip one character with a machinegun and the First Aid Kit, and equip the other with two handguns.

Leanne feels sick and leaves the party. Vashyron and Zephyr must head to Silver Canyon and raid the Chemist's Closet there to obtain some medicine for her. Completing this mission returns Leanne to the party. Therefore, the first thing you should do is clear this mission to make all Chapter 6 Guild Missions and Arena matches easier. Don't advance to the next Chapter until all Guild Missions are complete, however.



A DOZEN NEW ARENA RANKS!

Speaking of the Arena, all ranks up to 23 are now available. Ranks above 20 award Silver Coins instead of Copper, allowing purchases of a wider variety of prizes at the concierge desk.



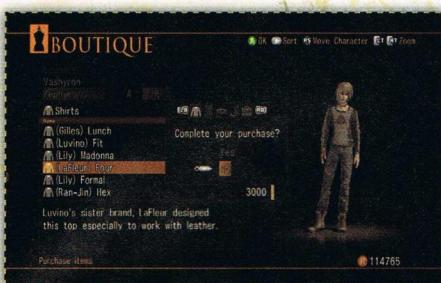
THE TINKERER HAS UPGRADED

Having visited Cranktown, the Ebel City Tinkerer now creates a host of new items. Most items can now be crafted at either location.



THE BOUTIQUE EXPANDS

New items available at the start of Chapter 6 include more shirts and jackets for Vashyron and Zephyr.



BOUTIQUE LILY APPAREL AVAILABLE: CHAPTER 6

CHARACTER	STYLE	TYPE	ITEM	PRICE
Vashyron	B	Shirts	(LaFleur) Cork	3500
Vashyron	B	Shirts	(Gilles) Green	3500
Vashyron	A	Jackets	(Ran-Jin) Camel	9100
Vashyron	A	Shirts	(Night) Ivy	7200
Vashyron	A	Shirts	(Barbarella) Nude	8900
Zephyr	B	Shirts	(LaFleur) Four	3000
Zephyr	B	Shirts	(Lily) Formal	3000
Zephyr	B	Shirts	(Ran-Jin) Hex	3000

EBEL CITY TINKERER ADDITIONAL ITEMS: CHAPTER 6

NAME	PRICE	REQUIRED ITEMS
Freezer Grenade	150	Scrap Iron x1, Powder Gel x1, Ice Fragment x1, Rookie Grenade x1
Electro Grenade	150	Scrap Iron x1, Powder Gel x1, Spark Flint x1, Rookie Grenade x1
Toxic Grenade	150	Scrap Iron x1, Powder Gel x1, Toxic Culture x1, Rookie Grenade x1
Oil Grenade	150	Scrap Iron x1, Powder Gel x1, Gasoline x1, Rookie Grenade x1
Hollow-Point Rounds +	150	Scrap Lead x1, Powder Gel + x1
Metal-Coated Rounds +	150	Scrap Lead x1, Powder Gel + x1
Incendiary Rounds	150	Scrap Iron x1, Powder Gel x1, Crystalline Fire x1
Sub-Zero Rounds	150	Scrap Iron x1, Powder Gel x1, Ice Fragment x1
Electrified Rounds	150	Scrap Iron x1, Powder Gel x1, Spark Flint x1
Toxic Rounds	150	Scrap Iron x1, Powder Gel x1, Toxic Culture x1
Oil Rounds	150	Scrap Iron x1, Powder Gel x1, Gasoline x1
Combat Sight	3000	Top Sight x1, Custom Kit Set x1
Sub-Sight	550	Rookie Sight x1, Custom Kit Set x1
High-Mount Sight	6300	Scrap Iron x2, Scrap Lead x1
Long Scope	25000	Scrap Iron x5, Scrap Lead x4, Rare Metal Shard x1, Scrapped Gun BD x1
Prototype Mount	500	Scrap Iron x1, Custom Kit Set x1
HG Multi-Barrel	3000	HG Expander Barrel x1, Custom Kit Set x1
HG Long Barrel	5000	Scrap Lead x1, Scrapped Firearm E x1
MG Multi-Barrel	3000	MG Expander Barrel x1, Custom Kit Set x1
MG Long Barrel	5000	Scrap Lead x1, Scrapped Firearm E x1
Multi Sub-Barrel	3000	Sub-Barrel x1, Custom Kit Set x1
Short Sub-Barrel	2000	Scrap Iron x2
Flash Sub-Barrel	5000	Scrap Iron x2, Scrap Lead x1
Expander Grip	3000	Rookie Grip x1, Custom Kit Set x1
L-Grip	1500	Expander Grip x1, Custom Kit Set x1
Expandable Handguard	5000	Scrap Lead x1, Scrapped Hammer SH1
Barrel Adapter	1000	Scrap Iron x2
L-Barrel Adapter	1500	Barrel Adapter x1, Custom Kit Set x1
HG Magazine +3	2000	HG Magazine +4, Custom Kit Set x1
HG Magazine +4	5500	Scrap Lead x1, Scrapped Bazooka E x1
MG Magazine +5	2000	MG Magazine +6 x1, Custom Kit Set x1
MG Magazine +6	5700	Scrap Lead x1, Scrapped Bazooka E x1
Barrier Padding	5000	Plastic Fiber x3, Scrap Iron x5
Heat Padding	5000	Plastic Fiber x3, Hide x1
Cold Padding	5000	Plastic Fiber x3, Lumber x1
Bolt Padding	5000	Plastic Fiber x3, Rubber Chip x1
Toxicity Padding	5000	Plastic Fiber x3, Sterile Plating x1
Flame-Resistant Vest	7000	Plastic Fiber x3, Hide x1
Ice-Resistant Vest	7000	Plastic Fiber x3, Lumber x1
Shock-Resistant Vest	7000	Plastic Fiber x3, Rubber Chip x1
Germ-Resistant Vest	7000	Plastic Fiber x3, Sterile Plating x1

RAINY BRIDGE ROADBLOCK

In what is soon to become a trend, enemies have set up a roadblock on the Rainy Bridge outside of Ebel City. However, the enemies are three Level 16 Shady Thugs who shouldn't be much trouble to dispatch, despite having only two characters in the party.



SAME SITUATION, DIFFERENT DAY

Equip Vashyron and Zephyr with Ice-Resistant Vests and Cold Padding to lower damage from elemental attacks. The Silver Canyon enemies are the same as encountered during your previous visit in the last Chapter, and should now prove just as challenging while your party has one fewer character.

Another Yeti appears at Refridgia if you'd like a shot at defeating it with just two characters. Otherwise, simply proceed to the Chemist's Closet after saving your game at the Abandoned Energy Station before going through Chemist's Closet to the second area.



PART III
WALKTHROUGH

PROLOGUE

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CANNON COLOSSUS

Level 61 HP 4000

Main Body	25% Hard	Weakness: None	Resistance: None
Part 1	100% Hard	Weakness: None	Resistance: None
Part 2	100% Hard	Weakness: None	Resistance: Physical
Part 3	100% Hard	Weakness: None	Resistance: Physical
Part 4	50% Hard	Weakness: None	Resistance: Physical
Item Drops	Unknown Material D, Scrap Lead, Crystal Core		

Prepare for this battle by equipping one character with a machinegun and the Magazine Case, and give the other character a handgun and the Grenade Box. Don't worry about first aid, because if the following strategy doesn't work then no amount of healing will help you through the battle.



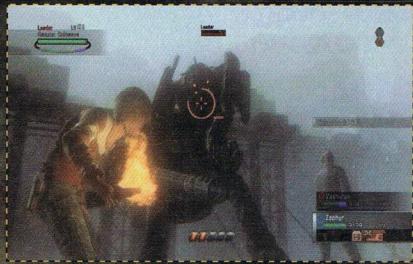
Ignore the Shady Thug in the area since defeating him only brings around another just like him. Focus all your attention on the boss. In case of emergency or low Hero Gauge, shoot the Shady Thug in the back or eliminate him without a Hero Action to restore bezels in your gauge and recover Scratch Damage.

CONTINUES

CANNON COLOSSUS

CONTINUED

The Cannon Colossus's front gauge represents its protective facemask, which isn't resistant but is still quite hard. Equip your machine-gunner with any type of elemental rounds, such as Incendiary Rounds or Electro Rounds. Meanwhile load your other guy with Moltovs. Use Hero Actions in the first round to weaken its facemask and then blow it off. Now the Colossus cannot regenerate Scratch Damage.



Spend the next round moving your machine-gunner in a wide circle behind the Cannon Colossus, so he can freely saturate the body with Hollow-Point Rounds, Incendiary Rounds or any type rounds except Metal-Coated. The body is soft enough that you should be able to reduce its HP to full Scratch Damage in just two turns.

Meanwhile your other character acts as the bait on the line, standing out front, taking the hits, tossing Molotov Cocktails to weaken its front armor. Don't worry about this character being frozen, since the Cannon Colossus follows up its freeze beam attack with a heat beam attack, instantly thawing frozen characters. As soon as the body is at full Scratch Damage, switch the bait character to his handgun, fly into Hero Action jump, and kill the Cannon Colossus with shots from above timed to fly in the large gaps between its remaining armor.

This is a battle you must win in around five rounds or less, otherwise Cannon Colossus starts to gain the upper hand in regard to the Hero Gauge and Scratch Damage. Focus on removing a minimal amount of body parts, then fire between the remaining body parts to inflict Scratch and Direct Damage specifically to the body.



TAKE THE COLD MEDICINE HOME

Vashron pulls Cold Medicine x1 from the Chemist's Closet after the Cannon Colossus is defeated. Use an Escape Hex to return to the World Map unless you want to earn a bit more experience.

Return to Ebel City and step inside the Base. Doing so triggers a scene where Leanne rejoins the party. However do not advance to the next chapter until you complete the guild missions.





CLIENT



Garigliano

REWARD

Hunter Points ★ 8

Rubies ● 15000

Items MG Drum Magazine

Level 3

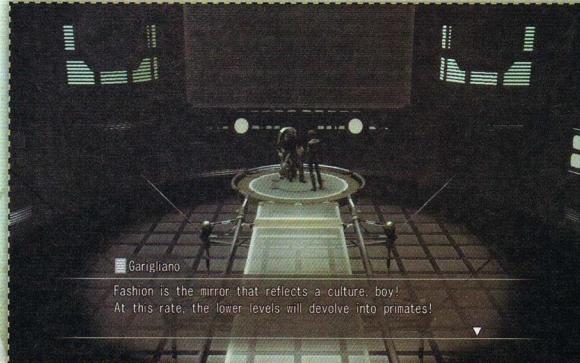


Garigliano's Manor

THE FASHION CHECK

A CLOSER LOOK AT CASUAL

Change Zephyr into his Style B casual wear and visit Garigliano at his manor. The Cardinal merely wishes to see someone dressed normally. Press the shoulder buttons (RB or LB on Xbox 360, R1 or L1 on PlayStation 3) until Zephyr is the onscreen character, then speak to Garigliano again. He hands over **Fashion Is Art 1st ed.** x1 in return. Do not sell this item! The **MG Drum Magazine** also awarded is worth suffering Garigliano's humiliations.

PART III
WALKTHROUGH

PROLOGUE

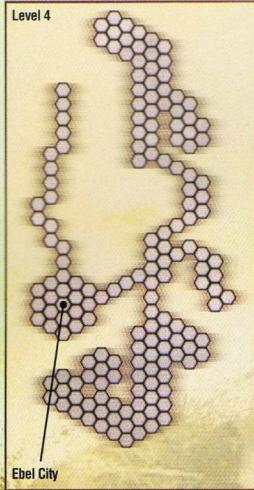
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GUILD MISSION OPTIONAL



CLIENT	
Burnell	
REWARD	
Hunter Points	★ 8
Rubies	7000
Items	Expandable Handguard



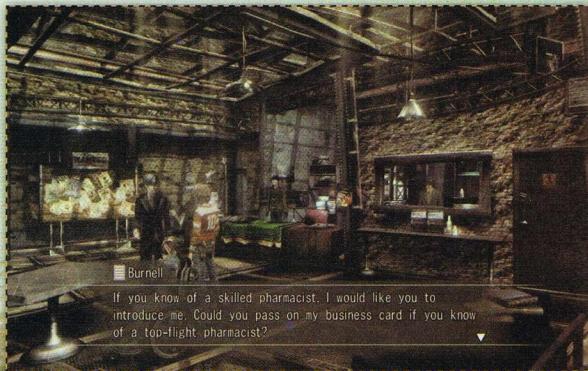
THE COURAGE TO WALK

A DIFFERENT TYPE OF SICKNESS

Find Burnell and the young miss at the Ebel City Guild during daylight hours. Rest at the Base if needed until morning. Speak with him to obtain **Business Card (Pharm)** x1. As with his previous mission, he wishes you to pass it on to a professional; a pharmacist, this time.

Head to Cranktown on Level 7. Enter at Solam Street and look for Stanley, the pharmacist dressed in white lab coat typically standing near the Guild. Give him the Business Card (Pharm) to complete the mission.

Before leaving Cranktown, check at the Guild to see if "Freight Request" is posted yet since you can start that mission before leaving Level 7.





CLIENT



The Cardinals

REWARD

Hunter Points	★ 12
Rubies	8000
Items	Hollow-Point Rounds ++ x20

REBEL SUPPRESSION 3

TAKING OUT AIR SUPPORT

While still possible with only two party members, this mission can prove tricky. If you have no luck defeating the rebels without Leanne, then complete the "Cold Medicine" Story Mission prior to undertaking this one.

Visit Level 7 after viewing this Guild Mission on the bulletin board. Four red hexes with exclamation marks appear on the deserted blocks near Cranktown. Move to each tile and press Select to begin a battle. Defeat all four enemy groups to complete the mission.



Each enemy group consists of several Chunky Gangsters and one or two Cargo Catchers as leaders. Lock-on to the Cargo Catchers in the groups and perform Hero Actions with jumps. Plot an indirect route beforehand so that your character doesn't collide with the Cargo Catcher. First weaken the Cargo Catcher's armor by firing Metal-Coated Rounds or Metal-Coated Rounds +. On your second character's turn, equip Electro Grenades or Hand Grenades and blast off its armor to regain bezels in the Hero Gauge. Finish it off by inflicting Scratch Damage to the body and then bombing it. Ignore the Chunky Gangsters and Shady Thugs unless you must replenish bezels in the Hero Gauge. In the group with two Cargo Catchers take out one leader at a time, focusing all attacks on one helicopter before turning your attention to the other.



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CHAPTER 6

GUILD MISSION OPTIONAL



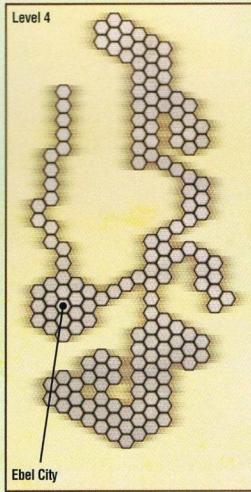
CLIENT



Miranda

Reward

Hunter Points ★ 8
Rubies 2000
Items Cold Padding



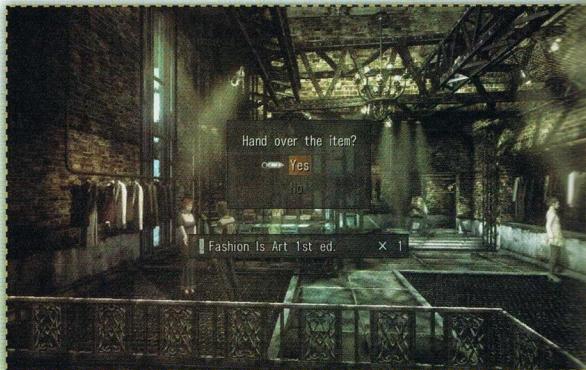
**BOUTIQUE LILY APPAREL AVAILABLE:
COMPLETED "FASHION IS ART!"**

CHARACTER	STYLE	TYPE	ITEM	PRICE
Vashyron	A	Jackets	(Night) Croc	13000
Vashyron	A	Shirts	(Night) Ouroboros	9300
Vashyron	A	Pants	(Night) Karma	9800
Vashyron	A	Boots	(Night) Diablo	9600

FASHION IS ART!

ANSWERS IN A BOOK

This Guild Mission can only be completed after "The Fashion Check." Visit Miranda in her shop and hand over the *Fashion Is Art* 1st ed. given to you by Garigiano to obtain a great reward.



VASHYRON'S SLICK NEW LOOK

For completing this mission, Miranda adds a new line of clothing for Vashyron's A style. The new set by Night features crocodile skin jacket and pants with flaming boots.



GUILD MISSION OPTIONAL



CLIENT



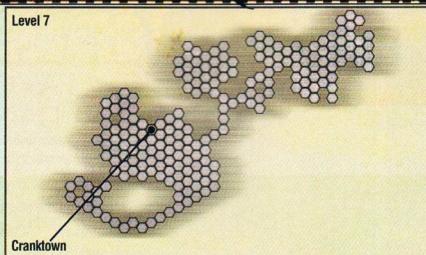
Darrel

REWARD

Hunter Points ★ 12
 Rubies Ⓛ 8000
 Items Hollow-Point Rounds ++ x20

FREIGHT REQUEST

Level 7



FATED DELIVERY ROUTE

Meet with Darrel on Widlar Street in Cranktown. He gives you the **Dubious Cargo** and expects it delivered to Bobby, the complaining miner who usually stands near Boutique Lily in Ebel City.

Outside of Cranktown, several roadblocks have appeared between your position and Core Lift 2. You must fight to clear each roadblock, and there are more roadblocks on Levels 6 and 4. Notice that the leaders in each roadblock group (Li'l Tigers) have no body parts you can blast off. Use Hero Actions to defeat a Li'l Tiger, then surround and kill off a Fat Gangster MG to replenish your Hero Gauge bezels.

However, if you reactivate all hexes on Level 7, then you may set up a Station Hex on any Thoroughfare tile and use it to return to Base instantly. This warps you back to Ebel City without having to fight through the roadblocks. Find Bobby outside the Boutique and give him the Dubious Cargo to complete this mission.

PART III
WALKTHROUGH

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CHAPTER END CHECKLIST: CHAPTER 6

You should achieve the following before advancing to Chapter 7:

- Completed Story Mission "Cold Medicine"
- Completed Guild Mission "The Fashion Check"
- Completed Guild Mission "The Courage to Walk"
- Completed Guild Mission "Rebel Suppression 3"
- Completed Guild Mission "Fashion is Art!"
- Completed Guild Mission "Freight Request"
- Optional: Clear all Arena ranks up to Rank 23 at least three times each

Chapter 7

THE HUNT FOR GELSEY

CLIENT



Sullivan

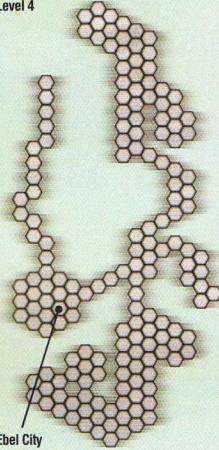
Reward

Hunter Points ★30

Rubies 50000

Items None

Level 4



A FAVOR BETWEEN OLD FRIENDS

Sullivan sends a letter to Vashyron and the others asking them to take down the rebellious former General Gelsey, who has taken over Mine 24 on Level 11. Included in the letter are ⚡ Energy Hex x4 and ⚡ Energy Hex x4 along with the **Core Lift 3 Pass**. You now have access to all levels of Basel.



CLOTHING OVERLOAD!

The Boutique has a load of new fashions available for all three characters—especially Leanne who's recently been out of the action.

BOUTIQUE LILY APPAREL AVAILABLE: CHAPTER 7

CHARACTER	STYLE	TYPE	ITEM	PRICE
Leanne	A	Coats	(Gilles) Sky	8500
Leanne	A	Coats	(Vis) Leaf	8500
Leanne	A	Coats	(Soleil) Vista	9100
Leanne	A	Coats	(Classique) Nero	12000
Leanne	A	Coats	(Classique) Berry	12000
Leanne	A B	Hairbands	Maid Cap: Immaculate	4500
Leanne	A B	Other	(Lily) Rose	4100
Leanne	A B	Other	(Soleil) Heart	2800
Leanne	B	Shirts	(Soleil) Border	2800
Leanne	B	Shirts	(Soleil) Stardust	2800
Leanne	B	Shirts	(Lily) Blossom	2800
Leanne	B	Shirts	(Soleil) Love	3000
Leanne	B	Shirts	(Victory) Lassie Doo	3000
Leanne	B	Shirts	(Classique) Giappone	3000
Leanne	B	Shirts	(SYS) Aerial III	3000
Leanne	B	Shirts	(SYS) Marine III	3000
Leanne	B	Shirts	(Vis) Veil	3000

CHARACTER	STYLE	TYPE	ITEM	PRICE
Leanne	B	Shirts	(Raz) Rainy	3000
Leanne	B	Shirts	ND3-RBL	3000
Leanne	B	Shirts	YUTOONZT-F	3000
Leanne	B	Shirts	feebeet-T-01	3000
Leanne	B	Shirts	TokyoAlice04	3000
Leanne	B	Shirts	TokyoAlice05	3000
Leanne	B	Shirts	TokyoAlice06	3000
Leanne	B	Shirts	(SEGA) Triangle	3000
Leanne	B	Shirts	(SEGA) Run & Run	3000
Leanne	B	Shirts	(SEGA) Leanne	3000
Leanne	B	Shirts	(Victory) Fate	3000
Leanne	B	Shirts	(Victory) Resonance	3000
Leanne	B	Shirts	(Victory) Truth	3000
Leanne	B	Skirts	(Lily) Coral	9800
Leanne	B	Skirts	(Vis) Jade	9800
Leanne	B	Skirts	(Gilles) Girl	198000
Leanne	B	Boots	(Vis) Pop	5600

CHARACTER	STYLE	TYPE	ITEM	PRICE
Vashyron	A	Jackets	(Classique) Mont Blanc	18000
Vashyron	A	Pants	(ARES) String	8600
Vashyron	A	Pants	(Gilles) Roots: Black	9800
Vashyron	B	Shirts	(SYS) Aerial II	3000
Vashyron	B	Shirts	(SYS) Marine II	3000
Vashyron	B	Shirts	(Night) Mono	3000
Vashyron	B	Shirts	(Night) Escort	3000
Vashyron	B	Shirts	(Night) Fairy	4200
Vashyron	B	Pants	(Gilles) Hunter	6700
Vashyron	B	Pants	(Gilles) Tender	7500
Vashyron	B	Pants	(Ran-Jin) Cotton	8000
Vashyron	B	Pants	(Night) Barrel	9800
Vashyron	B	Boots	(Gilles) Chou	4600
Vashyron	B	Boots	(Gilles) Nuts	5800
Vashyron	B	Other	(Ran-Jin) Everafter	3100
Zephyr	A	Jackets	(Luvino) Ocean	9100
Zephyr	A	Pants	(Luvino) Velour	9950
Zephyr	B	Shirts	(Classique) Giappone	3000
Zephyr	B	Shirts	(ARES) Gun	3000
Zephyr	B	Shirts	(SYS) Aerial	3000
Zephyr	B	Shirts	(SYS) Marine	3000
Zephyr	B	Boots	(Gilles) Denim	5600

TALKING TO PEOPLE MAKES YOU A REAL PRO!

Starting in Chapter 7, talking to random individuals throughout Basel causes them to give you 1000 Rubies and to tell you you're a real pro. From now on it pays to spend a little extra time and talk to everyone!



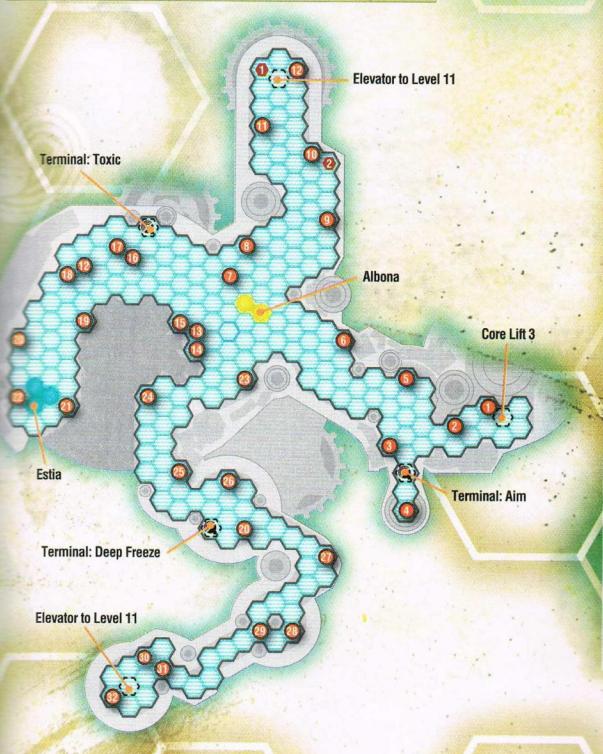
PART III
WALKTHROUGH
PROLOGUE

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World Map: Level 10

ITEM LIST

- ① Energy Hex x2
- ② Hand Grenade ++ x5
- ③ (Vis) Face x1 (L)
- ④ Bezel Shard x1
- ⑤ (ARES) Scissorbelt x1 (Z)
- ⑥ MC Electrified Rounds x
- ⑦ Energy Hex x3
- ⑧ HP Sub-Zero Rounds + x5
- ⑨ Cure Kit-R x1
- ⑩ Spray-In: Olive x1 (L)
- ⑪ Multi-Aid R-S x1
- ⑫ Escape Hex x1
- ⑬ Toxic Rounds + x5
- ⑭ (Gilles) BMG x1 (L)
- ⑮ Multi-Aid R-EX x1
- ⑯ Smash Grenade x5
- ⑰ Electrified Rounds + x5
- ⑱ Perfect Aid x2
- ⑲ (ARES) Flight x1 (L)
- ⑳ Dog Droppings x1
- ㉑ (Lily) Bloom x1 (V)
- ㉒ Molotov Cocktail EX x5
- ㉓ (Soleil) Vino x1 (L)
- ㉔ (Lily) Ducky x1 (L)
- ㉕ Anti-Toxin x2
- ㉖ Cat-Kit: Leopard x1 (L)
- ㉗ Spray-In: Silver x1 (V)
- ㉘ (ARES) Cream x1 (V)
- ㉙ Electro Grenade + x5
- ㉚ MC Toxic Rounds + x5
- ㉛ HP Incendiary Rounds + x5
- ㉜ (Soleil) Touch x1 (L)

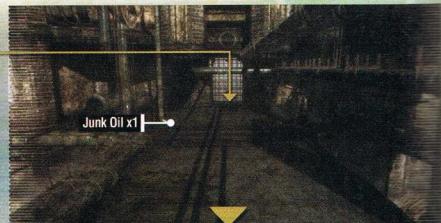


SPECIAL CHALLENGE ENEMIES:

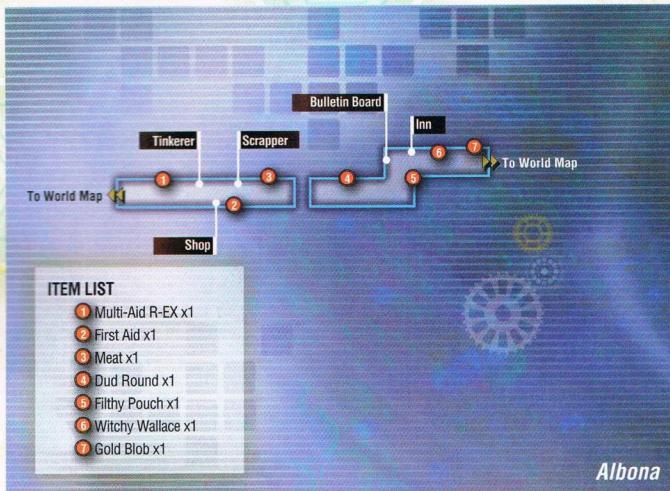
- ① Chapter 7:
Missile Plough (Lv67) Perfect Aid
- ② Chapter 14:
Chinoppio (Lv59) Bezel Shard

Area Map: Core Lift 3

Exit to World Map Level 4



Exit to World Map Level 7

**JUNK TOWN ALBONA**

Travel to Level 9. Lay Energy Hexes to form a path to Core Lift 3. Ride the elevator down to Level 10. Coming out of the elevator, search the right side of the Core Lift 3: Lower Level to find **Junk Oil x1**.

Exit to the World Map and lay a path over to Albona in the center of Level 10. Enter at Malcolm Street.



Though the denizens of Albona are poor, there are plenty of valuable items lying around the streets as if no one notices. Pick up a **Gold Blob x1**, **Witchy Wallace x1**, **Filthy Pouch 5 x1**, and **Dud Round x1** on Malcolm Street. Witchy Wallace is a doll you can give to Daniel back in Ebel City in exchange for valuable items. View the bulletin board in this area and rest at the Inn for 100 Rubies if needed.

Proceed to Angus Street and continue picking up items on the ground, including **Meat x1** and **Multi-Aid R-EX x1**. The local shops offer new types of tools for sale, including Multi-Aids, Cure Kit-Rs, and the LP-09 pistol.



ALBONA SHOP LIST

TYPE	NAME	PRICE
Tool	First Aid	1000
Tool	Multi-Aid	2000
Tool	Cure Kit	1000
Tool	Cure Kit-R	2000
Tool	Escape Hex	1500
Tool	Clairvoyance	250
Tool	Rookie Grenade	50
Weapons	LP-09	200000
Custom Parts	Rookie Sight	1000
Custom Parts	HG Rookie Barrel	1000
Custom Parts	MG Rookie Barrel	1000
Custom Parts	Rookie Grip	1000
Custom Parts	HG Rookie Magazine	1000
Custom Parts	MG Rookie Magazine	1000
Other	Custom Kit Set	500

ALBONA TINKERER LIST

NAME	PRICE	REQUIRED ITEMS
Molotov Cocktail +	200	Fabric Scrap x1, Glass Shard x1, Gasoline x2
Hand Grenade +	200	Scrap Lead x1, Powder Gel +x1, Rookie Grenade x1
Freezer Grenade +	250	Scrap Lead x1, Powder Gel +x1, Ice Fragment x1, Rookie Grenade x1
Electro Grenade +	250	Scrap Lead x1, Powder Gel +x1, Spark Flint x1, Rookie Grenade x1
Toxic Grenade +	250	Scrap Lead x1, Powder Gel +x1, Toxic Culture x1, Rookie Grenade x1
Hollow-Point Rounds ++	200	Scrap Bronze x1, Powder Gel ++x1
Metal-Coated Rounds ++	200	Scrap Bronze x1, Powder Gel ++x1
HP Incendiary Rounds	200	Scrap Lead x1, Powder Gel +x1, Crystalline Fire x1
HP Sub-Zero Rounds	200	Scrap Lead x1, Powder Gel +x1, Ice Fragment x1
HP Electrified Rounds	200	Scrap Lead x1, Powder Gel +x1, Spark Flint x1
HP Toxic Rounds	200	Scrap Lead x1, Powder Gel +x1, Toxic Culture x1
MC Incendiary Rounds	200	Scrap Lead x1, Powder Gel +x1, Crystalline Fire x1
MC Sub-Zero Rounds	200	Scrap Lead x1, Powder Gel +x1, Ice Fragment x1
MC Electrified Rounds	200	Scrap Lead x1, Powder Gel +x1, Spark Flint x1
MC Toxic Rounds	200	Scrap Lead x1, Powder Gel +x1, Toxic Culture x1
Top Sight	500	Rookie Sight x1, Custom Kit Set x1
Combat Sight	3000	Top Sight x1, Custom Kit Set x1
Sub-Sight	550	Rookie Sight x1, Custom Kit Set x1
High-Mount Pro	8300	Scrap Bronze x1, Scrapped Missile MS1 x1
Telephoto Lens	11000	Scrap Bronze x1, Scrapped Gatling MS x1
Mini-Lens	2500	Telephoto Lens x1, Custom Kit Set x1
Long Lens	2500	Telephoto Lens x1, Custom Kit Set x1
Top-Rail Scope	25000	Scrap Iron x5, Scrap Lead x4, Scrap Bronze x3, Rare Metal Shard x1, Scrapped Gun Bβ x1
Long Scope Pro	26000	Scrap Iron x5, Scrap Lead x4, Scrap Bronze x3, Rare Metal Shard x1, Scrapped Gun BD x1
Lens Adapter	1000	Scrap Bronze x2
Prototype Mount	500	Scrap Iron x1, Custom Kit Set x1

NAME	PRICE	REQUIRED ITEMS
Scope Mount	1000	Scrap Bronze x1, Scrapped Blowgun BD x1
Long Scope Mount	1000	Scrap Bronze x1, Scrapped Blowgun SD x1
HG Expander Barrel	500	HG Rookie Barrel x1, Custom Kit Set x1
HG Multi-Barrel	3000	HG Expander Barrel x1, Custom Kit Set x1
HG Expander Barrel Pro	6000	Scrap Bronze x2, Scrapped Vulcan TK x1
MG Expander Barrel	500	MG Rookie Barrel x1, Custom Kit Set x1
MG Multi-Barrel	3000	MG Expander Barrel x1, Custom Kit Set x1
MG Double Barrel	6100	Scrap Bronze x2, Scrapped Vulcan TK x1
Sub-Barrel	500	Scrap Iron x1, Custom Kit Set x1
Multi Sub-Barrel	3000	Sub-Barrel x1, Custom Kit Set x1
Expander T Sub-Barrel	8500	Scrap Bronze x1, Scrapped Missile TK x1
Expander + Sub-Barrel	9500	Scrap Bronze x1, Scrapped Missile TK x1
Expander Sub-Barrel	10000	Scrap Bronze x1, Scrapped Cannon MS x1
Long Expander Barrel	15000	Scrap Bronze x1, Scrapped Hammer SH2 x1
Scattershot Sub-Barrel	5000	Scrap Iron x3, Scrap Lead x2, Scrap Bronze x1, Gasoline x2, Lumber x2, Glass Shard x2
Expander Grip	3000	Rookie Grip x1, Custom Kit Set x1
L-Grip	1500	Expander Grip x1, Custom Kit Set x1
Adapter Handguard	9000	Scrap Bronze x1, Scrapped Arm TK x1
Adapter Foregrip	11500	Scrap Bronze x1, Scrapped Arm TK2 x1
Barrel Adapter	1000	Scrap Iron x2
L-Barrel Adapter	1500	Barrel Adapter x1, Custom Kit Set x1
HG Magazine +2	500	HG Rookie Magazine x1, Custom Kit Set x1
HG Magazine +5	3000	HG Magazine +6, Custom Kit Set x1
HG Magazine +6	7700	Scrap Bronze x1, Scrapped Missile TK2 x1
HG Drum Magazine	24000	Scrap Iron x5, Scrap Lead x4, Scrap Bronze x3, Rare Metal Shard x1, Scrapped Gun KBB x1
MG Magazine +3	500	MG Rookie Magazine x1, Custom Kit Set x1
MG Magazine +8	3000	MG Magazine +9 x1, Custom Kit Set x1
MG Magazine +9	7800	Scrap Bronze x1, Scrapped Missile TK2 x1
MG Drum Magazine	24000	Scrap Iron x5, Scrap Lead x4, Scrap Bronze x3, Rare Metal Shard x1, Scrapped Gun KBβ x1
Protective Padding	10000	Plastic Fiber x3, Scrap Iron x5, Scrap Lead x5
Heat Shield	10000	Plastic Fiber x3, Crystalline Fire x2, Hide x1
Cold Shield	10000	Plastic Fiber x3, Ice Fragment x2, Lumber x1
Bolt Shield	10000	Plastic Fiber x3, Spark Flint x2, Rubber Chip x1
Toxicity Shield	10000	Plastic Fiber x3, Toxic Culture x2, Sterile Plating x1

CHASE AWAY TORCH GREMLINS

With the party in Albona, keep an eye out for Torch Gremlins in the street. Speak to them to shoo them away. They typically drop between 450-475 Rubies!



PART III
WALETHBOUGH

PROLOGUE

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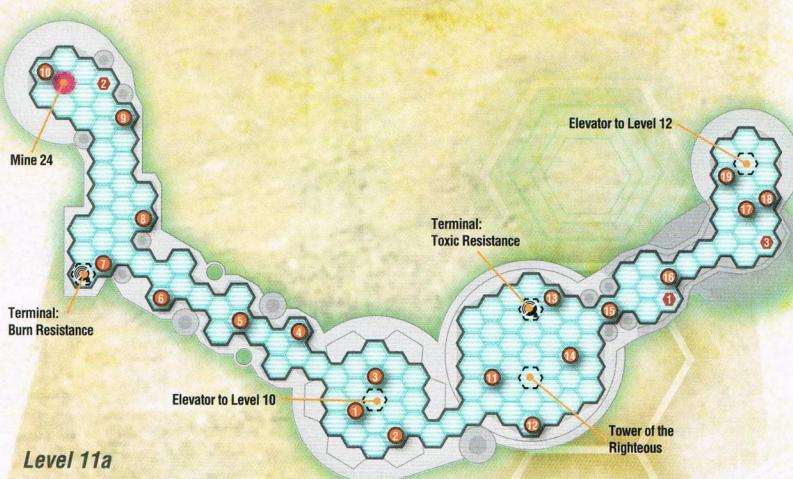
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Level 11a

World Map: Level 11a

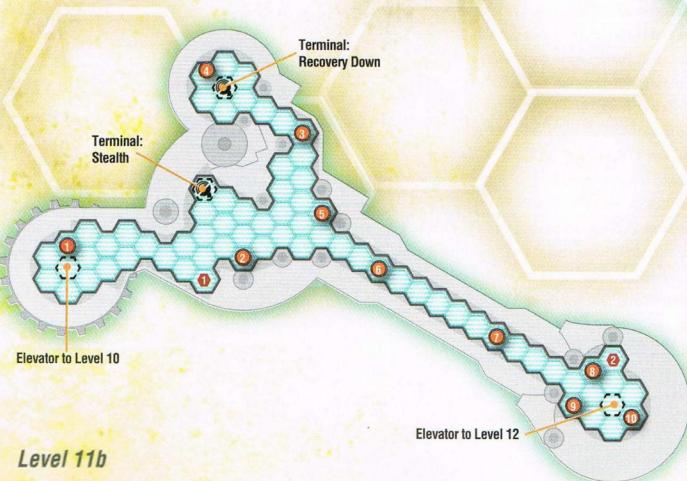
ITEM LIST

- ① Molotov Cocktail +5
- ② Anti-Toxin x1
- ③ HP Electrified Rounds +5
- ④ Energy Hex x3
- ⑤ Anti-Damage x1
- ⑥ (Ran-Jin) Shuteye x1 (V)
- ⑦ Energy Hex x2
- ⑧ Freezer Grenade ++ x5
- ⑨ (Soleil) Wink x1 (L)
- ⑩ (ARES) Air x1 (Z)

- ⑪ Energy Hex x2
- ⑫ (Night) Jude x1 (V)
- ⑬ Smash Grenade x5
- ⑭ Energy Hex x3
- ⑮ Escape Hex x1
- ⑯ HP Toxic Rounds + x5
- ⑰ Molotov Cocktail ++ x5
- ⑱ First Aid EX x2
- ⑲ Dog Droppings x1

SPECIAL CHALLENGE ENEMIES:

- ① Chapter 11: Blood Doll Omega (Lv20), Puppeteer (Lv65) Milky Snow
- ② Chapter 11: Rocketfoot (Lv24), Doled-Up Walker (Lv54) Lucky Doll
- ③ Chapter 14: Cathedral Sniper (Lv65), Cathedral Guard (Lv71), Cathedral Fencer (Lv76) Perfect Aid



Level 11b

World Map: Level 11b

ITEM LIST

- ① HP Incendiary Rounds +5
- ② (Luvino) Cherry x1 (Z)
- ③ Perfect Aid x1
- ④ Bezel Shard x1
- ⑤ Spray-In: Silver x1 (L)
- ⑥ Armor-Piercing Rounds +5
- ⑦ (Raz) Clay x1 (L)
- ⑧ Color Lens (R): Gold x1 (Z)
- ⑨ Color Lens (L): Gold x1 (Z)
- ⑩ (Vis) Rosso x1 (L)

SPECIAL CHALLENGE ENEMIES

- ① Chapter 9: Sprocket Juggernaut (Lv57), Fullmetal Gear (Lv77) Perfect Aid
- ② Chapter 16: Judge's Assault (Lv66), Judge's Blade (Lv76) Bezel Shard

ACCESS LEVEL 11

Exit Albona and continue laying Energy Hexes on Level 10. Activate a path to the Elevator to Level 11. Since there are two of these, create a path to the one closest to Albona and not the one at the end of the narrow winding path.

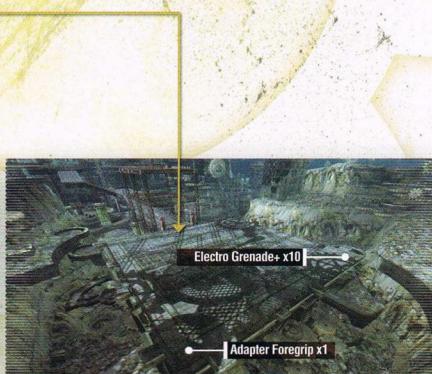
On Level 11 continue laying Energy Hexes to clear a path to Mine 24. Also, place a Station Hex near the elevator for easy saving and resting.



THEY'LL PICK YOUR BONES CLEAN

Hooded Gangsters have set up a roadblock in the way. These enemies have no body parts to blast off and are remarkably sturdy, providing a challenge. During Hero Actions let your handgun-equipped characters fully charge their attacks up to 9-10 times before firing. That way you're more likely to break enemy gauges into smaller bits and recharge the Hero Gauge easier.

There's also a liquid nitrogen tank on the upper level. Shoot it when the upper enemy is standing next to it to freeze him in place.



PART III
WALKTHROUGH

PROLOGUE

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MINE 24

There are eight areas and two side areas you must navigate to reach Gelsey's location and exterminate the mad dog General. Gelsey's soldiers and hounds attack in each area. Use Hero Actions to take out gunmen and machine-gunners first, then surround and eliminate the Hot Dogs. Because all Gelsey's soldiers have an extra body part on their back, you must jump during Hero Actions to be sure to break their gauges.

In the second area, one of the men is a Fencer. Like the Hot Dogs, Fencers can only perform melee attacks at close range. However they can inflict up to 500 points of Scratch Damage with a single blow. Therefore take out the Gunman in the area first, then the Fencer, then the Hot Dogs.



After clearing the third area, which has three exits, go through the pink doorway to the southeast room. Defeat another group there and open the item box at the back to obtain **MC Electrified Rounds + x30**. These bullets prove extremely useful against the Highway Hunters in subsequent areas. Equip your machine-gunner with them when attacking these tanks to inflict Shock status. Also shoot Dead Batteries in these areas to inflict great damage and shock when enemies are nearby.



When battling two Highway Hunters in the third-to-last area, focus all your attacks on eliminating its front gauges only. Next, reduce the body to full Scratch Damage and eliminate it with a follow-up handgun shot. This eases survival against the remaining Highway Hunter. Remember to load MC Electrified Rounds or Metal-Coated Rounds in the Magazine Case for faster results.



After defeating the two Highway Hunters, go through the blue doorway to the southeast room. Defeat another Highway Hunter and some of Gelsey's men and open the item boxes in the area to obtain **Electro Grenade + x10** and an **Adapter Foregrip x1**. Return to the previous area and continue through two more areas to the southwest to reach Gelsey. Collect the **Escape Hex x1** before proceeding to the final area.



GELSEY

Level 50

HP 7500

Main Body 25% Hard Weakness: None Resistance: None
Item Drops None



Equip your machine-gunner with the Magazine Case and Hollow-Point Rounds + or ++. Equip one of your handgun characters with the Grenade Box full of Hand Grenades.

Use the initial rounds to take out Gelsey's three bodyguards along with the Unidentified Drum. Use as few Hero Actions as possible while eliminating them.

Once Gelsey is alone, let your machine-gunner use all the Hero Actions to inflict Scratch Damage while your handgun operating and grenade-throwing characters stand nearby and try to break his gauge. Go for airborn attacks and Bonus Shots as often as possible. Since Gelsey has no body parts to blow off or break, the Hero Gauge empties quickly. Ignore Direct Damage inflicted by Toxic Grenades he throws, cure characters afflicted with Shock, and keep attacking him until victorious.

When his henchmen are gone, Gelsey tries to play a trick on the party to make more appear.

Gelsey emits a flash of light and disappears. Several barrels appear in the area. You must shoot (with Direct Damage) the barrel Gelsey hides inside. Shooting the wrong barrel causes three more soldiers to appear. Wait just a moment while observing the barrels and one should wiggle. This is the barrel that Gelsey occupies. Shoot it and you'll be able to resume the battle without additional guards appearing.



PART III WALETHROUGH

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GUILD MISSION OPTIONAL



CLIENT



Burnell

REWARD

Hunter Points ★ 8

Rubies ● 10000

Items Adapter
Handguard

Level 4

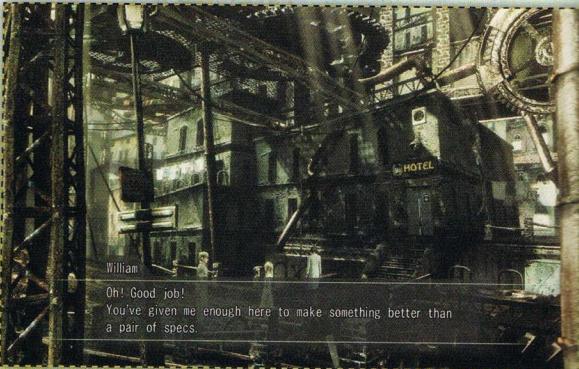


Ebel City

THE HOPE TO ADVANCE

SEEING IS BELIEVING

Look for Burnell and the young miss in the Ebel City Guild once again, during daytime hours only as usual. Accept the **Lens Material x1** from him and go to Cranktown on Level 7. Speak to William—the man in green standing outside the Inn on Solam Street—and give him the Lens Material to complete this mission.





CLIENT

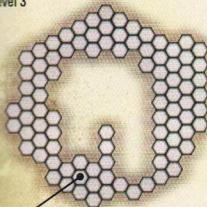


Pater

REWARD

Hunter Points ★ 10
 Rubies 5000
 Items Toxicity Shield

Level 3



Pater's Manor

THE TOWN OF HOPE

THE TERMINAL PUZZLE

Visit Pater inside his manor in Chandelier. In his efforts to restore Patertopolis to its former glory, he requires someone to establish a Terminal Effect at the location.

Visit Level 6. An Energy Hex is required to activate one of the terminals closest to Patertopolis. These are acquired from enemies in Mine 24 and on Level 11.

PART III
WALKTHROUGH

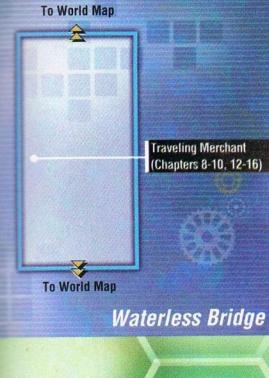
PROLOGUE

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The terminal closest to the location (Terminal: Experience) increases the amount of experience gained by a factor of 1.5 in connected areas when active. However, to activate the terminal requires connecting 70 hexes with the same color Energy Hex. Since Energy Hexes are in short supply during Chapter 7, it is a better idea to place a Station Hex on a Thoroughfare tile near Patertopolis. It should be a Station Hex where you have plentiful Energy Hexes of the same color.

For instance, if you have a large number of Energy Hexes (which by now you should) then place an Station Hex on a Thoroughfare near Patertopolis. Connect the Station Hex to the Terminal: Experience. Connect the terminal to Patertopolis, then continue placing Energy Hexes across Level 6 until 70 or more tiles are connected and the terminal activates. Report back to Pater afterward for your reward.



GUILD MISSION (OPTIONAL)



CLIENT



Traveling Merchant

REWARD

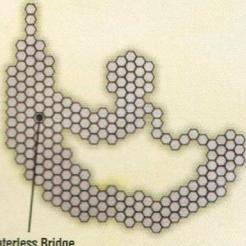
Hunter Points ★ 10

Rubies ● 5000

Items ● Molotov

Cocktail+ x20

Level 8



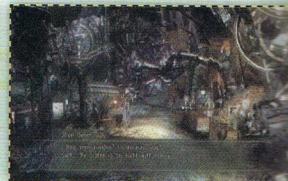
Waterless Bridge

EMERGENCY CALL-UP!

FAMILY INTRODUCTIONS

The Traveling Merchant has permanently moved to the Waterless Bridge on Level 8. Find her there and speak to her. She hands over the **Mega-Sack x1** and asks you to give it to her sister in Albona.

Albona is a town on Level 10. Activate a path through Level 10 to Albona with Energy Hexes if necessary. The Traveling Merchant's sister is the Shop Owner on Angus Street. Speak to her and hand over the Mega-Sack to receive your reward.



SCRAP IRON FOR SALE?!?!

Now that the mission is complete, return to the Waterless Bridge on Level 8 at your leisure and speak to the Traveling Merchant again to view her wares. Her inventory list has grown by a considerable amount, and even includes Multi-Aids, Cure Kit-Rs, and some common Tinkering ingredients!

MAKING RUBIES WITH COMPACT SCOPE β

Now that the Traveling Merchant sells Scrap Iron and Glass Shards, it's possible to make large amounts of Rubies. Buy several Scrap Irons for 200 Rubies and Glass Shards for 150 Rubies, then return to the Tinkerer in Ebel City and make as many Compact Scope β as possible for 3000 Rubies apiece. Visit the shop and sell them all for 4100 Rubies each, resulting in a profit of 750 Rubies per Compact Scope β.

TRAVELING MERCHANT SHOP LIST (WATERLESS BRIDGE, CHAPTERS 6-11)

TYPE	NAME	PRICE
Tool	First Aid	1000
Tool	Multi-Aid	2000
Tool	Cure Kit	1000
Tool	Cure Kit-R	2000
Tool	Escape Hex	1500
Tool	Clairvoyance	250
Tool	Rookie Grenade	50
Other	Scrap Iron	200
Other	Fabric Scrap	100
Other	Glass Shard	150
Other	Powder Gel	250
Other	Gasoline	150



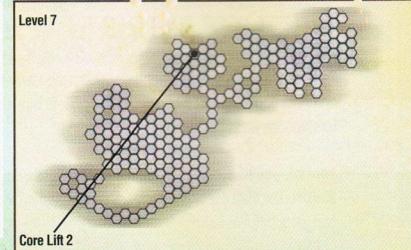
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Juliet

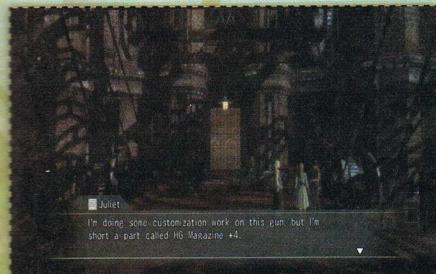
REWARD

Hunter Points ★ 8
 Rubies 2000
 Items MC Electrified
 Rounds x25



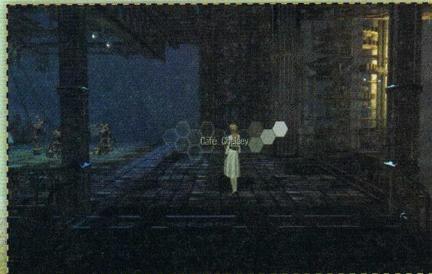
CUSTOMIZING ANOTHER HUNTER

Juliet wants a HG Magazine +4. If you have one on hand, simply hand it over. If not, the Tinkerer at nearby Cranktown can make one from a Scrap Lead and a Scrapped Bazooka E. Many enemies encountered on Level 5 as well as those encountered in Arena ranks 8-11 drop Scrap Lead. Scrapped Bazooka E items are dropped by Rocketfoot enemies encountered in Level 9 Warehouse District areas. Also, a MG Magazine +6 can be scrapped to obtain both necessary parts.



THE GREMLIN GATHERING

As for Juliet's tip, head to Café Chelsey in the middle of night during Chapter 7. A circle of Gremlins stands in the center of the area. They disperse as the party approaches them. Each drops nearly a thousand Rubies on the ground as they flee. Pick up these Rubies and your total cash intake on this mission quadruples!



PART III WALKTHROUGH

PROLOGUE

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GUILD MISSION OPTIONAL



CLIENT



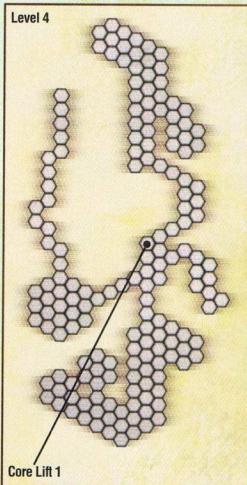
Postman

REWARD

Hunter Points ★ 5

Rubies 1500

Items First Aid EX

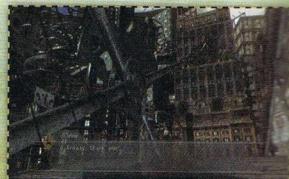
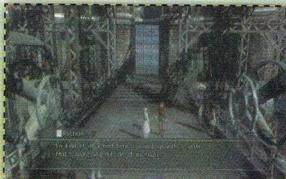


THE MYSTERY BEAUTY

DEDUCE THE RECIPIENT

Find the Postman pacing around Core Lift 1 on Level 4. He hands over the Light Envelope x1 and asks you to deliver it to a woman. Speak to him a second time to learn that it's addressed to someone on Level 8.

The only populated place on Level 8 is Waterless Bridge. The lone woman who roams there (other than the Traveling Merchant) is Jeanne. Approach her and give her the letter to complete this mission.



MAIL IS WAITING!



Having completed all story and Guild missions available thus far, you should find another present from the Guild waiting in your mailbox when you arrive back at base, including **Expander Sub-Barrel x1** and **Cure Kit-R x3**.

CHAPTER END CHECKLIST: CHAPTER 7

You should achieve the following before advancing to Chapter 8:

- Completed Story Mission "The Hunt for Gelsey"
- Completed Guild Mission "The Hope to Advance"
- Completed Guild Mission "The Town of Hope"
- Completed Guild Mission "Emergency Call-up!"
- Completed Guild Mission "A Seductive Proposal!"
- Completed Guild Mission "The Mystery Beauty"
- Found Junk Oil x1 at Core Lift 3: Lower Level
- Found the following items at Albona: Gold Blob x1, Witchy Wallace x1, Filthy Pouch 5 x1, Dud Round x1, Meat x1, Multi-Aid R-EX x1
- Having cleared all Story Missions and Guild Missions thus far, check the mailbox outside the Base to receive a Guild present containing Expander Sub-Barrel x1, Cure Kit-R x3

Chapter 8

SNOOP PATROL

CLIENT

None

Reward

Hunter Points ★ 20

Rubies ● None

Items None

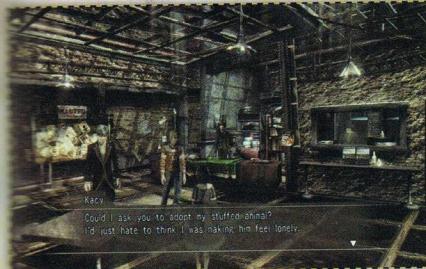
SHY GUY

Cardinal Pater requests Leanne's "company" during the reopening of Patertopolis. His invitation includes 4 Energy Hex x3. Leanne leaves the party, and Vashyron and Zephyr decide to follow and observe her with Pater. A few Guild Missions available in this chapter are difficult to complete without her in the party, so you should complete this mission first.



KACY'S PRESENT

Having completed all three of Burnell's Guild Missions during previous Chapters, look for him and Kacy at the Ebel City Guild. Speak to Kacy and she hands over her **Buddy Bear x1**. You may give this doll to Daniel outside the shop during the day to receive a useful item in return.



ALBONA TINKERING COMES TO EBEL

The Tinkerer at the Ebel City Shop has now traveled to Albona and learned how to make all sorts of new items. So all the items from the Albona Tinkerer's List are now available in Ebel City for convenience.

COMPETING EVER HIGHER

New ranks available at the Arena allow you to reach Rank 35, though it's unlikely you'll place that high without Leanne's help. The boss in round 3 of rank 35 (Glasya-Labolas) is not a major challenge to overcome; the true test is trying to defeat Fáfnir twice just to reach the third round!



APB FOR TEAM VASHYRON

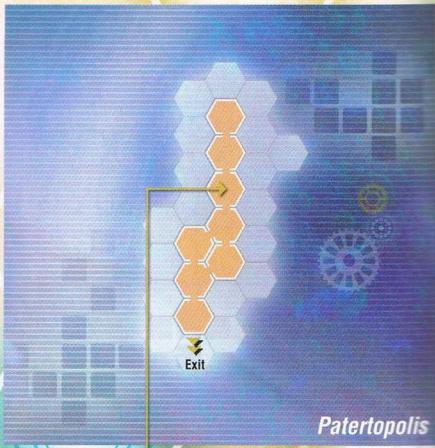
It seems Pater wants no one to interfere with his date, so he erected roadblocks on Levels 4 and 6. All roadblock enemies consist of Chunky Gangsters and Junk Mimics. Focus on eliminating the Chunky Gangsters first by blowing off their hats (represented by the small gauge on their backs) and then filling their bodies with Scratch Damage. Only target the Junk Mimics when you need to restore bezels in the Hero Gauge.

When the Chunky Gangsters are all gone, eradicate the remaining Junk Mimics.



ERECT A STATION HEX NEAR PATERTOPOLIS

Despite Pater's seeming innocence, the enemies at Patertopolis prove quite challenging. Erect a Station Hex at one of the Thoroughfare tiles near Patertopolis for easy saving and resting. That way you have a safe place to retreat to if things go bad inside. Remember that a man at the Ebel City Guild exchanges colored Energy Hexes for Station Hexes if supplies are low.



Patertopolis



PATERTOPOLIS

To prepare to follow Pater and Leanne into his inherited land, equip your machine-gunner with the Magazine Case and Hollow-Point Rounds +. You also want plentiful supplies of Metal-Coated Rounds + and/or MC Electrified Rounds. Equip both characters with Toxicity Padding and Germ-Resistant Vests. Forget about First Aid; if you need to use it then you've already failed. Exit Patertopolis if your characters suffer Direct Damage and HP reduction at any point.



Pater's security forces are remarkably similar to Gelsey's men, with protective hats represented by the gauges on their backs. Start each round with your handgun-equipped character performing a Hero Action, jumping over the guard's heads to target their rear gauges. Once these gauges are gone, your machine-gunner can fill bodies with Scratch Damage for easy one-shot kills. Even without their gauges the guards are quite resilient, so allow each attack to charge up to 7-8 times before firing.

After clearing the second area, you have a choice of routes. For an easier time, go through the light-blue doorway to the northeast. The violet doorway to the north leads to an encounter with a Missile Plough. You must fight one of these later anyhow, and battling one before the boss is enough.

COMBO MECHS

In the east passage is an encounter with a Sprocket Juggernaut. This mechanical creature is easily dispatched with the help of Metal-Coated Rounds. However, in the next area both a Sprocket Juggernaut and a Missile Plough attack at the same time, with support from security guards. Focus your initial attacks on the Missile Plough, since it does the most damage if left alone. When Hero Gauge bezels run low, have your handgun-equipped character attack the Juggernaut or the security guards to regain Hero Action abilities. Pack the Magazine Case with MC Electrified Rounds or Metal-Coated Rounds + or ++ while your other character throws Electro Grenades to eliminate the Missile Plough more quickly. Wrap up fighting the remaining forces in the area and continue north.



POISON BREATHERS

Poison Gremlins wait in the next area. While they're not hard to eliminate, it's crucial that you maintain safe distance from them at all times to avoid their poison breath attacks. When planning Hero Actions, ensure that the character will arrive at a safe location away from all Gremlins at all times. Ensure that the Gremlins will need to spend a turn traveling just to reach your character. If the Gremlins manage to poison your characters and inflict Direct Damage, then you might need to exit Patropolis, rest, and start over just to have a chance of defeating the boss. When the area is clear, open the three item boxes here to obtain **Perfect Aid x2**, **Cure Kit-R x10** and **Escape Hex x1** before proceeding to the boss's area.



PART III	
WALRITHBOUGH	PROLOGUE
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TRI-STAMP

Level 73 HP 7500

Main Body	25% Hard	Weakness: None	Resistance: None
Part 1	100% Hard	Weakness: None	Resistance: None
Part 2	100% Hard	Weakness: None	Resistance: Physical
Part 3	100% Hard	Weakness: None	Resistance: None
Part 4	100% Hard	Weakness: None	Resistance: None
Part 5	100% Hard	Weakness: None	Resistance: None
Part 6	100% Hard	Weakness: None	Resistance: None
Part 7	100% Hard	Weakness: None	Resistance: None
Item Drops	Unknown Material S, Scrapped Hammer SH3, Scrap Zinc		



During this battle managing the Poison Gremlins in the area is just as crucial as defeating Tri-Stamp. When plotting a Hero Action, characters must not stop next to a Poison Grenade. This helps to avoid Direct Damage caused by Poison Breath attacks, making the battle more difficult than it need be.

Lead your machine-gunner's Magazine Case with any MC elemental rounds or Metal-Coated Rounds + or ++ to attack Tri-Stamp's body parts, then hurl Hand Grenade + or ++ to blast them away.

CONTINUES

TRI-STAMP
CONTINUED

Once your grenade-tossing character is near Tri-Stamp, don't let him use any more Hero Actions. Simply move him a few feet away from Tri-Stamp and all Gremlins and toss another grenade. Repeat this every turn to keep Tri-Stamp on the move instead of launching his attacks.

Meanwhile, keep your machine-gunner crisscrossing the ground with Hero Actions, spraying Tri-Stamp's armor pieces with Metal-Coated Rounds. Go for as many airborne Bonus Shots as possible to wrack up the Scratch Damage. If bezels run out in the Hero Gauge, let your grenade-tossing character use your last one. Cross the area targeting the Poison Gremlins, hopefully in groups, and blast off their protective gear to replenish the Hero Gauge.

When Tri-Stamp has four outer gauges remaining, target his hammer arm with Scratch Damage and Direct Damage to make him drop his weapon. Thereafter all his attacks are less damaging.

After blowing away his outer gauges and hammer arm, focus on Tri-Stamp's body by firing between the remaining gauges. Switch the machine-gunner's ammo to Hollow-Point + or ++ rounds to weaken his soft tissue. Switch your grenade-tosser's ammo to Molotovs or Electro Grenades and try to inflict status to Tri-Stamp, even if just for short periods. Continue this until Tri-Stamp is defeated.





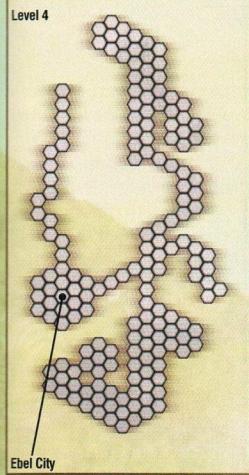
CLIENT



Miranda

Reward

Hunter Points ★ 8
 Rubies 4000
 Items Elemental Protector



CLEANED OUT BY CREATIVITY

THE FASHIONISTA NEEDS HELP AGAIN!

Simply hand over 80 Fabric Scraps to Miranda in Boutique Lily to complete this mission.

Many enemies drop Fabric Scraps, and even the Traveling Merchant sells them at the Waterless Bridge on Level 8.



Completing this mission adds new items to the Boutique's inventory.

BOUTIQUE LILY APPAREL AVAILABLE: COMPLETED "CLEANED OUT BY CREATIVITY"

CHARACTER	STYLE	TYPE	ITEM	PRICE
Vashyron	A	Jackets	(Lily) Candy	11000
Vashyron	A	Boots	(ARES) Water II	9600
Vashyron	A	Boots	(Victory) Ring	12000
Vashyron	B	Shirts	(Ran-Jin) Hex	5300
Vashyron	B	Shirts	(Lily) Death	5300
Vashyron	B	Shirts	(Ran-Jin) Lock	5300
Zephyr	A	Pants	(SYS) Mesh	12000
Zephyr	B	Shirts	(Lily) Pumpkin	4200
Zephyr	B	Shirts	(Gilles) Dental	4200
Zephyr	B	Shirts	(PARAGON) Boy	6800
Zephyr	B	Shirts	(PARAGON) Girl	6800
Zephyr	B	Shirts	(PARAGON) Equalizer	6800
Zephyr	B	Pants	(Gilles) White	8900
Zephyr	B	Boots	(Lily) Bitter	6400



CLIENT



Juliet

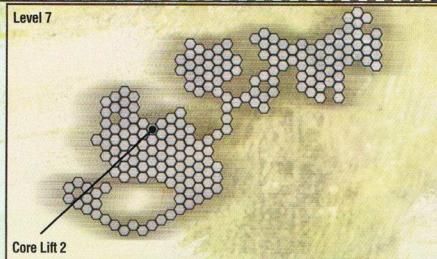
REWARD

Hunter Points ★ 10

Rubies ● 4000

Items ⚡ Toxic Grenade + x20

Level 7



PASSING THE BUCK

Speak to Juliet at Core Lift 2 on Level 7. It seems her latest hunter mission got out of hand, and now she needs a team to take out three Grass Yetis near Waterless Bridge.

Ride the Elevator to Level 8 and look for the three red hexes with exclamation marks around Waterless Bridge. You must defeat all three enemy groups to complete the mission. Erect a Station Hex on this level so that you can save and rest between battles.



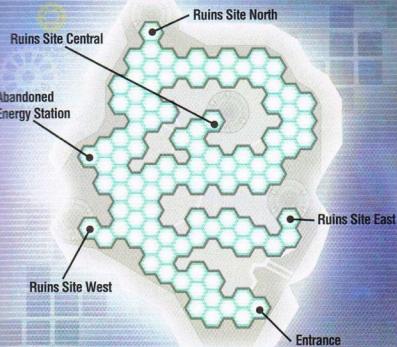
Grass Yetis and their Safety Dwellest companions inflict characters with poison. Equip party members with Germ-Resistant Vests, Toxic Padding, or Germproof Suits if available. The Grass Yeti should be the focus of your battle, turning your attention to the Safety Dwellest only to recharge the Hero Gauge if needed. Cure poisoning immediately to prevent massive Direct Damage.



The Grass Yeti slowly recovers Scratch Damage as long as it holds its cudgel. However, the cudgel is not easily blown off the Yeti. The best strategy is to attack the body with fully charged shots, so that your handgun-users break its main gauge into several smaller pieces. By this point in the game, fully charged machinegun attacks should carry a 5% or 10% chance to fill the body gauge with Scratch Damage, so that one shot can kill it. Unless that happens, immediately follow each of your machinegun attacks with a single-charged handgun shot to inflict as much Direct Damage as possible. Chance plays a big part in letting you kill the Grass Yetis with any ease, so have plenty of Rubies on hand for retries.



Freud Remnants



Ruins Site West



PART III
WALKTHROUGH

PROLOGUE

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Ruins Site East



Ruins Site Central

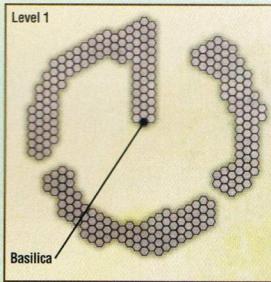


Ruins Site North

GUILD MISSION OPTIONAL



CLIENT	
Bennett	
REWARD	
Hunter Points	★ 8
Rubies	3000
Items	Telephoto Lens



DIFFERENT VALUES

THE FREUD REMNANTS

Speak to Bennett, who stands outside the Basilica on Level 1. His task involves venturing to the Freud Remnants on Level 8 to procure the Ancient Text.

The Freud Remnants is a multi-dungeon area with four locations to explore. The enemies are in the 16-17 level range with a few Lv37 Frag Dwellers, so Vashyron and Zephyr can possibly clear this mission without Leanne (though it's much easier with her involvement). The **Ancient Text x1** is located in a gold item box in the first area of Ruins Site Central. Take the item back to Bennett for your reward.

Other items available in the Freud Remnants include **Scope Mount x1** (2nd area of Ruins Site West), **Ice Proof Suit x1** (2nd area of Ruins Site East) and **Energy Hex x3** (2nd area of Ruins Site Central).



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TOP SECRET!

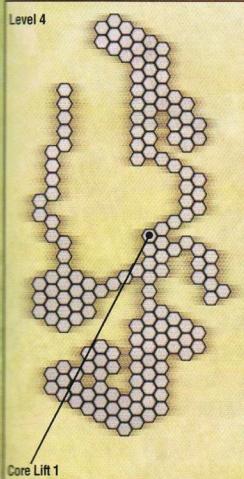
CLIENT



Sammy

Reward

Hunter Points ★ 5
Rubies Ⓛ 500
Items Multi-Aid R-EX

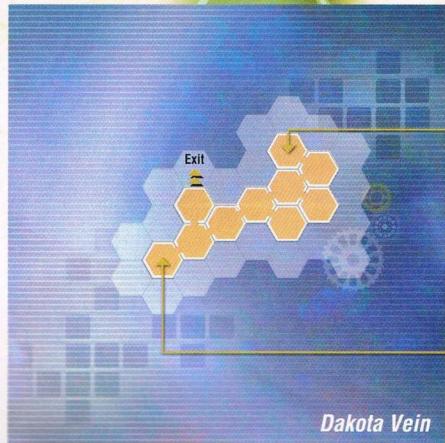


PUPPY LOVE

Speak to little Sammy at Core Lift 1 and accept his **Love Letter x1**. Take the Elevator to Level 6. Hand the Love Letter to Kate at Core Lift 2 on Level 6 to complete this mission.

PART III
WALKTHROUGH

PROLOGUE
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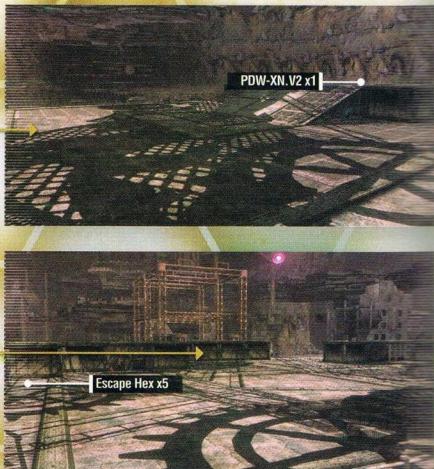
Dakota Vein

DAKOTA VEIN

Throughout Chapter 8 people will tell you of a machinegun available at the Dakota Vein on Level 9. Before Advancing into Chapter 9, take the time to explore this extra dungeon to obtain this weapon. The ability to dual-wield machineguns in future missions makes fighting much easier.



The Dakota Vein is populated mainly with Level 16 Shady Thugs, Level 36 Frag Dwellers, and a few Level 50 Sledgehammers. If you've switched weapons between characters often enough, they have sufficient levels to survive.



After clearing the second area, go through the pink doorway to the southwest room. Defeat the Frag Dwellers here and open the item box to obtain **Escape Hex x5**. Other side rooms in the dungeon have no extra items to find. Therefore, return to the previous room and navigate directly through the next main five areas to the north room.

Defeat the Sledgehammer in the fourth main area by scratching up his armor with Metal-Coated Rounds. Blow off his hammer arm as soon as possible to reduce the damage he can inflict. Blast away a few more body parts to create a hole, then saturate his body with Scratch Damage and finish him off. Triangulate around him with characters on both levels for advantage.



Two Sledgehammers guard the last area. Start attacking the closest one from the entrance without moving. By the time the two enemies move within close range, you should be almost ready to take one out. Use Hero Actions to finish off the second.



When the area is clear, ascend the central platform and open the gold item box to obtain the **PDW-XN.V2 x1**. This machinegun isn't much better than the SMG-05; however, the ability to dual-wield and double your Scratch Damage is well worth the effort.



PART III WALKTHROUGH

PROLOGUE

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CHAPTER END CHECKLIST: CHAPTER 8

You should achieve the following before advancing to Chapter 9:

- Completed Story Mission "Snoop Patrol"
- Completed Guild Mission "Cleaned Out by Creativity"
- Completed Guild Mission "A Water Beast Gone Dry"
- Completed Guild Mission "Different Values"
- Completed Guild Mission "Top Secret!"
- Obtained items at Patertopolis: Perfect Aid x2, Cure Kit-R x10, Escape Hex x1
- Obtained items at the Freud Remnants: Scope Mount x1, Ice Proof Suit x1, Energy Hex x3
- Conditional: Having completed all three of Burnell's Guild Missions, speak to Kacy at the Ebel City Guild to receive Buddy Bear x1
- Optional: Obtained items at Dakota Vein: Escape Hex x5, PDW-XN.V2 x1
- Optional: Clear all ranks up to Rank 35 at the Arena at least three or more times each

Chapter 9

LUCIA'S SACRED SIGN

CLIENT



Antourion

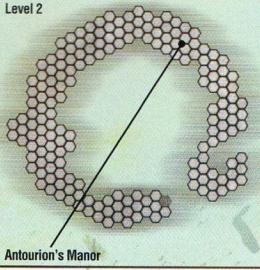
RWARD

Hunter Points None

Rubies None

Items None

Level 2

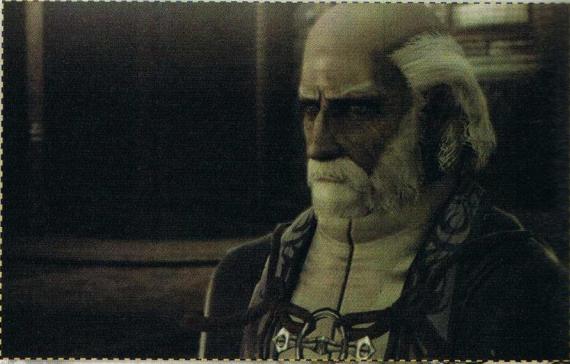


Antourion's Manor

FACING THE PAST

Cardinal Antourion wishes for the hunters to visit him at his manor in Chandelier. He encloses

♂ Energy Hex x3 and ♀ Energy Hex x3 with the invite.



Hooded Gangsters have erected a roadblock on Rainy Bridge outside Ebel City. Remember to let your attacks fully charge during Hero Actions for better chances of breaking their gauges. Moltov Cocktails + or ++ also work wonders at inflicting Scratch Damage against them, especially if they group together.

Antourion's Manor is on Level 2. Lay Energy Hexes to clear a path to the manor, then use a ♡ Energy Hex to activate the location itself.



Enter Antourion's Manor and go inside to trigger a scene. The Cardinal asks Vashyron and his group to return to Lucia and search for a Sacred Sign. This mission ends, and "Search for the Sacred Sign" is added to the Mission Memo.



COMPLETE ALL CHAPTER 9 BUSINESS

Complete all Chapter 9 Guild Missions, fight in the Arena, and customize your weapons before venturing back to Lucia. The enemies inhabiting Lucia have now changed, and are quite a bit more challenging than previously. Clearing all other Chapter 9 business first should help the party prepare for what lies ahead.

ARENA RANK 40

New Ranks are available at the Arena, all the way up to 40. The third round boss of Rank 40 is a trio of tanks. Fighting them may give you nightmares for a week. Pay attention to their Levels and eliminate the weakest first (Hurricane Panzer, then Sturm Panzer, then Tornado Panzer).



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WELCOME BACK, LEANNE!

Boutique Lily has three new casual shirts available for Leanne at the start of Chapter 9.

BOUTIQUE LILY APPAREL AVAILABLE: CHAPTER 9

CHARACTER	STYLE	TYPE	ITEM	PRICE
Leanne	B	Shirts	(Lily) Witch	4200
Leanne	B	Shirts	(Lily) Treasure	5100
Leanne	B	Shirts	(Gilles) Flower	5100



GUILD MISSION OPTIONAL



CLIENT



Miranda

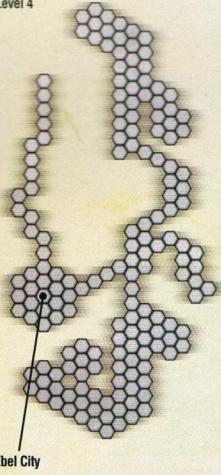
REWARD

Hunter Points ★ 10

Rubies ● 2000

Items ⚡ Hawk Eye

Level 4



LADY IN THE RED

EVERYONE'S AFTER THE NEW LINE

Ever the small business owner in dire need, Miranda now needs someone to mule fabrics from Cranktown. After speaking with her in the Boutique, head to Level 7.

On Level 7, a series of roadblocks prevents access to Cranktown. Fight your way through three sets of Chunky Gangsters and Shady Thugs to reach your destination.

Enter Cranktown at Widlar Street and find Darrel. Speak to him to receive the **Steamer Trunk** x1. Return to Ebel City and deliver the Steamer Trunk to Miranda for your reward. New clothing items become available in the Boutique immediately after completing this mission.

BOUTIQUE LILY APPAREL AVAILABLE:
COMPLETED "LADY IN THE RED"

CHARACTER	STYLE	TYPE	ITEM	PRICE
Zephyr	A	Pants	The Ninja	21000
Zephyr	A	Boots	The Tabi	23000
Zephyr	B	Shirts	(Victory) Love Me	7500
Learnie	A	Coats	(Soleil) Savannah	14000
Vashyron	A	Pants	(SYS) Clear	10000
Vashyron	B	Shirts	(PARAGON) Boy	7200
Vashyron	B	Shirts	(PARAGON) Girl	7200
Vashyron	B	Shirts	(PARAGON) Equalizer	7200



CLIENT



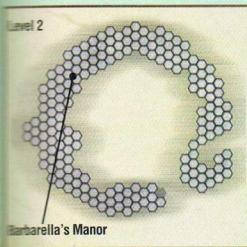
Lex

REWARD

Hunter Points ★ 8

Rubies 3000

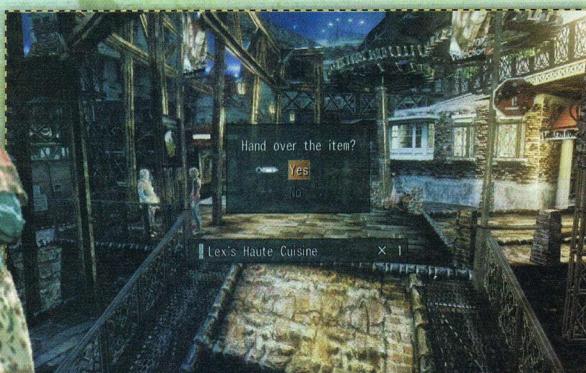
Items Mighty Suit



AUTHENTIC CUISINE

TASTY DISH

Speak to Lex outside Barbarella's Manor in Chandelier. He gives you **Lex's Haute Cuisine** x1 to take to his mother Rose, who lives in Ebel City. Look for Rose outside the Guild on Cheyenne Street and give her the prepared meal to complete this mission.

PART III
WALKTHROUGH

PROLOGUE

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CLIENT



David

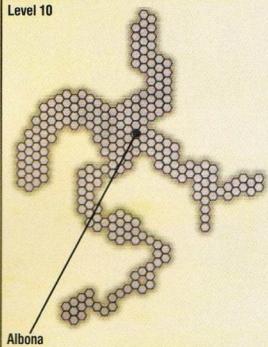
REWARD

Hunter Points ★ 5

Rubies 5000

Items Toxic Rounds + x20

Level 10



A LETTER TO MY GIRL

LONGING LETS THE HEART GROW STRONGER

David typically walks along Angus Street in Albona, near the World Map entrance. Speak to him to take charge of his **Letter of Longing** x1.

Head back to Core Lift 3 and ride it up to Level 9. Joanne is the young woman with a backpack who typically stands to the right. Give her the letter to complete this mission.



SERIOUS ADVICE

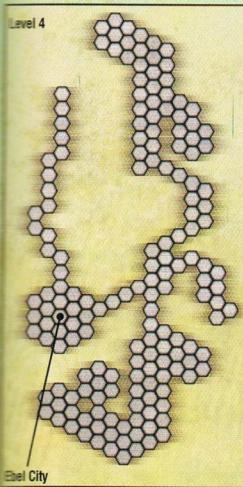
CLIENT



Rose

Reward

Hunter Points ★ 8
Rubies 5000
Items MG Magazine +12



MOM TO THE RESCUE

The Guild Mission "Authentic Cuisine" must be complete to trigger the posting of this mission on the bulletin board. Having eaten Lex's dish, Rose now wishes for you to take her **Deluxe Recipe** to her son. Simply courier the letter up to Barbarella's Manor on Level 2 and give it to the chef. Hope his next dish turns out better!



GUILD MISSION OPTIONAL



CLIENT



Sarah

REWARD

Hunter Points ★ 3

Rubies 500

Items Perfect Aid

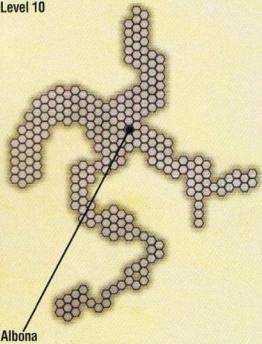
FEEL BETTER, KITTY DOG!

KITTY DOG IS HUNGRY

Sarah is the little girl who stands near the Albona Guild on Malcolm Street, staring at a barrel (which is in all likelihood a Dweller). Her pet isn't feeling so well, and she thinks some **Luxury Meat** will perk it up. Hand over the item if you have one to complete this mission.

Luxury Meat is dropped by Wrecking Baller enemies frequently encountered throughout **Lucia** during Chapter 9. Simply proceed with the Story Mission "Search for the Sacred Sign" until you obtain one from a defeated Wrecking Baller, then return it to Sarah in Albona.

Level 10



KITTY DOG REMAINS HUNGRY

After clearing this mission, Sarah continues asking you to feed Kitty Dog each time you speak to her. You may feed Kitty dog up to 12 Quality Meats or the equivalent in lesser or greater cuts. However, once Kitty Dog has had its fill Sarah merely thanks you.



SEARCH FOR THE SACRED SIGN

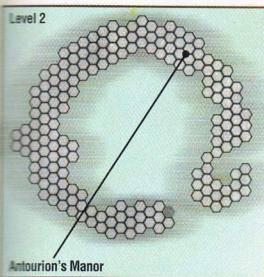
LUCIA SURROUNDED



Antourion

REWARD

Hunter Points ★ 30
Rubies ● 35000
Items None



PART III
WALKTHROUGH

PROLOGUE

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[NEVEREND]

HEAVY RESISTANCE

Inside Lucia, save at the Abandoned Energy Station and advance to the Downtown area as before. Equip your characters with Shock-Resistant Vests and Bolt Shields to protect against Electro Grenade damage before entering downtown. Equip the Magazine Case, Grenade Box, and First Aid Kit, one on each character.



To say that the new enemies encountered in Lucia are harder than before would be an understatement. Focus on eliminating the Mask Raiders first, firing on the Wrecking Ballers only when you need to restore bezels in the Hero Gauge. Have the machine-gunner act first each turn. Pack elemental rounds in the Magazine Case when targeting Mask Raiders and naked Wrecking Ballers.



Beating the Wrecking Ballers in the first area should be procedural. In the second area, use exploding Drum Cans to help damage the Mask Raiders. Focus subsequent attacks on the Fullmetal Gear, since it proves more meddlesome than your survival allows for. Finish off the Mask Raiders, using Molotovs to help fill their HP bars with Scratch Damage. In the third area, focus again on the Fullmetal Gears first to minimize the damage inflicted to your characters.

TAR ARMORS

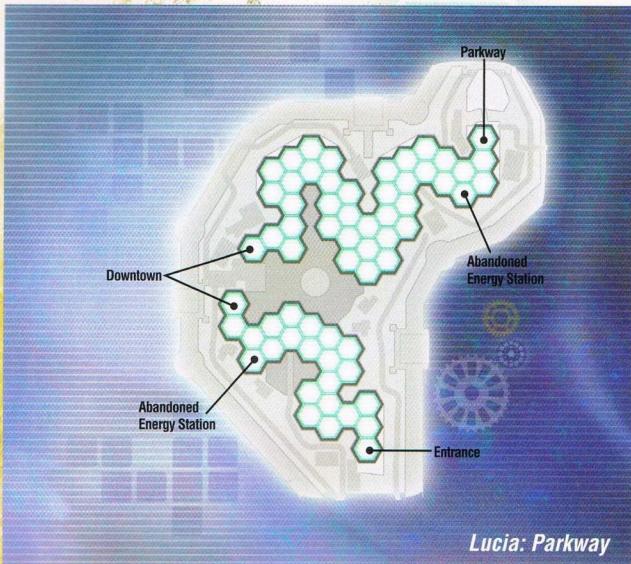
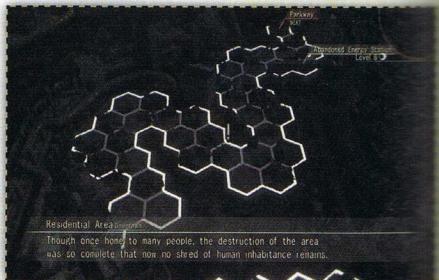
The fourth sector is now home to a pair of Tar Armors, both Level 60 versions of the Tar Man boss beaten so long ago. You must defeat them both to advance to the next area. Focus all attacks on one Tar Armor at a time. Their arm plates are nigh-impenetrable, so you must plow all Hero Actions and aim all attacks at their exposed bodies. Elemental grenades and rounds help fill their HP gauge with Scratch Damage faster. Keep an eye to your HP gauges and administer First Aid and First Aid S items when needed.



SCREW-TOP TRIO

While not quite as difficult to defeat as the Tar Armors, the former Tar Man layer is now inhabited by trio of Screw-Tops. Use Metal-Coated Rounds and detonate the Drum Cans in the area to remove their armor. Attack their bodies with normal rounds until defeated. Since there are three of them, simply blow off their headgear and direct all subsequent attacks to their bodies. When victorious, look for a new exit from this area that takes you back to the outdoor residential area.

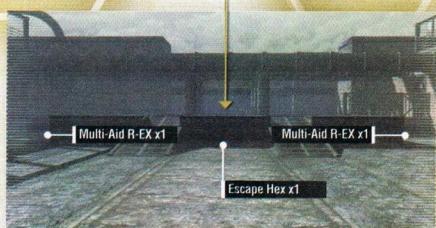
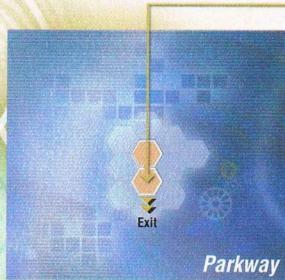
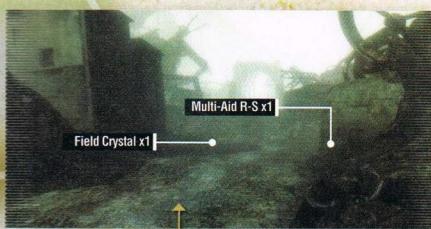
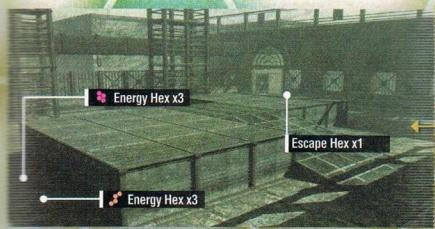
Cross the residential area and use the Abandoned Energy Station to rest and save before entering the Parkway. The Parkway is home to an incredibly powerful boss, the Jalopy Golem.



PART III
WALKTHROUGH

PROLOGUE

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JALOPY GOLEM

Level

74



Main Body	25% Hard	Weakness: None	Resistance: None
Part 1	100% Hard	Weakness: None	Resistance: Physical
Part 2	50% Hard	Weakness: None	Resistance: None
Part 3	50% Hard	Weakness: None	Resistance: None
Part 4	100% Hard	Weakness: None	Resistance: None
Part 5	100% Hard	Weakness: None	Resistance: None
Item Drops	Unknown Material G, Scrap Zinc, Scrapped Vulcan CG		

Prepare for this battle before entering the Parkway by equipping Vashyron with a machinegun and the Magazine Case. He should be high enough in machinegun level that he can more easily trigger Full Scratch Rate 10% than the others. Between Zephyr and Leanne, determine who has the highest level with thrown weapons and load them with Smash Grenades. Equip your third character with the First Aid Kit and Anti-Damage.

As in most boss fights, the Fullmetal Gears reappear as soon as defeated, almost in the spot. Therefore ignore them and focus all attacks on the Jalopy Golem in leader assault style. On your first turns, use an Anti-Damage on your machinegunner and the person with the First Aid Kit. Move each character out to the edge of the starting platform, then plot a Hero Action and jump to land on one of the three platforms on the ground level that surround Jalopy Golem. During Hero Action jumps, allow your attacks to fully charge 10-12 times before executing them. When it's your grenade's turn, throw a Smash Grenade on every charge so as to blow the Jalopy's gauges into smaller pieces.

Now that your three characters are on platforms, they are relatively safe from several of the more severe attacks of the boss and the Fullmetal Gears. The Jalopy Golem purposely targets characters on the ground, turns his back to them, then flattulates in their direction. The bowel gas inflicts poisoning, which of course inflicts Direct Damage and prevents your characters from recovering after successful hits. However, Jalopy Golem cannot do this to characters on platforms. So before plotting each Hero Action, drop to the ground, run a few feet forward, then plot a jump course so that you'll land on another platform. Just don't plan on jumping directly over Jalopy Golem, since it's impossible to leap over him.



CONTINUES

JALOPY GOLEM

CONTINUED

Leave your machine-gunner on a platform. On each of his turns, saturate Jalopy Golem's shields with Metal-Coated Rounds + or ++. Meanwhile, your grenadier should keep making passes alongside the creature, bombarding it with Smash Grenades. When you think the Smash Grenades are no longer effective at breaking its gauges, then switch to Hand Grenades + or ++ for the remainder of the battle. Vary the grenadier's turns, jumping off of a platform one turn and back onto the platform the next. This way the Jalopy Golem immediately targets the grenadier, but then he or she jumps out of harm's way on the next turn.



Having blown off most of its outer gauges, have your machine-gunner equip Hollow-Point Rounds + or ++ and target the body. With the body HP gauge broken into several smaller pieces, you should be able to restore a bezel in the energy gauge during every Hero Action, so just go for it.

CHAPTER END CHECKLIST: CHAPTER 9

You should achieve the following before advancing to Chapter 10:

- Completed Story Mission "Lucia's Sacred Sign"
- Completed Story Mission "Search for the Sacred Sign"
- Completed Guild Mission "Lady in the Red"
- Completed Guild Mission "Authentic Cuisine"
- Completed Guild Mission "A Letter to my Girl!"
- Completed Guild Mission "Serious Advice"
- Completed Guild Mission "Feel Better, Kitty Dog!"
- Obtained items at Lucia Parkway: Escape Hex x1, Multi-Aid R-EX x1, Multi-Aid R-EX x1
- Optional: Clear Ranks 41 and 42 at the Arena at least three or more times each
- Reaching 600+ Hunter Rank points, check the mailbox outside the Base to obtain a present from the Guild of Flameproof Suit x1 and Multi-Aid R-S x3.

DON'T LEAVE WITHOUT YOUR SPOILS!

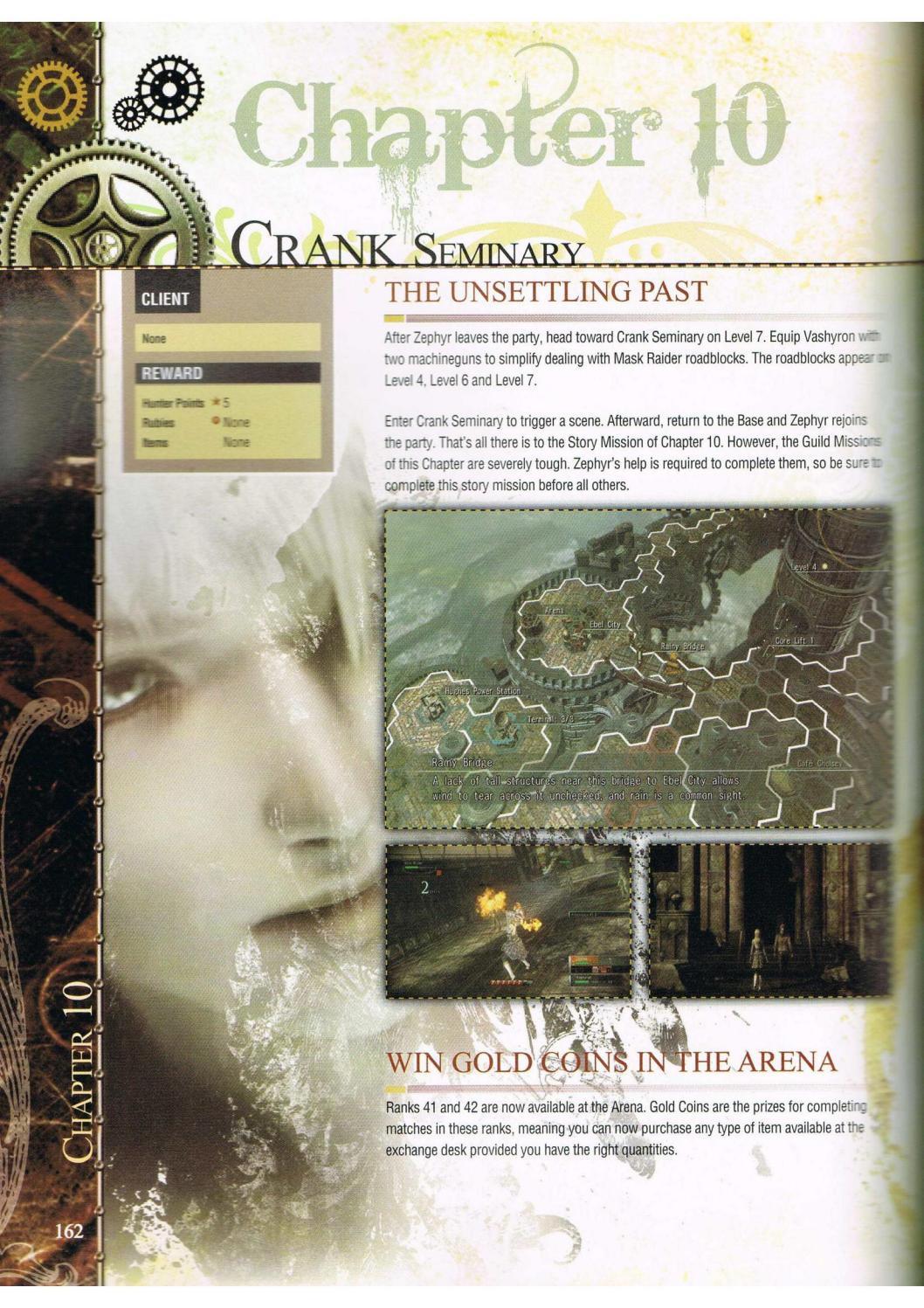


Following the boss fight, you'll wind up in the area beyond. Don't use an Escape Hex. Instead, return to the Jalopy Golem's layer and collect items from the three gold boxes on three sides of the central platform, including **Escape Hex x1**, **Multi-Aid R-EX x1**, and **Multi-Aid R-EX x1**.



PART III WALKTHROUGH

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Chapter 10

CRANK SEMINARY

CLIENT

None

REWARD

Hunter Points ★ 5

Rubies • None

Items • None

THE UNSETTLING PAST

After Zephyr leaves the party, head toward Crank Seminary on Level 7. Equip Vashyron with two machineguns to simplify dealing with Mask Raider roadblocks. The roadblocks appear on Level 4, Level 6 and Level 7.

Enter Crank Seminary to trigger a scene. Afterward, return to the Base and Zephyr rejoins the party. That's all there is to the Story Mission of Chapter 10. However, the Guild Missions of this Chapter are severely tough. Zephyr's help is required to complete them, so be sure to complete this story mission before all others.



WIN GOLD COINS IN THE ARENA

Ranks 41 and 42 are now available at the Arena. Gold Coins are the prizes for completing matches in these ranks, meaning you can now purchase any type of item available at the exchange desk provided you have the right quantities.



CLIENT



The Cardinals

REWARD

Hunter Points	★ 10
Rubies	● 10000
Items	◆ Hand Grenade ++ x20

REBEL SUPPRESSION 4

THE THREAT REEMERGES

Four enemy groups appear on the World Map near Patertopolis on Level 6. Each group consists of a large number of Shady Thugs and Chunky Gangsters. Unlike previously encountered groups, the Shady Thugs are great enough in number that you should take out a few of them first before focusing on eliminating the Chunky Gangsters. Otherwise, you may run short on Bezels in your Hero Gauge. Equipping a character with two machineguns also makes this assignment a good deal easier.

PART III
WALKTHROUGH

PROLOGUE

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EVERLAND

GUILD MISSION OPTIONAL



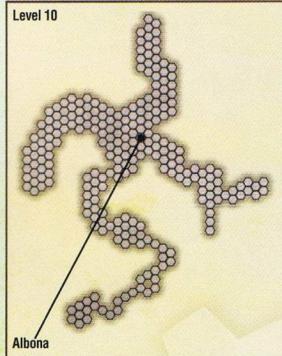
CLIENT



David

REWARD

Hunter Points	★ 10
Rubies	7500
Items	MC Sub-Zero Rounds + x25



A JOB TOO BIG

FOUR BOSSSES FOR HALF PRICE

Another hunter's bitten off more than he can chew, and needs someone to complete his mission at a greatly reduced rate. Head directly to Level 8 to find four enemy groups in the vicinity of the Freud Remnants. Each enemy group contains a Piledriver Giant and one or two Frag Dwellests. Place a Station Hex on Level 8 for easy saving and resting between battles as well as a quick return to Base.



Each Piledriver wears a facemask that allows them to quickly regenerate Scratch Damage. Focus on destroying its facemask, then concentrate attacks on its body by attacking it from behind. Defeating at least one of the Frag Dwellests is sound advice, since it gives you more room to move around the Piledriver Giant.





CLIENT



Barbarella

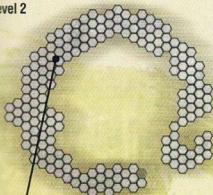
REWARD

Hunter Points ★ 8

Rubies 10000

Items Perfect Aid

Level 2



Barbarella's Manor

CHICKEN GREL FOR THE SOUL

SOMETHING TO WARM YOU UP

Visit Barbarella's Manor on Level 2 and speak to the alluring seductress. Fearing a recent outbreak of the flu, she wants you to take pre-emptive measures and collect some meds from the Chemist's Closet in Silver Canyon.

The enemies at Silver Canyon are no different than encountered on previous missions. By now, you should be able to dispatch them without relying on Incendiary Rounds and Molotov Cocktails. Fight into the Chemist's Closet, then open the gold box in the second area to obtain the **Medicine Chest x1**. Give this to Barbarella to complete this mission.

PART III
WALETHROUGH

PROLOGUE

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GUILD MISSION OPTIONAL



CLIENT



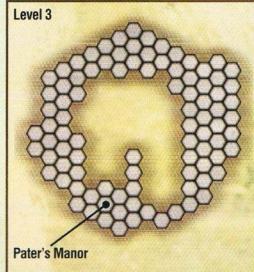
Pater's Maid

REWARD

Hunter Points ★ 5

Rubies ● 2500

Items (Victory) Pater (L)



PATER'S MESSAGE

PATER'S GIFT

Speak to Pater's Maid outside his Manor on Level 3 to learn that Pater left something for **Leave** at Patertopolis. Return to Patertopolis and navigate through to the end. Many poison-inflicting enemies have replaced Pater's guards, and the machines formerly encountered are still around. However, you may flee from area to area without engaging in a single fight, if desired.



Open the gold item box in the last area to obtain the **Bundle of Love x1**. Take the **Bundle of Love** to Pater's Maid in Chandelier to complete this mission.





CLIENT



Stanley

REWARD

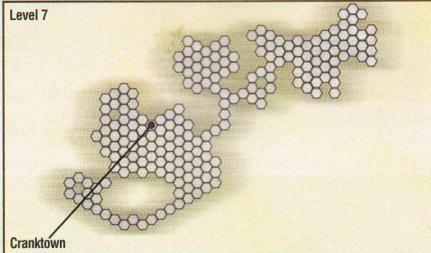
Hunter Points ★ 8

Rubies Ⓛ 5000

Items First Aid EX x3

THE SECRET MEDICINE

Level 7



ADVANCING SCIENCE

Speak to Stanley, the pharmacist who typically stands outside the Guild on Solam Street in Cranktown. He needs a Beast's Beard Mushroom to complete a medicine. A special Matango Walker drops the item. This creature appears near the Terminal: Invisibility on Level 8.



Head to Level 8 now and notice the four red hexes near the Terminal: Invisibility. The Matango Walker appears among the group nearest the Elevator to Level 9.



Equip Shock-Resistant armor before attempting this battle, since Mask Raiders are in the combat group. Focus all attacks on the Matango Walker. Its body parts are extremely difficult to destroy, so attack it from behind. Once you figure out who it is targeting, move the other two behind it. While your machine-gunner saturates its body with Hollow-Point Rounds +, your other character should break up its gauges with Smash Grenades. Each round, skip the turn of the target character. Afterward, take the **Beast's Beard Mushroom** x1 back to Stanley to claim your reward.

PART III
WALETHROUGH

PROLOGUE

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THE GUILD HONORS

Having completed all missions thus far, your Hunter Rank should surpass 600 points. Check the mailbox outside the Base when you return to find a gift from the Guild containing a Flameproof Suit x1 and a Multi-Aid R-S x3.



CHAPTER END CHECKLIST: CHAPTER 10

Before advancing, make sure you've achieved the following in Chapter 10:

- Completed Story Mission "Crank Seminary"
- Completed Guild Mission "Rebel Suppression 4"
- Completed Guild Mission "A Job Too Big"
- Completed Guild Mission "Chicken Gruel for the Soul"
- Completed Guild Mission "Pater's Message"
- Completed Guild Mission "The Secret Medicine"
- Optional: Clear Ranks 41 and 42 at the Arena at least three or more times each
- Reaching 600+ Hunter Rank points, check the mailbox outside the Base to obtain a present from the Guild of Flameproof Suit x1 and Multi-Aid R-S x3

Chapter 11

A VISITOR FROM THE PAST

MANO A MANO

CLIENT

Lagerfeld

Reward

Hunter Points ★ 35

Rubies • None

Items None

With only Zephyr remaining in the party and Lagerfeld blocking nearby Rainy Bridge, you have little choice but to proceed to the showdown. Before leaving Ebel City, equip Zephyr with the Grenade Box and either Hand Grenade + x100 or Hand Grenade ++ x30, or more. Visit the tinkerer if needed.





LAGERFELD

Level

48

7000

Main Body 33% Hard **Weakness:** None **Resistance:** Fire, Ice, Electricity, Poison**Item Drops** Unknown Material D, Scrap Lead, Crystal Core

Lagerfeld is a tricky opponent capable of warping behind Zephyr to attack; however, this is also the means of his undoing. Equip Hand Grenade + or ++ and toss one at Lagerfeld as he approaches. The explosion causes Lagerfeld to vanish. Momentarily he reappears behind Zephyr. As he starts to reappear, press the Hero Action button and set a course straight ahead, away from Lagerfeld. Toss a grenade on each charge. Lagerfeld vanishes again after struck by the first or second grenade. Cancel your Hero Action and wait for him to reappear. While he materializes launch into another Hero Action and bombard him again.



Repeat this strategy until Lagerfeld's health bar drops by at least 15% and he switches tactics. Taking a stationary position, Lagerfeld creates a cloud of little white swords. As he creates this cloud, plot a Hero Action moving straight past him and bombard him on every attack charge. The concussion damages Lagerfeld and also destroys the surrounding swords, refilling the Hero Gauge. Repeat this attack as necessary until victorious.

After a few scenes, the party returns to base. Avoid advancing to the next Chapter until you complete the Chapter 11 Guild Missions.



AN ALTERNATE STRATEGY

If you're having a hard time following the strategy for taking down Lagerfeld, there's another way to tackle the fight. Equip Zephyr with a machine gun and the Grenade Case. When the battle begins, use a Hero Action to run at Lagerfeld when he starts charging his attack. Fire on him only when he is charging his attack, or else he will teleport away and strike Zephyr. After a successful machine gun attack, switch to grenades and use another Hero Action to quickly run back at Lagerfeld and hit him with a Hand grenade + or ++, but again, only do so while he is charging his attack. Repeat these actions until Lagerfeld falls.



THE ROADBLOCK

FLAME BREATH

CLIENT

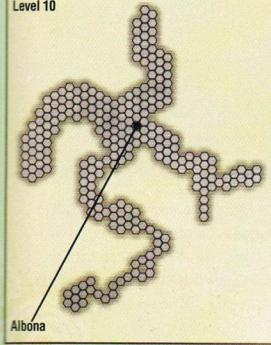


David

REWARD

Hunter Points	★ 10
Rubies	● 5000
Items	HP Electrified Rounds + x30

Level 10



With Vashyron and Leanne finally back in the party, it's time to take on some meat-and-potato missions. After reading this mission on a Guild bulletin board, head to Level 9. Look for the enemy group appearing near the Dakota Vein. Move to that hex and press the Accept button to begin combat with a Flare Yeti.



The Flare Yeti is basically a higher-level version of a Heat Yeti. Equip the party with fire and immolation-resistant accessories. Use Anti-Heats on characters before the commence attack. Focus on the Flare Yeti and ignore the Wrecking Ballers unless you need to restore bezels in the Hero Gauge. Bombard the Flare Yeti with Freezer Grenades + and various Sub-Zero Rounds until victorious.



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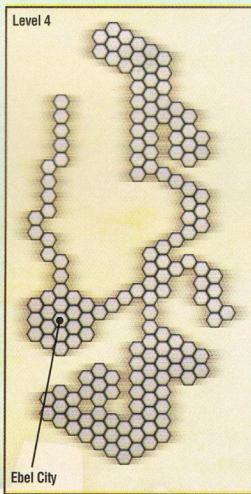


CLIENT

Miranda

REWARD

Hunter Points	★ 10
Rubies	4000
Items	Heat Protector



A DYEING REQUEST

THE HARDEST OF DYES

Miranda needs an Iristone in order to create this season's most desired fashions. Ask Alcott about this and he'll tell you that an Iristone can be acquired from a mutating Tar Man, and that such a creature might be found at the Freud Remanants on Level 8.

Enter the Freud Remnants and proceed to Ruins Site East. A Vibrant Tar Man has taken over the second area. A quick use of Clairvoyance on this creature reveals that it's quite a bit sturdier than the average Vibrant Tar Man, at Level 100 with 15,000 HP. However, this change doesn't affect your strategy much.



First let a duel-wielding machine-gunner run past it in Hero Action, allowing each attack to charge at least four times before firing. This should greatly weaken the shields on that side. Your handgun-equipped character should follow up, taking down its carapaces to their weakest. Finally, the third character should be equipped with Hand Grenades + and should commence bombardment, tossing a frag on each attack charge to maximize damage. Repeat until victorious and the **Iristone x1** is in hand.



Return the Iristone to Miranda for your reward. She adds the following items to the Boutique list:

BOUTIQUE LILY APPAREL AVAILABLE: COMPLETED "A DYEING REQUEST"

CHARACTER	STYLE	TYPE	ITEM	PRICE
Leanne	A	Coats	(Raz) Coração	14000
Leanne	A	Coats	(Classique) Cocoa	15500
Leanne	B	Shirts	(PARAGON) Boy	6500
Leanne	B	Shirts	(PARAGON) Girl	6500
Leanne	B	Shirts	(PARAGON) Equalizer	6500
Zephyr	A	Jackets	(Luvino) Violet	9500
Zephyr	A	Jackets	(Luvino) Black	13000
Zephyr	A	Jackets	(LaFleur) Limone	18000
Zephyr	A	Shirts	(Lily) Sunbeam	7800



CLIENT



Pater's Maid

REWARD

Hunter Points ★ 5

Rubies 2500

Items High-Mount Elite

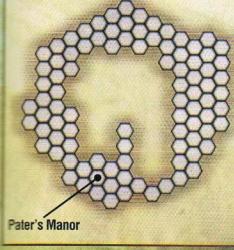
A BEAST ON THE LOOSE

POOCH IN MOURNING

Speak to Pater's Maid outside his mansion on Level 3. Seems that in the Cardinal's wake, his dog Lassie Doo has gone missing. Go to the Basilica on Level 1 and find his dog Lassie Doo near the steps. Examine it, then return to Pater's Maid and speak to her again to complete this mission.



Level 3

PART III
WALKTHROUGH

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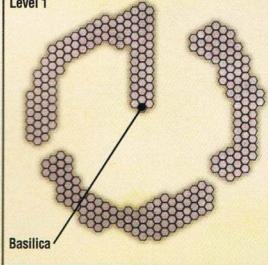
GUILD MISSION OPTIONAL**CLIENT****Barnard****Reward**

Hunter Points ★ 8

Rubies 10000

Items Molotov Cocktail
++ x20

Level 1



MAKING AMENDS

BARNARD'S LAST WISH

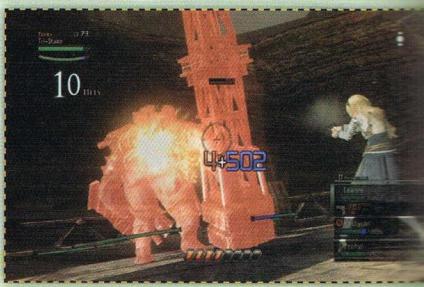
Go toward Albona on Level 10. Use the nearest elevator to go down to Level 11. There are three enemy groups in the hexes surrounding the Tower of the Righteous. Defeat all three enemy groups to complete this mission.

Each enemy group consists of a pair of Tri-Stamp. Use the levels in the Rock Crushing Site areas to your advantage by starting with Hero Action jumps. Leap onto the upper level, surround and attack the Tri-Stamp for several turns. The other Tri-Stamp has to navigate all the way around to the ramp in order to help out his brother. When the other Tri-Stamp approaches, drop over the side of the level furthest from the ramp. The Tri-Stamp drop to the lower level and attack. Use your next turns to jump back onto the raised level. While the Tri-Stamp run around the entire again to climb the ramp again, you get several free attacks from above. Damage their body parts with MC Rounds and Hand Grenades, and soften up their main bodies with HP Rounds. Use this chicken chase method in all three battles to give yourself several extra attacks without emptying the Hero Gauge.

**CHAPTER END CHECKLIST: CHAPTER 11**

You should achieve the following before advancing to Chapter 12:

- Completed Story Mission "A Visitor from the Past"
- Completed Guild Mission "The Roadblock"
- Completed Guild Mission "A Dyeing Request"
- Completed Guild Mission "Making Amends"
- Take on special challenge enemies appearing throughout Basel to increase your Hero Gauge and accumulate Perfect Aids and dolls for Daniel. The special challenge enemies on Level 5 are easy to start with.



Chapter 12

THE WEDDING CRASHER

CLIENT



Cimano

Reward

Hunter Points ★ 35

Rubies ● 15000

Items None

CROSS PURPOSES

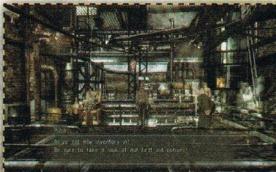
The party divides, finding themselves on opposite sides of a mission. Vashyron remains alone in the party, so you should complete this mission before all Guild Missions to bring back Leanne and Zephyr.



NEW SHOP INVENTORY

If you spoke to anyone at the Ebel City Shop during Chapter 11, you might have caught wind of major changes coming. In Chapter 12 those changes are now manifest, in the form of dozens of new items available both in the Shop and at the Tinkerer's. The shop lists are now complete for the remainder of the game.

Since Vashyron is alone and needs all the help he can get, you should consider purchasing and customizing the NP.05C machine gun. However, you also want a plentiful supply of Hand Grenades and Hand Grenades + on hand, so use Rubies and materials to fulfill those needs first.



GRAND IDÉE MINES

The Gran Idée Mines are available for exploration at the opening of Chapter 12, but many enemies there inflict Poison status. You don't have access to the proper Accessories (or the materials to make the accessories) that help avoid poisoning. However, if you're feeling adventurous, you can always check out the area. For more information, flip ahead to Chapter 14 of the walkthrough where it's covered in greater detail.

NEW EBEL CITY SHOP LIST: CHAPTER 12

TYPE	NAME	PRICE
Tool	First Aid	1000
Tool	First Aid S	2000
Tool	Multi-Aid	2000
Tool	Multi-Aid R-S	3000
Tool	Cure Kit	1000
Tool	Cure Kit-R	2000
Tool	Anti-Damage	1500
Tool	Anti-Heat	1500
Tool	Anti-Ice	1500
Tool	Anti-Bolt	1500
Tool	Anti-Toxin	1500
Tool	Sonic Chug	1500
Tool	Escape Hex	1500
Tool	Clairvoyance	250
Tool	Rookie Grenade	50
Weapons	SG-B226	100000
Weapons	NP.05C	300000
Custom Parts	Rookie Sight	1000
Custom Parts	HG Rookie Barrel	1000
Custom Parts	MG Rookie Barrel	1000
Custom Parts	Rookie Grip	1000
Custom Parts	HG Rookie Magazine	1000
Custom Parts	MG Rookie Magazine	1000
Accessories	Auto-Trigger	3000
Other	Custom Kit Set	500
Other	Powder Gel	250

EBEL CITY TINKERER ADDITIONAL ITEMS: CHAPTER 12

NAME	PRICE	REQUIRED ITEMS	CHAPTER
Molotov Cocktail ++	300	Fabric Scrap x1, Glass Shard x1, Gasoline x1, Crystalline Fire x1	12
Molotov Cocktail EX	400	Fabric Scrap x1, Glass Shard x1, Black Blood x1	12
Hand Grenade ++	300	Scrap Bronze x1, Powder Gel ++ x1, Rookie Grenade x1	12
Hand Grenade EX	400	Scrap Zinc x1, Powder Gel EX x1, Rookie Grenade x1	12
Freezer Grenade ++	350	Scrap Bronze x1, Powder Gel ++ x1, Ice Fragment x1, Rookie Grenade x1	12
Freezer Grenade EX	450	Scrap Zinc x1, Powder Gel EX x1, Ice Fragment x1, Rookie Grenade x1	12
Electro Grenade ++	350	Scrap Bronze x1, Powder Gel ++ x1, Spark Flint x1, Rookie Grenade x1	12
Electro Grenade EX	450	Scrap Zinc x1, Powder Gel EX x1, Spark Flint x1, Rookie Grenade x1	12
Toxic Grenade ++	350	Scrap Bronze x1, Powder Gel ++ x1, Toxic Culture x1, Rookie Grenade x1	12

NAME	PRICE	REQUIRED ITEMS	CHAPTER
Toxic Grenade EX	450	Scrap Zinc x1, Powder Gel EX x1, Toxic Culture x1, Rookie Grenade x1	12
Hollow-Point Rounds EX	250	Scrap Zinc x1, Powder Gel EX x1	12
Metal-Coated Rounds EX	250	Scrap Zinc x1, Powder Gel EX x1	12
Incendiary Rounds +	200	Scrap Bronze x1, Powder Gel ++ x1, Crystalline Fire x1	12
Sub-Zero Rounds +	200	Scrap Bronze x1, Powder Gel ++ x1, Ice Fragment x1	12
Electrified Rounds +	200	Scrap Bronze x1, Powder Gel ++ x1, Spark Flint x1	12
Toxic Rounds +	200	Scrap Bronze x1, Powder Gel ++ x1, Toxic Culture x1	12
HP Incendiary Rounds +	300	Scrap Zinc x1, Powder Gel EX x1, Crystalline Fire x1	12
HP Sub-Zero Rounds +	300	Scrap Zinc x1, Powder Gel EX x1, Ice Fragment x1	12
HP Electrified Rounds +	300	Scrap Zinc x1, Powder Gel EX x1, Spark Flint x1	12
HP Toxic Rounds +	300	Scrap Zinc x1, Powder Gel EX x1, Toxic Culture x1	12
MC Incendiary Rounds +	300	Scrap Zinc x1, Powder Gel EX x1, Crystalline Fire x1	12
MC Sub-Zero Rounds +	300	Scrap Zinc x1, Powder Gel EX x1, Ice Fragment x1	12
MC Electrified Rounds +	300	Scrap Zinc x1, Powder Gel EX x1, Spark Flint x1	12
MC Toxic Rounds +	300	Scrap Zinc x1, Powder Gel EX x1, Toxic Culture x1	12
High-Mount Elite	14000	Scrap Zinc x2, Scrapped Hammer SH3 x1	12
Special Scope	20000	Scrap Brass x1, Scrapped Hammer SH4 x1	12
HG S-Rail Barrel	15000	Scrap Brass x1, Scrapped Weapon TK.x1	12
HG L-Rail Barrel	15000	Scrap Brass x1, Scrapped Weapon TK.x1	12
MG S-Rail Barrel	18000	Scrap Brass x1, Scrapped Weapon TK.x1	12
MG L-Rail Barrel	18000	Scrap Brass x1, Scrapped Weapon TK.x1	12
Terminal Sub-Barrel	2000	Short Sub-Barrel x1, Custom Kit Set x1	12
Rail Sub-Barrel	13000	Scrap Zinc x1, Scrapped Bazooka EX x1	12
Expander Twin S-Barrel	20000	Scrap Zinc x1, Scrapped Missile HP x1	12
Double Sub-Barrel	20000	Scrap Zinc x1, Scrapped Missile HP x1	12
Expander Super Barrel	30000	Scrap Brass x1, Scrapped Missile MS2 x1, Scrapped Gun MQ2 x1, Scrapped Weapon SW2 x1	12
Expander Grip	13500	Scrap Zinc x1, Scrapped Arm TK x1, Scrapped Arm TK2 x1	12
Hi-Polymer Padding	15000	Plastic Fiber x3, Crystal Core x2, Rare Metal Shard x2	12
Heat Protector	15000	Plastic Fiber x3, Crystalline Fire x3, Hide x2, Crystal Core x1, Rare Metal Shard x1	12



NAME	PRICE	REQUIRED ITEMS	CHAPTER
Cold Protector	15000	Plastic Fiber x3, Ice Fragment x3, Lumber x2, Crystal Core x1, Rare Metal Shard x1	12
Bolt Protector	15000	Plastic Fiber x3, Spark Flint x3, Rubber Chip x2, Crystal Core x1, Rare Metal Shard x1	12
Toxicity Protector	15000	Plastic Fiber x3, Toxic Culture x3, Sterile Plating x2, Crystal Core x1, Rare Metal Shard x1	12
Flameproof Suit	14000	Plastic Fiber x3, Crystalline Fire x2, Hide x2, Crystal Core x1, Rare Metal Shard x1	12
Iceproof Suit	14000	Plastic Fiber x3, Ice Fragment x2, Lumber x2, Crystal Core x1, Rare Metal Shard x1	12
Shockproof Suit	14000	Plastic Fiber x3, Spark Flint x2, Rubber Chip x2, Crystal Core x1, Rare Metal Shard x1	12
Germproof Suit	14000	Plastic Fiber x3, Toxic Culture x2, Sterile Plating x2, Crystal Core x1, Rare Metal Shard x1	12
Fused Blob	2424	Bronze Blob x4, Silver Blob x4, Gold Blob x4	12

SQUARE GARDEN

Vashyron must navigate through Square Garden on Level 1 to crash a wedding. Dozens of highly trained security guards stand in his way. For the best chances of survival, equip him with a machinegun and the Grenade Box.



Square Garden is located on a segment of Level 1. To reach that segment, go to Level 3 and take the elevator near Theresa's Manor up to Level 2. On Level 2, head away from Barbarella's manor, past the Terminal, and take the elevator to Level 1. Use Energy Hexes to clear a route to Square Garden. A  Energy Hex is required to activate the location. Place a Station Hex outside Square Garden to enable resting and saving. You should also connect the Terminal: Blast Up in this same area to Square Garden to benefit from frequent knockdowns.

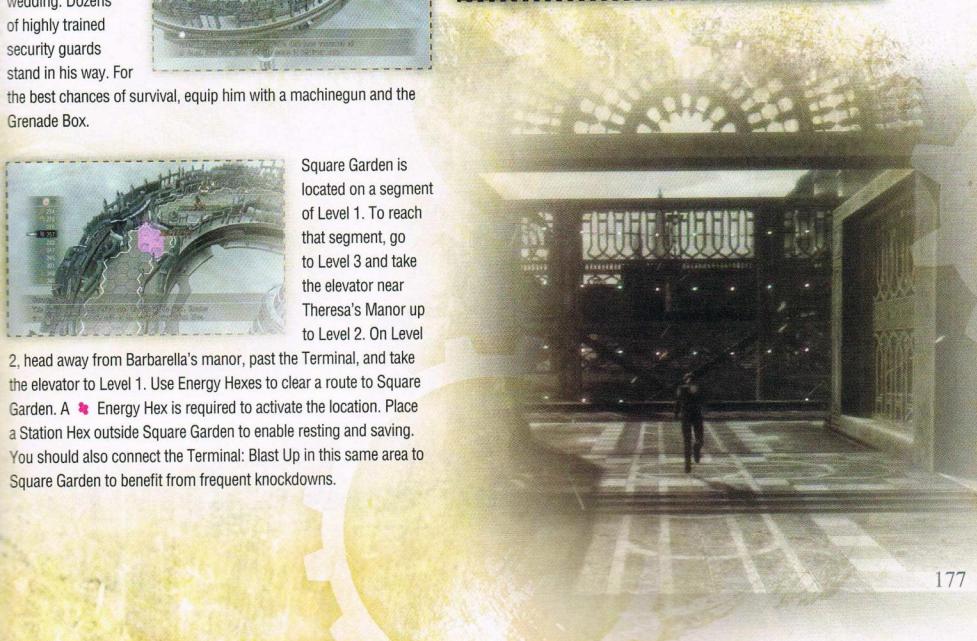
Enter the front gates, then head right or left. Proceed directly north to the top central area to encounter the boss. Scores of Hoodlums and security officers guard each area. Equip a machinegun and strafe a target during a Hero Action. On your next turn, switch to the Grenade Box and lob an explosive. Target enemies standing in groups to maximize the effect of grenades.

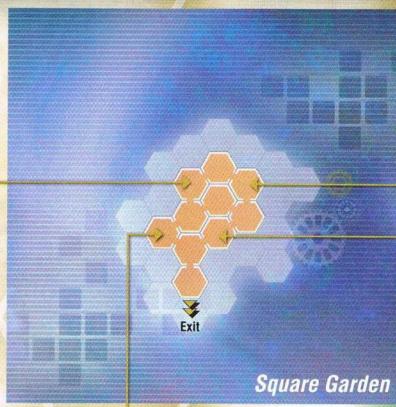


PART III
WALITHBOUGH

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DRAGONFLY

Level 74 HP 4625



Main Body	100% Hard	Weakness: Electricity	Resistance: None
Part 1	40% Hard	Weakness: None	Resistance: None
Part 2	40% Hard	Weakness: None	Resistance: None
Part 3	100% Hard	Weakness: Electricity	Resistance: Physical
Part 4	50% Hard	Weakness: None	Resistance: None
Part 5	100% Hard	Weakness: None	Resistance: None
Item Drops	Rubber Chip, Storage Container, Scrapped Gaiting HP, Scrap Brass		

Focus all attacks on the leader Dragonfly. Use Hero Actions to strafe it from below with your machinegun. Throw Electro Grenades + or ++ to knock off the Dragonfly's outer body parts more quickly.

Plot your first Hero Action so as to jump and land on either side of the Dragonfly. Run back and forth along the strip beneath it, alternating turns between the machinegun and grenades.



If Hero Gauge bezels fall short, use your last one to lob grenades into the security guards and Hoodlums, who typically group together. One + or ++ grenade should be sufficient to knock out several gauges and refill at least four bezels.



PART III WALKTHROUGH

PROLOGUE

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GUILD MISSION OPTIONAL



CLIENT



The Cardinals

REWARD

Hunter Points ★ 12

Rubies ● 15000

Items Hollow-Point
Rounds EX x30

GOING GANGBUSTERS

THE STRONGEST REBEL ASSAULT

Defeat the four groups of rebels and gangsters appearing on the World Map between Albion and Etsia on Level 10. Each group contains one or more ATM Tanks, so pack plenty of Electro Grenades and MC Electrified Rounds +. Use Anti-Damage in the first rounds to reduce the effects of tank missiles. The Li'l Tigers prove irritating, but they move near the tanks during the battle. Therefore focus your attacks on the tanks, and the Li'l Tigers will weaken from successive grenade blasts.





CLIENT



Theresa

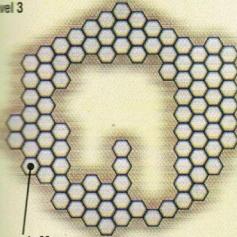
REWARD

Hunter Points ★ 10

Rubies 5000

Items Expander Grip

Level 3



Theresa's Manor

OPTIONAL DECORATIONS

Izzy then mentions that another man in Cranktown has sparkling lights that would look great on the tree. Optionally you may go to Solam Street in Cranktown and speak to William near the entrance. In exchange for Lighting Scrap x3 he'll give you a **Six-Way Light Bulb** x1. If you don't have enough, Lighting Scraps are dropped by Safety Dwellerst appearing on Level 12. William mentions that a shopkeeper in Albona might also have something worthwhile for the tree.

Optionally you may travel to Angus Street in Albona and speak to the Shop Owner. She'll give you a **Ritz Star** x1 out of seasonal charity.



CHRISTMAS CHEER

GIFT PREPARATIONS

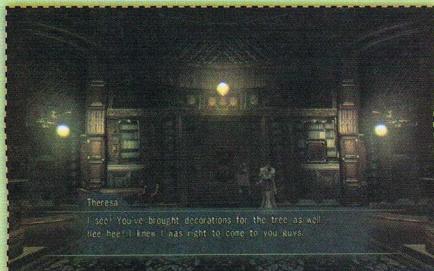
Visit Cardinal Theresa at her Manor on Level 3. She wants some sort of big festive decoration for Christmas, but doesn't specify what. Speak to her twice and she'll suggest getting the opinions of your fellow dwellers in Ebel City.

Speak to Izzy outside the Ebel City Guild. He'll build a Christmas tree if you bring him the right materials: Scrap Iron x10, Scrap Bronze x10, and Scrapped Hammer SH1. Scrap Iron should be fairly easy to acquire; Scrap Bronze is dropped by the ATM Tanks encountered while completing "Going Gangbusters." Scrapped Hammer SH1 is acquired from Sledgehammers in the Dakota Vein. If you used this item at the tinkerer's, the quickest way to get it back is to scrap that Custom Part. Speak to Izzy again and hand over the materials to receive a **Tree Voucher** x1.



THERESA'S APPRECIATION

Take the Tree Voucher and any other items obtained back to Theresa in her manor. Giving her the Tree Voucher completes the mission. In exchange for the other two items, she'll also give you **First Aid EX** x2 and **Multi-Aid R-EX** x2. See? It pays to celebrate the holidays.

PART III
WALKTHROUGH

PROLOGUE

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GUILD MISSION OPTIONAL



CLIENT



Slash

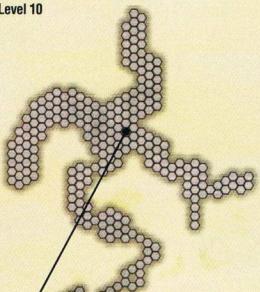
REWARD

Hunter Points ★ 8

Rubies ● 15000

Items ● Electro Grenade
++ x20

Level 10



NOT AVAILABLE AS TRASH

THE RAREST OF METALS

Give an Armanium to Slash in Albona to complete this mission. Armanium can be obtained by scrapping a Scrapped Eater TAR2, which are dropped by Tar Armors or a Vibrant Tar Man (such as the one encountered during a Guild Mission in Chapter 11).





CLIENT



Elisa

REWARD

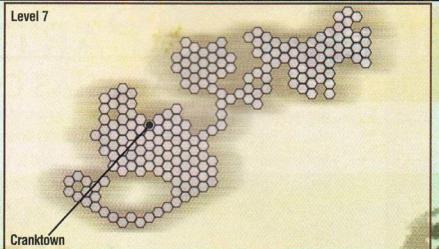
Hunter Points ★ 5

Rubies ● 250

Items Perfect Aid

THE MISSING BROTHER

Level 7



Cranktown

PART III
WALKTHROUGH

PROLOGUE

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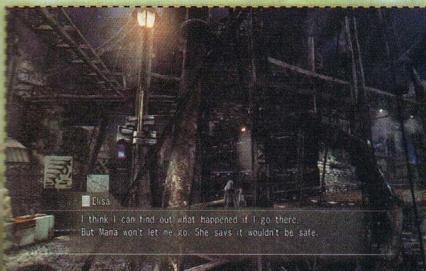
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SIFTING THROUGH THE RUBBLE

Speak to Elisa in Cranktown. The little redhead appears near the World Map entrance on Widlar Street at Night. Her brother was enrolled at Crank Seminary and has been missing ever since the incident.

Enter Crank Seminary and search to the right of the big statue to find the **Broken Glasses** x1. Return to Elisa and hand over this item to complete this sad but worthwhile little mission.



CHAPTER END CHECKLIST: CHAPTER 12

You should achieve the following before advancing to Chapter 13:

- Completed Story Mission "The Wedding Crasher"
- Completed Guild Mission "Going Gangbusters"
- Completed Guild Mission "Christmas Cheer"
- Completed Guild Mission "Not Available as Trash"
- Completed Guild Mission "The Missing Brother"
- Found the following items at Square Garden: Hand Grenade EX x10, Hand Grenade EX x10, Hand Grenade EX x10, Expander Grip x1
- Take on new special challenge enemies appearing on Levels 5 and 9 during Chapter 12
- Having completed all missions thus far, check the mailbox outside the Base to obtain a Guild gift of Double Sub-Barrel x1, First Aid EX x3

Chapter 13

THE CHRISTMAS PARTY

SANTA CLAUS HAS COME TO TOWN!

CLIENT

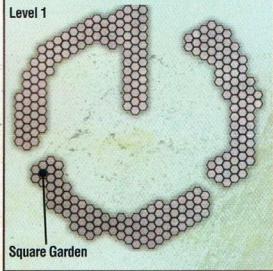
Theresa

RWARD

Hunter Points ★ 30

Rubies 10000

Items None



Head to Square Garden on Level 1. Dressed as reindeers and Santa's helper, the heroes must hurl presents at children until their HP is reduced to zero. If the children gang up around a character they can inflict stun status on them continually. Therefore, keep on the move by using Hero Actions and pelting kids from above.

Move from area to area bombing kids with toys until the mission is done. Complete the entire mission in less than 30 minutes you'll also receive Energy Hex x4 and Perfect Aid x4.



**CLIENT**

None

Reward

Hunter Points ★ 5

Rubies • None

Items None

A CHRISTMAS PRAYER

PASSING GLANCES

With only Leanne in the party, head to the Basilica on Level 1 to encounter Cardinal Rowen leaving Christmas mass. There's nothing more to this mission than triggering a scene and scoring 5 Hunter Rank points.

**PART III**
WALKTHROUGH

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- INTERMISSION

GUILD MISSION OPTIONAL



CLIENT



Miranda

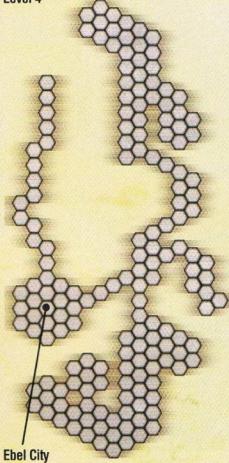
Reward

Hunter Points ★ 8

Rubies Ⓛ 6000

Items Shockproof Suit

Level 4



THE FOREFRONT OF FASHION

FASHION COSTS DEARLY

Speak to Miranda at Boutique Lily in Ebel City. She needs you to go someplace and **defeat** some monster to obtain **Vulcanized Hide x1**, but doesn't know the details. As usual, Allcott knows exactly where to go. Speak to him inside the Shop during the day or outside the Guild at night to find out that Junker Behemoths drop the item. He suggests searching Etsia on Level 10.



Miranda

So, I want to make a nice statement outfit.
Can you find me some Vulcanized Hide?



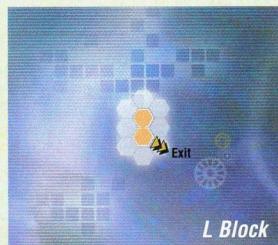
Allcott

They used to harvest it from Junker Behemoths, but they went extinct long ago.

ETSIA

Enter the slum neighborhood of Etsia on Level 10. Head east to R Block. Fight your way through to the second area. The Junker Behemoth should be instantly recognizable as a higher-level version of the Jalopy Golem boss from a few chapters ago. Quick use of Clairvoyance shows that this level 97 version has quite a few more HP than the one shown in the Bestiary.

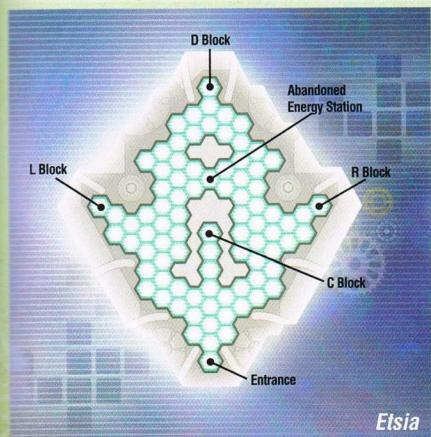




L Block



D Block



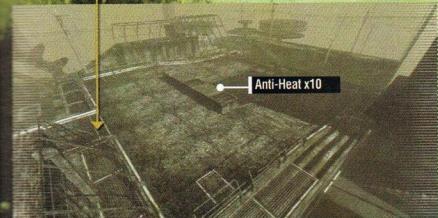
Etsia



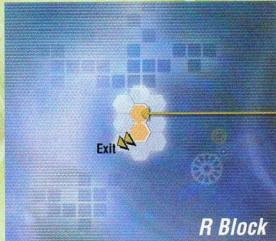
Heat Protector x1



C Block



Anti-Heat x10



R Block



High-Mount Elite x1

Regardless, use the same strategies employed versus the Jalopy Golem: Use Anti-Damage on all characters. Perform Hero Actions on to and off of the raised central block, jumping down to the lowest level so that the Junker never crawls to the upper level. Your machine-gunner should saturate it with MC Rounds every turn to weaken armor plates, and HP Rounds when facing exposed main body parts. Repeat until victorious. Don't forget to open the gold item box in this area to collect a **High-Mount Elite x1**. Search the other blocks of Etsia to garner more useful items. Avoid L Block, since there are no items to find.

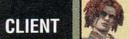


FASHION UPDATE

Return the Vulcanized Hide to Miranda at Ebel City to complete the mission and make the following apparel available at the boutique:

BOUTIQUE LILY APPAREL AVAILABLE: COMPLETED "THE FOREFRONT OF FASHION"

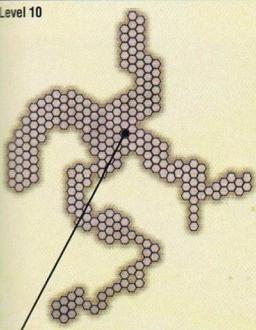
CHARACTER	STYLE	TYPE	ITEM	PRICE
Leanne	A	Coats	(Vis) Party	18100
Leanne	B	Shirts	(LaFleur) Lamé	7400
Leanne	B	Shirts	(Vis) Skin You're In	8500
Leanne	B	Shirts	(Victory) Buddies	8500
Vashyron	A	Pants	(Barbarella) Panty	17000
Vashyron	B	Shirts	(Night) Heavy	8000
Vashyron	B	Shirts	(LaFleur) Lamé	8500
Vashyron	B	Shirts	(Victory) Beefy	12000
Vashyron	B	Shirts	(Lily) Wanted	12000
Zephyr	B	Shirts	(LaFleur) Lamé	7800
Zephyr	B	Shirts	(Luvino) Skin	12500
Zephyr	B	Shirts	(Lily) Wanted	14000
Zephyr	B	Boots	(Lily) Sweet	8900



REWARD

Hunter Points ★ 10
 Rubies ● 12500
 Items MC Incendiary
 Rounds + x30

Level 10



Albona

IS IT JUST ME?

HAT LIKE A HOLE

Defeat the Manhole Stoppers appearing among groups of Dwellests on Level 10. Focus on the Manhole Stopper leader in each group in order to bring the battle to a swift resolution. Their outer body parts are extremely hard and somewhat resistant to physical attack. Therefore you want to pack your Magazine Case with some form of Metal-Coated elemental round (IMC Incendiary and MC Electrified both check out), and load your Grenade Box with Electro Grenades (for status effect) or Toxic Grenades.



Plot your Hero Actions so that every other turn your heroes surround the Manhole Stopper. That way, you can keep the other Dwellests enemies running back and forth to catch up. While your machine-gunner and grenade expert work on the leader, your third character should focus on knocking bazookas out of the hands of the other enemies. Small gauges on the right sides of the creatures represent their weapons.

PART III
WALKTHROUGH

PROLOGUE

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EVERLAND



CLIENT



Barbarella

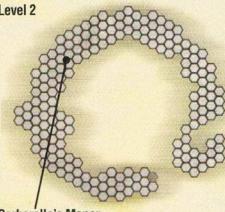
REWARD

Hunter Points ★ 10

Rubies ● 10000

Items ★ Rail Sub-Barrel

Level 2



THE RAVENING BEASTS

NEW WALKERS ON THE FROZEN TUNDRA

Head to Level 7 and defeat the five groups of enemies appearing on the World Map near Silver Canyon. A level 77 Cargo Walker leads each group. Target all attacks at the Cargo Walker, using Hollow-Point Rounds and Molotovs to drive down its main body HP, which is the hardest part. Let your machinegun Hero Actions fully charge before firing for the best efficiency, and conserve all airborne Bonus Shots for use by your machine-gunner.

Ignore the Rocketfoot enemies unless you need to refill bezels in the Hero Gauge, in which case you should use Hand Grenade +.





CLIENT



Stanley

REWARD

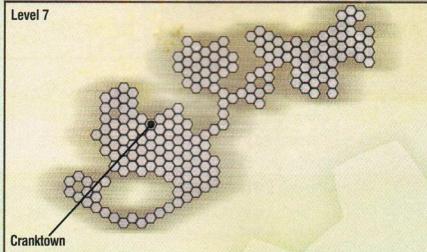
Hunter Points ★ 5

Rubies 5000

Items Multi-Aid R-EX

THE FUTURE OF MEDICINE

Level 7



NOW YOU'RE A BOOK MOBILE!

Speak to Stanley at Cranktown. He wants you to borrow a book from his friend Warden at Core Lift 2. Return to Core Lift 2 and ride up to Level 6. Warden is the scientist in a white labcoat who typically stands off to the side. Speak to him to obtain **Pharmacology Text x1**, then return to Stanley and hand it over to complete this mission.

PART III
WALKTHROUGH

PROLOGUE

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(NEVERLAND)

CHAPTER END CHECKLIST: CHAPTER 13

You should achieve the following before advancing to Chapter 14:

- Completed Story Mission "The Christmas Party"
- Completed Story Mission "A Christmas Prayer"
- Completed Guild Mission "The Forefront of Fashion"
- Completed Guild Mission "Is it Just Me?"
- Completed Guild Mission "The Ravening Beasts"
- Completed Guild Mission "The Future of Medicine"
- Obtained items at Etsia C Block: Anti-Heat x10
- Obtained item at Etsia R Block: High-Mount Elite x1
- Obtained item at Etsia D Block: Heat Protector x1
- Take on new special challenge enemies appearing on Level 12 during this Chapter
- Having completed all missions thus far, check the mailbox outside the Base to obtain a Guild gift of Expander Twin S-Barrel x1, Multi-Aid R-EX x1

Chapter 14

AN OLD PROMISE

CLIENT

None

Reward

Hunter Points ★ 40

Rubies • None

Items None

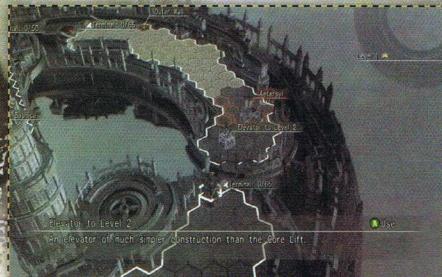
DON'T LET HER WALK AWAY...

Determined to uncover her past, Leanne leaves the group and heads for Aetersyl on Level 1. Before undertaking any other Guild Missions, exit town and head to Rainy Bridge. Moving through the bridge triggers a scene where Leanne rejoins the group. Although she left, she retains all her equipment from earlier. Undertake all other Guild Missions before journeying to Aetersyl to complete this mission.



KEEP YOUR PROMISE

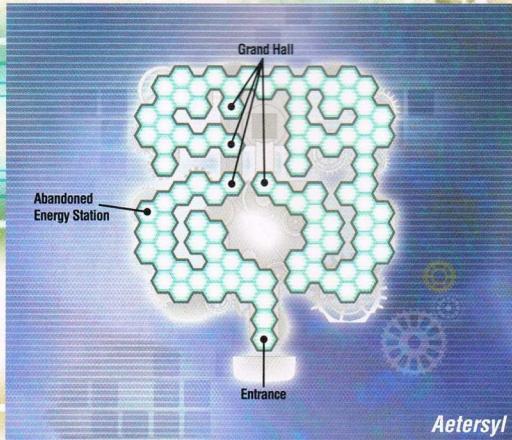
Penetrate Aetersyl on Level 1 to rescue Professor Juris. Use elevators to reach Level 2. Navigate all the way around Level 2 to reach the isolated elevator way past Antourion's Manor. Ride this elevator up to Level 1. Lay Energy Hexes to clear the short distance to Aetersyl. Consider placing a Station Hex outside the facility for easy resting and saving in case of emergency.



AETERSYL

Enemies in Aetersyl are extremely resilient. You need a large supply of Hand Grenades, Hand Grenades + and ++, and Metal-Coated Rounds ++ and Hollow-Point Rounds ++ to survive. Equip all characters with Hi-Polymer Padding and Protective Padding to stack defenses, and have plenty of First Aids on hand.

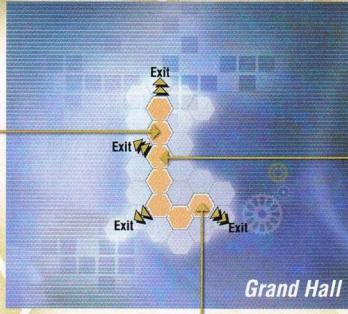




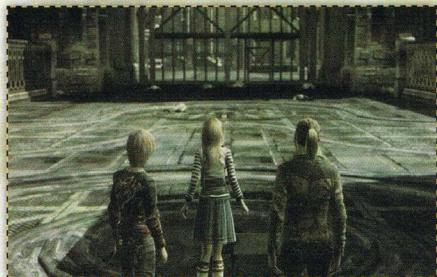
PART III
WALKTHROUGH

PROLOGUE

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Cross the courtyard and use the Abandoned Energy Station to save and rest if needed. Next, proceed to the Grand Hall.



Clear the first area of R-Commandos by using specialty rounds and grenades. The commandos' outer armor requires MC Rounds, while their bodies are best penetrated by HP Rounds. The gates to the north are closed, and a switch is visible on the other side. You must go around to the back entrance and proceed through the interior to get inside that courtyard.



Go east through two more areas, collecting an **Escape Hex x1** in the last zone. Note the large closed gate to the north. The switch in the

first area controls this gate as well. Exit through the east gate.



The party is now east of the Grand Hall. Navigate through the courtyard and up through the arcade to the entrances on the west side of the building. You may take the full-fight route by entering via the north entrance, or cut your route shorter by navigating down to the west entrance.



Head south through the Grand Hall interiors. A gold item box in the second area from the top contains an **Expander Twin S-Barrel x1**, but you must confront a Tri-Stamp to obtain it.



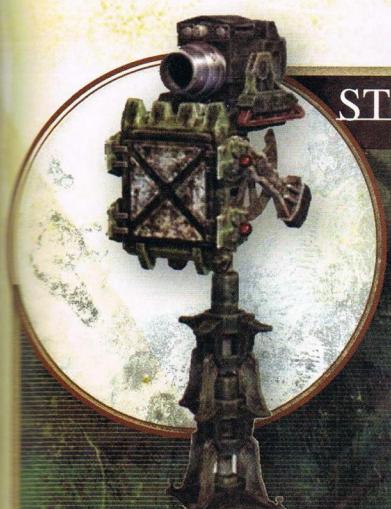
The third area, where the west entrance connects, has an item box with the **PDW-XN.V3 x1**. Go outside to equip and customize



this powerful machinegun, then return to the route and proceed south back to the first area.

Emerging from the Grand Hall on the north side of the gate, you must defeat a group of R-Commandos. Move to the switch beside the gate and examine it. This switch opens the gate at the entrance and in the eastern area. Head east again to confront a large group of enemies and automated sentry units.





STORM TURRET LEADER

Level 74 HP 12500

Main Body	100% Hard	Weakness: Electricity	Resistance: Physical, Fire, Ice, Poison
Part 1	100% Hard	Weakness: Electricity	Resistance: None
Item Drops	Scrapped Weapon SW		



This is a little easier than it looks. As with all boss fights, concentrate on executing a Leader Assault. The leader is the Storm Turret Leader at the top center of the north area, blocking the lab entrance. You must reach that area as fast as possible and destroy the leader to clear this battle in one piece. Trying to take out the enemies one at a time is suicide.

During your first turns, plot three Hero Actions so that all three characters arrive in front of the open gates to the north area.

On your second turns, move north toward the leader. As you move each character, watch your turn gauge carefully. Before it fully depletes, stop and plot a Hero Action with the anchor placed very near the Storm Turret Leader.

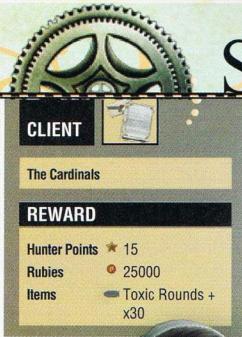


First up, your machine-gunner should coat it in Metal-Coated ++ Rounds or MC Electrified Rounds +. Next, your character with Hand Grenades ++ or Electro Grenades + can destroy it by destroying its outer shield. Only this direct assault strategy allows you to destroy the leader quickly before the nearby Storm Turret Medic can heal it.

PART III
WALETHROUGH

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GUILD MISSION OPTIONAL



SHOWDOWN

GATHERING OF GANGSTERS

Go to Level 5 and defeat the rebel groups appearing near the Forest of Idols. Each group consists of Chunky Gangsters, Heavy Tigers and Shady Thugs. In each battle, start with a handgun-equipped character and try to blow off as many short body parts off as many gangsters and Heavy Tigers from above. Follow up with a machine-gunner flying high overhead, filling as many main bodies with Scratch Damage. Finish off those enemies with your third turn, and the battle should already be a third over. Eliminate all four groups to complete this mission.





CLIENT



Stanley

REWARD

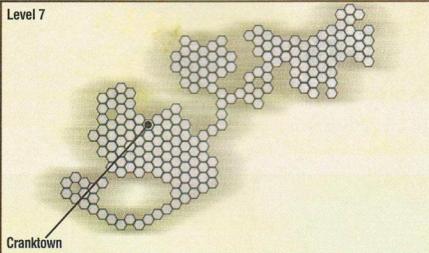
Hunter Points ★ 8

Rubies ● 5000

Items ♥ Perfect Aid

A TRIVIAL MATTER

Level 7



PART III

WALKTHROUGH

PROLOGUE

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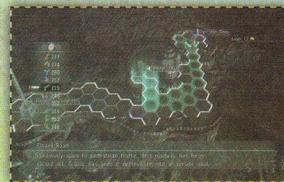
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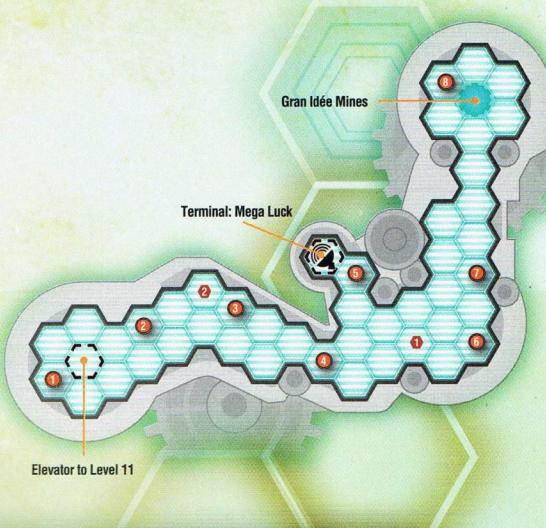
[NEVERLAND]

THE BOOK IN THE BOTTOM MINE

Stanley wants you to go to the Gran Idée Mines and retrieve Pharmacology, Vol VI. To reach the mines, take the same elevator from Level 11 that you would to reach Mine 24 or the Tower of the Righteous, where the Traveling Merchant now appears. Take the elevator to Level 12 to reach the shorter segment of the level.

Use Energy Hexes to clear a path to the Gran Idée Mines. After using a green Energy Hex to activate the mine location, continue placing the same color hex across the level to connect the mines to the nearby Terminal: Mega Luck, which doubles the rare item drop rate. Continue placing green Energy Hexes all the way over to the elevator and up to Level 11 to activate the Terminal. You may also want to place a Station Hex on this level for easy resting if poisoning drives a character's HP too low.





World Map: Level 12a

ITEM LIST

- ① (LaFleur) Chic x1 (Z)
- ② MC Toxic Rounds +x5
- ③ Metal-Coated Rounds EX x5
- ④ Energy Hex x3
- ⑤ Percussive Rounds x5
- ⑥ Locked Trunk x1
- ⑦ Hand Grenade EX x5
- ⑧ Bezel Shard x1

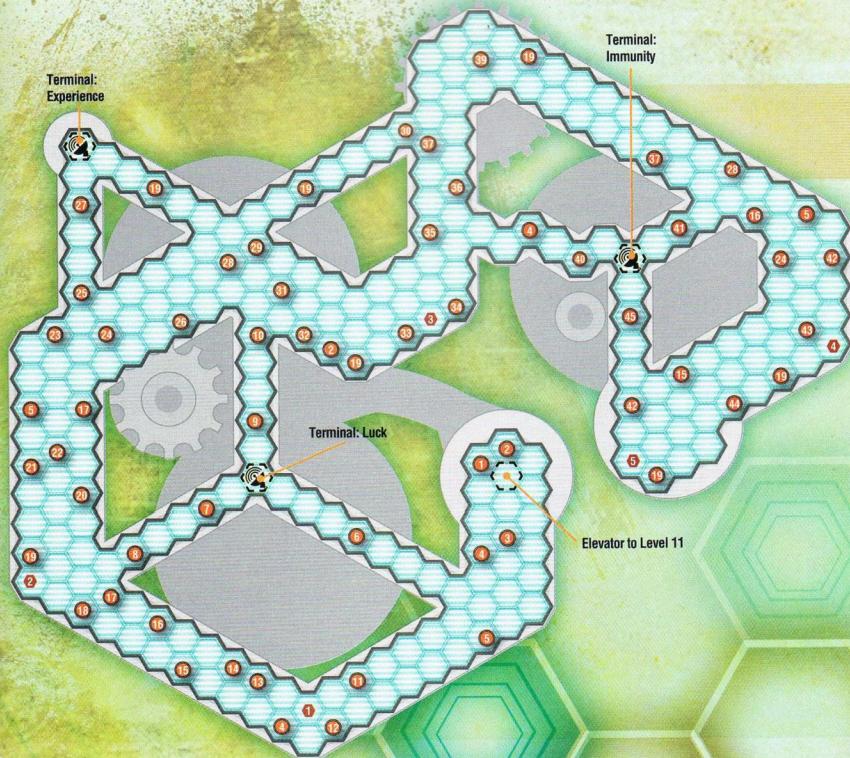
SPECIAL CHALLENGE ENEMIES:

- ① Chapter 13:
Wrecking Baller (Lv29), Dolled-Up Dweller (Lv58) Cursed Doll
- ② Chapter 15:
Cathedral Sniper (Lv65), Chummy Gremlin (Lv61) Bezel Shard

Neverland

Abandoned Elevator (to Level 4)





World Map: Level 12b

ITEM LIST

- ① Anti-Bolt x2
- ② Metal-Coated Rounds EX x5
- ③ (Raz) Veronique x1 (L)
- ④ Energy Hex x2
- ⑤ Toxic Grenade EX x5
- ⑥ Color Lens (L): Purple x1 (V)
- ⑦ Color Lens (R): Purple x1 (V)
- ⑧ Hollow-Point Rounds EX x5
- ⑨ HP Toxic Rounds + x5
- ⑩ HP Sub-Zero Rounds + x5
- ⑪ Toxic Rounds + x5
- ⑫ Toxic Grenade x5
- ⑬ Smash Grenade x5
- ⑭ Freezer Grenade ++ x5
- ⑮ HP Electrified Rounds + x5

- ⑯ Anti-All x1
- ⑰ Energy Hex x3
- ⑱ Molotov Cocktail EX x5
- ⑲ Bezel Shard x1
- ⑳ Anti-Damage x2
- ㉑ Anti-Ice x2
- ㉒ Spray-In: Rose x1 (L)
- ㉓ First Aid EX x2
- ㉔ Electro Grenade ++ x5
- ㉕ Freezer Grenade EX x5
- ㉖ Energy Hex x3
- ㉗ Dog Droppings x5
- ㉘ Multi-Aid R-EX x1
- ㉙ Electro Grenade EX x5
- ㉚ Anti-Heat x2

- ㉛ (Soleil) Erol x1 (L)
- ㉜ Electrified Rounds + x5
- ㉝ Hand Grenade ++ x5
- ㉞ Sonic Chug x2
- ㉟ (Raz) Tapestry x1 (L)
- ㉟ Hollow-Point Rounds ++ x5
- ㉟ HP Sub-Zero Rounds + x5
- ㉟ MC Incendiary Rounds + x5
- ㉟ Cure Kit-R x2
- ㉟ (Soleil) Ink x1 (L)
- ㉟ (Night) Two-Tone x1 (V)
- ㉟ Anti-All x3
- ㉟ (Raz) Aqua x1 (L)
- ㉟ (Lily) Franc x1 (L)
- ㉟ The Gauntlets x1 (Z)

SPECIAL CHALLENGE ENEMIES:

- ① Chapter 11: Hell Slots (Lv30) Perfect Aid
- ② Chapter 13: R-Commando Shotgun (Lv58), Bolt Yeti (Lv68) Bezel Shard
- ③ Chapter 13: Commander (Lv39), Storm Striker (Lv73) Perfect Aid
- ④ Chapter 15: Venomous Fog (Lv68) Perfect Aid
- ⑤ Chapter 16: Judge's Assault (Lv66), Shot Raptor (Lv66) Bezel Shard

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GRAN IDÉE MINES

Virtually all the enemies in the Gran Idée Mines inflict poison status, so equip your characters with the proper accessories before venturing within this area.

While fighting the Mad Yeti in the second area, jump onto the platforms around the creature and attack from above to gain the advantage. Once you blow off a few of its body parts, the creature is not hard to defeat thereafter.



In the third area, defeat the Safety Dwellests and go through the cyan-colored doorway to the southeast room. Use MC Electrified Rounds and Electro Grenades to take out a Highway Hunter. Finish off the Hooded Gangsters and open the item box on the raised level to obtain **Anti-Toxin x10**. Return to the previous area and continue through the pink doorway to the southwest.



In the second area ahead, try to keep a Mad Goliath penned in the central area by moving your characters onto the walls surrounding it. Jump back and forth over the Goliath's head, raining bullets from above. The elevation gives you a distinct advantage on the colossus. When victorious, head through the red doorway to the southwest.

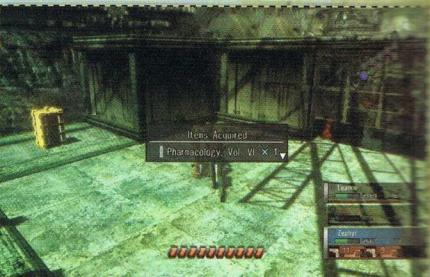


Take out the Hooded Gangsters in the west room, then open the silver box on the upper platform to obtain **Perfect Aid x2**. Return to the area where you fought the Mad Golem and follow the southeast path.



Continue through the last three areas, using raised levels to your advantage. Another Mad Goliath awaits in the final area. Jump up to the raised levels and fire on it and the Poison Gremlins from above to gain the advantage. When clear, open the gold item boxes in the back corner to obtain **Pharmacology, Vol. VI x1** and a **Germproof Suit**.

x1. Open the box on the raised platform to obtain a **Long Expander Barrel x1**. Use an Escape Hex to get out of the mines. Return the book to Stanley in Cranktown to complete this mission.





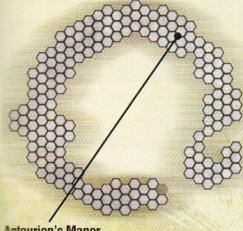
CLIENT

Antourion

REWARD

Hunter Points ★ 15
 Rubies ● 20000
 Items MG S-Rail Barrel

Level 2



A THIRST FOR KNOWLEDGE

SECRET RESULTS

Speak to Antourion at his manor on Level 2. He wants you to activate every hex on Level 10. When you've accomplished that, speak to him again to complete this mission.



PART III
WALKTHROUGH

PROLOGUE

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CHAPTER END CHECKLIST: CHAPTER 14

You should achieve the following before advancing to Chapter 15:

- Completed Story Mission "An Old Promise"
- Completed Guild Mission "Showdown"
- Completed Guild Mission "A Trivial Matter"
- Completed Guild Mission "A Thirst for Knowledge"
- Found the following items at Aetersyl: Escape Hex x1, Expander Twin S-Barrel x1, PDW-XN.V3 x1
- Found the following items at Gran Idée Mines: Anti-Toxin x10, Perfect Aid x2, Germproof Suit x1, Long Expander Barrel x1
- Take on new special challenge enemies appearing on Levels 10 and 11 during this Chapter
- Compete in Rank 43 at the Arena at least 3 times.

Chapter 15

SEARCH FOR SULLIVAN

CLIENT

None

REWARD

Hunter Points ★ 35
Rubies • None
Items None

SOMBER REUNION



Hearing Juris's story, the party decides to confront Sullivan at his base in Outer Wall on Level 1. Take the same route to Level 1 as you did to reach Aetersyl in the previous chapter.

Continue laying

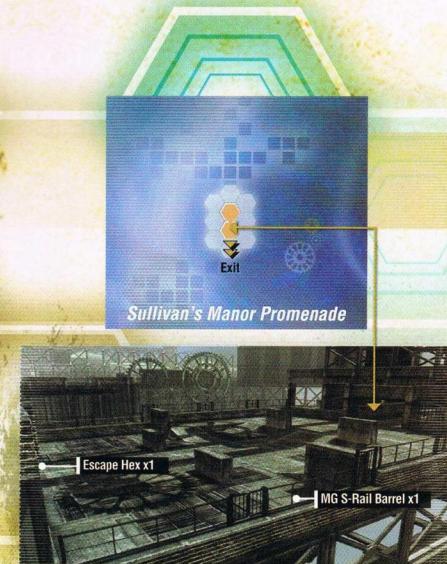
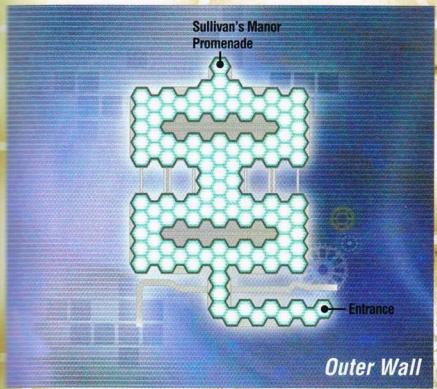
Energy Hexes all the way up to Outer Wall, and beyond to activate the Terminal: Endurance above. Place a Station Hex in this area (if you haven't already) and lay similar colored Energy Hexes across the area, connecting the Terminal: Endurance to Outer Wall and Aetersyl for positive effect.



OUTER WALL



The enemies at Outer Wall are similar to the ones encountered at Aetersyl, so equip your characters in a similar fashion. Visit the tinkerer to make plenty of Hand Grenade ++, Electro Grenade ++, HP Incendiary Rounds + and Metal-Coated Rounds ++. If you don't have enough materials for the tinkerer, revisit the Arena and complete ranks 1 through 44 to restock. Buy plenty of First Aid S, Multi-Aid R-S and Anti-Damage.



PART III WALKTHROUGH

PROLOGUE

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CHAPTER 1

Though similar, the R-Commando Snipers at Outer Wall are far more deadly, inflicting much greater damage per attack. Use Anti-Damage on characters every turn to prevent them from shortening the Hero Gauge by losing all their HP. Strike the commandos with Incendiary Rounds or Toxic Rounds and Molotov Cocktails. As always, let your grenadier bomb the area while running back and forth. Focus on the Leader or Leaders to survive encounters easier.



After defeating the group encountered at the entrance, head up to Sullivan's Manor Promenade. In this two-part area, you must defeat the group in the first area and proceed to the second. Target and Eliminate the Storm Strikers first, since they inflict the most severe damage. When the area is clear, open the gold item boxes in the area to obtain a **MG S-Rail Barrel x1** and **Escape Hex x1**. Proceed to the next area to take on the bosses.



MOBILE STORM CANNON X3

Level HP

102

25000

Main Body	100% Hard	Weakness: Electricity	Resistance: Physical, Fire, Ice, Poison
Part 1	100% Hard	Weakness: Electricity	Resistance: None
Part 2	100% Hard	Weakness: Electricity	Resistance: None
Part 3	100% Hard	Weakness: Electricity	Resistance: None
Part 4	100% Hard	Weakness: Electricity	Resistance: None
Item Drops	Scrap Zinc, Scrapped Weapon SW, Scrap Brass		

As with the previous battle, you must keep in mind that your targets are the three Mobile Storm Cannons. Ignore the Bahamut helicopter and R-Commandos while pummeling the Mobile Storm Cannons with Electro Grenades and MC Electrified Rounds. The Mobile Storm Cannon's HP is irrelevant, since as soon as you destroy all its shields the device crumbles. Regardless of whether you take enough damage to lose Bezels in the Hero Gauge, keep pummeling the Mobile Storm Cannons, despite your condition, until they are destroyed.





CLIENT



Anthony

REWARD

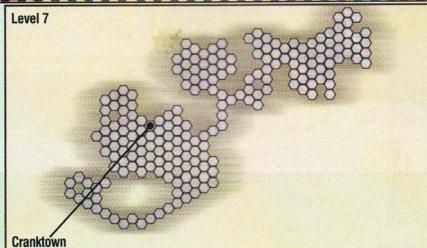
Hunter Points ★ 12

Rubies ● 6000

Items Z-40

THIS GUN'S FOR YOU!

Level 7



EARN YOUR INHERITANCE

White-haired Anthony appears on Widlar Street at night in Cranktown. Speak to him to begin this mission. He's willing to bequeath you his Z-40 handgun if you bring him two items: a Moonlight Gem from Mine 24 and a Human Fossil from the Gran Idée Mines. Neither item has been available before now; you must return to both places and search for them.



A Thor's Hammer now guards the third area of Mine 24. This is a higher-level version of the Tesla Tortoise. Use MC Electrified Rounds ++ to pierce its hull, then blast off chunks of it with Electro Grenades. Don't worry about the Mask Raiders until the machine lies in pieces.



Continue battling through Mine 24 until you reach the area second from last. Defeat the Mask Raiders and then open the gold item box to obtain the

Moonlight Gem x1. One down, one to go.

Return to the Gran Idée Mines on Level 12. In the third chamber, go to the southeast chamber where previously you encountered a Highway Hunter. A Bone Collector now dominates the room. Use the raised levels here to encircle the Bone Collector and fire on it from all sides. Let your machinegun attacks fully charge during Hero Actions to inflict thousands of points of damage at a time and maximize your chances of Full Scratch Damage. When the Bone Collector is defeated, you obtain the **Human Fossil x1**. Ignore the Hooded

Gangsters until the Bone Collector is taken down.



Return both items to Anthony in Cranktown to collect your new **Z-40**. This handgun excels in both damage and charge acceleration, making it a new must-use weapon.

PART III
WALKTHROUGH

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GUILD MISSION OPTIONAL



CLIENT



Miranda

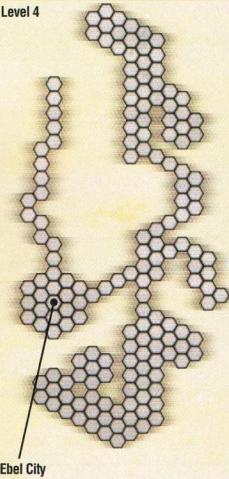
REWARD

Hunter Points ★ 8

Rubies ⓧ 2500

Items MG L-Rail Barrel

Level 4



WHERE'S THE REST
OF THE (PARAGON)
HUNTER LINE?

By completing this mission the characters all have the ability to buy the glitzy, spacey-looking (PARAGON) Hunter line. However, there are certain pieces missing. Those pieces can be found at Neverland, which is finally about to become accessible in Chapter 16.

WINTER FASHION MATERIALS

FASHION MADE SIMPLE

Simply give Miranda 20 Hides to complete this mission and add the following apparel to the Boutique's inventory:

BOUTIQUE LILY APPAREL AVAILABLE:
COMPLETED "WINTER FASHION MATERIALS"

CHARACTER	STYLE	TYPE	ITEM	PRICE
Leanne	A	Coats	(PARAGON) Quartz Hunter	58000
Leanne	B	Shirts	(Lily) Wanted	9200
Leanne	B	Skirts	(Soleil) Conch	148000
Vashyron	A	Jackets	(Classique) Gateau	24000
Vashyron	A	Jackets	(Ran-Jin) Gift	26000
Vashyron	A	Jackets	(PARAGON) Sexual Hunter	58000
Vashyron	A	Shirts	(Ran-Jin) Blend	13000
Vashyron	A	Shirts	(PARAGON) Sexual Hunter	21000
Vashyron	A	Pants	(Ran-Jin) Drunk	11000
Vashyron	A	Pants	(PARAGON) Sexual Hunter	61000
Vashyron	A	Boots	(Night) Falling	15000
Vashyron	A	Boots	(PARAGON) Sexual Hunter	48000
Vashyron	B	Shirts	(Gilles) Freedom	14000
Vashyron	B	Shirts	(Ran-Jin) Skin-on-Skin	18500
Zephyr	A	Jackets	(PARAGON) Ruby Hunter	34000
Zephyr	A	Shirts	(PARAGON) Ruby Hunter	16800
Zephyr	A	Pants	Jean Paulet's Sylph	14000
Zephyr	A	Pants	(PARAGON) Ruby Hunter	35000
Zephyr	A	Boots	Jean Paulet's Gnome	25000
Zephyr	A	Boots	Jean Paulet's Undine	28000
Zephyr	A	Boots	(PARAGON) Ruby Hunter	32000
Zephyr	B	Shirts	Jean Paulet's Passion	17000
Zephyr	B	Pants	(Gilles) Snake	9800



CLIENT

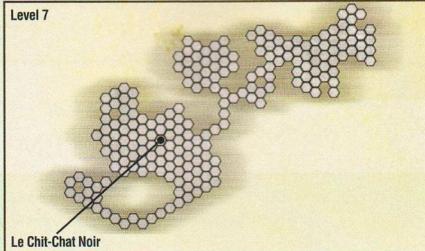


Carlo

REWARD

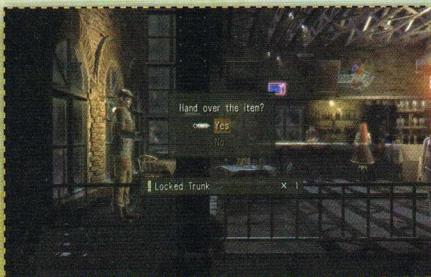
Hunter Points ★ 10
 Rubies ● 5000
 Items HG S-Rail Barrel

THE LOCKED TRUNK



SENTIMENTAL OVER A CONTAINER

The **Locked Trunk** x1 is found by activating hexes on Level 12 just five spaces below the Gran Idée Mines. Take it to Carlo who waits at Le Chit-Chat Noir on Level 7.

PART III
WALKTHROUGH

PROLOGUE

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CHAPTER END CHECKLIST: CHAPTER 15

You should achieve the following before advancing to the final Chapter:

- Completed Story Mission "Search for Sullivan"
- Completed Guild Mission "This Gun's for You!"
- Completed Guild Mission "Winter Fashion Materials"
- Completed Guild Mission "The Locked Trunk"
- Found the following items at Outer Wall: MG S-Rail Barrel x1, Escape Hex x1
- Optional: Compete in Rank 44 at the Arena at least 3 times
- Take on new special challenge enemies appearing on Level 12 during this Chapter
- Having completed all missions thus far, check the mailbox outside the Base to obtain the final Guild gift of HG L-Rail Barrel x1, Perfect Aid x1

Chapter 16

THE BASILICA

CLIENT

None

REWARD

Hunter Points ★ None

Rubies ● None

Items None

THE GUARDED TEMPLE

Complete all other Chapter 16 Guild Missions prior to undertaking this one. Also try to defeat all special challenge enemies, including new ones appearing on Levels 11 and 12 during this Chapter. Use Energy Hexes to collect the dozens of items available on Level 12. Extend the Hero Gauge as much as possible and save up your Perfect Aids for these, the final battles of the game.

Most of the enemies encountered in the Basilica are much like those previously fought at Aetersyl and Outer Wall. Create a large supply of elemental Hollow-Point Rounds ++, elemental Metal Coated Rounds ++, and as many elemental grenades as you can of the ++ and EX varieties. A big supply of Molotov Cocktails ++ and EX are also handy for use against humanoid opponents. Buy a large supply of First Aid S and Multi-Aid R-S for use in almost every battle. Protect your characters against physical damage and poison damage and status. Customize your weapons with the best available parts, so that Charge Speeds on most equipped weapons surpass 100 and Charge Acceleration is well above 20%. Only the largest magazines for all equipped weapons will suffice.

The Basilica's layout is extremely simple. Fight through to the southernmost three areas. The first area is actually the empty exterior, so there are only two battles before Garigliano. Use + and ++ ammunition and grenades against the soldiers in each area, reserving EX items for use against the Cardinals. Garigliano waits for the party in the fourth area.





GARIGLIANO

Level 134 HP 48000

Main Body	40% Hard	Weakness: Fire, Ice, Electricity, Poison	Resistance: Physical
Part 1	60% Hard	Weakness: None	Resistance: Physical, Fire, Ice, Electricity, Poison
Part 2	60% Hard	Weakness: None	Resistance: Physical, Fire, Ice, Electricity, Poison

Item Drops  (black) Energy Hex

Garigliano's exterior body parts are highly resistant to all forms of attack, which prolongs the battle. Though he appears to have only front and back body parts protecting him, these shields also absorb attacks from the side. Therefore you must break down his shields in order to damage his main body.



The Cardinal doesn't employ any special attacks. His cathedral-shooting attack causes minor damage due to falling debris. Some damage from this attack can be avoided simply by making the target character perform a Hero Action immediately afterward, moving them out from under falling stone and gears. However, his shooting attacks inflict severe damage. The only way to cope with this is by using an Anti-Damage on the target character before Garigliano attacks.

Let your handgun character's attacks charge four or five times before firing to improve the gauge break odds. Segmenting his gauges enables you to regain some bezels in the Hero Gauge from time to time. Your handgun attacks may make Garigliano airborne, but if a Bonus Shot occurs you should cancel. Allow the gauge to store so that if your machine-gunner triggers a Bonus Shot, he or she definitely gets a chance to fill Garigliano's gauges with blue.



Because the material of Garigliano's shields is unknown, your machine-gunner should dual-wield. Plot your Hero Actions moving directly past the Cardinal, allowing your attacks to charge up to 30 times or more before firing. This multiplies the Scratch Damage to the point where you're inflicting thousands of HP Scratch Damage to a shield per turn. Follow up with handgun and grenade attacks to speed the battle.



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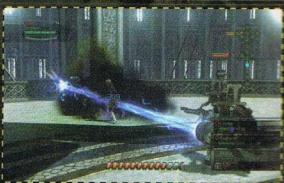
PART III
WALKTHROUGH

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[NEVERLAND]

GARIGLIANO
CONTINUED

Thanks to Garigliano's revolver fire and the presence of several cathedral soldiers, your handgun-equipped character needs to switch often to the First Aid Kit and administer a First Aid S or Multi-Aid R-S almost every other turn. Despite the Cardinal's cathedral-shooting attack that brings down the house on all beneath, it's a wise idea to plot your Hero Actions so that all your characters wind up standing close together at the end of each turn. That way, just one Multi-Aid R-S can get the entire party through the next round. If any of your characters are afflicted with Poison status and lose HP, it's best just to administer a Perfect Aid when the status wears off. If your first aid character is nowhere near a character that needs to be healed, then use a Hero Action and administer aid mid-run.



After just four or five rounds of saturating Garigliano's shields with Scratch Damage and grenades, it should blast off. Now equip your grenadier with Molotovs, Freezer Grenades, Electro Grenades or Toxic Grenades of the + or EX variety. His main body is resistant to physical damage but vulnerable to all elements. If by this point your Hero Gauge is low, make another run with Smash Grenades instead and really segment his main body. Otherwise lay on the attacks, move your targeted characters first, and keep racking up Bonus Shots to end this battle in just a few more rounds.



RETREAT AND REGROUP

BLACK ENERGY HEX

Garigliano drops a Bezel Shard and a Energy Hex. The latter item is one of two pieces required to gain access to Neverland, a bonus stage full of powerful weapons and powerful enemies. Antourion holds the second piece, and your confrontation with him lies just ahead.

Upon defeating Garigliano, it is a good idea to exit the Basilica and save your game. Place a Station Hex just outside the location for convenience.

If your defenses against physical and toxic damage leave something to be desired, now is the time to return to Ebel City and craft Ger-Resistant Vests and Germproof Suits for all your characters. Equipping these and Hi-Polymer Padding on all three characters greatly improves chances of survival against Antourion and Rowen. Also craft more EX-level Molotovs and grenades, and replenish your supplies of HP and MC Rounds as well as First Aid S and Multi-Aid R-S if needed.



RETURN TO THE CATHEDRAL

The room past Garigliano's location has four exits. Defeat the enemies in the central area, then head through the doorway on the east side. Defeat the soldiers standing in the next area.

Afterward, examine the central pedestal to activate a winch. Return to the previous room and fight your way to the other side. You must activate another winch in the west chamber to open the doors to Antourion's chamber.



A Goliath IV Lancer guards the west chamber, aided by cathedral guards. You must defeat it to unseal the chamber. Use elemental MC Rounds and elemental grenades or Molotovs to blast off its body parts. Focus on knocking that rocket launcher out of its hands, as soon as possible. Switch to elemental HP rounds when attacking its exposed main body. The fencer you can ignore, since the Goliath's rockets tend to kill him off for you. Once the Goliath is down, work to eliminate the Tesla Smasher.



When successful, examine the central pedestal and press the button to activate the second winch, opening Antourion's chamber. At this point you should escape from the Basilica, rest and save. Restock if necessary, then return and head straight up the middle rooms.



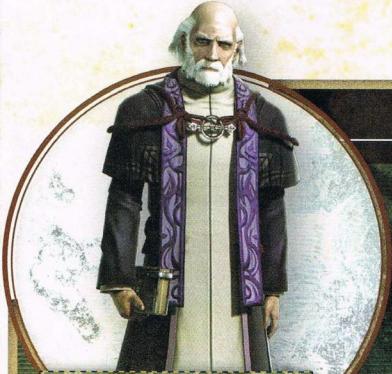
GODHAMMER

A Godhammer protects the chamber before Antourion's. The creature appears every time you enter the room, so you must defeat it and Antourion in the same go. The strategy is no different than a Tri-Stamp: blow off its body parts with MC elemental rounds and grenades. When its arm hammer and major defenses are gone, saturate its body with HP elemental rounds and finish it off. When the fight is over, proceed to face Antourion.



PART III WALKTHROUGH

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ANTOURION

Level

137

500000

Main Body	35% Hard	Weakness: None	Resistance: Fire, Ice, Electricity, Poison
Part 1	60% Hard	Weakness: None	Resistance: Physical, Fire, Ice, Electricity, Poison
Part 2	60% Hard	Weakness: None	Resistance: Physical, Fire, Ice, Electricity, Poison

Item Drops

* (black) Energy Hex

For all intents and purposes, strategy-wise Antourion is a do-over of Garigliano. Though his outer shielding is extremely resilient and protective from all sides like Garigliano's, there's a strange symbiosis between Antourion and his shields that causes them to share damage with the Main Body 50/50. The only way for a machine-gunner to really coat the outer gauges in blue is to score a Bonus Shot, which should be possible right away with the help of a handgun-equipped character. Removing the outer shield allows physical damage to fully affect the main body.

Therefore your grenadier should douse him with Hand Grenade EX or ++ throughout the battle, since the body is vulnerable only to physical damage. Make one or two runs with Smash Grenades to break down his gauges. Despite his stated resistance to toxic weapons, his main body is susceptible to poisoning and immolation, which reduce his HP faster.

Even though he carries a large rifle, Antourion seems to prefer approaching a character and performing a weak Hero Action rather than firing from afar. This makes it somewhat easy to see his target and how soon he will attack. Move targeted characters on the next turn to avoid damage.

The real threat of extinction comes from Antourion's support mob, which consists of four snipers who do incredible damage every turn. Eliminating any of the snipers causes another to appear instantly, so focus on Antourion. After breaking his gauges to a satisfying degree, your handgun-character should switch to administering First Aid S to characters through the remainder of the battle.



SECOND RECOUP

After defeating Antourion, it is recommended that you use an Escape Hex to leave the Basilica. Rest and save your game. Return to Ebel City and craft more Molotovs and Grenades if supplies are running short.



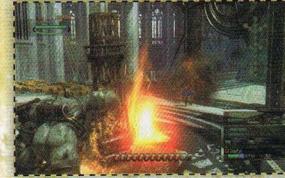
RING ROWEN'S DOORBELL



The room past Antourion's location has four exits. As before, you must head east and west and activate two winches to open the gates leading to Rowen's chamber. Defeat Rowen's soldiers in the central area, then open the two gold item boxes to obtain a **HG S-Rail Barrel x1** and an **Escape Hex x1**.



The east and west winches are two rooms away, meaning an extra set of enemies lies in your path. In the west area, you may proceed directly through the area to skip the Vertical Launcher and other enemies encountered between, if desired. The enemies reappear each time you pass through the middle chambers, anyhow. The twin Godhammers in the western winch room must be defeated to unseal the exit.



The eastern passage leads immediately to two more Godhammers, both of which must be defeated to unseal the chamber. A Vertical Launcher and Goliath IV Lancer guard the east winch chamber, which makes for a particularly nasty combo. Both must be eliminated to unseal the room. Focus on knocking off the missile launchers from both enemies first. That gives you greater liberty to attack the creatures without using Hero Gauge bezels on every turn.



Activate the winches in both chambers to open the doors to Rowen's room. Before taking on the final boss, it is strongly recommended that you exit the Basilica, rest and save your game.



PART III WALKTHROUGH

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[NEVERLAND]

THE LURE OF NEVERLAND

Antourion and Gargilano drop the black Energy Hexes required to access Neverland from Level 4. Exploring Neverland prior to defeating the final boss is optional. However, several golden weapons are found in Neverland. These are extremely powerful weapons normally used only by the Cardinals. However, highly dangerous enemies guard them. The lowest enemies of Neverland are Lv 77, and the next lowest are Lv 92. Acquiring the weapons also requires facing some additional—and quite unexpected—bosses. Neverland is also the stage to which Sullivan fled. However, to face him your characters must be in the 150 level range.

While it's possible to "wade in" to Neverland slowly, retreating often to lick your wounds, it can take several hours to gain the levels needed for success in battle and victory over Sullivan. However, by the time you're finished with Neverland, Rowen should prove much easier to defeat. Neverland is covered in the section after Chapter 16, and it's recommended that stalwart players venture there first before returning to the Basilica to finish business.



ROWEN

Level **193** HP **99999**

Main Body	45% Hard	Weakness: Fire, Ice, Electricity, Poison	Resistance: Physical
Part 1	60% Hard	Weakness: None	Resistance: Physical, Fire, Ice, Electricity, Poison
Part 2	60% Hard	Weakness: None	Resistance: Physical, Fire, Ice, Electricity, Poison
Part 3	60% Hard	Weakness: None	Resistance: Physical, Fire, Ice, Electricity, Poison
Part 4	60% Hard	Weakness: None	Resistance: Physical, Fire, Ice, Electricity, Poison
Item Drops	None		

Wielding his twin guns, Rowen behaves like a combination of Garigliano and Antourion, without the weaknesses of either. As with the previous battles you should target Rowen and try to ignore his subordinates as much as possible.

To keep this battle manageable without getting bogged down in the healing, you must keep all three characters on the move as much as possible. Therefore, you should use the Tri-Attack as often as you can, even with only 1 or 2 Resonance Points stored up. By changing the locations of all three characters on every other turn, you'll be able to prevent the Venomous Fogs and other subordinates from inflicting too much damage between your attacks.



While one character is consumed by the constant need to heal the others, your machine-gunner should hit Rowen with attacks that are fully charged up, 30 to 50 times. This should inflict thousands of points of Scratch Damage to Rowen's four outer shields on every turn.

Meanwhile your grenadier has a big job to do. On the first pass, bombard Rowen with Smash Grenades to break his four highly resilient shields into tinier bits. Afterward, bombard Rowen according to his position on the field. Both he and his subordinates chase the characters around, which can cause all the enemies to group up. While Rowen is resistant to all status, his subordinates are susceptible to Electricity and Shock status, which can greatly reduce the damage characters sustain and even make life livable. Target Rowen with Electro Grenades EX and the damage and Shock are sure to spread to surrounding enemies.

Like Antourion and Garigliano before, just one of Rowen's shields protects him from all directions. However, even once his shields are down, you still have the unenviable task of knocking down his main body's 99,999 HP. To this end you should employ HP elemental rounds + and elemental grenades or Molotovs of the EX variety. Though he remains impervious to status, elemental attacks score a few extra bonus points of damage to his main body over physical. Continue performing Tri-Attacks on every turn or every other turn whenever possible and keep bombarding Rowen until victorious.





CLIENT



The Cardinals

REWARD

Hunter Points ★ 20

Rubies ● 10000

Items ━ Expander Super Barrel

REBEL TERMINATION ORDER

THE ELDERLY MAN'S DEEPEST SECRET

Defeat the three rebel groups appearing along Rainy Bridge on the World Map. The two groups closest to Ebel City should prove easy killings. However, the Elderly Man leads the third group. That's right; the old guy who used to be so helpful around Ebel City is now your worst nightmare. Eliminate most of the lesser foes before targeting the Elderly Man.



The Elderly Man proves a dangerous opponent indeed. He breathes poison gas, so equip each of your characters with Toxicity Protectors and Germproof Suits (both accessories simultaneously). Yet this provides only minor protection against his severely damaging tennis racket attacks. Dual-wield machineguns with a character and allow his or her attacks to fully charge during Hero Actions, thus inflicting several thousand points of Scratch Damage per hit. Follow up by letting your handgun attacks charge up at least four times before firing so as to break his one HP gauge into smaller chunks. Tossing a series of Smash Grenades is also sure to help. Luckily Elderly Man has no exterior padding, so all damage goes straight to his semi-soft main body. Still, with him being at Level 93 with over 20,000 HP, the battle is sure to take a while. Using Anti-Damage on targeted characters helps prevent him from sabotaging your Hero Gauge.



GUILD MISSION OPTIONAL



CLIENT



Izzy

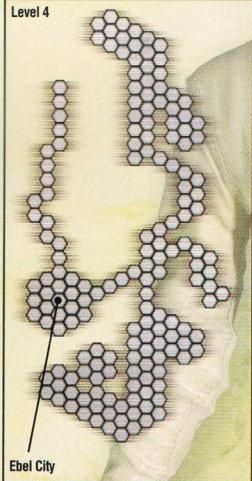
Reward

Hunter Points ★ 15

Rubies ● 35000

Items ━ Long Scope Elite

Level 4



Ebel City

RARE MATERIALS SOUGHT

A SIMPLE TRANSACTION



Complete this mission by handing over a Crystal Core and a Rare Metal Shard to Izzy, the engineer who's always bent over outside the Guild in Ebel City. Crystal Core can be obtained from Mad Goliaths in the Gran Idée Mines, and Rare Metal Shards are dropped by Treasure Mimics encountered on Level 4 Closed Roads, Jackpot Dwellers on Level 10, and Golden Mimics on Level 11, to name a few. For reduced hassle, both items can be obtained by scrapping accessories such as a Heat Protector, a Flameproof Suit, an Iceproof Suit, and so forth.



CLIENT



MacGregor

REWARD

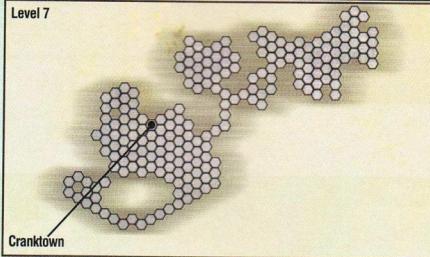
Hunter Points ★ 12

Rubies 5100

Items Special Scope

My TRAUMA

Level 7



THE ELUSIVE "UFO"

Enter the Hughes Power Station. Defeat the enemies in the first area and proceed. In the second area, a UFO Catcher appears in the air above. Target it, use a Hero Action and bombard it with ++ or EX level grenades before it departs. Once it disappears, defeat the remaining enemies in the area and proceed to the next.

The UFO Catcher appears again. Target and bombard it as before until it flees into the east wing of the station. Defeat the enemies in the area and follow it east.

Continue following the UFO Catcher from area to area in the east wing, bombarding it with grenades and other Hero Actions until it is destroyed to complete this mission.

PART III
WALKTHROUGH

PROLOGUE

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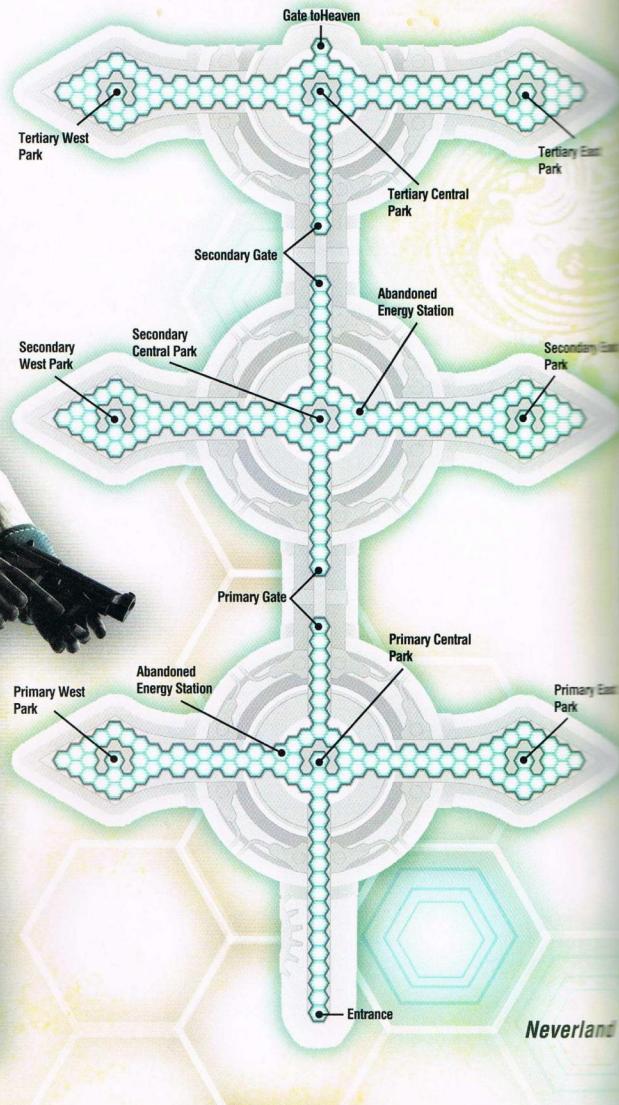
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NEVERLAND

218



Neverland

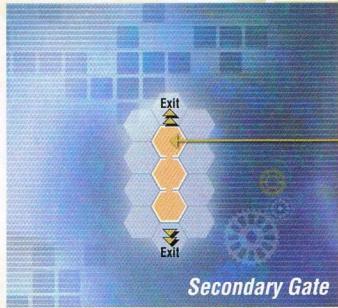
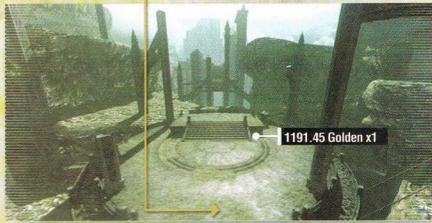
PART III
WALKTHROUGH

PROLOGUE

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PART III
WALKTHROUGH

PROLOGUE

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THE CARDINAL'S ABANDONED THEME PARK

Black Energy Hexes dropped by Garigliano and Antourion allow access to an optional stage called Neverland. Use the  Energy Hex acquired from Garigliano to activate the Abandoned Elevator on Level 4 near Ebel City. Ride the elevator down to Level 12, then use the  Energy Hex acquired from Antourion to activate Neverland.



Neverland is an area teeming with extremely difficult enemies. Even random encounters can sometimes be more difficult than the toughest boss fights of the regular missions. For this reason it's recommended that you avoid entering any of the park areas or gates and merely wander the entrance zone for a while. During random battles, attack enemies to gain some experience and levels. Flee from the battle before the enemies have a chance to counterattack. Maintain this hit-and-run method until your character levels rise into the 100's. At that point, you should be ready to enter the parks, where you'll be sealed in with foes. Another option is to hold off exploring Neverland until you've completed the game twice on the same difficulty setting.



PARK STRUCTURE

Neverland is divided into three sections: the Primary, the Secondary, and the Tertiary. Each section of Neverland contains three parks: West, Central, and East. The Tertiary area also includes the "Gate to Heaven," where Sullivan and Rebecca are encountered. The first time you enter a park, you must defeat all enemies to unseal the area. Thereafter you may enter and leave a park without combat. Both the Primary and Secondary areas feature Abandoned Energy Stations where you may rest and save.

Enemies in the Primary parks typically guard valuable items, such as missing pieces of the (PARAGON) Hunter line of apparel and the Hi-Pod. This accessory remixes the battle music soundtrack in certain areas.

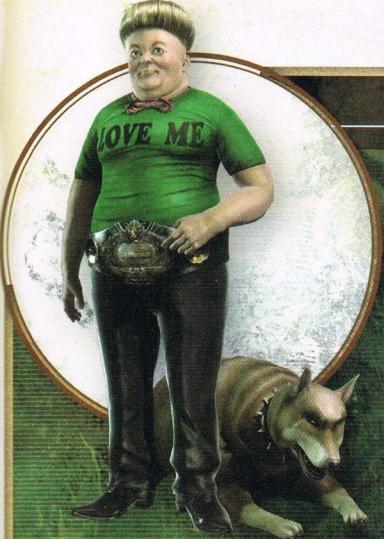


Two "gates" connect the Primary, Secondary and Tertiary areas. Each gate is a three-area dungeon. The first and third areas of each gate contain enemies. Upon entering an enemy area for the first time, you become sealed in the area until all enemies are defeated.

The first area of the Primary Gate is the location of a gold item box containing the B-N84 Golden $\times 1$, the first of four golden weapons. These treasures of the Cardinals bear much higher attack power and statistics, making them your top-choice weaponry. Customize and equip them before progressing further into Neverland.

In the third area of the Secondary Gate, you must fight Pater.





PATER

Level 230 HP 99999

Main Body	45% Hard	Weakness: Fire, Ice, Electricity, Poison	Resistance: Physical
Part 1	60% Hard	Weakness: None	Resistance: Physical, Fire, Ice, Electricity, Poison
Part 2	60% Hard	Weakness: None	Resistance: Physical, Fire, Ice, Electricity, Poison
Part 3	60% Hard	Weakness: None	Resistance: Physical, Fire, Ice, Electricity, Poison
Part 4	60% Hard	Weakness: None	Resistance: Physical, Fire, Ice, Electricity, Poison

Item Drops Reindeer Set

Who would have figured Pater is tougher than Rowen? Pater really isn't much different than the Cardinals encountered at the Basilica, except that he receives air support from a Bahamut. Taking down the Bahamut before Pater takes too much time and puts your first aid resources at risk, so focus on eliminating Pater first.

Allow your machine-gunner's attack to charge up 30-50 times before firing, depending on your level. Bombard Pater with Smash Grenades to break up his gauges, then switch to Hand Grenades EX or ++ for the remainder of the battle. Meanwhile your third character is responsible for delivering aid, administering First Aid S and EX where needed.

Once Pater's four outer gauges are destroyed his main body becomes vulnerable. Switch your grenadier to Molotov Cocktails ++, Toxic Grenades or Electro Grenades to inflict greater damage. Pater is not susceptible to status ailments, but the elemental explosives drive his HP down a little faster than physical weapons.



PART III	
WALKTHROUGH	
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[NEVERLAND]

GATE TO HEAVEN

After defeating Pater, you must return to the Secondary area to rest and save. You should also consider exiting Neverland and returning to Ebel City to restock on grenades, ammo, and first aid. Return, save in the Secondary area, and proceed directly through the Tertiary area to the Gates of Heaven.



The first area of the Gate to Heaven contains only a gold item box. Open it to obtain the **Never Suit x1**. Do yourself a favor and exit the area to equip this item immediately.



The second area is home to a Jupiter Weapon. Fight this sub-boss the same as you would a Tesla Tortoise or similar machines, with

MC Electrified Rounds and Electro Grenades EX. The area remains sealed and inescapable until the Jupiter Weapon is defeated.



At first glance, the third area would appear to be the location of a practical joke. However, the Torch Gremlins are blocking your initial view of the real enemy: Dorothy! She's a wily old woman with no external armor, but a great deal of HP. She fights and behaves in similar fashion to the Elderly Man fought as part of a Guild Mission during Chapter 16. Plot a direct course through the Gremlins to Dorothy, and focus the bulk of your attacks upon her for the battle. When Hero Gauge bezels run low, it is easy enough to run through a crowd of Torch Gremlins and blow them all away with a few Hand Grenades EX.



If you exit the Gate to Heaven and return, you must fight the Jupiter Weapon and Dorothy all over again. Therefore, use Perfect Aids to recover HP lost to poisoning if needed, and proceed to the final battle.



SULLIVAN

Level 230 HP 100000

Main Body	45% Hard	Weakness: Fire, Ice, Electricity, Poison	Resistance: Physical
Part 1	60% Hard	Weakness: None	Resistance: Physical, Fire, Ice, Electricity, Poison
Part 2	60% Hard	Weakness: None	Resistance: Physical, Fire, Ice, Electricity, Poison
Part 3	60% Hard	Weakness: None	Resistance: Physical, Fire, Ice, Electricity, Poison
Part 4	60% Hard	Weakness: None	Resistance: Physical, Fire, Ice, Electricity, Poison

Item Drops Piggy Set



REBECCA

Level 205 HP 66666

Main Body	45% Hard	Weakness: Fire, Ice, Electricity, Poison	Resistance: Physical
Part 1	60% Hard	Weakness: None	Resistance: Physical, Fire, Ice, Electricity, Poison
Part 2	60% Hard	Weakness: None	Resistance: Physical, Fire, Ice, Electricity, Poison
Part 3	60% Hard	Weakness: None	Resistance: Physical, Fire, Ice, Electricity, Poison
Part 4	60% Hard	Weakness: None	Resistance: Physical, Fire, Ice, Electricity, Poison

Item Drops Panda Set

Both Rebecca and Sullivan are marked as leaders. Therefore, you must defeat both of them to win this battle. Rebecca is weaker and easier to defeat, so target her first. Sullivan attacks only at close range whereas Rebecca employs long-range attacks. The battle becomes more manageable without her around.



CONTINUES

PART III
WALKTHROUGH

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(NEVERLAND)

SULLIVAN and REBECCA

CONTINUED

Use Anti-Damage on your targeted characters to reduce damage. Allow your machine-gunner's attacks to fully charge before firing and saturate Rebecca's shields with Scratch Damage. Follow up by firebombing her with Hand Grenades EX. When Rebecca creates red orbs in the air around herself, switch to your grenade and bomb her immediately. Grenade explosions destroy the red orbs, refilling the Hero Gauge. Meanwhile, your third character must use First Aid EX to keep Sullivan's target alive.

When Rebecca's shields are destroyed, use elemental grenades or Molotovs of the EX variety to drive her HP down to zero.

When Sullivan is alone, it's a simple matter to defeat him. Since he attacks only at close range, always start by moving the person he's targeting. As he crosses the area to follow that person, your other two characters can pass behind him while attacking. As soon as he reaches his target character, move them again. If for some reason he switches targets, you must switch character order to keep Sullivan running. With this method you can prevent Sullivan from attacking for several rounds, and thereby recover Scratch Damage with your attacks. Repeat until victorious.



earth to team vashyron! come in team!

••••

Perhaps you tried on some of the extremely expensive (PARAGON) Hunter clothes at the boutique. If you bought all that Boutique Lily had to offer, there are still several items missing for Leanne. By gathering items in Neverland you can acquire the missing pieces.

Dressing all three characters in their Style A (PARAGON) Hunter line clothes, boots, hairbands, ribbons, and glasses makes them look like silly space adventurers. They also look hilarious in some of the more serious cutscenes. However, the characters also engage in special poses during the victory screen following a random encounter. "You don't want to miss this!"



special costumes

By defeating Peter in Neverland, you receive the Reindeer Set. This allows all three characters to don their reindeer costumes from Chapter 13.

Defeat Rebecca in Neverland to receive the Panda Set. This set contains silly panda costumes for all three characters.

Defeat Sullivan in Neverland to receive the Piggy Set. This adds three bizarre pig-person costumes to the wardrobe.



Obtaining any of these sets adds Style C to your wardrobe options. To change into these costumes, change a character's style by examining the wardrobe in the Base, using the fitting room at the Boutique, or while buying clothes.

Game clear information

Completing Chapter 16 triggers the ending and credits roll. Save your game after the credits. A star icon differentiates clear game saves.

A clear game save may be loaded to start a second game. For the first time the Difficulty Setting screen appears. You may replay Normal mode and retain certain items and achievements from your first game. You may also select Hard mode and start over again while retaining fewer items and achievements as follows:



Replay the same difficulty (e.g., Normal):

- Retain all levels and weapon skills.
- Retain all Hero Gauge bezels.
- Retain all Hunter Rank points.
- Retain all Rubies.
- Retain all tools.
- Retain white and black Energy Hexes.
- Retain all weapons.
- Retain all custom parts.
- Retain all accessories.
- Retain all apparel items, including special costumes.
- Retain all "other" category items.
- Retain the valuables: Core Lift 1 Pass, Panda Set, Piggy Set, Reindeer Set.
- All monsters remain in bestiary.
- Retain all victories in the Arena. (Ranks become available in specific Chapters as per usual.)

Increase in difficulty (e.g., Hard, Advanced, etc.):

- Retain black Energy Hexes.
- Retain the Hi-Pod accessory.
- Retain all apparel items, including special costumes.
- Retain the valuables: Core Lift 1 Pass, Panda Set, Piggy Set, Reindeer Set.
- All monsters remain in bestiary.

Each difficulty setting raises enemy stats only slightly. Completing Hard Mode makes Advanced difficulty available, completing Advanced makes the next-hardest difficulty available, and so forth. So have fun playing *Resonance of Fate* until the end of eternity!





PART IV APPENDICES

Tools

In order to use Tools during combat, you must equip a character with the appropriate carrying case. The First Aid Kit allows a character to use recovery items, stat boosters, and Escape Hexes. A character with a Grenade Box can dip into the party's stash of explosives, and characters with the Magazine Case can fill their guns with enhanced ammunition that may inflict status conditions or deal additional damage to certain types of foes.

FIRST-AID TOOLS

First-aid tools are sold for reasonable prices at shops throughout Basel, although more powerful items will not become available until later in the game. A precious few (including Perfect Aid and Multi-Aid R-EX) can only be won in combat, found beneath cleared world-map hexes, or earned as mission rewards. All first-aid tools can be used on the battlefield by a character with a First Aid Kit, but only the rare Perfect Aid can also be used outside of combat, by selecting it from the game's item menu.

NAME	DESCRIPTION	SHOP AVAILABILITY	SHOP PRICE	RESALE PRICE
Anti-All	Creates an anti-damage field that cuts all damage in half.	Arena Coin Exchange	-	2500
Anti-Bolt	Creates an anti-damage field that cuts electricity elemental damage in half.	Arena Coin Exchange, Ebel City (Chapter 12+)	1500	750
Anti-Damage	Creates an anti-damage field that cuts physical damage in half.	Arena Coin Exchange, Ebel City (Chapter 12+)	1500	750
Anti-Heat	Creates an anti-damage field that cuts fire elemental damage in half.	Arena Coin Exchange, Ebel City (Chapter 12+)	1500	750
Anti-Ice	Creates an anti-damage field that cuts ice elemental damage in half.	Arena Coin Exchange, Ebel City (Chapter 12+)	1500	750
Anti-Toxin	Creates an anti-damage field that cuts poison elemental damage in half.	Arena Coin Exchange, Ebel City (Chapter 12+)	1500	750
Clairvoyance	View detailed information on the target.	Ebel City, Traveling Merchant, Cranktown, Albion	250	125
Cure Kit	Cures the target of all status ailments.	Ebel City, Traveling Merchant, Cranktown, Albion	1000	500
Cure Kit-R	Cures all targets within a set radius of all status ailments.	Traveling Merchant, Albion, Ebel City (Chapter 12+)	2000	1000
Escape Hex	Uses condensed energy to warp back to the World Map.	Ebel City, Traveling Merchant, Cranktown, Albion	1500	750
First Aid	Packs the punch to patch up most scratches. Heals 1000 points of Scratch Damage.	Ebel City, Traveling Merchant, Cranktown, Albion	1000	500
First Aid EX	This medical item is outright lavish. Completely heals all Scratch Damage.	Only available as world map/dungeon treasure or mission reward	-	1500
First Aid S	Something of a deluxe medical item. Heals 4000 points of Scratch Damage.	Ebel City (Chapter 12+)	2000	1000
Multi-Aid	Heals 500 points of Scratch Damage for everyone within a set radius.	Traveling Merchant, Albion, Ebel City (Chapter 12+)	2000	1000
Multi-Aid R-EX	Completely heals the Scratch Damage of everyone within a set radius.	Only available as world map/dungeon treasure or mission reward	-	2000
Multi-Aid R-S	Heals 2000 points of Scratch Damage for everyone within a set radius.	Ebel City (Chapter 12+)	3000	1500
Perfect Aid	Completely restores the target's HP. A shortage in raw materials and loss of the refinery technology make this a rare find.	Only available as world map/dungeon treasure or mission reward	-	2500
Soft Serve	Made from 100% Bigfoot milk, but you wouldn't know it from the taste!	Arena Ice Cream Vendor	100	50
Sonic Chug	This drink makes your feet fleet! Doubles movement speed.	Arena Coin Exchange, Ebel City (Chapter 12+)	1500	750

TABLE KEY

Element: The elemental properties possessed by a grenade. Elemental properties offer additional damage to foes who are weak to that element, as well as a chance of inflicting a status condition.

Elemental Damage (ED): The amount of damage dealt of the listed elemental type.

Gauge Break (GB): A stat that affects the ability of a grenade to break its target's HP Gauges into smaller segments.

Knockback (KB): A stat that boosts the odds of knocking your target down or back with a grenade blast.

Charge Speed (CS): The speed at which a grenade attack charges in preparation for an attack.

Charge Acceleration (CA): The charging speed bonus applied to each subsequent charge after the first.

Components: The items required by a Tinkerer in order to synthesize an item. Also the items gained by scrapping the item. Only specific items can be synthesized or scrapped.

Tinkerer Price (TP): The cost in rubies required by a Tinkerer to build a grenade from required components. You can also resell grenades at shops for their full Tinkerer price. (The cost required by a Scrapper to dismantle a grenade into components is 10% of this price.)

GRENADES

Good grenades are rarely sold at shops, but you earn plenty of them as rewards for completing missions or clearing world-map hexes. Still, that may not be enough; you should plan to use grenades constantly in combat to build up your characters' Thrown Weapon skills. To keep your Grenade Box full, turn to the Tinkerers in Ebel City, Cranktown, and Albona, who can make deadly explosives out of the scrap items you win in battle.

Name	Description	Element	ED	GB	KB	CS	CA	Components	Tinkerer Availability	TP
Dog Droppings	Don't worry, it's totally dried out. Mostly. Throw it to deal damage to the target. The damage is mostly psychological.	Poison	1	10	1	15	0%	Cannot be assembled or disassembled	Only available as world map/dungeon treasure or mission reward	-
Electro Grenade	This hand grenade carries a potent charge, electrocuting those caught in its blast. Equip it to a Grenade Box to use.	Electricity	100	100	10	20	0%	Scrap Iron x1, Powder Gel x1, Spark Flint x1, Rookie Grenade x1	Ebel City (Chapter 6+), Cranktown	150
Electro Grenade +	An advanced form of Electro Grenade with greater electroconductive qualities. Equip it to a Grenade Box to use.	Electricity	200	500	10	40	5%	Scrap Iron x1, Powder Gel x1, Spark Flint x1, Rookie Grenade x1	Ebel City (Chapter 8+), Albona	250
Electro Grenade ++	A still more advanced iteration of the Electro Grenade. Equip it to a Grenade Box to use.	Electricity	400	1000	10	60	10%	Scrap Bronze x1, Powder Gel ++ x1, Spark Flint x1, Rookie Grenade x1	Ebel City (Chapter 12+)	350
Electro Grenade EX	The ultimate Electro Grenade. Equip it to a Grenade Box to use.	Electricity	1000	2000	10	100	20%	Scrap Zinc x1, Powder Gel EX x1, Spark Flint x1, Rookie Grenade x1	Ebel City (Chapter 12+)	450
Freezer Grenade	This hand grenade carries a potent chill, freezing those caught in its blast. Equip it to a Grenade Box to use.	Ice	100	100	10	20	0%	Scrap Iron x1, Powder Gel x1, Ice Fragment x1, Rookie Grenade x1	Ebel City (Chapter 6+), Cranktown	150
Freezer Grenade +	An advanced form of Freezer Grenade with greater cryogenic qualities. Equip it to a Grenade Box to use.	Ice	200	500	10	40	5%	Scrap Iron x1, Powder Gel x1, Ice Fragment x1, Rookie Grenade x1	Ebel City (Chapter 8+), Albona	250
Freezer Grenade ++	A still more advanced iteration of the Freezer Grenade. Equip it to a Grenade Box to use.	Ice	400	1000	10	60	10%	Scrap Bronze x1, Powder Gel ++ x1, Ice Fragment x1, Rookie Grenade x1	Ebel City (Chapter 12+)	350
Freezer Grenade EX	The ultimate Freezer Grenade. Equip it to a Grenade Box to use.	Ice	1000	2000	10	100	20%	Scrap Zinc x1, Powder Gel EX x1, Ice Fragment x1, Rookie Grenade x1	Ebel City (Chapter 12+)	450
Hand Grenade	A thrown weapon that deals explosive damage. Equip it to a Grenade Box to use.	Physical	100	50	10	20	0%	Scrap Iron x1, Powder Gel x1, Rookie Grenade x1	Ebel City (Chapter 5+), Cranktown	100
Hand Grenade +	An advanced form of Hand Grenade with greater percussive qualities. Equip it to a Grenade Box to use.	Physical	200	500	10	40	5%	Scrap Lead x1, Powder Gel x1, Rookie Grenade x1	Ebel City (Chapter 8+), Albona	200
Hand Grenade ++	A still more advanced iteration of the Hand Grenade. Equip it to a Grenade Box to use.	Physical	400	1000	10	60	10%	Scrap Bronze x1, Powder Gel ++ x1, Rookie Grenade x1	Ebel City (Chapter 12+)	300
Hand Grenade EX	The ultimate Hand Grenade. Equip it to a Grenade Box to use.	Physical	1000	2000	10	100	20%	Scrap Zinc x1, Powder Gel EX x1, Rookie Grenade x1	Ebel City (Chapter 12+)	400
Molotov Cocktail	A thrown weapon consisting of a bottle of flammable liquid. Sets targets ablaze. Equip it to a Grenade Box to use.	Fire	65	100	None	20	0%	Fabric Scrap x1, Glass Shard x1, Gasoline x1	Ebel City (Chapter 5+)	100
Molotov Cocktail +	A thrown weapon consisting of a jug of flammable liquid. Equip it to a Grenade Box to use.	Fire	130	500	None	40	5%	Fabric Scrap x1, Glass Shard x1, Gasoline x2	Ebel City (Chapter 8+), Albona	200
Molotov Cocktail ++	Made with a cocktail of viscous, sticky fuels to enhance damage and immolation rate. Equip it to a Grenade Box to use.	Fire	260	1000	None	60	10%	Fabric Scrap x1, Glass Shard x1, Gasoline x1, Crystalline Fire x1	Ebel City (Chapter 12+)	300
Molotov Cocktail EX	Made with a cocktail of highly volatile fuels to enhance damage and immolation rate. Equip it to a Grenade Box to use.	Fire	800	2000	None	100	20%	Fabric Scrap x1, Glass Shard x1, Black Blood x1	Ebel City (Chapter 12+)	400
Oil Grenade	This hand grenade sprays oil across the blast radius, covering all targets. Equip it to a Grenade Box to use.	Physical	100	100	10	20	0%	Scrap Iron x1, Powder Gel x1, Gasoline x1, Rookie Grenade x1	Ebel City (Chapter 6+), Cranktown	150
Rookie Grenade	A beginner's hand grenade, capable of dealing blast damage to nearby targets. Equip it to a Grenade Box to use.	Physical	5	10	1	10	0%	Cannot be assembled or disassembled	Sold at Ebel City, Cranktown and Albona shops for 50 rubies	-
Smash Grenade	A hand grenade that emits a large shockwave. Excels in HP breakage and knockback. Equip it to a Grenade Box to use.	Electricity	10	4000	20	30	10%	Cannot be assembled or disassembled	Only available as world map/dungeon treasure or mission reward	-
Toxic Grenade	This hand grenade carries a potent toxin, poisoning those caught in its blast. Equip it to a Grenade Box to use.	Poison	100	100	10	20	0%	Scrap Iron x1, Powder Gel x1, Toxic Culture x1, Rookie Grenade x1	Ebel City (Chapter 5+), Cranktown	150
Toxic Grenade +	An advanced form of Toxic Grenade with greater corrosive qualities. Equip it to a Grenade Box to use.	Poison	200	500	10	40	5%	Scrap Iron x1, Powder Gel + x1, Toxic Culture x1, Rookie Grenade x1	Ebel City (Chapter 8+), Albona	250
Toxic Grenade ++	A still more advanced iteration of the Toxic Grenade. Equip it to a Grenade Box to use.	Poison	400	1000	10	60	10%	Scrap Bronze x1, Powder Gel ++ x1, Toxic Culture x1, Rookie Grenade x1	Ebel City (Chapter 12+)	350
Toxic Grenade EX	The ultimate Toxic Grenade. Equip it to a Grenade Box to use.	Poison	1000	2000	10	100	20%	Scrap Zinc x1, Powder Gel EX x1, Toxic Culture x1, Rookie Grenade x1	Ebel City (Chapter 12+)	450

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SPECIAL ROUNDS

Characters with an equipped Magazine Case can load their weapons with enhanced ammunition rounds that deal additional damage and offer special properties like the ability to punch through metal armor or inflict status conditions. Many foes have a particular weakness to certain elements, so check the Bestiary or use a Clairvoyance item to find the right ammunition for the job. Like grenades, special rounds aren't typically sold at shops, but are found in treasure chests, earned as mission rewards, or created by Tinkerers.

TABLE KEY

Element: The elemental properties possessed by an ammunition round. Elemental properties offer additional damage to foes who are weak to that element, as well as a chance of inflicting a status condition.

Elemental Damage (ED): The amount of damage dealt with that elemental type.

Knockback (KB): A stat that boosts the odds of knocking your target down or back with each successful shot.

Components: The items required by a Tinkerer in order to synthesize one round of ammunition. (Also the items gained by scrapping the item.)

Tinkerer Price (TP): The cost in rubies required by a Tinkerer to build a round of ammunition from the required components. (The cost required by a Scraper to disassemble ammunition is always 10% of this price.)

Resale Price (RP): The amount of rubles you'll receive by reselling the item at a shop. The resale value of ammunition tends to be pitifully low.

NAME	DESCRIPTION	ELEMENT	ED	KB	COMPONENTS	TINKERER AVAILABILITY	TP	RP
Armor-Piercing Rounds	Penetrates the target to hit anything along the line of fire. Equip it to a Magazine Case to use.	Physical	7	4	Cannot be assembled or disassembled	Only available as world map/dungeon treasure or mission reward	-	7
Electrified Rounds	Effective against foes weak to electricity. Causes electrocution. Equip it to a Magazine Case to use.	Electricity	6	5	Scrap Iron x1, Powder Gel x1, Spark Flint x1	Ebel City (Chapter 6+), Cranktown	150	7
Electrified Rounds +	An advanced form of Electrified Round with greater electroconductive qualities. Equip it to a Magazine Case to use.	Electricity	7	6	Scrap Bronze x1, Powder Gel + x1, Spark Flint x1	Ebel City (Chapter 12+)	200	10
Hollow-Point Rounds	Effective against soft or organic enemies. Less useful against armor or machinery. Equip it to a Magazine Case to use.	Physical	6	5	Scrap Iron x1, Powder Gel x1	Ebel City (Chapter 2+)	100	5
Hollow-Point Rounds +	A second, more effective version of the Hollow-Point Round. Equip it to a Magazine Case to use.	Physical	8	5	Scrap Iron x1, Powder Gel + x1	Ebel City (Chapter 6+), Cranktown	150	7
Hollow-Point Rounds ++	A still more advanced iteration of the Hollow-Point Round. Equip it to a Magazine Case to use.	Physical	10	6	Scrap Bronze x1, Powder Gel + x1	Ebel City (Chapter 8+), Albona	200	10
Hollow-Point Rounds EX	The ultimate Hollow-Point Round. Equip it to a Magazine Case to use.	Physical	12	6	Scrap Zinc x1, Powder Gel Ex x1	Ebel City (Chapter 12+)	250	12
HP Electrified Rounds	Combines the effects of Hollow-Point and Electrified Rounds. Equip it to a Magazine Case to use.	Electricity	7	5	Scrap Lead x1, Powder Gel + x1, Spark Flint x1	Ebel City (Chapter 8+), Albona	200	10
HP Electrified Rounds +	The ultimate Hollow-Point Electrified Round. Equip it to a Magazine Case to use.	Electricity	9	6	Scrap Zinc x1, Powder Gel Ex x1, Spark Flint x1	Ebel City (Chapter 12+)	300	15
HP Incendiary Rounds	Combines the effects of Hollow-Point and Incendiary Rounds. Equip it to a Magazine Case to use.	Fire	7	5	Scrap Lead x1, Powder Gel + x1, Crystalline Fire x1	Ebel City (Chapter 8+), Albona	200	10
HP Incendiary Rounds +	The ultimate Hollow-Point Incendiary Round. Equip it to a Magazine Case to use.	Fire	9	6	Scrap Zinc x1, Powder Gel Ex x1, Crystalline Fire x1	Ebel City (Chapter 12+)	300	15
HP Sub-Zero Rounds	Combines the effects of Hollow-Point and Sub-Zero Rounds. Equip it to a Magazine Case to use.	Ice	7	5	Scrap Lead x1, Powder Gel + x1, Ice Fragment x1	Ebel City (Chapter 8+), Albona	200	10
HP Sub-Zero Rounds +	The ultimate Hollow-Point Sub-Zero Round. Equip it to a Magazine Case to use.	Ice	9	6	Scrap Zinc x1, Powder Gel Ex x1, Ice Fragment x1	Ebel City (Chapter 12+)	300	15
HP Toxic Rounds	Combines the effects of Hollow-Point and Toxic Rounds. Equip it to a Magazine Case to use.	Poison	7	5	Scrap Lead x1, Powder Gel + x1, Toxic Culture x1	Ebel City (Chapter 8+), Albona	200	10
HP Toxic Rounds +	The ultimate Hollow-Point Toxic Round. Equip it to a Magazine Case to use.	Poison	9	6	Scrap Zinc x1, Powder Gel Ex x1, Toxic Culture x1	Ebel City (Chapter 12+)	300	15
Incendiary Rounds	Effective against foes weak to fire. Causes immolation. Equip it to a Magazine Case to use.	Fire	6	5	Scrap Iron x1, Powder Gel x1, Crystalline Fire x1	Ebel City (Chapter 6+), Cranktown	150	7
Incendiary Rounds +	An advanced form of Incendiary Round with greater pyrogenic qualities. Equip it to a Magazine Case to use.	Fire	7	6	Scrap Bronze x1, Powder Gel + x1, Crystalline Fire x1	Ebel City (Chapter 12+)	200	10

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NAME	DESCRIPTION	ELEMENT	ED	KB	COMPONENTS	TINKERER AVAILABILITY	TP	RP
MC Electrified Rounds	Combines the effects of Metal-Coated and Electrified Rounds. Equip it to a Magazine Case to use.	Electricity	7	5	Scrap Lead x1, Powder Gel +x1, Spark Flint x1	Ebel City (Chapter 8+), Albona	200	10
MC Electrified Rounds +	The ultimate Metal-Coated Electrified Round. Equip it to a Magazine Case to use.	Electricity	9	6	Scrap Zinc x1, Powder Gel EX x1, Spark Flint x1	Ebel City (Chapter 12+)	300	15
MC Incendiary Rounds	Combines the effects of Metal-Coated and Incendiary Rounds. Equip it to a Magazine Case to use.	Fire	7	5	Scrap Lead x1, Powder Gel +x1, Crystalline Fire x1	Ebel City (Chapter 8+), Albona	200	10
MC Incendiary Rounds +	The ultimate Metal-Coated Incendiary Round. Equip it to a Magazine Case to use.	Fire	9	6	Scrap Zinc x1, Powder Gel EX x1, Crystalline Fire x1	Ebel City (Chapter 12+)	300	15
MC Sub-Zero Rounds	Combines the effects of Metal-Coated and Sub-Zero Rounds. Equip it to a Magazine Case to use.	Ice	7	5	Scrap Lead x1, Powder Gel +x1, Ice Fragment x1	Ebel City (Chapter 8+), Albona	200	10
MC Sub-Zero Rounds +	The ultimate Metal-Coated Sub-Zero Round. Equip it to a Magazine Case to use.	Ice	9	6	Scrap Zinc x1, Powder Gel EX x1, Ice Fragment x1	Ebel City (Chapter 12+)	300	15
MC Toxic Rounds	Combines the effects of Metal-Coated and Toxic Rounds. Equip it to a Magazine Case to use.	Poison	7	5	Scrap Lead x1, Powder Gel +x1, Toxic Culture x1	Ebel City (Chapter 8+), Albona	200	10
MC Toxic Rounds +	The ultimate Metal-Coated Toxic Round. Equip it to a Magazine Case to use.	Poison	9	6	Scrap Zinc x1, Powder Gel EX x1, Toxic Culture x1	Ebel City (Chapter 12+)	300	15
Metal-Coated Rounds	Effective against armor or machinery. Less useful against soft or organic enemies. Equip it to a Magazine Case to use.	Physical	6	5	Scrap Iron x1, Powder Gel x1	Ebel City (Chapter 2+)	100	5
Metal-Coated Rounds +	A second, more effective version of the Metal-Coated Round. Equip it to a Magazine Case to use.	Physical	8	5	Scrap Lead x1, Powder Gel +x1	Ebel City (Chapter 6+), Cranktown	150	7
Metal-Coated Rounds ++	A still more advanced iteration of the Metal-Coated Round. Equip it to a Magazine Case to use.	Physical	10	6	Scrap Bronze x1, Powder Gel ++ x1	Ebel City (Chapter 8+), Albona	200	10
Metal-Coated Rounds EX	The ultimate Metal-Coated Round. Equip it to a Magazine Case to use.	Physical	12	6	Scrap Zinc x1, Powder Gel EX x1	Ebel City (Chapter 12+)	250	12
Oil Rounds	These rounds cover the target in oil on contact. Equip it to a Magazine Case to use.	Physical	6	5	Scrap Iron x1, Powder Gel x1, Gasoline x1	Ebel City (Chapter 6+), Cranktown	150	7
Percussive Rounds	Ammunition that emits a large shockwave. Excels in HP breakage and knockback. Equip it to a Magazine Case to use.	Physical	3	10	Cannot be assembled or disassembled	Only available as world map/dungeon treasure or mission reward	-	10
Sub-Zero Rounds	Effective against foes weak to ice. Causes freezing. Equip it to a Magazine Case to use.	Ice	6	5	Scrap Iron x1, Powder Gel x1, Ice Fragment x1	Ebel City (Chapter 6+), Cranktown	150	7
Sub-Zero Rounds +	An advanced form of Sub-Zero Round with greater cryogenic qualities. Equip it to a Magazine Case to use.	Ice	7	6	Scrap Bronze x1, Powder Gel ++ x1, Ice Fragment x1	Ebel City (Chapter 12+)	200	10
Toxic Rounds	Effective against foes weak to poison. Causes poison. Equip it to a Magazine Case to use.	Poison	6	5	Scrap Iron x1, Powder Gel x1, Toxic Culture x1	Ebel City (Chapter 6+), Cranktown	150	7
Toxic Rounds +	An advanced form of Toxic Round with greater corrosive qualities. Equip it to a Magazine Case to use.	Poison	7	6	Scrap Bronze x1, Powder Gel ++ x1, Toxic Culture x1	Ebel City (Chapter 12+)	200	10

Energy Hexes

Energy Hexes are used to reactivate areas on the World Map, making sealed roads traversable once again. Colored hexes can also be used to link Terminals to dungeon areas, bringing their listed bonuses to that dungeon and any adjacent hex marked with that color.

Colored Energy Hexes are sometimes received at the beginning of a chapter's main storyline, but you pick up most of your Energy Hexes as item drops from humanoid enemies. To receive Station Hexes, which set up a terminal that you can use for healing, saving, and teleportation, you must visit the Ebel City Guild and exchange five hexes of a matching color.

SHAPE	NAME	DESCRIPTION	DROPPED BY
	Energy Hex	The power stored in these energy units can make offline areas accessible once more.	Rogue Gunman (Rainy Bridge), Rogue Gunman MG (Level 4 Back Alley)
	Energy Hex	The power stored in these energy units can make offline areas accessible once more.	Fat Gangster, Fat Gangster MG (Level 6 Lucia)
	Energy Hex	The power stored in these energy units can make offline areas accessible once more.	Outcast MG, Outcast STG (Level 4 Hughes Power Station)
	Energy Hex	The power stored in these energy units can make offline areas accessible once more.	Shady Thug (Level 4 Closed Road), Shady Thug MG (Level 7 Silver Canyon), Shady Thug STG (Level 4 Freud Remnants)
	Energy Hex	The power stored in these energy units can make offline areas accessible once more.	Hooded Gangster (Level 10 Scrapyard), Hooded Gangster MG, Hooded Gangster STG (Level 12 Gran Idée Mines)
	Energy Hex	The power stored in these energy units can make offline areas accessible once more.	Chunky Gangster (Level 4 Closed Road)
	Energy Hex	The power stored in these energy units can make offline areas accessible once more.	LT1 Tiger (Level 7 Tundra), Gelséy's Fencer, Gelséy's Gunman, Gelséy's Assault (Level 11 Mine 24)
	Energy Hex	The power stored in these energy units can make offline areas accessible once more.	Security Gunman, Security Shotgun, Security Fencer, Security Guard, Security Officer, Security Officer MG (Level 6 Patropolis), Cathedral Guard, Cathedral Sniper, Cathedral Fencer (Level 1 Basilica)
	Energy Hex	The power stored in these energy units can make offline areas accessible once more.	Mask Raider, Mask Raider MG (Level 6 Lucia), Hoodlum (Level 1 Square Garden), Commander, Storm Striker (Level 1 Outer Wall), Venomous Fog, Shot Raptor, Cathedral Striker, Tesla Smasher, Northern Wind (Level 1 Basilica)
	Energy Hex	The power stored in these energy units can make offline areas accessible once more.	R-Commando, R-Commando Assault, R-Commando Sniper, R-Commando Wall, R-Commando Fencer, R-Commando Shotgun (Level 1 Arterys), R-Commando Assault, R-Commando Sniper, R-Commando Wall, R-Commando Fencer, R-Commando Shotgun (Level 1 Arterys), Judge's Aegis, Judge's Assault, Judge's Riflemen, Judge's Blade (Level 1 Basilica)
	Energy Hex	The power stored in these energy units can open and restore function to colored areas.	Outcast MG (Level 4 Hughes Power Station), Fat Gangster, Fat Gangster MG (Level 6 Lucia), Goliath IV Lancer (Level 1 Basilica)
	Energy Hex	The power stored in these energy units can open and restore function to colored areas.	Shady Thug STG (Level 8 Freud Remnants)
	Energy Hex	The power stored in these energy units can open and restore function to colored areas.	Shady Thug MG (Level 7 Silver Canyon)
	Energy Hex	The power stored in these energy units can open and restore function to colored areas.	Outcast STG (Level 4 Hughes Power Station)
	Energy Hex	The power stored in these energy units can open and restore function to colored areas.	Shady Thug (Level 4 Closed Road)
	Energy Hex	The power stored in these energy units can open and restore function to colored areas.	Hooded Gangster (Level 10 Scrapyard), Hooded Gangster MG, Hooded Gangster STG (Level 12 Gran Idée Mines)

SHAPE	NAME	DESCRIPTION	DROPPED BY
	Energy Hex	The power stored in these energy units can open and restore function to colored areas.	Security Gunman, Security Shotgun, Security Fencer, Security Guard (Level 1 Patropolis), Hoodlum (Level 1 Square Garden), Commander, Storm Striker (Level 1 Outer Wall), Shot Raptor, Northern Wind (Level 1 Basilica)
	Energy Hex	The power stored in these energy units can open and restore function to colored areas.	Gelséy's Fencer, Gelséy's Gunman, Eastern Assault (Level 11 Mine 24), Chunky Gangster (Level 4 Closed Road), Heavy Tiger (Level 7 Deserted Block), Mask Raider, Mask Raider MG (Level 6 Lucia), R-Commando, R-Commando Assault, R-Commando Sniper, R-Commando Wall, R-Commando Fencer, R-Commando Shotgun (Level 1 Arterys), Judge's Aegis, Judge's Assault, Judge's Riflemen, Judge's Blade (Level 1 Basilica)
	Energy Hex	The power stored in these energy units can open and restore function to colored areas.	Cathedral Guard, Cathedral Sniper, Cathedral Fencer (Level 1 Basilica)
	Energy Hex	The power stored in these energy units can open and restore function to colored areas.	Venomous Fog, Cathedral Striker, Tesla Smasher, Goliath IV Lancer (Level 1 Basilica)
	Energy Hex	A Black Energy Hex, once thought to be lost to the world forever.	Gargilano (Level 1 Basilica)
	Energy Hex	A Black Energy Hex, once thought to be lost to the world forever.	Anturion (Level 1 Basilica)
	Station Hex	Each of these units contains one self-erecting Energy Station, ready for use.	(Exchange colored hexes at Ebel City Guild)
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Weapons & Cases

Weapons are rare and extremely expensive, so don't expect to upgrade your guns often. Players who are eager to dual wield handguns or add another machine gun to their inventory must save up a pile of Rubies or wait for rare opportunities to find guns in dungeons in the latter half of the game.

TABLE KEY

Attack Power (AP): Affects the amount of damage dealt to a target.

Gauge Break (GB): Affects the odds of breaking the target's HP Gauge into smaller segments.

Knockback (KB): Affects the odds of knocking a foe down or back on a successful hit.

Charge Speed (CS): The speed at which a weapon charges in preparation for an attack.

Charge Acceleration (CA): The charging speed bonus applied to each subsequent charge after the first.

Rapid Fire (RF): The rate of fire when attacking while in critical condition.

Bullet Focus (BF): The degree to which bullets are concentrated in the center of your target. (Low focus weapons disperse their bullets across a wider targeting range.)

Magazine Size (MS): A weapon's magazine size determines the maximum number of bullets it can fire at once (not including Hero Action attacks).

Weight: The weight of an item. A character cannot equip weapons or accessories if their weight exceeds the carrying capacity determined by his or her level.

Shop Price: The cost in rubies required by a Tinkerer to build a custom part from required components. You can also resell a grenade at a shop for its full Tinkerer price. (The cost required by a Scrapper to dismantle a grenade into components is always 10% of this price.)

WEAPONS - HAND GUNS

Name	Description	AP	GB	KB	CS	CA	RF	BF	MS	Weight	Shop Price	Availability
1191.45 Golden	One of the three Golden Handguns. Excels in all regards, especially power.	13	30	5	40	10%	54	87	7	255	-	Find in Neverland: Secondary Central Park
1191.45-Auto	A weapon capable of dealing Direct Damage. This model excels in HP breakage.	5	20	5	15	8%	52	88	8	255	-	Owned at start
B-N84	A weapon capable of dealing Direct Damage. This model excels in rapid fire.	4	10	4	10	1%	56	88	8	245	-	Owned at start
B-N84 Golden	One of the three Golden Handguns. Excels in all regards, especially fire rate.	10	30	4	40	10%	58	89	8	245	-	Find in Neverland: Primary Gate
LP-09	A weapon capable of dealing Direct Damage. This model excels in charge speed.	4	13	4	30	3%	48	89	8	235	200000	Buy at Albona Shop
M150A	A weapon capable of dealing Direct Damage. This model excels in attack power.	6	18	5	25	4%	40	84	6	250	-	Arena Coin Exchange (500 Copper, 200 Silver, 50 Gold)
SG-B226	A weapon capable of dealing Direct Damage. This model excels in magazine size.	4	12	4	15	2%	52	89	9	240	100000	Buy at Ebel City Shop
SG-B226 Golden	One of the three Golden Handguns. Excels in all regards, especially power.	11	30	4	40	10%	56	90	9	240	-	Find in Neverland: Tertiary East Park
Z-40	A weapon capable of dealing Direct Damage. This model excels in charge acceleration.	5	15	4	20	5%	54	88	7	230	-	Mission Reward: "This Gun's for You!" (Chapter 15)

WEAPONS - MACHINEGUNS

Name	Description	AP	GB	KB	CS	CA	RF	BF	MS	Weight	Shop Price	Availability
SMG-05	A weapon capable of dealing Scratch Damage. This model excels in rapid fire.	6	0	3	8	1%	77	75	12	260	-	Owned at start
NP.05 Golden	A gleaming Golden Machinegun. It excels in all regards.	15	0	3	40	10%	78	77	15	265	-	Find in Neverland: Secondary East Park
NP.05C	A weapon capable of dealing Scratch Damage. This model excels in charge acceleration.	7	0	3	17	7%	76	75	13	270	300000	Buy at Ebel City Shop (Available after Chapter 12)
PDW-XN.V2	A weapon capable of dealing Scratch Damage. This model excels in charge speed.	7	0	3	20	4%	76	74	14	265	-	Find in Dakota Vein treasure chest
PDW-XN.V3	A weapon capable of dealing Scratch Damage. This model excels in magazine size.	8	0	3	19	5%	75	74	15	275	-	Find in Aetersyl

CASES

Name	Description	Weight	Availability
First Aid Kit	Never leave home without medical supplies! Equip it to use healing items in combat.	80	Owned at start
Grenade Box	A padded case for transporting explosives. Equip it to use attack items in combat.	100	Owned at start
Magazine Case	Various forms of ammo fit in this hard case. Equip it to use specialty rounds in combat.	70	Owned at start

Custom Parts

While guns themselves are rare, there's no shortage of scopes, grips, and enhanced barrels you can use to add significant stat boosts to your weaponry. Stick as many parts onto your guns as your weight limit will allow, without regard to common sense or aesthetics. (You get the full stat boosts from your parts even when you have dozens of redundant scopes or your barrels are pointing in the wrong directions.) You acquire custom parts as mission rewards, and can commission them from any of the game's three Tinkerers.

CUSTOM SCOPES

Name	Description	CS	CA	RF	BF	MS	Weight	SP	Components	TP	RP	Availability
Combat Sight	This sight features a side expansion port allowing additional sights to be added.	+5	-	-	-	-	6	-	Top Sight x1, Custom Kit Set x1	3000	2000	Created by Tinkerers in Ebel City (Chapter 6+) Cranktown, and Albona
Compact Scope α	One of two sister scopes, built to boost charge speed.	+11	-	-	-	-	5	-	Scrap Iron x1, Glass Shard x1	3000	3000	Created by Ebel City Tinkerer Mission Reward: "A Father Attacked" (Chapter 2)
Compact Scope β	One of two sister scopes, built to boost charge speed.	+11	-	-	-	-	5	-	Scrap Iron x1, Glass Shard x1	3000	4100	Created by Ebel City Tinkerer Mission Reward: "A Father Missing" (Chapter 3)
Dot Sight	This basic sight fits into even the tiniest expansion port.	+5	-	-	-	-	2	-	-	-	550	Mission Reward: "Pest Extermination" (Prologue)
High-Mount Elite	This top-class high-mount sight offers still more expansion options.	+17	-	-	-	-	4	-	Scrap Zinc x2, Scrapped Hammer SH3 x1	14000	18000	Created by Ebel City Tinkerer (Chapter 12+) Mission Reward: "A Beast on the Loose" (Chapter 11)
High-Mount Pro	This high-mount sight keeps the charge speed bonus and adds an expansion port.	+15	-	-	-	-	3	-	Scrap Bronze x1, Scrapped Missile MS1 x1	8300	8300	Created by Tinkerers in Ebel City (Chapter 8+) and Albona
High-Mount Sight	This towering sight cuts down charge time significantly.	+15	-	-	-	-	3	-	Scrap Iron x2, Scrap Lead x1	6300	6300	Created by Tinkerers in Ebel City (Chapter 6+) and Cranktown Find in Forest of Idols
Long Lens	This telephoto lens' improved performance also saw an increase in its size.	+14	-	-	-	-	5	-	Telephoto Lens x1, Custom Kit Set x1	2500	12000	Created by Tinkerers in Ebel City (Chapter 8+) and Albona
Long Scope	This long scope is specialized for charge speed, at the cost of its heavy weight.	+75	-	-	-	-	18	-	Scrap Iron x5, Scrap Lead x4, Rare Metal Shard x1, Scrapped Gun BD x1	25000	25000	Created by Tinkerers in Ebel City (Chapter 6+) and Cranktown
Long Scope Elite	The perfect long scope, excellent in charge speed and expansion port options.	+75	-	-	-	-	20	-	-	-	35000	Arena Coin Exchange (300 Copper, 60 Silver, 3 Gold) Mission Reward: "Rare Materials Sought" (Chapter 16)
Long Scope Pro	This long scope keeps the charge speed bonus and adds a side expansion port.	+75	-	-	-	-	19	-	Scrap Iron x5, Scrapped Lead x4, Scrapped Bronze x3, Rare Metal Shard x1, Scrapped Gun BD x1	26000	26000	Created by Tinkerers in Ebel City (Chapter 8+) and Albona
Mini-Lens	A miniaturized telephoto lens.	+8	-	-	-	-	3	-	Telephoto Lens x1, Custom Kit Set x1	2500	10000	Created by Tinkerers in Ebel City (Chapter 8+) and Albona
Rookie Sight	A beginner's sight. Though it improves charge speed, its weight is considerable.	+6	-	-	-	-	6	1000	-	-	500	Sold at shops in Ebel City, Cranktown, and Albona
Special Scope	Though difficult to affix, this unique scope raises charge speed immensely.	+38	-	-	-	-	10	-	Scrap Brass x1, Scrapped Hammer SH4 x1	20000	20000	Created by Ebel City Tinkerer (Chapter 12+) Mission Reward: "My Trauma" (Chapter 16)
Sub-Sight	Though not directly attachable to a gun, this part can be added onto other sights.	+3	-	-	-	-	5	-	Rookie Sight x1, Custom Kit Set x1	550	1250	Created by Tinkerers in Ebel City (Chapter 6+) Cranktown, and Albona
Telephoto Lens	Though not directly attachable to a gun, this lens can be added onto other sights to increase charge speed considerably.	+11	-	-	-	-	4	-	Scrap Bronze x1, Scrapped Gatling MS x1	11000	11000	Created by Tinkerers in Ebel City (Chapter 8+) and Albona Mission Reward: "Different Values" (Chapter 8)
Top Sight	This sight features a top expansion port allowing additional sights to be added.	+4	-	-	-	-	5	-	Rookie Sight x1, Custom Kit Set x1	500	1500	Created by Tinkerers in Ebel City, Cranktown, and Albona
Top-Rail Scope	This long scope raises charge speed while adding an expansion port on top.	+75	-	-	-	-	19	-	Scrap Iron x5, Scrap Lead x4, Scrapped Bronze x3, Rare Metal Shard x1, Scrapped Gun BD x1	25000	25000	Created by Tinkerers in Ebel City (Chapter 8+) and Albona

TABLES KEY

Charge Speed (CS): The speed at which a weapon charges in preparation for an attack.

Charge Acceleration (CA): The charging speed bonus applied to each subsequent charge after the first.

Rapid Fire (RF): The rate of fire when firing your weapon while in critical condition.

Bullet Focus (BF): The degree to which bullets are concentrated in the center of your target. Low focus weapons disperse their bullets across a wider targeting range.

Magazine Size (MS): A weapon's magazine size determines the maximum number of bullets it can fire at once (not including Hero Action attacks).

Components: The items required by a Tinkerer in order to synthesize a custom part. Also the items gained by scrapping a custom part.

Tinkerer Price (TP): The cost in rubies required by a Tinkerer to build a custom part from required components. (The cost required by a Scrapper to dismantle a custom part into components is always 10% of this price.)

Resale Price (RP): Custom Parts are unique in that their resale price may be higher than their Tinker Price. If you have extra components on hand, you can make extra parts for resale at a profit.

CUSTOM MAGAZINES

Name	Description	CS	CA	RF	BF	MS	Weight	SP	Components	TP	RP	Availability
 HG Drum Magazine	A handgun magazine. Dramatically increases the number of stored bullets.	-	-	-	-5	+10	10	-	Scrap Iron x5, Scrap Lead x4, Scrap Bronze x3, Rare Metal Shard x1, Scrapped Gun KBD x1	24000	24000	Created by Tinkerers in Ebel City (Chapter 8+) and Albona
 HG Magazine +2	A handgun magazine. Adds 2 stored bullets to the clip.	-	-	-	-	+2	2	-	HG Rookie Magazine x1, Custom Kit Set x1	500	1750	Created by Tinkerers in Ebel City, Cranktown, and Albona Mission Reward: "Salvage Hunt" (Chapter 2)
 HG Magazine +3	A handgun magazine with an added expansion port.	-	-	-	-	+3	4	-	HG Magazine +4, Custom Kit Set x1	2000	6000	Created by Tinkerers in Ebel City (Chapter 6+) and Cranktown
 HG Magazine +4	A handgun magazine. Adds 4 stored bullets to the clip.	-	-	-	-	+4	3	-	Scrap Lead x1, Scrapped Bazooka E x1	5500	5500	Created by Tinkerers in Ebel City (Chapter 6+) and Cranktown Mission Reward: "All-Natural Meat" (Chapter 4)
 HG Magazine +5	A handgun magazine with an added expansion port.	-	-	-	-	+5	5	-	HG Magazine +6 x1, Custom Kit Set x1	3000	8000	Created by Tinkerers in Ebel City (Chapter 8+) and Albona
 HG Magazine +6	A handgun magazine. Adds 6 stored bullets to the clip.	-	-	-	-	+6	4	-	Scrap Bronze x1, Scrapped Missile TK2 x1	7700	7700	Created by Tinkerers in Ebel City (Chapter 8+) and Albona Prize for reaching Hunter Rank 200+
 HG Rookie Magazine	A beginner's handgun magazine. Though it adds to the number of stored rounds, its weight is considerable.	-	-	-	-	+1	5	1000	-	-	500	Sold at shops in Ebel City, Cranktown, and Albona
 MG Drum Magazine	A machinegun magazine. Dramatically increases the number of stored bullets.	-	-	-	-5	+15	15	-	Scrap Iron x5, Scrap Lead x4, Scrap Bronze x3, Rare Metal Shard x1, Scrapped Gun KBD x1	24000	24000	Created by Tinkerers in Ebel City (Chapter 8+) and Albona Mission Reward: "The Fashion Check" (Chapter 6)
 MG Magazine +12	A machinegun magazine. Adds 12 stored bullets to the clip.	-	-	-	-	+12	8	-	-	-	14000	Arena Coin Exchange (200 Copper, 40 Silver, 1 Gold) Mission Reward: "Serious Advice" (Chapter 8)
 MG Magazine +3	A machinegun magazine. Adds 3 stored bullets to the clip.	-	-	-	-	+3	2	-	MG Rookie Magazine x1, Custom Kit Set x1	500	2000	Created by Tinkerers in Ebel City, Cranktown, and Albona
 MG Magazine +5	A machinegun magazine with an added expansion port.	-	-	-	-	+5	5	-	MG Magazine +6 x1, Custom Kit Set x1	2000	6000	Created by Tinkerers in Ebel City (Chapter 6+) and Cranktown
 MG Magazine +6	A machinegun magazine. Adds 6 stored bullets to the clip.	-	-	-	-	+6	4	-	Scrap Lead x1, Scrapped Bazooka E x1	5700	5700	Created by Tinkerers in Ebel City (Chapter 6+) and Cranktown
 MG Magazine +8	A machinegun magazine with an added expansion port.	-	-	-	-	+8	7	-	MG Magazine +9 x1, Custom Kit Set x1	3000	8000	Created by Tinkerers in Ebel City (Chapter 8+) and Albona
MG Magazine +9	A machinegun magazine. Adds 9 stored bullets to the clip.	-	-	-	-	+9	6	-	Scrap Bronze x1, Scrapped Missile TK2 x1	7800	7800	Created by Tinkerers in Ebel City (Chapter 8+) and Albona
MG Rookie Magazine	A beginner's machinegun magazine. Though it adds to the number of stored rounds, its weight is considerable.	-	-	-	-	+2	5	1000	-	-	500	Sold at shops in Ebel City, Cranktown, and Albona

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CUSTOM BARRELS

Name	Description	CS	CA	RF	BF	MS	Weight	SP	Components	TP	RS	Availability
Double Sub-Barrel	This dual-type sub-barrel further improves charge acceleration while also adding expansion ports at the left side.	-	+5%	-	-	-	5	-	Scrap Zinc x1, Scrapped Missile HP x1	20000	20000	Created by Ebel City Tinkerer (Chapter 12+)
Expander + Sub-Barrel	This sub-barrel attaches below a gun's primary barrel, offering additional expansion ports.	-	+3%	-	-	-	4	-	Scrap Bronze x1, Scrapped Missile TK x1	9500	8000	Created by Tinkerers in Ebel City (Chapter 8+) and Albona
Expander Sub-Barrel	The sub-barrel features an expansion port for another sub-barrel below.	-	+3%	-	-	-	4	-	Scrap Bronze x1, Scrapped Cannon MS x1	10000	9000	Created by Tinkerers in Ebel City (Chapter 8+) and Albona
Expander Super Barrel	While heavy and difficult to affix, this sub-barrel boasts the best charge acceleration.	-	+10%	-	-	-	10	-	Scrap Brass x1, Scrapped Missile MS2 x1, Scrapped Gun MO2 x1, Scrapped Weapon SW2 x1	30000	30000	Created by Ebel City Tinkerer (Chapter 12+) Mission Reward: "Rebel Termination Order" (Chapter 16)
Expander T Sub-Barrel	This sub-barrel attaches below a gun's primary barrel.	-	+4%	-	-	-	3	-	Scrap Bronze x1, Scrapped Missile TK x1	8500	7500	Created by Tinkerers in Ebel City (Chapter 8+) and Albona
Expander Twin S-Barrel	This dual-type sub-barrel further improves charge acceleration while also adding expansion ports below.	-	+5%	-	-	-	8	-	Scrap Zinc x1, Scrapped Missile HP x1	-	20000	Created by Ebel City Tinkerer (Chapter 12+) Prize for Hunter Rank 800+ Find in Aethers Grand Hall
Flash Sub-Barrel	A barrel extension with an added expansion port.	-	+3%	-	-	-	4	-	Scrap Iron x1, Scrap Lead x1	5000	4000	Created by Tinkerers in Ebel City (Chapter 6+) and Cranktown
HG Expander Barrel	A handgun barrel with an expansion port at the left side to allow for other barrel parts to be added on.	-	+3%	-	-	-	6	-	HG Rookie Barrel x1, Custom Kit Set x1	500	1500	Created by Tinkerers in Ebel City, Cranktown, and Albona
HG Expander Barrel Pro	A handgun barrel that still boosts charge acceleration, while also adding an expansion port below the barrel.	-	+8%	-	-	-	6	-	Scrap Bronze x2, Scrapped Vulcan TK x1	6000	6000	Created by Tinkerers in Ebel City (Chapter 6+) and Albona
HG High Barrel	A handgun barrel specialized to boost charge acceleration.	-	+7%	-	-	-	5	-	Scrap Iron x1, Scrapped Gun MO x1	1500	1400	Created by Ebel City Tinkerer Prize for Hunter Rank 200+
HG L-Rail Barrel	This handgun barrel combines the best charge acceleration and multi-directional expansion ports.	-	+9%	-	-	-	6	-	Scrap Brass x1, Scrapped Weapon TK x1	15000	15000	Created by Ebel City Tinkerer (Chapter 12+) Prize for reaching Hunter Rank 700+
HG Long Barrel	A handgun barrel further specialized to boost charge acceleration, with an added expansion port.	-	+8%	-	-	-	6	-	Scrap Lead x1, Scrapped Firearm E x1	5000	4000	Created by Tinkerers in Ebel City (Chapter 6+) and Cranktown
HG Multi-Barrel	This handgun barrel offers a plethora of expansion ports for other custom parts.	-	+3%	-	-	-	6	-	HG Expander Barrel x1, Custom Kit Set x1	3000	2000	Created by Tinkerers in Ebel City (Chapter 6+), Cranktown, and Albona
HG Rookie Barrel	A beginner's handgun barrel. Though it improves charge acceleration, its weight is considerable.	-	+3%	-	-	-	7	1000	-	-	500	Sold at shops in Ebel City, Cranktown, and Albona
HG S-Rail Barrel	A handgun barrel that still boosts charge acceleration, while also adding expansion ports in all directions.	-	+8%	-	-	-	5	15000	Scrap Brass x1, Scrapped Weapon TK x1	15000	15000	Created by Ebel City Tinkerer (Chapter 12+) Mission Reward: "The Locked Trunk" (Chapter 15)
Long Expander Barrel	While difficult to affix, this sub-barrel raises charge acceleration substantially.	-	+5%	-	-	-	5	-	Scrap Bronze x1, Scrapped Hammer SH2 x1	15000	15000	Created by Tinkerers in Ebel City (Chapter 8+) and Albona Find in Gran Idée Mines
MG Double Barrel	A machinegun barrel that still boosts charge acceleration, while also adding an expansion port below the barrel.	-	+9%	-	-	-	8	-	Scrap Bronze x2, Scrapped Vulcan TK x1	6100	6100	Created by Tinkerers in Ebel City (Chapter 8+) and Albona
MG Expander Barrel	A machinegun barrel with an expansion port at the left side to allow for other barrel parts to be added on.	-	+3%	-	-	-	6	-	MG Rookie Barrel x1, Custom Kit Set x1	500	1500	Created by Tinkerers in Ebel City, Cranktown, and Albona
MG High Barrel	A machinegun barrel specialized to boost charge acceleration.	-	+7%	-	-	-	5	-	Scrap Iron x1, Scrapped Machinegun MS x1	1700	1500	Created by Ebel City Tinkerer Find in Level 4 Hughes Power Station
MG L-Rail Barrel	A machinegun barrel that boosts charge acceleration more than any other while adding expansion ports in all directions.	-	+10%	-	-	-	9	-	Scrap Brass x1, Scrapped Weapon TK x1	18000	18000	Created by Ebel City Tinkerer (Chapter 12+) Mission Reward: "Winter Fashion Materials" (Chapter 15)
MG Long Barrel	A machinegun barrel further specialized to boost charge acceleration, with an added expansion port.	-	+8%	-	-	-	6	-	Scrap Lead x1, Scrapped Firearm E x1	5000	4000	Created by Tinkerers in Ebel City (Chapter 6+) and Cranktown
MG Multi-Barrel	This machinegun barrel offers a plethora of expansion ports for other custom parts.	-	+4%	-	-	-	6	-	MG Expander Barrel x1, Custom Kit Set x1	3000	2000	Created by Tinkerers in Ebel City (Chapter 6+), Cranktown, and Albona
MG Rookie Barrel	A beginner's machinegun barrel. Though it improves charge acceleration, its weight is considerable.	-	+3%	-	-	-	7	1000	-	-	500	Sold at shops in Ebel City, Cranktown, and Albona

CUSTOM BARRELS cont.

Name	Description	CS	CA	RF	BF	MS	Weight	SP	Components	TP	RS	Availability
MG S-Rail Barrel	A machinegun barrel that still boosts charge acceleration, while also adding expansion ports in all directions.	-	+9%	-	-	-	8	-	Scrap Brass x1, Scrapped Weapon TK x1	18000	18000	Created by Ebel City Tinkerer (Chapter 12+) Mission Reward: "A Thirst for Knowledge" (Chapter 14) Find in Sullivan's Manor Promenade
Multi Sub-Barrel	Though not directly attachable to a gun, this part can be added onto other barrels, and offers several expansion ports.	-	+2%	-	-	-	4	-	Sub-Barrel x1, Custom Kit Set x1	3000	1750	Created by Tinkers in Ebel City (Chapter 6+), Cranktown, and Albona
Rail Sub-Barrel	This sub-barrel features a mount for an additional sight.	-	+3%	-	-	-	4	-	Scrap Zinc x1, Scrapped Bazooka EX x1	13000	12500	Created by Ebel City Tinkerer (Chapter 12+) Mission Reward: "The Ravening Beasts" (Chapter 13)
Scattershot Sub-Barrel	Raises charge acceleration, but dramatically decreases bullet focus.	-	+12%	-	-30	-	15	-	Scrap Iron x3, Scrap Lead x2, Scrap Bronze x1, Gasoline x2, Lumber x2, Glass Shard x2	5000	5000	Created by Tinkers in Ebel City (Chapter 8+) and Albona
Short Sub-Barrel	A basic barrel extension, for attachment to any barrel part.	-	+2%	-	-	-	2	-	Scrap Iron x2	2000	2000	Created by Tinkers in Ebel City (Chapter 6+) and Cranktown
Sub-Barrel	Though not directly attachable to a gun, this part can be added onto other barrels.	-	+2%	-	-	-	4	-	Scrap Iron x1, Custom Kit Set x1	500	1250	Created by Tinkers in Ebel City, Cranktown, and Albona
Terminal Sub-Barrel	This sub-barrel was designed to attach to another sub-barrel's expansion port.	-	+1%	-	-	-	3	-	Short Sub-Barrel x1, Custom Kit Set x1	2000	3000	Created by Ebel City Tinkerer (Chapter 12+)

CUSTOM GRIPS, MOUNTS, AND ADAPTORS

Name	Description	CS	CA	RF	BF	MS	Weight	SP	Components	TP	RP	Availability
Adapter Foregrip	This foregrip features a sub-barrel expansion port.	-	-	+5	+3	-	4	-	Scrap Bronze x1, Scrapped Arm TK2 x1	11500	11500	Created by Tinkers in Ebel City (Chapter 8+) and Albona Find in Mine 23
Adapter Handguard	This handguard features a sub-barrel expansion port.	-	-	+4	+3	-	2	-	Scrap Bronze x1, Scrapped Arm TK x1	9000	8500	Created by Tinkers in Ebel City (Chapter 8+) and Albona Mission Reward: "The Hope to Advance" (Chapter 7)
Barrel Adapter	An augment used to add on barrel extensions.	-	-	-	-	-	2	-	Scrap Iron x2	1000	1000	Created by Tinkers in Ebel City (Chapter 6+), Cranktown, and Albona
Expandable Handguard	This handguard features an added expansion port.	-	-	+3	+2	-	2	-	Scrap Lead x1, Scrapped Hammer SH1	5000	4750	Created by Tinkers in Ebel City (Chapter 6+) and Cranktown Mission Reward: "The Courage to Walk" (Chapter 5)
Expander Grip	This top-class grip offers multiple expansion ports.	-	-	+7	+4	-	4	-	Scrap Zinc x1, Scrapped Arm TK x1, Scrapped Arm TK2 x1	13500	13500	Created by Ebel City Tinkerer (Chapter 12+) Mission Reward: "Christmas Cheer" (Chapter 12) Find in Level 1 Square Garden
Expander Grip	This grip features a sub-barrel expansion port.	-	-	+2	+1	-	4	-	Rookie Grip x1, Custom Kit Set x1	3000	1000	Created by Tinkers in Ebel City (Chapter 6+), Cranktown, and Albona
Foregrip	This basic foregrip improves both rapid fire rate and bullet focus.	-	-	+6	+3	-	3	-	Scrap Lead x2, Scrapped Weapon MQ x1	3000	3000	Created by Ebel City Tinkerer Mission Reward: "The Effort to Stand" (Chapter 3)
Handguard	A simple handguard. Improves both rapid fire rate and bullet focus.	-	-	+2	+1	-	2	-	Scrap Iron x2	800	800	Created by Ebel City Tinkerer
L-Barrel Adapter	This part allows for a sub-barrel to be rotated ninety degrees and attached.	-	-	-	-	-	2	-	Barrel Adapter x1, Custom Kit Set x1	1500	1500	Created by Tinkers in Ebel City (Chapter 6+), Cranktown, and Albona
L-Grip	This part allows for the grip to be rotated ninety degrees and attached.	-	-	+1	+1	-	5	-	Expander Grip x1, Custom Kit Set x1	1500	1500	Created by Tinkers in Ebel City (Chapter 6+), Cranktown, and Albona
Lens Adapter	An augment designed to extend other sighting parts.	-	-	-	-	-	2	-	Scrap Bronze x2	1000	1000	Created by Tinkers in Ebel City (Chapter 8+) and Albona
Long Scope Mount	An augment designed as a mount for other sighting parts.	-	-	+2	-	-	3	-	Scrap Bronze x1, Scrapped Blowgun SD x1	1000	1000	Created by Tinkers in Ebel City (Chapter 8+) and Albona
Prototype Mount	A mount for affixing targeting parts.	-	-	+1	-	-	2	-	Scrap Iron x1, Custom Kit Set x1	500	750	Created by Tinkers in Ebel City (Chapter 6+), Cranktown, and Albona
Rookie Grip	A beginner's custom grip. Though it improves rapid fire rate and bullet focus, its weight is considerable.	-	-	+2	+1	-	4	1000	-	-	500	Sold at shops in Ebel City, Cranktown, and Albona
Scope Mount	An augment designed as a mount for other sighting parts.	-	-	-	+1	-	2	500	Scrap Iron x1, Custom Kit Set x1	500	1000	Created by Tinkers in Ebel City (Chapter 6+) and Albona



Accessories

Each character can equip two accessories, provided they stay within the weight limit determined by their level. Most common accessories provide defensive boosts against certain damage types or conditions, but a few rare accessories have more varied abilities, such as offering EXP boosts or giving you a shot at a one-hit kill. Accessories can be made by Tinkerers, earned as mission rewards, or found in chests, but many of the best ones are only available as prizes in the Arena.

Name	Description	Weight	Buy	Sell	Components	TP	Availability
Auto-Trigger	Automatically attacks if the Action Gauge reaches zero while charging, as long as there is at least one complete charge.	0	3000	1500	Cannot be assembled or disassembled	-	Buy at Shop (Prologue)
Barrier Padding	This liner sticks to your clothes' interior, cutting physical damage by 10%.	5	-	5000	Plastic Fiber x3, Scrap Iron x5	5000	Created by Tinkerers in Ebel City (Chapter 6+) and Cranktown Mission Reward: "Lost in the Darkness" (Chapter 2)
Bolt Padding	Lightweight defensive liner. Cuts physical damage by 5% and electricity elemental damage by 30%.	5	-	5000	Plastic Fiber x3, Rubber Chip x1	5000	Created by Tinkerers in Ebel City (Chapter 6+) and Cranktown Mission Reward: "The Broken Sewing Machine" (Chapter 4)
Bolt Protector	Armor offering thorough protection. Cuts physical damage by 15% and electricity elemental damage by 70%.	15	-	15000	Plastic Fiber x3, Spark Flint x2, Rubber Chip x2, Crystal Core x1, Rare Metal Shard x1	15000	Created by Ebel City Tinkerer (Chapter 12+)
Bolt Shield	A protector made of sturdy material. Cuts physical damage by 10% and electricity elemental damage by 50%.	10	-	10000	Plastic Fiber x3, Spark Flint x2, Rubber Chip x1	10000	Created by Tinkerers in Ebel City (Chapter 8+) and Albona
Bomber Ring	Prevents thrown weapons from harming ally characters.	10	-	10000	Cannot be assembled or disassembled	-	Arena Coin Exchange (200 Copper, 20 Silver)
Cold Padding	Lightweight defensive liner. Cuts physical damage by 5% and ice elemental damage by 30%.	5	-	5000	Plastic Fiber x3, Lumber x1	5000	Created by Tinkerers in Ebel City (Chapter 6+) and Cranktown Mission Reward: "Fashion is Art!" (Chapter 6)
Cold Protector	Armor offering thorough protection. Cuts physical damage by 15% and ice elemental damage by 70%.	5	-	15000	Plastic Fiber x3, Ice Fragment x3, Lumber x2, Crystal Core x1, Rare Metal Shard x1	15000	Created by Ebel City Tinkerer (Chapter 12+)
Cold Shield	A protector made of sturdy material. Cuts physical damage by 10% and ice elemental damage by 50%.	10	-	10000	Plastic Fiber x3, Ice Fragment x2, Lumber x1	10000	Created by Tinkerers in Ebel City (Chapter 8+) and Albona
Eagle Eye	Opens the user's third eye for an instant, allowing them to occasionally deliver a blow worth all of an enemy's main body's HP.	20	-	50000	Cannot be assembled or disassembled	-	Neverland: Secondary West Park
Elemental Protector	This armor fits under clothes, but weighs a ton. Cuts all elemental damage by 20%.	20	-	20000	Cannot be assembled or disassembled	-	Arena Coin Exchange (500 Copper, 80 Silver, 10 Gold) Mission Reward: "Cleared Out by Creativity" (Chapter 8)
EXP Trainer	This device increases the experience earned, but somehow lowers the item drop rate.	10	-	10000	Cannot be assembled or disassembled	-	Arena Coin Exchange (200 Copper, 20 Silver) Receive from Daniel in exchange for Witchy Mama doll
Flameproof Suit	Prevents immolation almost completely. Its full-body design is quite conspicuous.	15	-	14000	Plastic Fiber x3, Crystalline Fire x2, Hide x2, Crystal Core x1, Rare Metal Shard x1	14000	Created by Ebel City Tinkerer (Chapter 12+) Prize for Hunter Rank 600+
Flame-Resistant Vest	This vest lowers the risk of immolation. Discreetly covers the upper body.	5	-	7000	Plastic Fiber x3, Hide x1	7000	Created by Tinkerers in Ebel City (Chapter 6+) and Cranktown Reward for giving doll to shopkeeper Daniel in Ebel City
Galaxy Knuckle	Raises your ability to knock back enemies.	10	-	5000	-	-	Arena Coin Exchange (100 Copper, 10 Silver)
Germproof Suit	Prevents poison almost completely. Its full-body design is quite conspicuous.	15	-	14000	Plastic Fiber x3, Toxic Culture x2, Sterile Plating x2, Crystal Core x1, Rare Metal Shard x1	14000	Created by Ebel City Tinkerer (Chapter 12+) Reward for giving doll to shopkeeper Daniel in Ebel City Find in Gran Idée Mines
Germ-Resistant Vest	This vest lowers the risk of poisoning. Discreetly covers the upper body.	5	-	7000	Plastic Fiber x3, Sterile Plating x1	7000	Created by Tinkerers in Ebel City (Chapter 6+) and Cranktown
Greed Piercing	Allows you to collect dropped items from farther away.	5	-	7500	-	-	Arena Coin Exchange (150 Copper, 15 Silver)
Hawk Eye	Opens the user's third eye for an instant, allowing them to occasionally deliver a blow worth all of an enemy's body part's HP.	20	-	20000	-	-	Arena Coin Exchange (400 Copper, 40 Silver, 2 Gold) Mission Reward: "Lady in the Red" (Chapter 9)

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NAME	DESCRIPTION	WEIGHT	BUY	SELL	COMPONENTS	TP	AVAILABILITY
Heat Padding	Lightweight defensive liner. Cuts physical damage by 5% and fire elemental damage by 30%.	5	-	5000	Plastic Fiber x3, Hide x1	5000	Created by Tinkerers in Ebel City (Chapter 6+) and Cranktown
Heat Protector	Armor offering thorough protection. Cuts physical damage by 15% and fire elemental damage by 70%.	15	-	15000	Plastic Fiber x3, Crystalline Fire x3, Hide x2, Crystal Core x1, Rare Metal Shard x1	15000	Created by Ebel City Tinkerer (Chapter 12+) Mission Reward: "A Dyeing Request" (Chapter 11).
Heat Shield	A protector made of sturdy material. Cuts physical damage by 10% and fire elemental damage by 50%.	10	-	10000	Plastic Fiber x3, Crystalline Fire x2, Hide x1	10000	Created by Tinkerers in Ebel City (Chapter 8+) and Albona
Hi-Pod	Just having this nearby gets you pumped! You'll be too amped up to ask why.	10	-	1000	-	-	Neverland: Primary East Park
Hi-Polymer Padding	This armor just barely fits under street clothes, but it weighs a ton. Cuts physical damage by 30%.	15	-	15000	Plastic Fiber x3, Crystal Core x2, Rare Metal Shard x2	15000	Created by Ebel City Tinkerer (Chapter 12+) Reward for giving Bridal Doll to shopkeeper Daniel in Ebel City
Iceproof Suit	Prevents freezing almost completely. Its full-body design is quite conspicuous.	15	-	14000	Plastic Fiber x3, Ice Fragment x2, Lumber x2, Crystal Core x1, Rare Metal Shard x1	14000	Created by Ebel City Tinkerer (Chapter 12+) Find at Freud Remnants: Ruins Site East
Ice-Resistant Vest	This vest lowers the risk of freezing. Discreetly covers the upper body.	5	-	7000	Plastic Fiber x3, Lumber x1	7000	Created by Tinkerers in Ebel City (Chapter 6+) and Cranktown Mission Reward: "Igniting Creativity" (Chapter 5)
Lucky Charm	This trinket increases the item drop rate, but somehow lowers the experience you earn.	10	-	10000	-	-	Arena Coin Exchange (200 Copper, 20 Silver)
Meteor Zipper	Raises Smackdown damage, but lowers the chance of a Bonus Shot.	10	-	7500	-	-	Arena Coin Exchange (150 Copper, 15 Silver)
Mighty Suit	Wearing this multi-purpose garment cuts the risk of all status ailments by half.	20	-	15000	-	-	Arena Coin Exchange (400 Copper, 70 Silver, 5 Gold) Mission Reward: "Authentic Cuisine" (Chapter 9).
Never Suit	This suit cuts physical damage by 50%. It is said to have been unearthed from the remains of a forgotten amusement park.	25	-	40000	-	-	Find in Neverland: Gate to Heaven
Protective Padding	This protector is thin enough to fit under street clothes, but has considerable heft. Cuts physical damage by 20%.	10	-	10000	Plastic Fiber x3, Scrap Iron x5, Scrap Lead x5	10000	Created by Tinkerers in Ebel City (Chapter 8+) and Albona
Shockproof Suit	Prevents electrocution almost completely. Its full-body design is quite conspicuous.	15	-	14000	Plastic Fiber x3, Spark Flint x2, Rubber Chip x2, Crystal Core x1, Rare Metal Shard x1	14000	Created by Ebel City Tinkerer (Chapter 12+) Mission Reward: "The Forefront of Fashion" (Chapter 13)
Shock-Resistant Vest	This vest lowers the risk of electrocution. Discreetly covers the upper body.	5	-	7000	Plastic Fiber x3, Rubber Chip x1	7000	Created by Tinkerers in Ebel City (Chapter 6+) and Cranktown
Shooting Star	Raises the chance of a Bonus Shot, but lowers Smackdown damage.	10	-	7500	-	-	Arena Coin Exchange (150 Copper, 15 Silver) Mission Reward: "More Merchandise!" (Chapter 5)
Strongman's Bangle	Projects an aura that keeps weak foes at bay, lowering the encounter rate.	5	-	2500	-	-	Arena Coin Exchange (100 Copper)
Toxicity Padding	Lightweight defensive liner. Cuts physical damage by 5% and poison elemental damage by 30%.	5	-	5000	Plastic Fiber x3, Sterile Plating x1	5000	Created by Tinkerers in Ebel City (Chapter 6+) and Cranktown
Toxicity Protector	Armor offering thorough protection. Cuts physical damage by 15% and poison elemental damage by 70%.	15	-	15000	Plastic Fiber x3, Toxic Culture x3, Sterile Plating x2, Crystal Core x1, Rare Metal Shard x1	15000	Created by Ebel City Tinkerer (Chapter 12+)
Toxicity Shield	A protector made of sturdy material. Cuts physical damage by 10% and poison elemental damage by 50%.	10	-	10000	Plastic Fiber x3, Toxic Culture x2, Sterile Plating x1	10000	Created by Tinkerers in Ebel City (Chapter 8+) and Albona Mission Reward: "The Town of Hope" (Chapter 7).

Apparel

Clothes are purely cosmetic; they don't affect your stats in any way. However, once you start tweaking your characters' wardrobe, it may be hard to stop. Most shirts, pants and jackets can only be purchased at Ebel City's Boutique Lily, where new stock becomes available periodically. Don't miss the opportunity to complete missions for boutique employee Miranda, as every requested item you deliver to her unlocks several new wardrobe options.

In addition to the items you buy, there are several accessories under hexes on the world map. You can also earn a few items from in-game quests, optional boss item drops, arena prizes, and secret codes.

UNLOCKING SECRET ITEMS

There are several secret sets of shirts that are emblazoned with the logos or characters of Japanese gaming magazines. They may not make much sense in the west, but the codes still work! To input a code, examine the closet in Leanne's room during or after Chapter 7. While her first line of dialogue is on the screen, enter the code. After entering the code, forward to the next line of text, and you should receive your items.



T-SHIRT STYLE	XBOX 360 CODE	PS3 CODE
Club Famicu	↑↑↑↑↑↑↑↑←←←←←←←←	↑↑↑↑↑↑↑↑←←←←←←←←
Gemaga	↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑	↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑
8-BIT GIRL	↑↑↓↓↓↓←←←←←←←←	↑↑↓↓↓↓←←←←←←←←
Hirakuro	↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑	↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑
Platform Logo Shirt	←↑↑↑↓↓↓↓↓↓↓↓	←↑↑↑↓↓↓↓↓↓↓↓
Poltain Suit (Note: Only available after earning the Reindeer Suit in Neverland.)	↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑	↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

LEANNE'S SECRET SWITCH

During Chapter 16 or on a second replay of the game, you can examine the mirror in Leanne's room to discover a secret switch. Flip it, and you can make Leanne wear her current costume in event scenes in which she usually wears her pig T-shirt. (This works for some events, but not all.)



SET-C COSTUMES

When you beat the bosses of the optional Neverland area (the game's greatest challenge), you'll earn costume sets as drops. These go into the Valuable section of your inventory, and add a "C" set of stuffed animal costumes to your closet. There is also a fourth set of costumes, based on a Japanese game magazine's mascot character, which can be unlocked by entering one of the codes above (but only after first earning the Reindeer Suit at Neverland).





VASHYRON SET A - JACKETS

NAME	DESCRIPTION	PRICE	AVAILABILITY
(Night) Base	Night offers a whole line of clothes for the man's man. This one was a gift from an ex.	None	Starting apparel for Set A
(Ran-Jin) Standard	Ritzy menswear maker Ran-Jin offers this winning return to black leather basics.	6800	Boutique Lily: Chapter 1
(Night) Rider	Black accent lines set this leather jacket from Night apart from the pack.	7000	Boutique Lily: Chapter 1
(Night) Chained	Chains ornament this plush leather jacket. A typically opulent offering from Night.	8500	Boutique Lily: Chapter 3
(Ran-Jin) Camel	You'll love the classy ease of this camel number from Ran-Jin so much, you'll buy two.	9100	Boutique Lily: Chapter 6
(Lily) Candy	Even tough guys like a little pop in their fashion diet. Thank Lily for this cute top.	11000	Boutique Lily: Chapter 7
(Night) Croc	Cardinal Garigliano stepped in to produce this dangerously sexy croc-leather jacket.	13000	Boutique Lily: Complete mission "Fashion is Art" (Chapter 6)
(Classique) Mont Blanc	You'll have people drooling over this deep chestnut leather. Sweet, but still manly.	18000	Boutique Lily: Chapter 7
(Classique) Gâteau	This sedate moss green number knows it takes more than youthful passion to make a man.	24000	Boutique Lily: Complete mission "Winter Fashion Materials" (Chapter 15)
(Ran-Jin) Gift	If you really mean it, make it a Ran-Jin. Vashyron once got these on a weekly basis.	26000	Boutique Lily: Complete mission "Winter Fashion Materials" (Chapter 15)
(PARAGON) Sexual Hunter	Even just the rustle of this yellow PARAGON jacket as it moves is hot, raw sensuality!	58000	Boutique Lily: Complete mission "Winter Fashion Materials" (Chapter 15)

VASHYRON SET A - SHIRTS

NAME	DESCRIPTION	PRICE	AVAILABILITY
(Night) Powder	Night offers a whole line of clothes for the man's man. This was a gift from another ex.	None	Starting apparel for Set A
(Night) Envy	A jealous woman wants nothing more than to chain her man up. At least he'll look good!	3200	Boutique Lily: Chapter 1
(Night) Target	This red shirt from Night just screams, "Set your sights right here, baby!"	4300	Boutique Lily: Chapter 1
(Lily) Perfume	Opulent use of lamé makes this top almost shockingly adult, coming from Lily.	5100	Boutique Lily: Chapter 1
(Lily) Poison	Eye-grabbing blue silk just calls out to be touched in this mature top from Lily.	5900	Boutique Lily: Chapter 1
(Ran-Jin) Rico	This top's floral print is just a bit sweet, part of a new Ran-Jin line aimed at teens.	6700	Boutique Lily: Chapter 1
(Night) Ivy	Creeping vines cover this printed top from Night. Prepare to be ensnared, ladies!	7200	Boutique Lily: Chapter 6
(Barbarella) Nude	Cardinal Barbarella produced this sexy silk men's top. Yowza!	8900	Boutique Lily: Chapter 6
(Night) Ouroboros	The textile used in this Garigliano-designed top evokes a spellbinding serpent's scales.	9300	Boutique Lily: Complete mission "Fashion is Art" (Chapter 6)
(Ran-Jin) Blend	Ran-Jin offers a trim cut that makes chunky guys look slim! (Skinny guys go skeletal.)	13000	Boutique Lily: Complete mission "Winter Fashion Materials" (Chapter 15)
(PARAGON) Sexual Hunter	This shiny yellow top from PARAGON is so hot, your washing machine will moan.	21000	Boutique Lily: Complete mission "Winter Fashion Materials" (Chapter 15)

VASHYRON SET A - PANTS

NAME	DESCRIPTION	PRICE	AVAILABILITY
(Night) Leg	Night offers a whole line of clothes for the man's man. This one was a gift from an ex.	None	Starting apparel for Set A
(Ran-Jin) Cool	These ultra-hot denim pants came about as a collaboration between Gilles and Ran-Jin.	7000	Boutique Lily: Chapter 1
(Gilles) Roots: White	Gilles's longest-running model, in white. Try them on and see why they've lasted!	7900	Boutique Lily: Chapter 1
(ARES) String	Specialized for toughness, nothing's gonna tear these jeans. Makes a guy try harder!	8600	Boutique Lily: Chapter 7
(Night) Karma	Start a frenzy with these slick sharkskin slacks produced by Cardinal Garigliano.	9800	Boutique Lily: Complete mission "Fashion is Art" (Chapter 6)
(Gilles) Roots: Black	Gilles's longest-running model, in black. It's easy to see what the hype is about.	9800	Boutique Lily: Chapter 7
(SYS) Clear	They look like ordinary corduroys, but feel airy as a cloud when you put them on. Ahhh!	10000	Boutique Lily: Complete mission "Lady in the Red" (Chapter 9)
(Ran-Jin) Drunk	Dyed a deep burgundy red, for the grown-up guy hitting the town to bend an elbow.	11000	Boutique Lily: Complete mission "Winter Fashion Materials" (Chapter 15)
(Barbarella) Panty	Cardinal Barbarella produced these bottoms, using the same fabric as her unmentionables.	17000	Boutique Lily: Complete mission "The Forerun of Fashion" (Chapter 13)
(PARAGON) Sexual Hunter	These blazing yellow slacks from PARAGON won't wrinkle, even after you wash!	61000	Boutique Lily: Complete mission "Winter Fashion Materials" (Chapter 15)

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VASHYRON SET A - BOOTS

NAME	DESCRIPTION	PRICE	AVAILABILITY
(Night) Land	Night offers a whole line of clothes for the man's man. This one was a gift from an ex.	None	Starting apparel for Set A
(Gilles) Stone	These Gilles boots feature intentionally spotty color. (They're not just dirty.)	5900	Boutique Lily: Chapter 1
(Ran-Jin) John Bull	This striking pattern is based on some old textiles found in the ruined storehouse.	6200	Boutique Lily: Chapter 1
(Ran-Jin) Uncle Sam	This retro-pop pattern is based on some old textiles found in the ruined storehouse.	6200	Boutique Lily: Chapter 1
(Gilles) Grass	Evenly tinted a beautiful moss green, these boots from Gilles offer a warm, earthy look	7800	Boutique Lily: Chapter 1
(Night) Diablo	This smouldering red-black leather burns with Garigliano's vision of hellfire.	9600	Boutique Lily: Complete mission "Fashion is Art" (Chapter 6)
(ARES) Water II	Keep dry in the wettest weather with these shoes, based on the hit series of pants!	9600	Boutique Lily: Complete mission "Cleaned Out by Creativity" (Chapter 8)
(Victory) Ring	Cardinal Pater has you covered from the tip of your toes, future fashion champs!	12000	Boutique Lily: Complete mission "Cleaned Out by Creativity" (Chapter 8)
(Night) Falling	Don't worry: these shoes from Night won't actually make you more prone to tripping.	15000	Boutique Lily: Complete mission "Winter Fashion Materials" (Chapter 15)
(PARAGON) Sexual Hunter	Your shining yellow shoes from PARAGON aren't taking on water, they're flooding with sexy!	48000	Boutique Lily: Complete mission "Winter Fashion Materials" (Chapter 15)



VASHYRON SET B - SHIRTS

NAME	DESCRIPTION	PRICE	AVAILABILITY
(Night) Tiger	Night offers a whole line of clothes for the man's man. This one was a gift from an ex.	None	Starting apparel for Set B
(Lily) Charm	This men's shirt from Lily was so popular, it gave way to sequels in black and gray.	3000	Boutique Lily: Complete mission "The Search for Beauty" (Chapter 3)
(Lily) Fellow	This simple black men's top from Lily is as big with the gals as the simple black dress.	3000	Boutique Lily: Complete mission "The Search for Beauty" (Chapter 3)
(Lily) Nuance	Oddly enough, this men's shirt was Lily's best seller. Not too dark, not too light!	3000	Boutique Lily: Complete mission "The Search for Beauty" (Chapter 3)
(ARES) Camouflage	Camo prints aren't just for hiding anymore! Wear these to stand out loud and clear.	None	Redeem Men's ARES Voucher (acquired at Arena Coin Exchange)
(Classique) Giappone	This recreation of a print dug up from some old ruins is as nostalgic as it is exotic.	3000	Boutique Lily: Chapter 7
(ARES) Gun	ARES usually shies away from prints, but this casual look still screams ARES.	3000	Boutique Lily: Chapter 7
(SYS) Aerial II	The ever-practical SYS offers another top with bang-on breathability for max comfort!	3000	Boutique Lily: Chapter 7
(SYS) Marine II	Good fashion never dries up, and this static electricity-proof top is no exception.	3000	Boutique Lily: Chapter 7
(Night) Mono	This shirt from many man brand Night shows that you don't need color to have panache.	3000	Boutique Lily: Chapter 7
(Night) Escort	Night brings guys everywhere the perfect weekend shirt for use when playing escort!	3000	Boutique Lily: Chapter 7
ND3-VCH	The RoF logo dotting this unique piece gives a nod to SEGA's own trademark.	3000	Boutique Lily: Chapter 5
YUTOONZ-Shirt	The geometric border framing the print adds more than a touch of class.	3000	Boutique Lily: Chapter 5
feebeet-03	The femme fatale admiring this item will have all eyes on you. Look sharp!	3000	Boutique Lily: Chapter 5
TokyoAlice02	A punchy design against a simple white background keeps the look sly.	3000	Boutique Lily: Chapter 5
TokyoAlice03	You have to mean it when you put on this squirrel-print, wacky-colored shirt.	3000	Boutique Lily: Chapter 5
(SEGA) Triangle	The light reflects off this bilingual SEGA logo keeps the spotlight on you!	3000	Boutique Lily: Chapter 5
(SEGA) Run & Run	Whoa there! Stand back! Coming through!	3000	Boutique Lily: Chapter 5
(SEGA) Vashyron	A shirt designed just for Vashyron, who's bedded more ladies than there are stars.	3000	Boutique Lily: Chapter 5
(Victory) Fate	Printed with a phrase Cardinal Pater heard in one of his more outlandish dreams.	3000	Boutique Lily: Chapter 5
(Victory) Angels	Cardinal Pater threw down this sketch of the gal of his dreams as soon as he awoke.	3000	Boutique Lily: Chapter 5
(Victory) Riddle	This print was lifted from an image found in an abandoned city. The eyes are haunting.	3000	Boutique Lily: Chapter 5
(LaFleur) Cork	The folks at LaFleur made this simple shirt as the perfect pair for fine leather.	3500	Boutique Lily: Chapter 6
(Gilles) Green	A bit of stretch makes this Gilles top fit great, no matter what trouble you get up to.	3500	Boutique Lily: Chapter 6
(Night) Fairy	Cardinal Garigliano offers a design based on what he calls dangerously beautiful fairies.	4200	Boutique Lily: Chapter 7
(Ran-Jin) Hex	The hexes used to untie Bazel, in textile form! Richly dyed in [Chi=3000] blood.	5300	Boutique Lily: Complete mission "Cleaned Out by Creativity" (Chapter 8)
(Lily) Death	Halloween's a dead tradition, but this cute motif is still popular with the gents!	5300	Boutique Lily: Complete mission "Cleaned Out by Creativity" (Chapter 8)
(Ran-Jin) Lock	Male hunters hunt in on this design early, and it's stayed in their sights ever since!	5300	Boutique Lily: Complete mission "Cleaned Out by Creativity" (Chapter 8)
(PARAGON) Boy	The latest PARAGON design takes the stage, starring the poster boy of raw justice!	7200	Boutique Lily: Complete mission "Lady in the Red" (Chapter 9)
(PARAGON) Girl	The latest PARAGON design takes the stage, starring the childlike angel of mercy!	7200	Boutique Lily: Complete mission "Lady in the Red" (Chapter 9)
(PARAGON) Equalizer	The latest PARAGON design takes the stage, starring a friend to the meek, foe to evil!	7200	Boutique Lily: Complete mission "Lady in the Red" (Chapter 9)
(Night) Heavy	The black-heavy Night lineup takes a swing at white, and it's a solid hit.	8000	Boutique Lily: Complete mission "The Forefront of Fashion" (Chapter 13)

NAME	DESCRIPTION	PRICE	AVAILABILITY
(LaFleur) Lamé	You can't help but love the combination of brown leather and gold thread in this top.	8500	Boutique Lily: Complete mission "The Forefront of Fashion" (Chapter 13)
(Victory) Beefy	You'll be catching stares mostly from the men when you wear this thick, juicy design!	12000	Boutique Lily: Complete mission "The Forefront of Fashion" (Chapter 13)
(Lily) Wanted	This Lily design had everyone floored. They ditched tradition and went bold!	12000	Boutique Lily: Complete mission "The Forefront of Fashion" (Chapter 13)
(Gilles) Freedom	This denim shirt from Gilles will go with absolutely anything. It's your call!	14000	Boutique Lily: Complete mission "Winter Fashion Materials" (Chapter 15)
(Ran-Jin) Skin-on-Skin	Monster skin is the latest rage! Ran-Jin leads the trend with this Giant-hide winner!	18500	Boutique Lily: Complete mission "Winter Fashion Materials" (Chapter 15)
(PARAGON) Naked	Only the folks at PARAGON... A true champion doesn't need to hide behind clothes to win!	None	Reward for clearing all hexes from world map
Club Famitsu Tee	This Club Famitsu tee is super rare! ...Seeing as how it's not actually real.	None	Enter code at Leanne's closet (see codes at start of section)
Gamaga Shirt	Bears the logo of the familius gaming magazine descended from good'ol Beep.	None	Enter code at Leanne's closet (see codes at start of section)
8-BIT GIRL	Emblazoned with a pixel art version of Test Subject 20. Now that's quality!	None	Enter code at Leanne's closet (see codes at start of section)
Hiraku	This tee of Hirano the failure has been rocking all the Harajuku backstreets.	None	Enter code at Leanne's closet (see codes at start of section)

C VASHYRON SET B - PANTS

NAME	DESCRIPTION	PRICE	AVAILABILITY
(Night) Sheets	Night offers a whole line of clothes for the man's man. This one was a gift from an ex.	None	Starting apparel for Set B
(Gilles) Hunter	Gilles designed these pants after hunters, making them perfect for a life of combat!	6700	Boutique Lily: Chapter 7
(Gilles) Tender	Looking for something other than denim? Try these soft mouton slacks from Gilles!	7500	Boutique Lily: Chapter 7
(Ran-Jin) Cotton	Rare for Ran-Jin, these cotton-soft pants cut a distinctly feminine silhouette.	8000	Boutique Lily: Chapter 7
(Night) Barrel	Black leather meets silver accenting in this pair of slacks—a classic combo!	9800	Boutique Lily: Chapter 7
(PARAGON) Naked II	The maniacs at PARAGON bring these bottoms to any warrior brave enough to fight nekkid!	None	Reward for clearing all hexes from world map

C VASHYRON SET B - BOOTS

NAME	DESCRIPTION	PRICE	AVAILABILITY
(Night) Grand	Night offers a whole line of clothes for the man's man. This one was a gift from an ex.	None	Starting apparel for Set B
(Gilles) Chou	You won't be able to stop touching these buttery-smooth shoes. We won't blame you.	4600	Boutique Lily: Chapter 7
(Gilles) Nuts	You can almost smell a deliciously nutty aroma wafting from these shoes. Delicious!	5800	Boutique Lily: Chapter 7
(Ran-Jin) Campus	A casual pair of shoes, especially coming from the hard-liners at Ran-Jin.	None	World Map: Level 9
(Lily) Bloom	Guys like pink just as much as girls do, and Lily knows it!	None	World Map: Level 10

C VASHYRON SET B - GLOVES

NAME	DESCRIPTION	PRICE	AVAILABILITY
(Ran-Jin) Everafter	Keep it simple with this black leather pair of gloves suited to business or pleasure.	3100	Boutique Lily: Chapter 7
(SYS) Masterpiece	Hunters know you can't beat these SYS gloves for endurance, water-resistance, or price!	None	World Map: Level 8
(ARES) Cream	A metal plate makes these gloves the safest around, but the leather makes them buttery.	None	World Map: Level 10
(Night) Driver	Hip hunters are all going wild for these red gloves. Looking good is half the battle!	None	World Map: Level 7

C VASHYRON SET A & B - HOLSTERS

NAME	DESCRIPTION	PRICE	AVAILABILITY
(Night) Column	Night offers a whole line of clothes for the man's man. This one was a gift from an ex.	None	Starting apparel for Set A
(SYS) Treasure	Rumor has it a good number of hunters buy these SYS holsters in bulk.	4600	Boutique Lily: Chapter 1
(ARES) Wizard	This holster will fit any piece you've got. Leave it to ARES for combat-ready fashion!	None	World Map: Level 4
(ARES) Fruit	Though undoubtably ARES's finest work, this holster's naming remains an industry secret.	None	World Map: Level 9
(Ran-Jin) Shuteye	Designed so well, you could use it with your eyes closed. No seriously, try it!	None	World Map: Level 11

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VASHYRON SET A & B - HAIR DYES

NAME	DESCRIPTION	PRICE	AVAILABILITY
Spray-In: Black	If you're looking for a dramatic change, go straight black. Plus it goes with anything!	2500	Boutique Lily: Chapter 1
Spray-In: Olive	For an ever-so-slightly unnatural color, try this khaki tone and see what you think!	None	World Map: Level 6
Spray-In: Rose	A little change up top can make you look completely different. Are you brave enough?	None	World Map: Level 2
Spray-In: Silver	You can't beat silver for impact. Glisten in the moonlight like some mythological being.	None	World Map: Level 10



VASHYRON SET A & B - COLORED LENSES

NAME	DESCRIPTION	PRICE	AVAILABILITY
Color Lens (R): Amber	Amber takes on a different tone depending on the light's angle. A great first color!	3800	Boutique Lily: Chapter 3
Color Lens (L): Amber	Amber takes on a different tone depending on the light's angle. A great first color!	3800	Boutique Lily: Chapter 3
Color Lens (R): Green	Exude a calm, gentle intelligence with green eyes sure to captivate everyone around you.	None	World Map: Level 5
Color Lens (L): Green	Exude a calm, gentle intelligence with green eyes sure to captivate everyone around you.	None	World Map: Level 5
Color Lens (R): Gold	The expressive golden eyes of a predator will keep your prey spellbound.	None	World Map: Level 1
Color Lens (L): Gold	The expressive golden eyes of a predator will keep your prey spellbound.	None	World Map: Level 1
Color Lens (R): Purple	Make them do a double-take with deep purple eyes that will lock their gaze to yours!	None	World Map: Level 12
Color Lens (L): Purple	Make them do a double-take with deep purple eyes that will lock their gaze to yours!	None	World Map: Level 12



VASHYRON SET A & B - GLASSES

NAME	DESCRIPTION	PRICE	AVAILABILITY
(Classique) Glass	These round frames are an odie but goody, and still have an impressive fan following.	3500	Boutique Lily: Chapter 1
(Ran-Jin) Boss	Big, without being in the way. Every man in Basel's been after a pair of these shades.	None	World Map: Level 9
(Lily) Marshmallow	Leave it to Tigelly to pink things up a bit! They make it work with these guys' glasses.	None	World Map: Level 7
(Night) Jude	These chunky frames really grab the eyes, but their brown tone is still easy to match!	None	World Map: Level 11
(PARAGON) Sexual Hunter	Shoot laser beams of white-hot passion with this glimmering yellow offering from PARAGON!	None	Neverland: Tertiary West Park
(ARES) Scholars	These seem like your ordinary glasses, but the lenses can repel bullets! Dang, ARES!	None	World Map: Level 1
(Night) Two-Tone	These two-tone shades are so eye-grabbing, they'll never notice the hole in your pants!	None	World Map: Level 12
(Ran-Jin) Wood	Ran-Jin paired clear lenses with frames made from real wood, a real rarity nowadays.	None	World Map: Level 5
(Night) Marble	Carved from a single block of marble, these frames are a bit heavy, but awesome!	None	World Map: Level 8
(Ran-Jin) Boss mk.II	Now in glasses format! These thick frames create a warm, almost paternal look.	None	World Map: Level 9

CZEPHYR SET A - JACKETS

NAME	DESCRIPTION	PRICE	AVAILABILITY
(Luvino) Rondo	Zephyr bought this slick Luvino top with his first paycheck as a hunter.	None	Starting apparel for Set A
(Luvino) Ivory	This soft leather has a good bit of stretch, and resists water and stains like a champ.	None	Starting apparel for Set A
(Classique) Cartier	Carefully antiqued to look and feel vintage from day one, this jacket is a sure classic.	6700	Boutique Lily: Chapter 1
(Classique) Bosco	Finished in a striking moss green, this pre-worn jacket oozes vintage, even new.	7200	Boutique Lily: Chapter 1
(LaFleur) Roseo	Luvino's sister brand, LaFleur offers this cute pink number for confident guys.	8600	Boutique Lily: Chapter 3
(Luvino) Chocolat	Chocolate tastes great with anything, making things easy when coordinating an outfit.	9800	Boutique Lily: Complete mission "The Broken Sewing Machine" (Chapter 4)
(Luvino) Ocean	Make a splash with this, dyed blue to evoke the "ocean" people once wrote so much about.	9100	Boutique Lily: Chapter 7
(Luvino) Violet	Casual, but with an unmistakable touch of class, thanks to the leather's purple tint.	9500	Boutique Lily: Complete mission "A Dyeing Request" (Chapter 11)
(Luvino) Black	Classic for good reason, it's tough to argue with this simple, straight black treatment.	13000	Boutique Lily: Complete mission "A Dyeing Request" (Chapter 11)
(LaFleur) Limone	A jacket dyed with the mercurial iristone that's never the same color twice.	18000	Boutique Lily: Complete mission "A Dyeing Request" (Chapter 11)
(PARAGON) Ruby Hunter	You'll feel ready for anything in this top from the superhero-inspired label PARAGON!	34000	Boutique Lily: Complete mission "Winter Fashion Materials" (Chapter 15)

CZEPHYR SET A - SHIRTS

NAME	DESCRIPTION	PRICE	AVAILABILITY
(SYS) Normal	Lightweight and breezy, this jersey made its way to the top of Zephyr's pile.	None	Starting apparel for Set A
(Lily) Red On White	Tartans are in, and it's little wonder, seeing this cute top from Lily.	None	Starting apparel for Set A
(Lily) Floral	You're sure to turn heads with this print, featuring flowers that are now long extinct.	2400	Boutique Lily: Chapter 1
(SYS) Black	Function over form is SYS's motto, but this sweat-wicking black top offers both.	3900	Boutique Lily: Chapter 1
(Lily) Sky Blue	Turn even the rainiest skies blue with this upbeat, eye-catching shirt from Lily.	4500	Boutique Lily: Chapter 1
(Lily) Shining Dots	Polka dots aren't for the timid, but these little guys are a good choice for beginners.	5300	Boutique Lily: Chapter 1
(Lily) Sparkling Dots	Have a blast mixing and matching outfits around these playfully pop polka dots!	5800	Boutique Lily: Chapter 1
(SYS) White	Though simple in silhouette, this top pairs classic tailoring with cutting-edge fibers.	6400	Boutique Lily: Complete mission "The Broken Sewing Machine" (Chapter 4)
(SYS) Ash	SYS adds Ash to their color lineup for an easy-to-match mid-tone.	6400	Boutique Lily: Complete mission "The Broken Sewing Machine" (Chapter 4)
(Lily) Sunbeam	Blast through the gloom with this sunny yellow top, sure to get you feeling happy.	7800	Boutique Lily: Complete mission "A Dyeing Request" (Chapter 11)
(PARAGON) Ruby Hunter	Just the touch of this red number from PARAGON will set your blood to boiling!	16800	Boutique Lily: Complete mission "Winter Fashion Materials" (Chapter 15)

CZEPHYR SET A - BOOTS

NAME	DESCRIPTION	PRICE	AVAILABILITY
(Luvino) One	Buckled tight for a guaranteed fit, these boots offer lighter-than-they-look comfort.	None	Starting apparel for Set A
(Luvino) Steer	These soft boots use all-natural leather, so no two pairs are exactly alike.	None	Starting apparel for Set A
(Luvino) Eel	Top-of-the-line eel skin gives these boots the look and feel of true luxury.	7300	Boutique Lily: Chapter 1
(Gilles) Natural	Lightweight and fun, these new boots from Gilles are big with guys and gals alike.	8100	Boutique Lily: Chapter 1
(ARES) Metal	Put safety first with these steel-toed boots ready for the street or the mines.	9300	Boutique Lily: Chapter 1
(ARES) Fullmetal	Metal-plated from toe to ankle to keep you safe, even around the stompiest monsters.	16000	Boutique Lily: Complete mission "The Broken Sewing Machine" (Chapter 4)
The Tabi	Ninjas were the best thing ever. Now you can stomp heads with authenticity!	23000	Boutique Lily: Complete mission "Lady in the Red" (Chapter 9)
Jean Pault's Gnome	Jean Pault's personal cobblers made these boots to meld seamlessly with the earth.	25000	Boutique Lily: Complete mission "Winter Fashion Materials" (Chapter 15)
Jean Pault's Undine	Jean Pault's personal cobblers made these boots with dreams of walking on water.	28000	Boutique Lily: Complete mission "Winter Fashion Materials" (Chapter 15)
(PARAGON) Ruby Hunter	Why leave your toes out of the action? Deck 'em out in ruby red, with PARAGON!	35000	Boutique Lily: Complete mission "Winter Fashion Materials" (Chapter 15)



ZEPHYR SET B - PANTS

NAME	DESCRIPTION	PRICE	AVAILABILITY
(Luvin) Crash	Zephyr's favorite pair of beat-up jeans. You can't find these anywhere now!	None	Starting apparel for Set B
(Gilles) Indigo	Indigo is where jeans began, and this top-seller from Gilles proves it's still in.	5600	Boutique Lily: Complete mission "The Search for Beauty" (Chapter 3)
(Gilles) Black	Some say they're not jeans if they aren't blue, but you can't beat black for matching.	6800	Boutique Lily: Complete mission "The Search for Beauty" (Chapter 3)
(Gilles) White	It takes a real fashionista to make white pants work. Doubly so if you're spill-prone.	8900	Boutique Lily: Complete mission "Cleanned Out by Creativity" (Chapter 8)
(Gilles) Snake	The serpentine green marbled print on these jeans will turn even more heads than usual.	9800	Boutique Lily: Complete mission "Winter Fashion Materials" (Chapter 15)
(PARAGON) Naked II	The maniacs at PARAGON bring these bottoms to any warrior brave enough to fight nekkid!	None	Reward for clearing all hexes from world map

ZEPHYR SET B - BOOTS

NAME	DESCRIPTION	PRICE	AVAILABILITY
(Gilles) Every	Zephyr's beloved boots. These were tough to find, even when they first came out!	None	Starting apparel for Set B
(Gilles) Rainbow	The rainbow adds a touch of fun to these boots by denim originalists Gilles.	4800	Boutique Lily: Complete mission "The Search for Beauty" (Chapter 3)
(Gilles) Denim	Leave it to Gilles to bring denim down-stairs! Jean shoes make a casual statement.	5600	Boutique Lily: Chapter 7
(Lily) Bitter	These floral shoes from Lily use a subdued color to keep them masculine.	6400	Boutique Lily: Complete mission "Cleanned Out by Creativity" (Chapter 8)
(Lily) Sweet	Flowers cover every inch of these tasty shoes from Lily.	8900	Boutique Lily: Complete mission "The Forefront of Fashion" (Chapter 13)

ZEPHYR SET B - GLOVES

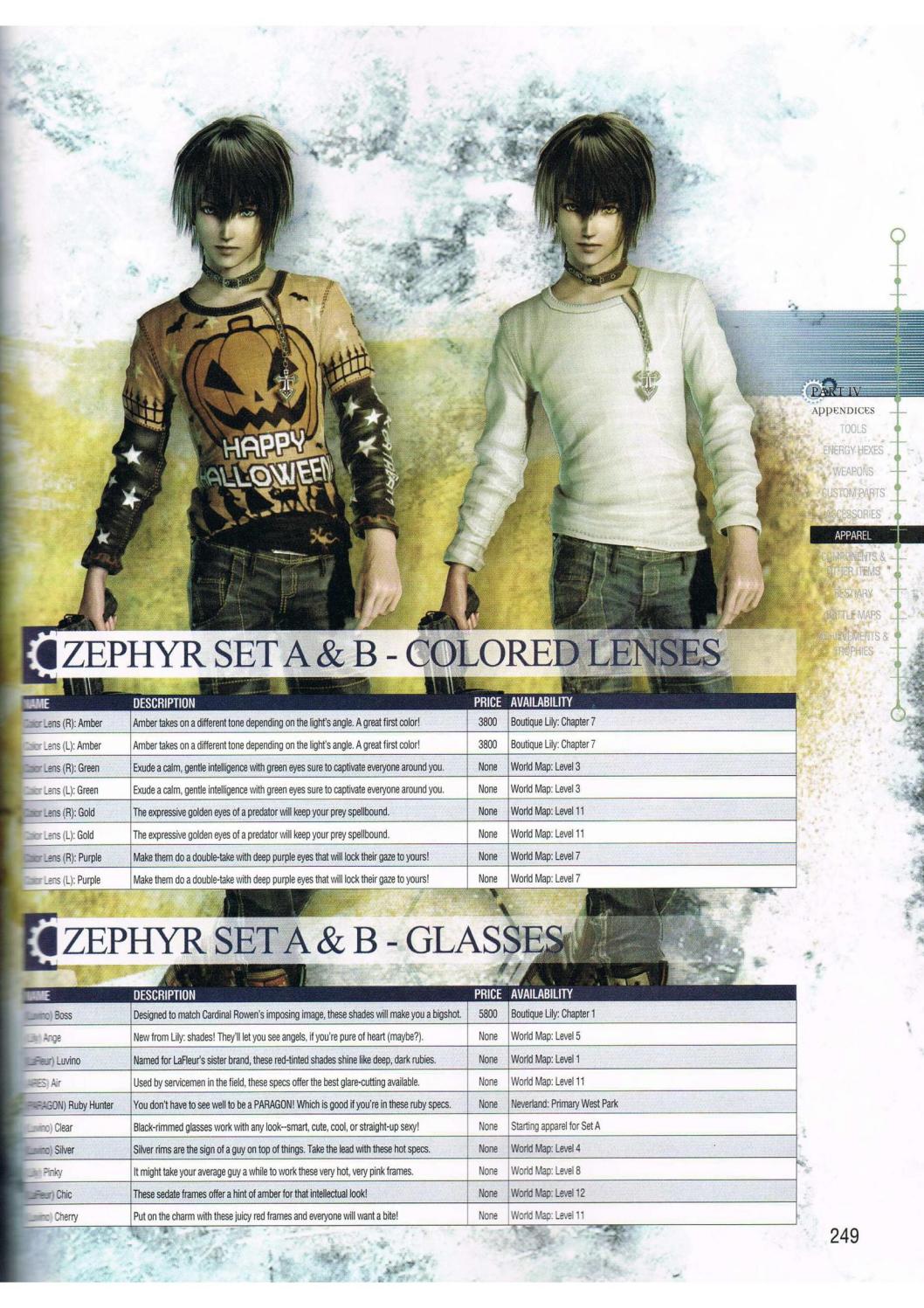
NAME	DESCRIPTION	PRICE	AVAILABILITY
(SYS) Piano	These brown leather driving gloves are soft and slim enough to tickle the ivories in.	3800	Boutique Lily: Complete mission "The Search for Beauty" (Chapter 3)
(ARES) Sureshot	This shortened take on the classic shooting glove design has all the guys raving.	None	World Map: Level 9
Jean Paulet's Godhand	Jean Paulet's personal accessorizers believe beautiful hands make beautiful things.	None	World Map: Level 8
The Gauntlets	Dish out some ninja-flavored smackdown with these gauntlet-themed gloves! Wa-chaaa!	None	World Map: Level 12

ZEPHYR SET A & B - HOLSTERS

NAME	DESCRIPTION	PRICE	AVAILABILITY
(ARES) Must	This sturdy military-use holster from ARES is a must-have for pro hunters like Zephyr.	None	Starting apparel for Set A
(ARES) Hail the Chief	The unparalleled peak of military holster design, made to fit guns of any dimension.	None	Starting apparel for Set A
(ARES) Standard Issue	Standard, but extraordinary, both in design and function.	4500	Boutique Lily: Chapter 1
(Luvin) Dark	Why call it Dark when it's white leather? Rumor is, that's the designer's dog's name.	None	World Map: Level 1
(ARES) Scissorbelt	A platoon of hair stylists stormed ARES HQ and demanded a holster for their clippers.	None	World Map: Level 10

ZEPHYR SET A & B - HAIR DYES

NAME	DESCRIPTION	PRICE	AVAILABILITY
Spray-In: Black	If you're looking for a dramatic change, go straight black. Plus it goes with anything!	2500	Boutique Lily: Chapter 3
Spray-In: Olive	For an ever-so-slightly unnatural color, try this khaki tone and see what you think!	None	World Map: Level 2
Spray-In: Rose	A little change up top can make you look completely different. Are you brave enough?	None	World Map: Level 6
Spray-In: Silver	You can't beat silver for impact. Glisten in the moonlight like some mythological being.	None	World Map: Level 7

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ZEPHYR SET A & B - COLORED LENSES

NAME	DESCRIPTION	PRICE	AVAILABILITY
Color Lens (R): Amber	Amber takes on a different tone depending on the light's angle. A great first color!	3800	Boutique Lily: Chapter 7
Color Lens (L): Amber	Amber takes on a different tone depending on the light's angle. A great first color!	3800	Boutique Lily: Chapter 7
Color Lens (R): Green	Exude a calm, gentle intelligence with green eyes sure to captivate everyone around you.	None	World Map: Level 3
Color Lens (L): Green	Exude a calm, gentle intelligence with green eyes sure to captivate everyone around you.	None	World Map: Level 3
Color Lens (R): Gold	The expressive golden eyes of a predator will keep your prey spellbound.	None	World Map: Level 11
Color Lens (L): Gold	The expressive golden eyes of a predator will keep your prey spellbound.	None	World Map: Level 11
Color Lens (R): Purple	Make them do a double-take with deep purple eyes that will lock their gaze to yours!	None	World Map: Level 7
Color Lens (L): Purple	Make them do a double-take with deep purple eyes that will lock their gaze to yours!	None	World Map: Level 7

ZEPHYR SET A & B - GLASSES

NAME	DESCRIPTION	PRICE	AVAILABILITY
(Luvino) Boss	Designed to match Cardinal Rowen's imposing image, these shades will make you a bigshot.	5800	Boutique Lily: Chapter 1
(Luvino) Ange	New from Lily: shades! They'll let you see angels. If you're pure of heart (maybe?).	None	World Map: Level 5
(LaFleur) Luvino	Named for LaFleur's sister brand, these red-tinted shades shine like deep, dark rubies.	None	World Map: Level 1
(Luvino) Air	Used by servicemen in the field, these specs offer the best glare-cutting available.	None	World Map: Level 11
(PARAGON) Ruby Hunter	You don't have to see well to be a PARAGON! Which is good if you're in these ruby specs.	None	Neverland: Primary West Park
(Luvino) Clear	Black-rimmed glasses work with any look—smart, cute, cool, or straight-up sexy!	None	Starling apparel for Set A
(Luvino) Silver	Silver rims are the sign of a guy on top of things. Take the lead with these hot specs.	None	World Map: Level 4
(Luvino) Pinky	It might take your average guy a while to work these very hot, very pink frames.	None	World Map: Level 8
(LaFleur) Chic	These sedate frames offer a hint of amber for that intellectual look!	None	World Map: Level 12
(Luvino) Cherry	Put on the charm with these juicy red frames and everyone will want a bite!	None	World Map: Level 11



LEANNE SET A - COATS

NAME	DESCRIPTION	PRICE	AVAILABILITY
(Vis) Skyline	Leanne's all-time favorite coat. It was a present from Zephyr and Vashyron.	None	Starting apparel for Set A
(Lily) Hannah-Anne	An original from Lily, who know that floral was just made for the girls!	7200	Boutique Lily: Chapter 1
(Lily) Lyrical	Lily's been serving the ladies from day one, and it shows in their vast selection for gals!	7400	Boutique Lily: Chapter 1
(Vis) Orange	The color palette isn't the only warm thing about this checkered coat from Vis.	7800	Boutique Lily: Chapter 1
(Raz) Holiday	Take a grown-up holiday by wearing this chic and simple coat from Raz around town.	7800	Boutique Lily: Chapter 1
(Gilles) Sky	Every day will be cloud-free in this powder blue denim coat from Gilles.	8500	Boutique Lily: Chapter 6
(Vis) Leaf	Vis offers this leather coat with a gradient as gentle as light filtering through trees.	8500	Boutique Lily: Chapter 6
(Soleil) Vista	A classic check made new with a bold color choice. Guaranteed to get you a second date!	9100	Boutique Lily: Chapter 7
(Classique) Nero	The deep, rich black in this antiqued hide coat is the sign of a one-of-a-kind item.	12000	Boutique Lily: Chapter 7
(Classique) Berry	There's as much tart as sweet in this grown-up gal's berry-colored leather coat.	12000	Boutique Lily: Chapter 7
(Soleil) Savannah	This bold Soleil leopard print is perfect on dates or stalking prey on the open field!	14000	Boutique Lily: Complete mission "Lady in the Red" (Chapter 9)
(Raz) Coração	Express yourself in full color with this classy, irlstone-dyed coat from Raz.	14000	Boutique Lily: Complete mission "A Dyeing Request" (Chapter 11)
(Classique) Cocoa	It's tempting to take a taste of this sweet cocoa coat from Classique!	15500	Boutique Lily: Complete mission "A Dyeing Request" (Chapter 11)
(Vis) Party	You ARE the party when you head out for a night on the town in this Vis coat.	18100	Boutique Lily: Complete mission "The Forefront of Fashion" (Chapter 13)
(PARAGON) Quartz Hunter	This quartz-blue getup looks good from every angle. Be heroically fashionable!	58000	Boutique Lily: Complete mission "Winter Fashion Materials" (Chapter 15)



LEANNE SET A - RIBBONS

NAME	DESCRIPTION	PRICE	AVAILABILITY
Leanne's Ribbon	It took Leanne ages to track down this Vis ribbon in the same ash blue as her eyes.	None	Starting apparel for Set A
(Lily) Froggy	Something different from the flower-heads at Lily. These little frogs are adorable!	800	Boutique Lily: Chapter 1
(Lily) Ducky	First frogs, now duckies! Is this Lily's new look? If so, should we be worried?	None	World Map: Level 10
(Soleil) Beads	It looks like a simple white ribbon until you see those spangles! Rock that bling!	None	World Map: Level 2
(Raz) Emerald	Raz gives us another gem of a ribbon, cute in your hair or worn like a bracelet!	None	World Map: Level 5
(Vis) Orient I	An undeniable air of exoticism wafts from this ribbon from Vis's new Orient series.	None	World Map: Level 6
(Vis) Orient II	Ring your neck in entrancing color with the second offering from Vis's Orient series.	None	World Map: Level 9
(Raz) Clay	Leave dull grays and ash behind with this beautiful, easy-to-match neutral clay tone.	None	World Map: Level 11
(Soleil) Apple	The mouth-watering aroma of apples lingers on this ribbon, dyed with the fruit's peels.	None	World Map: Level 1
(Raz) Tapestry	Woven from sophisticated purple strands, this ladylike ribbon is a keeper for life.	None	World Map: Level 12
(PARAGON) Quartz Hunter	Put a chill in the heart of evil with this quartz-blue piece flapping in the wind.	None	Neverland: Primary West Park

CLEANNE SET A - BOOTS

NAME	DESCRIPTION	PRICE	AVAILABILITY
(Vis) Main	These Vis boots are so broken-in, they're practically a part of Leanne's feet.	None	Starting apparel for Set A
(ARES) Steel	Less steel means a lighter boot, but these ARES-approved shoes still offer A+ safety.	7500	Boutique Lily: Chapter 1
(Soleil) Run	Gilles offers the perfect pair of kickers to run around and blow off some steam in!	None	World Map: Level 6
(Vis) Face	Vis designed these shoes with the idea that boots represent the true face of fashion.	None	World Map: Level 10
(ARES) Valkyrie	Pure, True, Strong, Beautiful. Those were the keywords for these ARES ladies' boots.	None	World Map: Level 7
(ARES) Scholars	Extensive research went into crafting these boots perfectly molded to fit a woman's leg.	None	World Map: Level 9
(Soleil) Zebra	Common as pets among the aristocracy, Zebras are now available to the hoi polloi!	None	World Map: Level 3
(Soleil) Golem II	Soleil's top designer continues his ongoing love affair with Jalopy Golem leather!	None	World Map: Level 1
(Vis) Veronique	These leather boots take their hue from the color of Cardinal [Chr=167]'s lipstick.	None	World Map: Level 12
(PARAGON) Quartz Hunter	This pair of quartz-blue boots from PARAGON will make those bunions look like diamonds!	None	Neverland: Primary Central Park

CLEANNE SET A - GLOVES

NAME	DESCRIPTION	PRICE	AVAILABILITY
(ARES) Light	These old standards are still popular with female hunters. It's ARES-practical!	3000	Boutique Lily: Chapter 1
(Vis) Viola	These almost non-existent gloves are so smooth and thin, you could play a concerto!	None	World Map: Level 4
(LaFleur) Tree	LaFleur goes back to its roots with these top-quality, simple brown leather gloves.	None	World Map: Level 7
(Soleil) Golem I	Soleil handwear, made from tanned Jalopy Golem hide. It's surprisingly chic!	None	World Map: Level 6
(ARES) Guardia	ARES's latest model just for the ladies offers unparalleled shock-absorption. Comfy!	None	World Map: Level 8
(Vis) Leanne	Gloves commissioned by a certain higher-up in an ash blue that matches Leanne's eyes.	None	World Map: Level 2
(Soleil) Touch	Ideal for that dream date, these gloves from Soleil will make even man-hands look dainty!	None	World Map: Level 10
(LaFleur) Snow	These snow-white leather gloves from LaFleur add that touch of class to your look.	None	World Map: Level 1
(PARAGON) Quartz Hunter	There's no reason your smirky fists should be anything less than beautiful. Thank PARAGON!	None	Neverland: Primary East Park

CLEANNE SET B - SHIRTS

NAME	DESCRIPTION	PRICE	AVAILABILITY
(Lily) Leanne's Shirt	This cute design is oh-so-Lily! Every girl in Basel loved this one.	None	Starting apparel for Set B
(Vis) Saffron	Vis totally nails this vintage dye look, for a saffron you won't find anywhere else.	2800	Boutique Lily: Complete mission "The Search for Beauty" (Chapter 3)
(Vis) Onyx	Despite the affordable price, the colors on this Vis shirt simply refuse to fade.	2800	Boutique Lily: Complete mission "The Search for Beauty" (Chapter 3)
(Vis) Bordeaux	Like the wine it was dyed in, this look is for those mature enough to handle it.	None	Boutique Lily: Complete mission "The Search for Beauty" (Chapter 3)
(ARES) Camouflage	Camo's not just for boys anymore! This un-stealth gear is sure to turn heads your way.	None	Redeem Girls' ARES Voucher (acquired at Arena Coin Exchange)
(Soleil) Border	Border shirts are a favorite for everyone, and this orange-on-white screams Soleil.	2800	Boutique Lily: Chapter 6
(Soleil) Stardust	Steal the show in this star-covered shirt from the happy folks at Soleil!	2800	Boutique Lily: Chapter 6
(Lily) Blossom	This Lily shirt is decidedly girls-only. Unless drag's your thing, that is.	2800	Boutique Lily: Chapter 6
(Soleil) Love	Soleil tapped Cardinal Gargiliano himself to guest-design this top you're sure to love!	3000	Boutique Lily: Chapter 6
(Victory) Lassie Doo	Another super-cute mascot tee from Cardinal Pater's line, Victory. Woof!	3000	Boutique Lily: Chapter 7
(Classique) Giappone	A recreation based on prints found in the old burned-out storefronts. Go exotic!	3000	Boutique Lily: Chapter 7
(SYS) Aerial III	The ever-practical SYS offers another top with bang-on breathability for max comfort!	3000	Boutique Lily: Chapter 7
(SYS) Marine III	Girls love this static-proof shirt from SYS. Make the driest climates feel like the beach!	3000	Boutique Lily: Chapter 7

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NAME	DESCRIPTION	PRICE	AVAILABILITY
(Vis) Veil	Vis's latest shirt offers a feather-soft touch in a delicate wedding-veil white.	3000	Boutique Lily: Chapter 7
(Raz) Rainy	Waterproofed for gray day use, but still stylish, thanks to Raz's eye for design.	3000	Boutique Lily: Chapter 7
ND3-RBL	Simple in its play of hue on white, this item enhances without distracting!	3000	Boutique Lily: Chapter 7
YUTOONZT-F	Bold and eye-catching, this printed piece is the work of a fearless designer.	3000	Boutique Lily: Chapter 7
feebeeT-01	Between the unique image and vibrant yellow, this one's a real eye-grabber!	3000	Boutique Lily: Chapter 7
TokyoAlice04	The only thing cuter than that squirrel is Leanne when she's wearing this top.	3000	Boutique Lily: Chapter 7
TokyoAlice05	It took some doing to create this balance of cuteness and maturity.	3000	Boutique Lily: Chapter 7
TokyoAlice06	This illustrated orange number is sure to add some dynamism to your look.	3000	Boutique Lily: Chapter 7
(SEGA) Triangle	The light reflected off of this blingtastic SEGA logo keeps the spotlight on you!	3000	Boutique Lily: Chapter 7
(SEGA) Run & Run	Whoa therel Stand back! Coming through!	3000	Boutique Lily: Chapter 7
(SEGA) Leanne	A shirt designed just for Leanne. I'm not into guns, but I'll still shoot you.	3000	Boutique Lily: Chapter 7
(Victory) Fate	Printed with a phrase Cardinal Pater heard in one of his more outlandish dreams.	3000	Boutique Lily: Chapter 7
(Victory) Resonance	Cardinal Pater hid and watched a real hunter battle. Zing! Blam! Kra-KOW!	3000	Boutique Lily: Chapter 7
(Victory) Truth	This shirt serves as a testament to Pater's raw studliness. ... I feel faint!	3000	Boutique Lily: Chapter 7
(Lily) Witch	Halloween's a dead tradition, but this cute motif will never go out of style!	4200	Boutique Lily: Complete mission "Cleaned Out by Creativity" (Chapter 8)
(Lily) Treasure	Every legend of the ancient sea tells of the pirates that ruled it. Ahoy, ye scurvy dogs!	5100	Boutique Lily: Complete mission "Cleaned Out by Creativity" (Chapter 8)
(Gilles) Flower	Monster skin is big, and Gilles knows it! This item is a patchwork of various baddies.	5100	Boutique Lily: Complete mission "Cleaned Out by Creativity" (Chapter 8)
(Victory) Pater	No one but Cardinal Pater and his brand Victory would have the rocks to pull this off!	None	Mission: Complete "Pater's Message" (Chapter 10)
(PARAGON) Boy	The latest PARAGON design takes the stage, starring the poster boy of raw justice!	6500	Boutique Lily: Complete mission "The Forefront of Fashion" (Chapter 13)
(PARAGON) Girl	The latest PARAGON design takes the stage, starring the childlike angel of mercy!	6500	Boutique Lily: Complete mission "The Forefront of Fashion" (Chapter 13)
(PARAGON) Equalizer	The latest PARAGON design takes the stage, starring a friend to the meek, foe to evil!	6500	Boutique Lily: Complete mission "The Forefront of Fashion" (Chapter 13)
(LaFleur) Lamé	Everyone's talking about this first ladies' offering from LaFleur, done in golden thread.	7400	Boutique Lily: Complete mission "The Forefront of Fashion" (Chapter 13)
(Vis) Skin You're In	Vis de-scrubbed a Yeti hide to whip up this brilliant new monster-leather top.	8500	Boutique Lily: Complete mission "The Forefront of Fashion" (Chapter 13)
(Victory) Buddies	Pater brings a storybook charm to this print tee featuring his beloved pets.	9200	Boutique Lily: Complete mission "The Forefront of Fashion" (Chapter 13)
(Lily) Wanted	This Lily design had everyone floored. They ditched tradition and went bold!	9200	Boutique Lily: Complete mission "The Forefront of Fashion" (Chapter 13)
(PARAGON) Naked	Only the folks at PARAGON. For a true champ, combat is best at the beach!	None	Reward for clearing all hexes from world map
Club Famitsu Tee	This Club Famitsu tee is super rare! ...Seeing as how it's not actually real.	None	Enter code at Leanne's closet (see codes at start of section)
Gamaga Shirt	Bears the logo of the familiar gaming magazine descended from good 'o Beep.	None	Enter code at Leanne's closet (see codes at start of section)
8-BIT GIRL	Emblazoned with a pixel art version of Test Subject 20. Now that's quality!	None	Enter code at Leanne's closet (see codes at start of section)
Hiraku	This tee of Hiraku the failure has been rocking all the Harajuku backstreets.	None	Enter code at Leanne's closet (see codes at start of section)



CLEANNE SET B - SKIRTS

NAME	DESCRIPTION	PRICE	AVAILABILITY
(Vis) Mine	Every girl needs a good checkered skirt, and Vis knows just how to deliver.	None	Starting apparel for Set B
(Vis) Rosso	Give your ensemble a bit of pop with these polka dots of various sizes.	-	World Map: Level 11
(Lily) Franc	Lily knows how to deliver a floral print that's cute without being childish.	None	World Map: Level 12
(Soleil) Ink	The usually outspoken pop brand Soleil takes it down a notch with this cool black skirt.	None	World Map: Level 12
(Lily) Coral	Lily: check. Pink: check. Skirt: check! It's a hat-trick of cute, and a must-have!	9800	Boutique Lily: Chapter 7
(Lily) Soft	If white pants are too loud for you, why not tone it down a tick with these?	49800	Boutique Lily: Complete mission "Winter Fashion Materials" (Chapter 15)
(Vis) Jade	This jade-hued skirt makes a worthy centerpiece in any stylish ensemble.	9800	Boutique Lily: Chapter 7
(Soleil) Conch	Black denim works like a charm with just about anything. Some folks buy dozens!	148000	Boutique Lily: Complete mission "Winter Fashion Materials" (Chapter 15)
(Gilles) Girl	Anything goes with denim, and this denim skirt from Gilles will go with anything!	198000	Boutique Lily: Chapter 7
(PARAGON) Naked II	The maniacs at PARAGON bring these bottoms to any heroine willing to fight in a bikini.	None	Reward for clearing all hexes from world map



CLEANNE SET B - BOOTS

NAME	DESCRIPTION	PRICE	AVAILABILITY
(Vis) Nevt	It was love at first sight when Leanne found these boots. Make every day a dress-up day!	None	Starting apparel for Set B
(Vis) Pop	Vis delivers another great tartan with this hard-to-find item. Congrats for scoring one!	5600	Boutique Lily: Chapter 7
(Gilles) BMG	These fun ladies' boots from Gilles had boys flooding the studio with crossover requests.	None	World Map: Level 10
(Soleil) Shine	Silver and gold come together in a dazzling display in this new pair from Soleil.	None	World Map: Level 8
(Raz) Smoothie	The shape says casual, but the overall look is sharp. You could wear these with a suit!	None	World Map: Level 7



CLEANNE SET B - GLOVES

NAME	DESCRIPTION	PRICE	AVAILABILITY
(Raz) Sylphid	These airy silk gloves from Raz can go fancy or casual, and won't discolor with use.	None	World Map: Level 7
(Vis) Blanc	Vis offers a pure white glove with hints of lamé, for the uncompromising customer.	None	World Map: Level 9
(Soleil) Wink	Subtly outspoken, these vivid red gloves can really grab your attention!	None	World Map: Level 11
(Soleil) Heart	Soleil offers a solution to greedy girls who won't compromise function for fashion.	2800	Boutique Lily: Chapter 7



CLEANNE SET A & B - HAIRBANDS

NAME	DESCRIPTION	PRICE	AVAILABILITY
(Vis) Jewel	Purchased with her first hunting paycheck, this hairband remains a steady favorite.	None	Starting apparel for Set A
(Vis) Pomme	Leave your honey hungry for a taste with this cute, apple-red hairband.	None	World Map: Level 6
(Lily) Fleur	No girl's wardrobe is complete without one pink hairband. Lily again goes floral!	None	World Map: Level 3
(Soleil) Erlo	Lavish use of gold makes this hairband a fit for formal galas as well as casual dates.	None	World Map: Level 12
(Vis) Platy	If you're looking for an accent piece, look no further than this glossy black hairband.	None	World Map: Level 5
Cat-Kit: Black	Nobody will want to cross this black cat, except long enough to get her digits.	None	World Map: Level 2
Cat-Kit: Tri-color	There's something cozy about this tri-color kitty getup. Perfect for cuddling up!	None	World Map: Level 9
Cat-Kit: Leopard	You can't just idly wait for love to arrive. Hunt it down in this sleek, predatory look!	None	World Map: Level 10
Cat-Kit: White	Elegant and proud, but still just as sweet! Nobody could say no to this look!	None	World Map: Level 1
Cat-Kit: Tiger	Girls aren't all sugar! Bring the spice with this tiger-licious accessory. Rrow!	None	World Map: Level 7
Hairband: Bee Eff Eff	Vashtron made this to match his floral make-up look. Still, it's awfully...sting-y?	None	Randomly appears beneath Leanne's bed after Chapter 3
Maid Cap: Innocent	Reclaim the exuberant innocence of youth in this light pink maid cap! Get out and play!	None	World Map: Level 5
Maid Cap: Intoxicating	This deep red lace maid cap tells everyone you mean business. What business? Who knows?	None	World Map: Level 1
Maid Cap: Immaculate	This maid cap is an almost blinding white, every bit as pure and innocent as you!	4500	Boutique Lily: Chapter 7
(PARAGON) Quartz Hunter	True heroes don't need to be able to hear! This quartz-blue PARAGON number sounds great.	None	Neverland: Secondary Gate



CLEANNE SET A & B - HOLSTERS

NAME	DESCRIPTION	PRICE	AVAILABILITY
(ARES) Classico	This early ARES design looks delicate, but it's held up perfectly after a year of use.	None	Starting apparel for Set A
(ARES) Wing	ARES managed to pare down the weight on this model without sacrificing any function.	3700	Boutique Lily: Chapter 1
(Raz) Core	Raz's one and only holster model, because they got it right the first time.	None	World Map: Level 4
(Soleil) Blood	Hunter gals everywhere are loving the sturdy build on this red holster from Soleil.	None	World Map: Level 7
(ARES) Flight	ARES's second ladies' model is lighter yet, and has more than a few male fans as well.	None	World Map: Level 10

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LEANNE SET A & B - HAIR DYES

NAME	DESCRIPTION	PRICE	AVAILABILITY
Spray-In: Black	If you're looking for a dramatic change, go straight black. Plus it goes with anything!	None	World Map: Level 1
Spray-In: Olive	For an ever-so-slightly unnatural color, try this khaki tone and see what you think!	None	World Map: Level 10
Spray-In: Rose	A little change up top can make you look completely different. Are you brave enough?	None	World Map: Level 12
Spray-In: Silver	You can't beat silver for impact. Glisten in the moonlight like some mythological being.	None	World Map: Level 11



LEANNE SET A & B - COLORED LENSES

NAME	DESCRIPTION	PRICE	AVAILABILITY
Color Lens (R): Amber	Amber takes on a different tone depending on the light's angle. A great first color!	None	World Map: Level 4
Color Lens (L): Amber	Amber takes on a different tone depending on the light's angle. A great first color!	None	World Map: Level 4
Color Lens (R): Green	Exude a calm, gentle intelligence with green eyes sure to captivate everyone around you.	None	World Map: Level 8
Color Lens (L): Green	Exude a calm, gentle intelligence with green eyes sure to captivate everyone around you.	None	World Map: Level 8
Color Lens (R): Gold	The expressive golden eyes of a predator will keep your prey spellbound.	None	World Map: Level 6
Color Lens (L): Gold	The expressive golden eyes of a predator will keep your prey spellbound.	None	World Map: Level 6
Color Lens (R): Purple	Make them do a double-take with deep purple eyes that will lock their gaze to yours!	None	World Map: Level 2
Color Lens (L): Purple	Make them do a double-take with deep purple eyes that will lock their gaze to yours!	None	World Map: Level 2



LEANNE SET A & B - GLASSES

NAME	DESCRIPTION	PRICE	AVAILABILITY
(Vis) Ciel	These light-tinted shades won't darken your day, but don't wear them at night. Please.	2600	Boutique Lily: Chapter 1
(Lily) Rose	Standard brown lenses make these classics well-suited to a whole range of looks.	4100	Boutique Lily: Chapter 7
(Vis) Soleil	The heavier-than-usual tint on the lenses make these ideal in bright conditions.	None	World Map: Level 3
(Raz) Aqua	A warm smile is crucial in these blue-tinted shades to keep you from looking icy.	None	World Map: Level 12
(PARAGON) Quartz Hunter	Show your fearlessness with these PARAGON and slightly over-the-top quartz-blue specs.	None	Neverland: Secondary Gate
(Vis) Limpide	These clear frames offer a subtle change of pace, for days you want to mix it up a bit.	2100	Boutique Lily: Chapter 1
(Raz) Vent	Making friends and impressing dates is a breeze in these wind-themed frames!	None	Starling apparel for Set A, World Map: Level 6
(Lily) Songe	Take a break from the books for a little fun and romance—these glasses work with it all!	None	World Map: Level 3
(Soleil) Naranja	No one could ignore these frames, colored the hue of a ripe, juicy orange!	None	World Map: Level 1
(Soleil) Vino	These red frames are just a touch fancy, adding a hint of excitement to any outfit.	None	World Map: Level 10



SET-C COSTUMES (ALL CHARACTERS)

NAME	DESCRIPTION	PRICE	AVAILABILITY
Reindeer (Zephyr)	What, you thought it had to be Christmas to spend quality time with Rudolph?	None	Acquire Reindeer Set (dropped by Pater in Neverland)
Panda (Zephyr)	The happy little tail is actually a happy little pouch for all your valuables!	None	Acquire Reindeer Set (dropped by Rebecca in Neverland)
Piggy (Zephyr)	You'll be prince of the beach in this sexy suit, stretched across your fabulous bod.	None	Acquire Piggy Set (dropped by Sullivan in Neverland)
Politan Suit (Medium)	This suit was made based on legends of a beast from another world...s magazines.	None	Code to be released by Japanese magazine
Reindeer (Leanne)	What, you thought it had to be Christmas to spend quality time with Rudolph?	None	Acquire Reindeer Set (dropped by Pater in Neverland)
Panda (Leanne)	The happy little tail is actually a happy little pouch for all your valuables!	None	Acquire Reindeer Set (dropped by Rebecca in Neverland)
Piggy (Leanne)	You'll be the queen beach babe in this sexy suit, stretched across your fabulous bod.	None	Acquire Piggy Set (dropped by Sullivan in Neverland)
Politan Suit (Small)	You'll be glad this suit based on an other-worldly mascot covers your blushing face.	None	Code to be released by Japanese magazine
Reindeer (Vashyron)	What, you thought it had to be Christmas to spend quality time with Rudolph?	None	Acquire Reindeer Set (dropped by Pater in Neverland)
Panda (Vashyron)	The happy little tail is actually a happy little pouch for all your valuables!	None	Acquire Reindeer Set (dropped by Rebecca in Neverland)
Piggy (Vashyron)	You'll be king of the beach in this sexy suit, stretched across your fabulous bod.	None	Acquire Piggy Set (dropped by Sullivan in Neverland)
Politan Suit (Large)	The green scarf on this mascot suit from beyond the veil is actually just painted on.	None	Code to be released by Japanese magazine

Components and Other Items

Most of the items contained in the "Other" category of your inventory are primarily used in item synthesis. Some are items components that a Tinkerer can put to good use, while others are mere vessels that exist to be scrapped and turned into ammunition, grenades, and components. Still others have no use at all, and can merely be sold for cash. Before you dispose of an item, read its description for advice on whether it should be scrapped, saved for item creation, or sold.

SYNTHESIS COMPONENTS

NAME	DESCRIPTION	SELL	AVAILABILITY
Black Blood	An explosive liquid bled by Black Oils. Used in item synthesis.	250	Dropped by Silverhawk, Blob Catcher, Blob Chassis (Level 12 Neverland)
Bronze Blob	It jiggles if you poke it. Used in item synthesis.	2500	Dropped by Bronze Ooze (Level 4 Closed Road)
Crystal Core	Rainbows dance around in this stone shard. Used in item synthesis.	2500	Dropped by Cannon Colossus (Level 7 Silver Canyon), Mad Goliath (Level 12 Gran Idée Mines), Piledriver Giant (Level 8 Desert Block), etc.
Crystalline Fire	A fire-elemental crystal. Used in item synthesis.	250	Acquired by disassembling items only
Custom Kit Set	Combined with other items at the Tinkerer to create custom gun parts.	250	Buy at shops in Ebel City, Cranktown and Albion: 500 rubies
Fabric Scrap	The better portion of some kind of rag. Used in item synthesis.	50	Buy from Traveling Merchant: 100 rubies (after "The Sign" mission) Dropped by Gremlin, Rogue Gunman MG (Level 4 Back Alley), Fat Gangster (Level 6 Lucia), etc.
Gasoline	A volatile liquid. Highly flammable. Used in item synthesis.	75	Buy from Traveling Merchant: 150 rubies (after "The Sign" mission) Dropped by Oily Gremlin (Level 6 Lucia)
Glass Shard	Be careful, it looks pretty sharp. Used in item synthesis.	75	Buy from Traveling Merchant: 150 rubies (after "The Sign" mission) Dropped by Rogue Gunman, Rogue Gunman MG (Level 4 Rainy Bridge), Drum Carrier (Level 6 Lucia), etc.
Gold Blob	It jiggles if you poke it. Used in item synthesis.	5000	Dropped by Gold Flan (Level 12 Neverland)
Hide	Highly flame-retardant yeti skin. Used in item synthesis.	500	Dropped by Heat Yeti (Level 10 Etsia), Mad Yeti (Level 12 Gran Idée Mines), Bolt Yeti (Level 1 Aetersy), etc.
Ice Fragment	A splinter of crushed ice. Used in item synthesis.	250	Acquired by disassembling items only
Lumber	Highly frost-proof wood. Used in item synthesis.	400	Acquired by disassembling items only
Plastic Fiber	A strong, highly resilient polymer. Used in item synthesis.	150	Dropped by Mr. Chainsaw, Mr. Gunhead, Ms. Vulcan (Level 5 Forest of Idols), etc.
Powder Gel	This basic explosive is quick to sublimate. Used in item synthesis.	125	Buy at Ebel City shop or from Traveling Merchant: 250 rubies.
Powder Gel +	A more volatile form of Powder Gel. Used in item synthesis.	250	Acquired by disassembling items only
Powder Gel ++	A very volatile form of Powder Gel. Used in item synthesis.	375	Acquired by disassembling items only
Powder Gel EX	A dangerously volatile Powder Gel. Used in item synthesis.	500	Acquired by disassembling items only
Rare Metal Shard	This used to be a rare metal... something? Used in item synthesis.	750	Dropped by Treasure Mimic (Level 4 Closed Road), Jackpot Dweller (Level 10 Scrapyard), Golden Mimic (Level 11 Rock Crushing Site), etc.
Rubber Chip	A rubber chip that doesn't conduct electricity. Used in item synthesis.	250	Dropped by Cargo Catcher (Level 7 Deserted Block), Dragonfly (Level 1 Square Garden), Bahamut (Level 1 Outlaw Wall), etc.
Scrap Brass	This used to be a brass... something? Used in item synthesis.	500	Dropped by Cargo Catcher (Level 7 Deserted Block), Dragonfly (Level 1 Square Garden), Manhole Stopper (Level 10 Scrapyard), etc.
Scrap Bronze	This used to be a bronze... something? Used in item synthesis.	300	Dropped by Papa Gremlin (Level 4 Back Alley), Hot Dog (Level 10 Scrapyard), Junk Mimic (Level 4 Closed Road), etc.
Scrap Iron	This used to be an iron... something? Used in item synthesis.	100	Buy from Traveling Merchant: 200 rubies (after "The Sign" mission) Dropped by Dweller (Level 6 Lucia), Pistol Dweller (Level 4 Hughes Power Station)
Scrap Lead	This used to be a lead... something? Used in item synthesis.	200	Dropped by Tesla Tortoise (Level 4 Hughes Power Station), Mr. Bomberface, Mr. Torchy (Level 5 Forest of Idols), etc.
Scrap Zinc	This used to be a zinc... something? Used in item synthesis.	400	Dropped by Dotted-Up Dweller (Level 6 Closed Road), Cargo Catcher (Level 7 Deserted Block), Bazooka Dweller (Level 11 Rock Crushing Site), etc.
Scrapped Hammer Sh1	This hammer has taken quite a pounding. Used in item synthesis.	950	Dropped by Sledgehammer (Level 9 Dakota Vein)
Scrapped Hammer Sh2	This hammer has taken quite a pounding. Used in item synthesis.	1400	Dropped by Screw-Top (Level 6 Lucia)
Scrapped Hammer Sh3	This hammer has taken quite a pounding. Used in item synthesis.	1850	Dropped by Tri-Stamp (Level 6 Patetropolis)
Scrapped Hammer Sh4	This hammer has taken quite a pounding. Used in item synthesis.	2300	Dropped by Godhammer (Level 1 Basilia)
Silver Blob	It jiggles if you poke it. Used in item synthesis.	3500	Dropped by Silver Jelly (Level 9 Warehouse District)
Spark Flint	Striking it yields a tiny electrical spark. Used in item synthesis.	250	Acquired by disassembling items only
Sterile Plating	Highly disease-resistant metal armor. Used in item synthesis.	350	Dropped by Tar Man, Tar Armor (Level 6 Lucia), Vibrant Tar Armor (Level 8 Freud Remnants), etc.
Toxic Culture	This was probably an animal at one point. Used in item synthesis.	250	Acquired by disassembling items only

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SCRAP ITEMS

NAME	DESCRIPTION	SELL	COMPONENTS	SCRAP FEE	AVAILABILITY
Busted Oil Drum	This oil drum is in tatters. Dismantle it at the scrap shop for parts.	200	Scrap Iron x2, Gasoline x3	100	Dropped by Drum Carrier (Level 6 Lucia)
Dud Round	This round missed its chance to boom. Dismantle it at the scrap shop for parts.	400	Scrap Iron x3, Scrap Lead x2, Scrap Bronze x1, Powder Gel x10, Powder Gel + x5, Gasoline x3	150	Found when recovering a missed round in combat
Dusty Mass	It's hard to make heads or tails of this. Dismantle it at the scrap shop for parts.	3500	Plastic Fiber x10, Gasoline x10	150	Dropped by Caligula, Return of Caligula (Level 5 Forest of Idols)
Elbow Crystal	The crystal form of black oil, used as an efficient fuel for combustion. Dismantle it at the scrap shop for parts.	2000	Crystalline Fire x3	50	Dropped by Blood Doll Chainsaw, Experiment 21, Blood Doll Bomber (Level 5 Forest of Idols), etc.
Felt Crystal	Polished, in translucent crystalline form. Dismantle it at the scrap shop for parts.	1000	Toxic Culture x10	200	Dropped by Mad Yeti (Level 12 Gran Idée Mines)
Fatty Pouch 1	It's a pouch. It's really fatty. Dismantle it at the scrap shop for parts.	250	Meltyo Cocktail x5, Glass Shard x5, Fabric Scrap x5, Lumber x1, Rubber Chip x1	100	Dropped by Dwellest (Level 4 Hughes Power Station)
Fatty Pouch 2	It's a pouch. It's really fatty. Dismantle it at the scrap shop for parts.	350	Hand Grenade x3, Scrap Iron x1, Fabric Scrap x5, Lumber x2, Rubber Chip x2	150	Dropped by Frag Dwellest (Level 7 Deserted Block)
Fatty Pouch 3	It's a pouch. It's really fatty. Dismantle it at the scrap shop for parts.	450	Hand Grenade x5, Scrap Iron x2, Fabric Scrap x5, Lumber x3, Rubber Chip x3	200	Dropped by Bazooka Dwellest (Level 11 Rock Crushing Site)
Fatty Pouch 4	It's a pouch. It's really fatty. Dismantle it at the scrap shop for parts.	550	Hand Grenade + x3, Scrap Lead x1, Fabric Scrap x5, Lumber x4, Rubber Chip x4	250	Dropped by Safety Dwellest (Level 12 Gran Idée Mines)
Fatty Pouch 5	It's a pouch. It's really fatty. Dismantle it at the scrap shop for parts.	650	Hand Grenade + x5, Scrap Lead x2, Fabric Scrap x5, Lumber x5, Rubber Chip x5	300	Found in world map/dungeon chests only
Flare Crystal	Flare in hard crystalline form. Dismantle it at the scrap shop for parts.	750	Crystalline Fire x10	-	Dropped by Heat Yeti (Level 10 Etsia), Flare Yeti (Level 9 Warehouse District)
Fused Blob	A huge, three-chain blob. It retains its shape, even when smoothed around.	100000	Bronze Blob x4, Silver Blob x4, Gold Blob x4	-	Commission from Ebel City Tinkerer: 2424 rubies
Junk Oil	A viscous liquid dropped by an enemy. Dismantle it at the scrap shop for parts.	500	Gasoline x50	100	Dropped by Tar Man, Tar Armor (Level 6 Lucia), Never Tar Man (Level 12 Neverland)
Junk Package E1	It's unclear who exactly this belongs to. Dismantle it at the scrap shop for parts.	250	Hand Grenade x2, Powder Gel + x10, Fabric Scrap x5, Glass Shard x10, Plastic Fiber x2, Hide x2	200	Dropped by Lobot (Level 7 Silver Canyon)
Junk Package E2	It's unclear who exactly this belongs to. Dismantle it at the scrap shop for parts.	425	Hand Grenade x4, Powder Gel + x15, Fabric Scrap x5, Glass Shard x12, Plastic Fiber x5, Hide x5	250	Dropped by Rocketfoot (Level 9 Warehouse District), Cargo Walker (Level 7 Tundra)
Junk Package E3	It's unclear who exactly this belongs to. Dismantle it at the scrap shop for parts.	600	Hand Grenade + x2, Powder Gel + + x10, Fabric Scrap x5, Glass Shard x14, Plastic Fiber x5, Hide x5	300	Dropped by Demolition Walker (Level 1 Aetersyl)
Junk Package E4	It's unclear who exactly this belongs to. Dismantle it at the scrap shop for parts.	775	Hand Grenade + x5, Powder Gel EX x10, Fabric Scrap x5, Glass Shard x16, Plastic Fiber x5, Hide x5	350	Dropped by Never Walker (Level 12 Neverland)
Scrapped Arm TK	This arm weapon is thoroughly defunct. Used in item synthesis.	1250	Scrap Bronze x5	100	Dropped by Battle Plough (Level 4 Back Alley), Highway Hunter (Level 11 Mine 24)
Scrapped Arm TK2	This arm weapon is thoroughly defunct. Used in item synthesis.	2000	Scrap Bronze x5	100	Dropped by Missile Plough (Level 6 Patertopolis)
Scrapped Bazooka E	This bazooka is broken. Used in item synthesis.	475	Scrap Lead x3, Powder Gel x10	100	Dropped by Rocketfoot (Level 9 Warehouse District)
Scrapped Bazooka EX	This bazooka is broken. Used in item synthesis.	625	Scrap Zinc x2, Powder Gel + + x6	200	Dropped by Demolition Walker (Level 1 Aetersyl)
Scrapped Blowgun BD	This blowgun has seen better days. Used in item synthesis.	550	Powder Gel + + x10, Scrap Bronze x2	100	Dropped by Dug-Up Dwellest (Level 6 Closed Road), Bazooka Dwellest (Level 11 Rock Crushing Site)
Scrapped Blowgun DD	This blowgun has seen better days. Dismantle it at the scrap shop for parts.	850	Powder Gel EX x10, Scrap Brass x1	200	Dropped by Dragon Dwellest (Level 12 Neverland)
Scrapped Blowgun SD	This blowgun has seen better days. Used in item synthesis.	700	Powder Gel + + x10, Scrap Bronze x3, Toxic Culture x1	150	Dropped by Safety Dwellest (Level 12 Gran Idée Mines)
Scrapped Cannon MS	This cannon gave up the ghost a while back. Used in item synthesis.	1000	Scrap Zinc x2, Powder Gel + + x10	170	Dropped by Fullmetal Gear (Level 6 Lucia)
Scrapped Eater TAR1	This weapon has long ceased being useable. Dismantle it at the scrap shop for parts.	500	Scrap Iron x2, Powder Gel x10, Gasoline x10	100	Dropped by Tar Man (Level 6 Lucia)
Scrapped Eater TAR2	This weapon has long ceased being useable. Dismantle it at the scrap shop for parts.	2500	Armanium x3, Gasoline x10	100	Dropped by Tar Armor (Level 6 Lucia), Vibrant Tar Man (Level 8 Freud Remnants)
Scrapped Eater TAR3	This weapon has long ceased being useable. Dismantle it at the scrap shop for parts.	5000	Scrap Brass x1, Gasoline x10	100	Dropped by Never Tar Man (Level 12 Neverland)
Scrapped Firearm E	This firearm is looking seriously sad. Used in item synthesis.	325	Scrap Lead x2, Powder Gel + x10	100	Dropped by Walker (Level 7 Silver Canyon)
Scrapped Firearm EX	This firearm is looking seriously sad. Dismantle it at the scrap shop for parts.	775	Scrap Zinc x3, Powder Gel + + x8	200	Dropped by Demolition Walker (Level 1 Aetersyl)
Scrapped Gatling HP	This gatling gun is failing apart. Dismantle it at the scrap shop for parts.	1500	Scrap Zinc x1, Powder Gel EX x5, Metal-Coated Rounds + + x10	300	Dropped by Cargo Catcher (Level 7 Deserted Block), Dragonfly (Level 1 Square Garden), UFO Catcher (Level 4 Hughes Power Station)

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NAME	DESCRIPTION	SELL	COMPONENTS	SCRAP FEE	AVAILABILITY
Scrapped Gatling MS	This gatling gun is falling apart. Used in item synthesis.	950	Scrap Bronze x3, Powder Gel ++ x8	160	Dropped by Sprocket Juggernaut (Level 6 Patertropolis)
Scrapped Gun AF	This gun has seen better days. Dismantle it at the scrap shop for parts.	1000	Hollow-Point Rounds ++ x50	100	Dropped by Assault Wolf (Level 1 Aetersyl)
Scrapped Gun BB	This gun has seen better days. Used in item synthesis.	2500	Plastic Fiber x3, Scrap Lead x1, Gasoline x3, Hollow-Point Rounds + x20	200	Dropped by Caligula (Level 5 Forest of Idols)
Scrapped Gun BB	This gun has seen better days. Used in item synthesis.	2500	Plastic Fiber x3, Scrap Lead x1, Gasoline x3, Metal-Coated Rounds + x20	200	Dropped by Caligula (Level 5 Forest of Idols)
Scrapped Gun BB	This gun has seen better days. Used in item synthesis.	2500	Plastic Fiber x3, Scrap Lead x1, Gasoline x3, Hollow-Point Rounds + x10, Metal-Coated Rounds + x10	200	Dropped by Caligula (Level 5 Forest of Idols)
Scrapped Gun KBD	This gun has seen better days. Used in item synthesis.	3000	Plastic Fiber x3, Scrap Lead x1, Gasoline x3, Hollow-Point Rounds + x25	200	Dropped by Return of Caligula (Level 5 Forest of Idols)
Scrapped Gun KBD	This gun has seen better days. Used in item synthesis.	3000	Plastic Fiber x3, Scrap Lead x1, Gasoline x3, Metal-Coated Rounds + x25	200	Dropped by Return of Caligula (Level 5 Forest of Idols)
Scrapped Gun MQ	This gun has seen better days. Used in item synthesis.	250	Scrap Iron x3, Powder Gel x6	100	Dropped by Mr. Gunhead, Ms. Vulcan, Mr. Bomberface (Level 5 Forest of Idols), etc.
Scrapped Gun MQ2	This gun has seen better days. Used in item synthesis.	1000	Scrap Brass x1, Powder Gel EX x4	200	Dropped by Never Fairy, Bazaar Fairy, Explosive Fairy (Level 12 Neverland), etc.
Scrapped Laser RT	This laser can't even hack it as a pointer. Dismantle it at the scrap shop for parts.	1000	Scrap Iron x3, Spark Flint x15	150	Dropped by Tesla Tortoise (Level 4 Hughes Power Station), Thor's Hammer (Level 11 Mine 24), Jupiter Weapon (Level 12 Neverland)
Scrapped Machinegun MS	This machinegun has long ceased firing. Used in item synthesis.	450	Scrap Iron x3, Powder Gel x8	100	Dropped by Machinegun Gear (Level 4 Hughes Power Station)
Scrapped Microchip	This microchip is fried like a potato chip. Dismantle it at the scrap shop for parts.	2500	Scrap Iron x5, Scrap Bronze x5, Spark Flint x15	150	Dropped by Tesla Tortoise (Level 4 Hughes Power Station), Thor's Hammer (Level 11 Mine 24), Jupiter Weapon (Level 12 Neverland)
Scrapped Missile HP	This missile never made it to launch. Used in item synthesis.	2500	Scrap Zinc x1, Power Gel EX x10	300	Dropped by Bahamut (Level 1 Outer Wall), UFO Catcher (Level 4 Hughes Power Station)
Scrapped Missile MS1	This missile never made it to launch. Used in item synthesis.	700	Scrap Bronze x2, Powder Gel + x6	150	Dropped by Missile Gear (Level 10 Etsia)
Scrapped Missile MS2	This missile never made it to launch. Used in item synthesis.	1500	Scrap Brass x1, Powder Gel EX x6	250	Dropped by Blob Carrier (Level 12 Neverland)
Scrapped Missile TK	This missile never made it to launch. Used in item synthesis.	1250	Scrap Bronze x3, Powder Gel ++ x10	200	Dropped by Battle Plough (Level 4 Back Alley), Highway Hunter (Level 11 Mine 24)
Scrapped Missile TK2	This missile never made it to launch. Used in item synthesis.	2000	Scrap Bronze x3, Powder Gel ++ x15	250	Dropped by Missile Plough (Level 6 Patertropolis), ATM Tank (Level 10 Scrapyard), Blob Chassis (Level 12 Neverland)
Scrapped Sword B	This bladed weapon has lost its edge. Dismantle it at the scrap shop for parts.	2500	Plastic Fiber x3, Scrap Lead x3, Gasoline x3	200	Dropped by Caligula (Level 5 Forest of Idols)
Scrapped Vulcan GS	This vulcan cannon is nearly scrapped in two. Dismantle it at the scrap shop for parts.	4000	Scrap Bronze x1, Scrap Zinc x1, Powder Gel EX x10, Hollow-Point Rounds ++ x20	300	Dropped by Jalopy Golem (Level 6 Lucia), Junker Behemoth (Level 10 Etsia)
Scrapped Vulcan TK	This vulcan cannon is nearly scrapped in two. Used in item synthesis.	1250	Scrap Bronze x3, Powder Gel ++ x5, Metal-Coated Rounds ++ x10	200	Dropped by Highway Hunter (Level 11 Mine 24)
Scrapped Weapon E	This weapon has long ceased being useable. Dismantle it at the scrap shop for parts.	925	Scrap Brass x1, Powder Gel EX x4	350	Dropped by Never Walker (Level 12 Neverland)
Scrapped Weapon HP	This weapon has long ceased being useable. Dismantle it at the scrap shop for parts.	3500	Scrap Brass x1, Powder Gel EX x10	400	Dropped by Silverhawk, Blob Catcher (Level 12 Neverland)
Scrapped Weapon MQ	This weapon has long ceased being useable. Used in item synthesis.	250	Scrap Iron x3, Gasoline x3	100	Dropped by Mr. Chainsaw, Mr. Torch, Blood Doll Chainsaw (Level 5 Forest of Idols), etc.
Scrapped Weapon MQ2	This weapon has long ceased being useable. Dismantle it at the scrap shop for parts.	1000	Scrap Brass x1, Gasoline x10	200	Dropped by Sanguine Fairy, Flame Fairy, Arsenal Fairy (Level 12 Neverland)
Scrapped Weapon SW	This weapon has long ceased being useable. Dismantle it at the scrap shop for parts.	1500	Scrap Brass x1, Powder Gel EX x10	350	Dropped by Storm Turret Cannon, Storm Turret Vulcan, Storm Turret Leader (Level 1 Aetersyl), etc.
Scrapped Weapon SW2	This weapon has long ceased being useable. Used in item synthesis.	2500	Scrap Brass x1, Powder Gel EX x10	500	Dropped by Sentinel Cannon, Sentinel Mega Cannon, SCA Never Crawler (Level 12 Neverland), etc.
Scrapped Weapon TK	This weapon has long ceased being useable. Used in item synthesis.	2750	Scrap Zinc x3, Powder Gel EX x10	300	Dropped by Vertical Launcher (Level 1 Basilica), Blob Chassis (Level 12 Neverland)
Snow Crystal	Ice, in hard crystalline form. Dismantle it at the scrap shop for parts.	500	Ice Fragment x10	200	Dropped by Yeti (Level 7 Silver Canyon)
Spark Crystal	Electricity, in hard crystalline form. Dismantle it at the scrap shop for parts.	1250	Spark Flint x10	200	Dropped by Bolt Yeti (Level 1 Aetersyl)
Storage Container	Former helicopter cargo. Dismantle it at the scrap shop for parts.	1250	Hand Grenade ++ x2, Molotov Cocktail x2, Freezer Grenade ++ x2, Electro Grenade ++ x2, Toxic Grenade ++ x2, Lumber x5	150	Dropped by Cargo Catcher (Level 7 Deserted Block), Dragonfly (Level 1 Square Garden), Bahamut (Level 1 Outer Wall), etc.

OTHER ITEMS

NAME	DESCRIPTION	SELL	AVAILABILITY
Boys' ARES Voucher	Entitles the bearer to one (ARES) Camouflage from Ebel City's boutique. Boys' size: M.	5000	Arena Coin Exchange: 400 copper, 100 silver, 25 gold
Copper Coin	A copper coin acquired at the Arena. Known informally as a "battle coin."	-	Earned as an Arena prize
Frozen Ribeye	Food stores taken from Silver Canyon. This thing isn't thawing out anymore soon. Trade it in at the shop for rubies.	500	Dropped by Yeti (Level 7 Silver Canyon)
Girls' ARES Voucher	Entitles the bearer to one (ARES) Camouflage from Ebel City's boutique. Girls' size: S.	5000	Arena Coin Exchange: 400 copper, 100 silver, 25 gold
Gold Chip	A token made of gold. Trade it in at the shop for rubies.	250	Earned as a combat reward
Gold Coin	A gold coin acquired at the Arena. Known informally as a "battle coin."	-	Earned as an Arena prize
Lighting Scrap	This fancy bit of illumination was used as armor.	50	Dropped by Safety Dweller (Level 12 Gran Idée Mines)
Luxury Meat	Top-grade meat. A rare, pricey treat. Trade it in at the shop for rubies.	5000	Dropped by Golden Mimic (Level 11 Rock Crushing Site), Wrecking Baller (Level 6 Lucia), Assault Wolf (Level 1 Aeterys), etc.
Mannequin Arms	One of a set of mannequin parts. These appear to be the arms.	200	Dropped by Mr. Chainsaw, Mr. Gunhead, Ms. Vulcan (Level 5 Forest of Idols), etc.
Mannequin Head	One of a set of mannequin parts. This appears to be the head.	200	Dropped by Mr. Chainsaw, Ms. Vulcan, Blood Doll Bazooka (Level 5 Forest of Idols)
Mannequin Legs	One of a set of mannequin parts. These appear to be the legs.	200	Dropped by Blood Doll Chainsaw, Experiment 21, Blood Doll Bomber, etc. (Level 5 Forest of Idol)
Mannequin Torso	One of a set of mannequin parts. This appears to be the torso.	200	Dropped by Mr. Chainsaw, Mr. Gunhead, Ms. Vulcan (Level 5 Forest of Idols), etc.
Meat	The type you find in your grocer's freezer. Trade it in at the shop for rubies.	500	Dropped by Gremlin (Level 4 Back Alley), Oily Gremlin, Dweller (Level 6 Lucia), etc.
Men's ARES Voucher	Entitles the bearer to one (ARES) Camouflage from Ebel City's boutique. Men's size: L.	5000	Arena Coin Exchange: 400 copper, 100 silver, 25 gold
Panda Set	This super-cute mascot set is modeled on the panda—the stuff of legends today.	-	Dropped by Rebecca (Level 12 Neverland)
Piggy Set	This super-cute mascot set is modeled on the pig—the stuff of breakfast today.	-	Dropped by Sullivan (Level 12 Neverland)
Quality Meat	The good stuff, dappled with flavorful fat. Trade it in at the shop for rubies.	2000	Dropped by Dweller (Level 4 Hughes Power Station), Prop Dweller, Treasure Mimic (Level 4 Closed Road), etc.
Reindeer Set	This super-cute mascot set is modeled on the reindeer—a symbol of Christmas even now.	-	Dropped by Pater (Level 12 Neverland)
Silver Chip	A token made of silver. Trade it in at the shop for rubies.	50	Earned as a combat reward
Silver Coin	A silver coin acquired at the Arena. Known informally as a "battle coin."	-	Earned as an Arena prize
Unknown Material D	Who even knows? It's a lump of something. Trade it in at the shop for rubies.	6000	Dropped by Cannon Colossus (Level 7 Silver Canyon), Mad Goliath (Level 12 Gran Idée Mines)
Unknown Material G	Who even knows? It's a lump of something. Trade it in at the shop for rubies.	10000	Dropped by Jalopy Golem (Level 6 Lucia)
Unknown Material S	Who even knows? It's a lump of something. Trade it in at the shop for rubies.	4000	Dropped by Sledgehammer (Level 9 Dakota Vein), Tri-Stamp (Level 6 Patertopolis), Screw-Top (Level 6 Lucia), etc.

Quest Items

The items in the following table play a role in the various missions and side quests that your team pursues. Critical items necessary for the game to proceed are kept in the **Valuables** section of your inventory, while the less essential items used in optional quests and side missions are filed in the **Other** section.

NAME	DESCRIPTION	AVAILABILITY
Ancient Text	I'd take a real smarty-pants to read this.	Mission: Find at Freud Remnants — Ruins Site East during "Different Values" (Chapter 5).
Armanium	The technology to work this extremely hard metal, used in Basel's gears, has been lost.	Disassemble "Scrapped Eater TAR2" item (dropped by Tar Armor enemies in Level 6 Lucia).
Attaché Case	A small trunk to be delivered for Sullivan. It's padded well. Must be valuable...	Mission: Receive at Café Chelsey during "Star from the Heavens" (Prologue).
Beast's Beard Mushroom	This rare and valuable edible fungus was found growing on a Matango Walker's head.	Mission: Win in field battle on level 8 during "The Secret Medicine" (Chapter 10).
Berserk Motor	This motor has kept working long after its role ended, and packs a nasty charge.	Mission: Win in field battle near Hughes Power Station during "The Broken Sewing Machine" (Chapter 4).
Billboard	A traveling merchant's personal ad space. The front offers info on what's up for sale.	Mission: Win in field battle on level 6 during "The Sign" (Chapter 5).
Bongo the Clown	A doll taken from Leanne's room, bought when the circus came through the Arena.	Mission: Find in Leanne's Room during "An Act of Kindness" (Chapter 1).
Bound Doll	A doll modeled after the prisoners of old, when people were still judged by man.	World Map: Win in field battle on level 8 near Freud Remnants.
Bridal Doll	This collaboration with the designers from Raz were sold exclusively in Chandelier.	World Map: Win in field battle on level 6.
Broken Glasses	The frames on this pair of children's specs have been snapped clean in two.	Mission: Find in Crank Seminary during "The Missing Brother" (Chapter 12).

NAME	DESCRIPTION	AVAILABILITY
Broken Watch	A pocketwatch left behind in Chandelier. Shame it's broken. It looks expensive.	World Map: Find beneath a hex on level 3 (between Pater's Manor and Jean Paulet's Manor).
Buddy Bear	This stuffed bear belonged to the young lady in the wheelchair.	Receive from Kacy at the Guild after completing "The Effort to Stand", "The Courage to Walk", and "The Hope to Advance" (Chapter 8).
Bundle of Love	A present from Pater to Leanne. Okay, so what's inside it?	Mission: Find in Pateropolis during "Pater's Mission" (Chapter 10).
Business Card (Eng)	The calling card of the young miss's man, to be given to a capable engineer.	Mission: Receive from Burnell during "The Effort to Stand" mission (Chapter 3).
Business Card (Pharm)	The calling card of the young miss's man, to be given to a willing pharmacist.	Mission: Receive from Burnell during "The Courage to Walk" (Chapter 6).
Cold Medicine	It works gently to ease cold symptoms fast. Just don't look at the expiration date.	Mission: Find in Silver Canyon during "Cold Medicine" (Chapter 6).
Core Lift 1 Pass	Clearance papers granting access to Core Lift 1.	Owned at start of game.
Core Lift 2 Pass	Clearance papers granting access to Core Lift 2.	Mission: Receive from Barbarella during "Not to be Denied" (Chapter 5).
Cursed Doll	The work of a craftsman bereft of his child, this doll bears the agony of his loss.	World Map: Win in field battle on level 12 near Gran Idée Mines.
Deluxe Recipe	A letter in mom's handwriting. It says, "Cooking is love! For real!" Seriously.	Mission: Receive during "Serious Advice" (Chapter 9).
Despairing Idol Photo	A snapshot of the Downtown idol.	Mission: Take at Downtown Lucia during "Igniting Creativity" (Chapter 5).
Dingy Notebook	The handwriting is high on illegible. How does he read this thing?	Mission: Find at Café Chelsey during "Lost in the Darkness" (Chapter 2).
Dubious Cargo	The case Darrel requested you deliver is plastered with hazard stickers and warnings.	Mission: Receive during "Freight Request" (Chapter 6).
Fashion Is Art 1st ed.	Garigliano wrote this tome a decade ago. His prescient fashion advice only now works.	Mission: Receive during "The Fashion Check" (Chapter 6).
Female Mannequin	A figure model for the pending idol. It's pretty banged up.	Mission: Find in the Bronze Forest during "The Search for Beauty" (Chapter 3).
Flower	A silk rose, made with love by Cardinal Theresa as an offering to the departed.	Mission: Receive at Theresa's Mansion during "A Battlefield Revisited" (Chapter 1).
Fountain Pen	A well-used and well-loved fountain pen. It's low on ink, but full of memories.	Mission: Win in field battle near Café Chelsey during "A Father Attacked" (Chapter 2).
Garigliano's Camera	It's sooo much nicer than Vashyron's.	Mission: Receive from Garigliano during "Igniting Creativity" (Chapter 5).
Human Fossil	A petrified bone, believed to be human. The cause of death appears to be viral.	Mission: Win in battle at the Gran Idée Mines during "This Gun's for You!" (Chapter 15).
Iristone	This stone pigment sparkles every color of the rainbow. Its rarity is almost legendary.	Mission: Win in battle at Freud Ruins - Ruins Site East during "A Dyeing Request" (Chapter 11).
Lens Material	A top-grade material for crafting lenses. Now to get it to a top-grade craftsman!	Mission: Receive from Burnell during "The Hope to Advance" (Chapter 7).
Letter of Longing	This missive speaks volumes about the determination of its young author.	Mission: Receive from David during "A Letter to my Girl" (Chapter 9).
Lex's Haute Cuisine	First-rate cuisine, by a first-rate chef. Even the plate is pretty spectacular.	Mission: Receive from Lex during "Authentic Cuisine" (Chapter 9).
Lex's Knife Set	This bundle of fine knives belonging to the client's son is immaculately maintained.	Mission: Receive from Rose during "Lex's Knives" (Prologue).
Light Envelope	Though the letter is light, its contents are heavy.	Mission: Receive from Postman during "The Mystery Beauty" (Chapter 7).
Locked Trunk	This trunk is locked tight. Whatever's in there, someone wanted to keep it safe.	World Map: Find beneath a hex on level 12.
Love Letter	Its pages drip with purple prose on the topics of love and beauty.	Mission: Receive at Core Lift 1 during "Top Secret!" (Chapter 8).
Lucky Doll	A traditional talisman offered to newborns to ensure their healthy growth.	World Map: Win field battle on level 11 near Mine 24.
Mailed Parchment	A wax seal adorns this message, addressed in an elegant, flowing script.	Mission: Receive at Core Lift 1 during "A Small Errand" (Chapter 5).
Malevolent Idol Photo	A snapshot of the Crank Seminary idol.	Mission: Take at Crank Seminary during "Igniting Creativity" (Chapter 5).
Medicine Chest	Stuffed to bursting with cold medicine. This stuff has more kick than Leanne.	Mission: Find in Silver Canyon - Chemist's Closet during "Chicken Gruel for the Soul" (Chapter 10).
Mega-Sack	A bag full of the Traveling Merchant's wares and bearing the label: DANGER, DO NOT OPEN.	Mission: Receive at Waterless Bridge during "Emergency Call-up!" (Chapter 7).
Milky Snow	This collaboration with the designers from Luvino started a craze in Chandelier.	World Map: Win in field battle on level 11 near Tower of the Righteousness.
Moonlight Gem	An ethereal, pearly white radiates from this gemstone, evoking images of the moon.	Mission: Find in Mine 24 during "This Gun's for You!" (Chapter 15).
Pharmacology Text	Volume one of ten about medicinal compounds. Its pages have all been yellowed with age.	Mission: Receive from Warden at Core Lift 2 during "The Future of Medicine" (Chapter 13).
Pharmacology, Vol. VI	This text on ancient medicinal compounds lists the healing properties of some ores.	Mission: Find in Gran Idée Mines during "A Trivial Matter" (Chapter 14).
Red Wine	Made from the finest fermented grapes.	Mission: Find in Silver Canyon during "Expedited Delivery" (Chapter 5).
Ritz Star	Your own star from the heavens, ready to rest atop your Christmas tree.	Mission: Receive from the Shop Owner in Albona during "Christmas Cheer" (Chapter 12).
Six-Way Light Bulb	One bulb, six different colors! This light was made specifically for the holidays.	Mission: Receive from William in Cranktown during "Christmas Cheer" (Chapter 12).
Steamer Trunk	This case must hold two dozen outfits, but the lock on it prevents you from peeking.	Mission: Receive from Darrel during "Lady in the Red" (Chapter 9).
Sublime Idol Photo	A snapshot of the Jean Paulet's Manor idol.	Mission: Take at Jean Paulet's Manor during "Igniting Creativity" (Chapter 5).
The Prelate's Medal	A charm bearing the Prelate's seal. While its owner is unknown, it seems important.	World Map: Find beneath hex on level 6 near Lucia.
Tree Voucher	Entitles the bearer to one Christmas tree.	Mission: Made by Izzy in Ebel City during "Christmas Cheer" (Chapter 12).
Vulcanized Hide	A rugged, tough skin, ready to be tanned and made into top-of-the-line leather.	Mission: Win in battle at Etsia on level 10 during "The Forefront of Fashion" (Chapter 13).
Witchy Bazooka	A doll of the capricious lady spy from Team Evil in the classic cartoon Witchy Mama.	World Map: Win in field battle on level 8 near Freud Remnants.
Witchy Mama	A doll from the classic cartoon about a girl who magically turns into a mother of three.	Receive from Sarah in Albona after feeding her dog until full (then leave and come back).
Witchy Wallace	A stuffed animal of the classic cartoon witch-mom's inscrutable pet, Wallace.	Found in Albona's Malcom Street.

BESTIARY

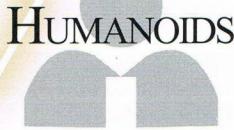
1 NEVER TAR MAN



Never Tar Man is a large, purple, crystalline creature with a segmented body and multiple limbs. It has a red, spiky head and a large, dark, segmented body.

2	LV	HP	3	HABITAT	4
220		45000		Level 12 Neverland	
ITEM DROPS: 10					
Junk Oil, Sterile Plating, Scrapped Eater TAR3					
MAIN BODY	7	HARDNESS	8	WEAKNESS	9
	80	None	80	None	80
PART 1	80	None	80	None	80
PART 2	80	None	80	None	80
PART 3	80	None	80	None	80
PART 4	80	None	80	None	80
PART 5	80	None	80	None	80
PART 6	99	None	80	None	80
PART 7	80	None	80	None	80
PART 8	80	None	80	None	80

The in-game Bestiary automatically updates itself whenever you encounter and defeat a new enemy. You can access it at the team's base or the Hunter's Guild. It has pages for every enemy you encounter in a field or dungeon area, but does not cover the enemies faced in the Arena. Like the in-game Bestiary, the following enemies are organized by type and presented in roughly the order in which you encounter them.



1 Name - The enemy's name.

2 Level - All enemies have fixed levels that give you a rough idea of their difficulty.

3 HP - The amount of damage you must do to the creature's main body to destroy it.

4 Habitat - If you've missed an enemy, visit its listed habitat to provoke an encounter.

5 Main Body - You must focus your damage here in order to destroy your foe.

6 Parts - Your foes may have up to eight parts in addition to their main body. Parts may consist of limbs with special offensive capabilities, or chunks of armor that exist merely to protect the main body. Destroying parts won't reduce the creature's HP, but it will create openings through which you can attack the Main Body.

7 Hardness - Hardness reflects a body part's resistance to scratch damage. Soft body parts take heavy amounts of scratch damage from machine guns, but you may want to go straight to hand guns or grenades against the hardest foes.

8 Weaknesses - Enemies may be vulnerable to certain elements in some or all of their body parts. Use special rounds and grenades to exploit these weaknesses.

Physical: , Fire: , Ice: , Electricity: , Poison: 

9 Resistances - Enemies may have resistances to certain elements in some or all of their body parts, making attacks of that type less effective.

10 Item Drops - Enemies may drop items when damaged, destroyed, or hit by Bonus Shots and Smackdowns. Their potential item drops are presented in order from the most common to the most rare.

ROGUE GUNMAN



Rogue Gunman is a human male wearing a dark, tactical-style suit and a beret. He is standing in a dynamic pose, holding a handgun.

LV	HP	HABITAT	
4	48	Level 4 Rainy Bridge	
ITEM DROPS			
 Energy Hex, Glass Shard			
MAIN BODY	30	None	None
PART 1	60	None	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

ROGUE GUNMAN MG



Rogue Gunman MG is a human male wearing a dark, tactical-style suit and a beret. He is standing in a dynamic pose, holding a handgun.

LV	HP	HABITAT	
4	48	Level 4 Back Alley	
ITEM DROPS			
 Energy Hex, Fabric Scrap, Glass Shard			
MAIN BODY	30	None	None
PART 1	60	None	None
PART 2	60	None	None
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

FAT GANGSTER

LV	HP	HABITAT
8	63	Level 6 Lucia
ITEM DROPS		
• Energy Hex, Fabric Scrap, ♀ Energy Hex		
MAIN BODY	30	None
PART 1	70	None
PART 2	70	None
PART 3	50	None
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

FAT GANGSTER MG

LV	HP	HABITAT
7	63	Level 6 Lucia
ITEM DROPS		
• Energy Hex, Fabric Scrap, ♀ Energy Hex		
MAIN BODY	30	None
PART 1	70	None
PART 2	70	None
PART 3	50	None
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

OUTCAST MG

LV	HP	HABITAT
7	163	Level 4 Hughes Power Station
ITEM DROPS		
• Energy Hex, Fabric Scrap, Glass Shard, Energy Hex		
MAIN BODY	30	None
PART 1	50	None
PART 2	60	None
PART 3		
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

OUTCAST STG

LV	HP	HABITAT
7	163	Level 4 Hughes Power Station
ITEM DROPS		
• Energy Hex, Fabric Scrap, Glass Shard, Energy Hex		
MAIN BODY	30	None
PART 1	50	None
PART 2	60	None
PART 3		
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

SHADY THUG

LV	HP	HABITAT
16	850	Level 4 Closed Road
ITEM DROPS		
• Energy Hex, Fabric Scrap, Glass Shard, Energy Hex		
MAIN BODY	30	None
PART 1	50	None
PART 2	60	None
PART 3		
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

SHADY THUG MG

LV	HP	HABITAT
16	850	Level 7 Silver Canyon
ITEM DROPS		
• Energy Hex, Fabric Scrap, Glass Shard, Energy Hex		
MAIN BODY	30	None
PART 1	50	None
PART 2	60	None
PART 3		
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

SHADY THUG STG

LV	HP	HABITAT
16	850	Level 8 Freud Remnants
ITEM DROPS		
• Energy Hex, Fabric Scrap, ♀ Energy Hex		
MAIN BODY	30	None
PART 1	50	None
PART 2	60	None
PART 3		
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

LI'L TIGER

LV	HP	HABITAT
18	1000	Level 7 Tundra
ITEM DROPS		
• Energy Hex		
MAIN BODY	30	None
PART 1		
PART 2		
PART 3		
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

HOODED GANGSTER

LV	HP	HABITAT
19	1150	Level 10 Scrapyard
ITEM DROPS		
• Energy Hex, ♀ Energy Hex		
MAIN BODY	30	None
PART 1		
PART 2		
PART 3		
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

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GELSEY'S FENCER



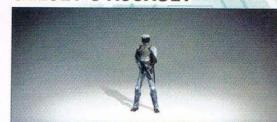
LV	HP	HABITAT	
20	[1200]	Level 11 Mine 24	
ITEM DROPS			
• Energy Hex, Fabric Scrap, ⚡ Energy Hex			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY		None	None
PART 1		None	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

GELSEY'S GUNMAN



LV	HP	HABITAT	
20	[1200]	Level 11 Mine 24	
ITEM DROPS			
• Energy Hex, Fabric Scrap, ⚡ Energy Hex			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY		None	None
PART 1		None	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

GELSEY'S ASSAULT



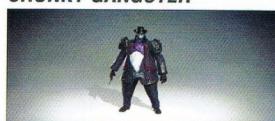
LV	HP	HABITAT	
20	[1200]	Level 11 Mine 24	
ITEM DROPS			
• Energy Hex, Fabric Scrap, ⚡ Energy Hex			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY		None	None
PART 1		None	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

GELSEY



LV	HP	HABITAT	
50	[7500]	Level 11 Mine 24	
ITEM DROPS			
None			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY		None	None
PART 1			
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

CHUNKY GANGSTER



LV	HP	HABITAT	
38	[1050]	Level 4 Closed Road	
ITEM DROPS			
• Energy Hex, Fabric Scrap, ⚡ Energy Hex			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY		None	None
PART 1		None	None
PART 2		None	None
PART 3		None	Hard
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

HOODED GANGSTER MG



LV	HP	HABITAT	
19	[1150]	Level 12 Gran Idée Mines	
ITEM DROPS			
• Energy Hex, ⚡ Energy Hex			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY		None	None
PART 1			
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

HOODED GANGSTER STG



LV	HP	HABITAT	
19	[1150]	Level 12 Gran Idée Mines	
ITEM DROPS			
• Energy Hex, ⚡ Energy Hex			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY		None	None
PART 1			
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

HEAVY TIGER



LV	HP	HABITAT	
28	[2500]	Level 7 Deserted Block	
ITEM DROPS			
• Energy Hex, Fabric Scrap, ⚡ Energy Hex			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY		None	None
PART 1		None	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

SECURITY GUNMAN



LV	HP	HABITAT	
20	[1250]	Level 6 Patertropolis	
ITEM DROPS			
• Energy Hex, Fabric Scrap, ⚡ Energy Hex			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY		None	None
PART 1		None	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

SECURITY FENCER

SECURITY FENCER			
LV	HP	HABITAT	
20	1250	Level 6 Patertopolis	
ITEM DROPS			
Energy Hex, Fabric Scrap, Energy Hex			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	50	None	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

SECURITY SHOTGUN

SECURITY SHOTGUN			
LV	HP	HABITAT	
20	1250	Level 6 Patertopolis	
ITEM DROPS			
Energy Hex, Fabric Scrap, Energy Hex			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	50	None	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

SECURITY GUARD

SECURITY GUARD			
LV	HP	HABITAT	
37	1250	Level 6 Patertopolis	
ITEM DROPS			
Energy Hex, Fabric Scrap, Energy Hex			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	50	None	None
PART 2	99	None	None
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

SECURITY OFFICER

SECURITY OFFICER			
LV	HP	HABITAT	
19	1150	Level 6 Patertopolis	
ITEM DROPS			
Energy Hex, Fabric Scrap, Energy Hex			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	50	None	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

SECURITY OFFICER MG

SECURITY OFFICER MG			
LV	HP	HABITAT	
19	1150	Level 6 Patertopolis	
ITEM DROPS			
Energy Hex, Fabric Scrap, Energy Hex			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	50	None	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

MASK RAIDER

MASK RAIDER			
LV	HP	HABITAT	
30	2750	Level 6 Lucia	
ITEM DROPS			
Energy Hex, Energy Hex			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1			
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

MASK RAIDER MG

MASK RAIDER MG			
LV	HP	HABITAT	
30	2750	Level 6 Lucia	
ITEM DROPS			
Energy Hex, Energy Hex			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1			
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

LAGERFELD

LAGERFELD			
LV	HP	HABITAT	
48	7000	Level 4 Rainy Bridge	
ITEM DROPS			
None			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	40	None	Fire, Frost, Poison
PART 1			
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

HOODLUM

HOODLUM			
LV	HP	HABITAT	
22	1500	Level 1 Square Garden	
ITEM DROPS			
Energy Hex, Fabric Scrap, Glass Shard, Energy Hex			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	50	None	None
PART 2	60	None	None
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
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R-COMMANDO



LV	HP	HABITAT
58	5500	Level 1 Aetersyl
ITEM DROPS		
Energy Hex, Fabric Scrap, Energy Hex		
MAIN BODY	30	3, 5, 8, None
PART 1	50	None
PART 2	80	None
PART 3	80	None
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

R-COMMANDO ASSAULT



LV	HP	HABITAT
58	5500	Level 1 Aetersyl
ITEM DROPS		
Energy Hex, Fabric Scrap, Energy Hex		
MAIN BODY	30	3, 5, 8, None
PART 1	50	None
PART 2	80	None
PART 3	80	None
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

R-COMMANDO SNIPER



LV	HP	HABITAT
58	5500	Level 1 Aetersyl
ITEM DROPS		
Energy Hex, Fabric Scrap, Energy Hex		
MAIN BODY	30	3, 5, 8, None
PART 1	50	None
PART 2	80	None
PART 3	80	None
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

R-COMMANDO WALL



LV	HP	HABITAT
61	5500	Level 1 Aetersyl
ITEM DROPS		
Energy Hex, Fabric Scrap, Energy Hex		
MAIN BODY	30	3, 5, 8, None
PART 1	50	None
PART 2	99	None
PART 3	80	None
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

R-COMMANDO FENCER



LV	HP	HABITAT
58	5500	Level 1 Aetersyl
ITEM DROPS		
Energy Hex, Fabric Scrap, Energy Hex		
MAIN BODY	30	3, 5, 8, None
PART 1	50	None
PART 2	80	None
PART 3	80	None
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

R-COMMANDO SHOTGUN



LV	HP	HABITAT
58	5500	Level 1 Aetersyl
ITEM DROPS		
Energy Hex, Fabric Scrap, Energy Hex		
MAIN BODY	30	3, 5, 8, None
PART 1	50	None
PART 2	80	None
PART 3	80	None
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

COMMANDER



LV	HP	HABITAT
39	4500	Level 1 Outer Wall
ITEM DROPS		
Energy Hex, Fabric Scrap, Energy Hex		
MAIN BODY	30	3, 5, 8, None
PART 1	50	None
PART 2		
PART 3		
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

STORM STRIKER



LV	HP	HABITAT
59	4500	Level 1 Outer Wall
ITEM DROPS		
Energy Hex, Energy Hex		
MAIN BODY	30	3, 5, 8, None
PART 1	99	None
PART 2	99	None
PART 3	99	None
PART 4	99	None
PART 5		
PART 6		
PART 7		
PART 8		

CATHEDRAL GUARD



LV	HP	HABITAT
71	8500	Level 1 Basilica
ITEM DROPS		
Energy Hex, Energy Hex		
MAIN BODY	30	3, 5, 8, None
PART 1	99	None
PART 2	99	None
PART 3	99	None
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

CATHEDRAL SNIPER



LV	HP	HABITAT
65	8500	Level 1 Basilica
ITEM DROPS		
Energy Hex, Energy Hex		
MAIN BODY	30	None
PART 1	99	None
PART 2	99	None
PART 3	99	None
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

CATHEDRAL FENCER



LV	HP	HABITAT
76	8500	Level 1 Basilica
ITEM DROPS		
Energy Hex, Energy Hex		
MAIN BODY	30	None
PART 1	99	None
PART 2	99	None
PART 3	99	None
PART 4	99	None
PART 5		
PART 6		
PART 7		
PART 8		

VENOMOUS FOG



LV	HP	HABITAT
68	6500	Level 1 Basilica
ITEM DROPS		
Energy Hex, Energy Hex		
MAIN BODY	30	None
PART 1	80	None
PART 2	80	None
PART 3	80	None
PART 4	80	None
PART 5	80	None
PART 6		
PART 7		
PART 8		

CATHEDRAL STRIKER



LV	HP	HABITAT
68	6500	Level 1 Basilica
ITEM DROPS		
Energy Hex, Energy Hex		
MAIN BODY	30	None
PART 1	80	None
PART 2	80	None
PART 3	80	None
PART 4	80	None
PART 5	80	None
PART 6		
PART 7		
PART 8		

TESLA SMASHER



LV	HP	HABITAT
68	6500	Level 1 Basilica
ITEM DROPS		
Energy Hex, Energy Hex		
MAIN BODY	30	None
PART 1	80	None
PART 2	80	None
PART 3	80	None
PART 4	80	None
PART 5	80	None
PART 6		
PART 7		
PART 8		

JUDGE'S AEGIS



LV	HP	HABITAT
72	9000	Level 1 Basilica
ITEM DROPS		
Energy Hex, Energy Hex		
MAIN BODY	30	None
PART 1	80	None
PART 2	99	None
PART 3	80	None
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

JUDGE'S ASSAULT



LV	HP	HABITAT
66	9000	Level 1 Basilica
ITEM DROPS		
Energy Hex, Energy Hex		
MAIN BODY	30	None
PART 1	80	None
PART 2	80	None
PART 3	80	None
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

JUDGE'S RIFLEMAN



LV	HP	HABITAT
66	9000	Level 1 Basilica
ITEM DROPS		
Energy Hex, Energy Hex		
MAIN BODY	30	None
PART 1	80	None
PART 2	80	None
PART 3	80	None
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

JUDGE'S BLADE



LV	HP	HABITAT
76	9000	Level 1 Basilica
ITEM DROPS		
Energy Hex, Energy Hex		
MAIN BODY	30	None
PART 1	80	None
PART 2	99	None
PART 3	80	None
PART 4	80	None
PART 5		
PART 6		
PART 7		
PART 8		

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SHOT RAPTOR

LV		HP	HABITAT
66	[6250]		Level 1 Basilica
ITEM DROPS			
` Energy Hex, ` Energy Hex			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
	30	火, 雷, 水, 风	None
PART 1	80	None	None
PART 2	80	None	None
PART 3	80	None	None
PART 4	80	None	None
PART 5	80	None	None
PART 6			
PART 7			
PART 8			

NORTHERN WIND

LV		HP	HABITAT
66	[6250]		Level 1 Basilica
ITEM DROPS			
` Energy Hex, ` Energy Hex			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
	30	火, 雷, 水, 风	None
PART 1	80	None	None
PART 2	80	None	None
PART 3	80	None	None
PART 4	80	None	None
PART 5	80	None	None
PART 6			
PART 7			
PART 8			

GARIGLIANO

LV		HP	HABITAT
124	[48000]		Level 1 Basilica
ITEM DROPS			
` Energy Hex (used to unlock Neverland)			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
	50	火, 雷, 水, 风	冰
PART 1	70	None	火, 雷, 水, 风
PART 2	70	None	火, 雷, 水, 风
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

ANTOURION

LV		HP	HABITAT
137	[50000]		Level 1 Basilica
ITEM DROPS			
` Energy Hex (used to unlock Neverland)			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
	40	None	火, 雷, 水, 风, 冰
PART 1	70	None	火, 雷, 水, 风, 冰
PART 2	70	None	火, 雷, 水, 风, 冰
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

ROWEN

LV		HP	HABITAT
193	[99999]		Level 1 Basilica
ITEM DROPS			
None			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
	30	火, 雷, 水, 风	冰
PART 1	70	None	火, 雷, 水, 风
PART 2	70	None	火, 雷, 水, 风
PART 3	70	None	火, 雷, 水, 风
PART 4	70	None	火, 雷, 水, 风
PART 5			
PART 6			
PART 7			
PART 8			

ELDERLY MAN

LV		HP	HABITAT
76	[17500]		Level 4 Rainy Bridge
ITEM DROPS			
None			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
	30	None	None
PART 1			
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

JR. NEVERLAND STAFF

LV		HP	HABITAT
77	[18000]		Level 12 Neverland
ITEM DROPS			
` Energy Hex			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
	30	None	None
PART 1			
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

NEVERLAND STAFF

LV		HP	HABITAT
77	[18000]		Level 12 Neverland
ITEM DROPS			
` Energy Hex			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
	30	None	None
PART 1			
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

NEVERLAND MANAGER

LV		HP	HABITAT
77	[18000]		Level 12 Neverland
ITEM DROPS			
` Energy Hex			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
	30	None	None
PART 1			
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

NEVER BIG MAGNUM!



LV	HP	HABITAT	
99	17500	Level 12 Neverland	
ITEM DROPS			
Energy Hex, Fabric Scrap			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	80	None	None
PART 2	80	None	None
PART 3	50	None	None
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

NEVER TRIGGY HAPPY!



LV	HP	HABITAT	
99	17500	Level 12 Neverland	
ITEM DROPS			
Energy Hex, Fabric Scrap			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	80	None	None
PART 2	80	None	None
PART 3	50	None	None
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

NEVER STAMPEDE!



LV	HP	HABITAT	
99	17500	Level 12 Neverland	
ITEM DROPS			
Energy Hex, Fabric Scrap			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	80	None	None
PART 2	80	None	None
PART 3	50	None	None
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

NEVER LONG RANGE!



LV	HP	HABITAT	
99	17500	Level 12 Neverland	
ITEM DROPS			
Energy Hex, Fabric Scrap			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	80	None	None
PART 2	80	None	None
PART 3	50	None	None
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

DOROTHY



LV	HP	HABITAT	
147	65000	Level 12 Neverland	
ITEM DROPS			
None			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1			
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

PATER



LV	HP	HABITAT	
230	99999	Level 12 Neverland	
ITEM DROPS			
Reindeer Set			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	☆, ✨, ✨, ✨	None
PART 1	70	None	None
PART 2	70	None	None
PART 3	70	None	None
PART 4	70	None	None
PART 5			
PART 6			
PART 7			
PART 8			

REBECCA



LV	HP	HABITAT	
205	66666	Level 12 Neverland	
ITEM DROPS			
Panda Set			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	50	☆, ✨, ✨, ✨	None
PART 1	70	None	None
PART 2	70	None	None
PART 3	70	None	None
PART 4	70	None	None
PART 5			
PART 6			
PART 7			
PART 8			

SULLIVAN



LV	HP	HABITAT	
230	100000	Level 12 Neverland	
ITEM DROPS			
Piggy Set			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	50	☆, ✨, ✨, ✨	None
PART 1	70	None	None
PART 2	70	None	None
PART 3	70	None	None
PART 4	70	None	None
PART 5			
PART 6			
PART 7			
PART 8			

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SMALL ORGANISMS

GREMLIN



LV	HP	HABITAT
3	43	Level 4 Back Alley
ITEM DROPS		
Meat, Fabric Scrap		
MAIN BODY	30	None
PART 1	50	None
PART 2		
PART 3		
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

OILY GREMLIN



LV	HP	HABITAT
4	58	Level 6 Lucia
ITEM DROPS		
Meat, Gasoline		
MAIN BODY	30	None
PART 1	50	None
PART 2		
PART 3		
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

DWELLER



LV	HP	HABITAT
4	30	Level 6 Lucia
ITEM DROPS		
Meat, Scrap Iron		
MAIN BODY	30	None
PART 1	99	None
PART 2		
PART 3		
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

STRAY CUR



LV	HP	HABITAT
5	105	Level 4 Hughes Power Station
ITEM DROPS		
Meat, Dog Droppings		
MAIN BODY	30	None
PART 1		
PART 2		
PART 3		
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

PISTOL DWELLER



LV	HP	HABITAT
6	85	Level 4 Hughes Power Station
ITEM DROPS		
Meat, Scrap Iron		
MAIN BODY	30	None
PART 1	90	None
PART 2		
PART 3		
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

PAPA GREMLIN



LV	HP	HABITAT
14	600	Level 4 Back Alley
ITEM DROPS		
Fountain Pen, Glass Shard, Scrap Bronze		
MAIN BODY	30	None
PART 1	60	None
PART 2		
PART 3		
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

PROP DWELLER



LV	HP	HABITAT
17	800	Level 4 Closed Road
ITEM DROPS		
Quality Meat, Scrap Lead		
MAIN BODY	30	None
PART 1	90	None
PART 2	90	None
PART 3		
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

TREASURE MIMIC



LV	HP	HABITAT
14	150	Level 4 Closed Road
ITEM DROPS		
Quality Meat, Rare Metal Shard		
MAIN BODY	30	None
PART 1	99	None
PART 2		
PART 3		
PART 4		
PART 5		
PART 6		
PART 7		
PART 8		

SNOW GREMLIN



LV	HP	HABITAT	
15	750	Level 7 Tundra	
ITEM DROPS			
Quality Meat, Glass Shard			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	50	None	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

CHILLY DOG



LV	HP	HABITAT	
17	800	Level 7 Tundra	
ITEM DROPS			
Quality Meat, Fabric Scrap, Scrap Lead, Dog Droppings			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	50	None	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

GANG HOUND



LV	HP	HABITAT	
17	875	Level 8 Freud Remnants	
ITEM DROPS			
Quality Meat, Fabric Scrap, Dog Droppings			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	50	None	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

HOT DOG



LV	HP	HABITAT	
21	1050	Level 10 Scrapyard	
ITEM DROPS			
Quality Meat, Fabric Scrap, Scrap Bronze, Dog Droppings			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	60	None	None
PART 2	99	None	None
PART 3	99	None	None
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

JUNK MIMIC



LV	HP	HABITAT	
20	1200	Level 4 Closed Road	
ITEM DROPS			
Quality Meat, Scrap Bronze			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	90	None	None
PART 2	90	None	None
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

JACKPOT DWELLER



LV	HP	HABITAT	
18	250	Level 10 Scrapyard	
ITEM DROPS			
Quality Meat, Rare Metal Shard			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	99	None	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

TORCH GREMLIN



LV	HP	HABITAT	
19	1100	Level 11 Rock Crushing Site	
ITEM DROPS			
Quality Meat, Scrap Bronze			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	50	None	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

GOLDEN MIMIC



LV	HP	HABITAT	
20	350	Level 11 Rock Crushing Site	
ITEM DROPS			
Luxury Meat, Rare Metal Shard			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	99	None	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

POISON GREMLIN



LV	HP	HABITAT	
21	1350	Level 12 Gran Idée Mines	
ITEM DROPS			
Quality Meat, Scrap Bronze			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	50	None	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

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DOLLED-UP GREMLIN



LV	HP	HABITAT	
34	3500	Level 8 Desert Block	
ITEM DROPS			
Bound Doll			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1			
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

DOLLED-UP DOG



LV	HP	HABITAT	
37	3500	Level 8 Desert Block	
ITEM DROPS			
Witchy Bazooka, Fabric Scrap, Scrap Bronze			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	60	None	None
PART 2	90	None	None
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

WRECKING BALLER



LV	HP	HABITAT	
29	2500	Level 6 Lucia	
ITEM DROPS			
Luxury Meat, Scrap Lead			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	99	None	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

DOLLED-UP DWELLER



LV	HP	HABITAT	
47	6750	Level 11 Rock Crushing Site	
ITEM DROPS			
Cursed Doll			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	60
PART 1			
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

ASSAULT WOLF



LV	HP	HABITAT	
50	3000	Level 1 Aetersyl	
ITEM DROPS			
Luxury Meat, Scrap Zinc, Scrapped Gun AF, Dog Droppings			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	90	⚡	None
PART 2	90	⚡	None
PART 3	90	⚡	None
PART 4	90	⚡	None
PART 5			
PART 6			
PART 7			
PART 8			

CHUMMY GREMLIN



LV	HP	HABITAT	
61	10000	Level 12 Rock Crushing Site	
ITEM DROPS			
Luxury Meat			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	70	None	10
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

SPIKED DRUM



LV	HP	HABITAT	
89	20000	Level 12 Neverland	
ITEM DROPS			
Luxury Meat, Scrap Brass			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	90	None	None
PART 2	90	None	None
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

LARGE ORGANISMS

TAR MAN



LV	HP	HABITAT
17	350	Level 5 Jungle

ITEM DROPS

Junk Oil, Sterile Padding, Scrapped Eater (TAR)

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	30	None	None
PART 2	30	None	None
PART 3	30	None	None
PART 4	30	None	None
PART 5	30	None	None
PART 6	90	None	None
PART 7	90	None	None
PART 8	90	None	None

DWELLEST



LV	HP	HABITAT
12	400	Level 4 Hughes Power Station

ITEM DROPS

Quality Meat, Filthy Pouch 1

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	50	None	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

DOLLED-UP DWELLEST



LV	HP	HABITAT
39	1250	Level 6 Closed Road

ITEM DROPS

Bridal Doll, Scrapped Blowgun BD, Scrap Zinc

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	90	None	None
PART 2	90	None	None
PART 3	90	None	None
PART 4	90	None	None
PART 5			
PART 6			
PART 7			
PART 8			

FRAG DWELLEST



LV	HP	HABITAT
36	900	Level 7 Deserted Block

ITEM DROPS

Quality Meat, Filthy Pouch 2, Scrap Lead

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	50	None	None
PART 2	90	None	None
PART 3	90	None	None
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

YETI



LV	HP	HABITAT
54	2500	Level 7 Silver Canyon

ITEM DROPS

Frozen Ribeye, Snow Crystal

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	80	None	None
PART 2	80	None	None
PART 3	80	None	None
PART 4	80	None	None
PART 5	80	None	None
PART 6	80	None	None
PART 7	80	None	None
PART 8	80	None	None

ROCKETFOOT



LV	HP	HABITAT
24	1100	Level 9 Warehouse District

ITEM DROPS

Quality Meat, Junk Package E2, Scrapped Bazooka E

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	80	None	None
PART 2	99	None	None
PART 3	50	None	None
PART 4	50	None	None
PART 5			
PART 6			
PART 7			
PART 8			

SLEDGEHAMMER



LV	HP	HABITAT
50	1500	Level 9 Dakota Vein

ITEM DROPS

Unknown Material S, Scrapped Hammer SH1, Scrap Lead

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	99	None	None
PART 2	99	None	None
PART 3	99	None	None
PART 4	99	None	None
PART 5	99	None	None
PART 6	99	None	None
PART 7	99	None	None
PART 8	99	None	None

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CANNON COLOSSUS



LV	HP	HABITAT
61	[4000]	Level 7 Silver Canyon

ITEM DROPS

Unknown Material D, Scrap Lead, Crystal Core

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	99	None	None
PART 2	99	None	█
PART 3	99	None	█
PART 4	99	None	█
PART 5			
PART 6			
PART 7			
PART 8			

BAZOOKA DWELLEST



LV	HP	HABITAT
44	[1250]	Level 11 Rock Crushing Site

ITEM DROPS

Quality Meat, Scrapped Blowgun BD, Filthy Pouch 3, Scrap Bronze, Scrap Zinc

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	99	None	None
PART 2	99	None	None
PART 3	99	None	None
PART 4	99	None	None
PART 5	90	None	None
PART 6			
PART 7			
PART 8			

HEAT YETI



LV	HP	HABITAT
58	[2250]	Level 10 Etsia

ITEM DROPS

Hide, Flame Crystal

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	█	█
PART 1	80	█	█
PART 2	80	█	█
PART 3	80	█	█
PART 4	80	█	█
PART 5	99	█	█
PART 6			
PART 7			
PART 8			

SAFETY DWELLEST



LV	HP	HABITAT
52	[1550]	Level 12 Gran Idée Mines

ITEM DROPS

Quality Meat, Scrapped Blowgun SD, Filthy Pouch 4, Lightning Scrap

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	99	None	None
PART 2	50	None	None
PART 3	90	None	None
PART 4	90	None	None
PART 5	90	None	None
PART 6			
PART 7			
PART 8			

MAD YETI



LV	HP	HABITAT
45	[2500]	Level 12 Gran Idée Mines

ITEM DROPS

Hide, Fetid Crystal

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	88
PART 1	80	None	88
PART 2	80	None	88
PART 3	80	None	88
PART 4	80	None	88
PART 5	99	None	None
PART 6			
PART 7			
PART 8			

MAD GOLIATH



LV	HP	HABITAT
73	[4000]	Level 12 Gran Idée Mines

ITEM DROPS

Unknown Material D, Scrap Bronze, Crystal Core

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	99	None	None
PART 2	99	None	█
PART 3	99	None	█
PART 4	50	None	█
PART 5	99	None	None
PART 6			
PART 7			
PART 8			

TRI-STAMP



LV	HP	HABITAT
73	[7500]	Level 6 Patertropolis

ITEM DROPS

Unknown Material S, Scrapped Hammer SH3, Scrap Zinc

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	99	None	None
PART 2	99	None	█
PART 3	99	None	None
PART 4	99	None	None
PART 5	99	None	None
PART 6	99	None	None
PART 7	99	None	None
PART 8			

GRASS YETI



LV	HP	HABITAT
45	[5000]	Level 8 Desert Block

ITEM DROPS

None

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	80	None	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

SCREW-TOP



LV	HP	HABITAT
42	[1975]	Level 6 Lucia

ITEM DROPS

Unknown Material S, Scrapped Hammer SH2, Scrap Bronze

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	99	None	None
PART 2	99	None	█
PART 3	99	None	None
PART 4	99	None	None
PART 5	99	None	None
PART 6	99	None	None
PART 7	99	None	None
PART 8			

TAR ARMOR



LV	HP	HABITAT	
60	3125	Level 6 Lucia	
ITEM DROPS			
Junk Oil, Sterile Plating, Scrapped Eater TAR2			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	99	None	None
PART 2	99	None	None
PART 3	99	None	None
PART 4	99	None	None
PART 5			
PART 6			
PART 7			
PART 8			

JALOPY GOLEM



LV	HP	HABITAT	
74	9500	Level 6 Lucia	
ITEM DROPS			
Unknown Material G, Scrap Zinc, Scrapped Vulcan GG			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	99	None	None
PART 2	99	None	None
PART 3	50	None	None
PART 4	99	None	None
PART 5	99	None	None
PART 6			
PART 7			
PART 8			

MATANGO WALKER



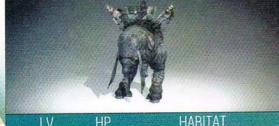
LV	HP	HABITAT	
60	5500	Level 8 Desert Block	
ITEM DROPS			
Beast's Beard Mushroom, Scrap Zinc, Scrap Brass			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	90	None	None
PART 2	99	None	None
PART 3	99	None	None
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

PILEDRIVER GIANT



LV	HP	HABITAT	
74	5000	Level 8 Desert Block	
ITEM DROPS			
Scrap Zinc, Crystal Core			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	99	None	None
PART 2	99	None	None
PART 3	99	None	None
PART 4	50	None	None
PART 5			
PART 6			
PART 7			
PART 8			

DOLLED-UP WALKER



LV	HP	HABITAT	
44	6000	Level 11 Rock Crushing Site	
ITEM DROPS			
Lucky Doll			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1			
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

FLARE YETI



LV	HP	HABITAT	
73	7500	Level 9 Warehouse District	
ITEM DROPS			
Flame Crystal			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	99	None	None
PART 2	99	None	None
PART 3	99	None	None
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

VIBRANT TAR MAN



LV	HP	HABITAT	
81	10000	Level 8 Freud Remnants	
ITEM DROPS			
Iristone, Sterile Plating, Scrapped Eater TAR 2			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	99	None	None
PART 2	99	None	None
PART 3	99	None	None
PART 4	99	None	None
PART 5	99	None	None
PART 6	99	None	None
PART 7	99	None	None
PART 8			

MANHOLE STOPPER



LV	HP	HABITAT	
76	7250	Level 10 Scrapyard	
ITEM DROPS			
Scrap Zinc, Scrap Brass			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	90	None	None
PART 2	90	None	None
PART 3	99	None	None
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

CARGO WALKER



LV	HP	HABITAT	
63	12000	Level 7 Tundra	
ITEM DROPS			
Junk Package 2			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	80	None	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

- PART IV
- APPENDICES
- TOOLS
- ENERGY HEXES
- WEAPONS
- CUSTOM PARTS
- ACCESSORIES
- COMPONENTS & OTHER ITEMS
- BESTIARY
- BATTLE MAPS
- ACHIEVEMENTS & TROPHIES

JUNKER BEHEMOTH

LV	HP	HABITAT	
79	8150	Level 10 Etsia	
ITEM DROPS			
Vulcanized Hide, Scrapped Vulcan GG			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	99	None	None
PART 2	50	None	None
PART 3	50	None	None
PART 4	99	None	None
PART 5	99	None	None
PART 6			
PART 7			
PART 8			

DEMOLITION WALKER

LV	HP	HABITAT	
65	6200	Level 1 Aetersyl	
ITEM DROPS			
Luxury Meat, Scrapped Firearm EX, Scrapped Bazooka EX, Junk Package E3			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	40	None	火, 雷, 水, 风
PART 1	99	None	None
PART 2	80	None	None
PART 3	99	None	None
PART 4	99	None	None
PART 5	99	None	None
PART 6			
PART 7			
PART 8			

BOLT YETI

LV	HP	HABITAT	
68	6250	Level 1 Aetersyl	
ITEM DROPS			
Spark Crystal, Hide			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	火
PART 1	99	None	火
PART 2	99	None	火
PART 3	99	None	火
PART 4	99	None	火
PART 5	99	None	火
PART 6	99	None	火
PART 7	99	None	火
PART 8			

BONE COLLECTOR

LV	HP	HABITAT	
92	16500	Level 12 Gran Idée Mines	
ITEM DROPS			
Human Fossil			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	火
PART 1	70	None	None
PART 2	70	None	火
PART 3	70	None	None
PART 4	70	None	None
PART 5	70	None	None
PART 6	70	None	None
PART 7	70	None	None
PART 8			

GODHAMMER

LV	HP	HABITAT	
92	10000	Level 1 Basilica	
ITEM DROPS			
Unknown Material S, Scrapped Hammer SH4, Scrap Zinc, Scrap Brass			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	99	None	None
PART 2	99	None	火
PART 3	99	None	None
PART 4	99	None	None
PART 5	99	None	None
PART 6	99	None	None
PART 7	99	None	None
PART 8			

GOLIATH IV LANCER

LV	HP	HABITAT	
87	13500	Level 1 Basilica	
ITEM DROPS			
Energy Hex, Scrap Zinc, Scrap Brass, Crystal Core			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	99	None	None
PART 2	99	None	火
PART 3	99	None	火
PART 4	99	None	None
PART 5	99	None	None
PART 6	50	None	火
PART 7			
PART 8			

DRAGON DWELLEST

LV	HP	HABITAT	
125	35000	Level 12 Neverland	
ITEM DROPS			
Luxury Meat, Scrapped Blowgun DD			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	99	None	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

NEVER WALKER

LV	HP	HABITAT	
136	18000	Level 12 Neverland	
ITEM DROPS			
Luxury Meat, Junk Package E4, Scrapped Weapon E, Scrap Brass			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	30	None	None
PART 1	99	None	None
PART 2	80	None	None
PART 3	99	None	None
PART 4	99	None	火
PART 5	99	None	火
PART 6	99	None	火
PART 7	99	None	火
PART 8			

NEVER TAR MAN

LV	HP	HABITAT	
220	45000	Level 12 Neverland	
ITEM DROPS			
Junk Oil, Sterile Plating, Scrapped Eater TAR3			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	40	None	火, 雷, 水, 风
PART 1	80	火	火
PART 2	80	雷	火
PART 3	80	水	火
PART 4	80	风	火
PART 5	80	火	火
PART 6	99	火	火
PART 7	80	雷	火
PART 8			



DRUM CARRIER



LV	HP	HABITAT
11	150	Level 6 Lucia

ITEM DROPS

Glass Shard, Busted Oil Drum

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	None
PART 1	99	⚡	█
PART 2	99	⚡	█
PART 3	99	⚡	█
PART 4	99	⚡	█
PART 5	90	None	None
PART 6			
PART 7			
PART 8			

BATTLE PLOUGH



LV	HP	HABITAT
28	950	Level 4 Back Alley

ITEM DROPS

Berserk Motor, Scrap Lead, Scrapped Missile TK, Scrapped Arm TK

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	None
PART 1	70	⚡	★
PART 2	70	⚡	★
PART 3	99	None	None
PART 4	99	None	None
PART 5			
PART 6			
PART 7			
PART 8			

WALKING TARGET



LV	HP	HABITAT
2	20	Level 4 Arena

ITEM DROPS

None

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	None	None
PART 1			
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

CLOWN HOPPER



LV	HP	HABITAT
4	60	Level 4 Arena

ITEM DROPS

None

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	█
PART 1			
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

MACHINEGUN GEAR



LV	HP	HABITAT
13	163	Level 4 Hughes Power Station

ITEM DROPS

Glass Shard, Scrapped Machinegun MS

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	None
PART 1	99	⚡	█
PART 2	99	⚡	█
PART 3	99	⚡	█
PART 4	99	⚡	█
PART 5	99	None	None
PART 6			
PART 7			
PART 8			

SIGN CARRIER



LV	HP	HABITAT
45	1250	Level 6 Closed Road

ITEM DROPS

Billboard

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	None
PART 1	99	⚡	█
PART 2	99	⚡	█
PART 3	99	⚡	█
PART 4	99	⚡	█
PART 5			
PART 6			
PART 7			
PART 8			

TESLA TORTOISE



LV	HP	HABITAT
28	750	Level 4 Hughes Power Station

ITEM DROPS

Scrapped Microchip, Scrap Lead, Scrapped Laser RT

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	None
PART 1	99	⚡	█
PART 2	99	⚡	None
PART 3	99	⚡	None
PART 4	99	⚡	None
PART 5	99	⚡	None
PART 6	99	⚡	None
PART 7	99	⚡	None
PART 8			

CARGO CATCHER



LV	HP	HABITAT
22	1000	Level 7 Deserted Block

ITEM DROPS

Rubber Chip, Scrap Zinc, Storage Container, Scrapped Gatling HP, Scrap Brass

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	None
PART 1	50	None	None
PART 2	50	None	None
PART 3	99	⚡	None
PART 4	60	None	None
PART 5	99	None	None
PART 6			
PART 7			
PART 8			

PART IV APPENDICES			
TOOLS			
ENERGY HEXES			
WEAPONS			
CUSTOM PARTS			
ACCESSORIES			
APPAREL			
COMPONENTS & OTHER ITEMS			
BESTIARY			
BATTLE MAPS			
ACHIEVEMENTS & TROPHIES			

HIGHWAY HUNTER

LV	HP	HABITAT	
36	2000	Level 11 Mine 24	
ITEM DROPS			
Scrap Zinc, Scrapped Vulcan TK, Scrapped Missile TK, Scrapped Arm TK			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	None
PART 1	70	⚡	⊗
PART 2	70	⚡	⊗
PART 3	70	⚡	⊗
PART 4	99	None	None
PART 5			
PART 6			
PART 7			
PART 8			

MISSILE GEAR

LV	HP	HABITAT	
54	1000	Level 10 Etsia	
ITEM DROPS			
Glass Shard, Scrapped Missile MS1			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	None
PART 1	99	⚡	⊗
PART 2	99	⚡	⊗
PART 3	99	⚡	⊗
PART 4	99	⚡	⊗
PART 5	99	None	None
PART 6			
PART 7			
PART 8			

SPROCKET JUGGERNAUT

LV	HP	HABITAT	
57	1150	Level 6 Patertopolis	
ITEM DROPS			
Glass Shard, Scrapped Gatling MS			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	None
PART 1	99	⚡	⊗
PART 2	99	⚡	⊗
PART 3	99	⚡	⊗
PART 4	99	⚡	⊗
PART 5	99	None	None
PART 6			
PART 7			
PART 8			

MISSILE PLOUGH

LV	HP	HABITAT	
54	2500	Level 6 Patertopolis	
ITEM DROPS			
Scrap Zinc, Scrapped Missile TK2, Scrapped Arm TK2, Scrap Bronze			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	None
PART 1	70	⚡	⊗
PART 2	70	⚡	⊗
PART 3	99	None	None
PART 4	99	None	None
PART 5	99	None	None
PART 6			
PART 7			
PART 8			

FULLMETAL GEAR

LV	HP	HABITAT	
62	1150	Level 6 Lucia	
ITEM DROPS			
Glass Shard, Scrapped Cannon MS			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	None
PART 1	99	⚡	⊗
PART 2	99	⚡	⊗
PART 3	99	⚡	⊗
PART 4	99	⚡	⊗
PART 5	99	None	None
PART 6			
PART 7			
PART 8			

HELL SLOTS

LV	HP	HABITAT	
30	2550	Level 7 Deserted Block	
ITEM DROPS			
None			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	None	None
PART 1	99	None	None
PART 2	99	None	None
PART 3	99	None	None
PART 4	99	None	None
PART 5			
PART 6			
PART 7			
PART 8			

BLOB CLOWN

LV	HP	HABITAT	
40	4750	Level 7 Deserted Block	
ITEM DROPS			
None			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	None	None
PART 1	99	None	None
PART 2	99	None	None
PART 3	99	None	None
PART 4	99	None	None
PART 5			
PART 6			
PART 7			
PART 8			

DRAGONFLY

LV	HP	HABITAT	
74	4625	Level 1 Square Garden	
ITEM DROPS			
Rubber Chip, Storage Container, Scrapped Gatling HP, Scrap Brass			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	None
PART 1	50	None	None
PART 2	50	None	None
PART 3	99	⚡	None
PART 4	60	None	None
PART 5	99	None	None
PART 6			
PART 7			
PART 8			

ATM TANK

LV	HP	HABITAT	
63	5250	Level 10 Scrapyard	
ITEM DROPS			
Scrap Zinc, Scrapped Missile TK2, Scrap Bronze			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	None
PART 1	70	⚡	⊗
PART 2	70	⚡	⊗
PART 3	99	None	None
PART 4	99	None	None
PART 5	99	None	None
PART 6			
PART 7			
PART 8			

STORM TURRET CANNON

LV	HP	HABITAT	
70	12500	Level 1 Aetersyl	
ITEM DROPS			
Scrap Zinc, Scrapped Weapon SW, Scrap Brass			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	█, 🔥, ⚡, ⚡
PART 1	99	⚡	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

STORM TURRET VULCAN

LV	HP	HABITAT	
71	12500	Level 1 Aetersyl	
ITEM DROPS			
Scrap Zinc, Scrapped Weapon SW, Scrap Brass			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	█, 🔥, ⚡, ⚡
PART 1	99	⚡	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

STORM TURRET LEADER

LV	HP	HABITAT	
74	12500	Level 1 Aetersyl	
ITEM DROPS			
Scrapped Weapon SW			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	█, 🔥, ⚡, ⚡
PART 1	99	⚡	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

STORM TURRET MEDIC

LV	HP	HABITAT	
78	12500	Level 1 Aetersyl	
ITEM DROPS			
Scrap Zinc, Scrap Brass			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	█, 🔥, ⚡, ⚡
PART 1	99	⚡	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

BAHAMUT

LV	HP	HABITAT	
71	6000	Level 1 Outer Wall	
ITEM DROPS			
Scrap Zinc, Rubber Chip, Storage Container, Scrapped Missile HP, Scrap Brass			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	None
PART 1	40	None	None
PART 2	40	None	None
PART 3	99	⚡	None
PART 4	50	None	None
PART 5	99	None	None
PART 6	99	None	None
PART 7			
PART 8			

MOBILE STORM CANNON

LV	HP	HABITAT	
102	25000	Level 1 Outer Wall	
ITEM DROPS			
Scrap Zinc, Scrapped Weapon SW, Scrap Brass			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	█, 🔥, ⚡, ⚡
PART 1	99	⚡	None
PART 2	99	⚡	None
PART 3	99	⚡	None
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

MOBILE STORM VULCAN

LV	HP	HABITAT	
102	25000	Level 1 Outer Wall	
ITEM DROPS			
Scrap Zinc, Scrapped Weapon SW, Scrap Brass			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	█, 🔥, ⚡, ⚡
PART 1	99	⚡	None
PART 2	99	⚡	None
PART 3	99	⚡	None
PART 4	99	⚡	None
PART 5			
PART 6			
PART 7			
PART 8			

THOR'S HAMMER

LV	HP	HABITAT	
82	13250	Level 11 Mine 24	
ITEM DROPS			
Scrapped Microchip, Scrap Zinc, Scrapped Laser RT, Scrap Brass			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	None
PART 1	99	⚡	█
PART 2	99	⚡	None
PART 3	99	⚡	None
PART 4	99	⚡	None
PART 5	99	⚡	None
PART 6	99	⚡	None
PART 7	99	⚡	None
PART 8			

VERTICAL LAUNCHER

LV	HP	HABITAT	
87	6000	Level 1 Basilica	
ITEM DROPS			
Scrap Zinc, Scrapped Weapon TK, Scrap Brass			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	None
PART 1	70	⚡	█
PART 2	70	⚡	█
PART 3	70	⚡	█
PART 4	99	⚡	█
PART 5	99	⚡	None
PART 6	99	⚡	None
PART 7	99	⚡	None
PART 8			

PART IV
APPENDICES
TOOLS
ENERGY/HEXES
WEAPONS
CUSTOM PARTS
ADORNMENTS
APPAREL
COMMODITIES & OTHER ITEMS
BESTIARY
BATTLE MAPS
ACHIEVEMENTS & REWARDS

UFO CATCHER



LV	HP	HABITAT	
100	14750	Level 4 Hughes Power Station	
ITEM DROPS			
Scrapped Gatling HP, Scrapped Missile HP			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	None
PART 1	99	50	None
PART 2	99	50	None
PART 3	99	⚡	None
PART 4	99	60	None
PART 5	99	99	None
PART 6	99	99	None
PART 7	99	99	None
PART 8	99	99	None

HUNTER'S JACKPOT



LV	HP	HABITAT	
126	20000	Level 12 Neverland	
ITEM DROPS			
None			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	None	None
PART 1	99	99	None
PART 2	99	99	None
PART 3	99	99	None
PART 4	99	99	None
PART 5	99	99	None
PART 6			
PART 7			
PART 8			

GOLDEN SMILE



LV	HP	HABITAT	
139	30000	Level 12 Neverland	
ITEM DROPS			
None			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	70	⚡	★
PART 1	99	99	None
PART 2	99	99	None
PART 3	99	99	None
PART 4	99	99	None
PART 5			
PART 6			
PART 7			
PART 8			

BLOB CARRIER



LV	HP	HABITAT	
164	20000	Level 12 Neverland	
ITEM DROPS			
Glass Shard, Scrapped Missile MS2, Scrap Brass			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	None
PART 1	99	99	⚡
PART 2	99	99	⚡
PART 3	99	99	⚡
PART 4	99	99	⚡
PART 5	99	99	⚡
PART 6			
PART 7			
PART 8			

SENTINEL CANNON



LV	HP	HABITAT	
144	22500	Level 12 Neverland	
ITEM DROPS			
Scrap Zinc, Scrapped Weapon SW2, Scrap Brass			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	⚡, ⚡, ⚡, ⚡
PART 1	99	99	None
PART 2	99	99	None
PART 3	99	99	None
PART 4	99	99	None
PART 5			
PART 6			
PART 7			
PART 8			

SENTINEL MEGA CANNON



LV	HP	HABITAT	
146	22500	Level 12 Neverland	
ITEM DROPS			
Scrap Zinc, Scrapped Weapon SW2, Scrap Brass			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	⚡, ⚡, ⚡, ⚡
PART 1	99	99	None
PART 2	99	99	None
PART 3	99	99	None
PART 4	99	99	None
PART 5			
PART 6			
PART 7			
PART 8			

SCA NEVER CRAWLER



LV	HP	HABITAT	
94	15000	Level 12 Neverland	
ITEM DROPS			
Scrapped Weapon SW2, Scrap Brass			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	None
PART 1	99	99	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

GA NEVER CRAWLER



LV	HP	HABITAT	
115	30000	Level 12 Neverland	
ITEM DROPS			
Scrapped Weapon SW2, Scrap Brass			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	None
PART 1	99	99	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

GG NEVER SENTINEL



LV	HP	HABITAT	
81	10000	Level 12 Neverland	
ITEM DROPS			
Scrapped Weapon SW2, Scrap Brass			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	None
PART 1	99	99	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

GG NEVER CRAWLER



LV	HP	HABITAT
115	30000	Level 12 Neverland

ITEM DROPS

Scrapped Weapon SW2, Scrap Brass

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	None
PART 1	99	⚡	None
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

SILVERHAWK



LV	HP	HABITAT
143	25000	Level 12 Neverland

ITEM DROPS

Black Blood, Rubber Chip, Scrapped Weapon HP, Scrap Brass

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	None
PART 1	50	None	None
PART 2	50	None	None
PART 3	99	⚡	None
PART 4	99	None	None
PART 5	99	None	None
PART 6	99	None	None
PART 7			
PART 8			

JUPITER WEAPON



LV	HP	HABITAT
192	80000	Level 12 Neverland

ITEM DROPS

Scrapped Microchip, Scrapped Laser RT, Scrap Brass

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	⚡	None
PART 1	99	⚡	⚡
PART 2	99	⚡	None
PART 3	99	⚡	None
PART 4	99	⚡	None
PART 5	99	⚡	None
PART 6	99	⚡	None
PART 7	99	⚡	None
PART 8			

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- WEAR
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OTHER

BRONZE OOZE



LV	HP	HABITAT	
12	500	Level 4 Closed Road	
ITEM DROPS			
Bronze Blob			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	1	火	水, 雷, 风, 土
PART 1			
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

MR. CHAINSAW



LV	HP	HABITAT	
9	160	Level 5 Forest of Idols	
ITEM DROPS			
Plastic Fiber, Scrapped Weapon MQ, Mannequin Head, Mannequin Torso, Mannequin Arms			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	80	火	水
PART 1	80	火	水
PART 2	80	火	水
PART 3	80	火	水
PART 4	80	火	水
PART 5	80	火	水
PART 6	80	火	水
PART 7	80	火	水
PART 8	80	火	水

MR. GUNHEAD



LV	HP	HABITAT	
10	160	Level 5 Forest of Idols	
ITEM DROPS			
Plastic Fiber, Scrapped Gun MQ, Mannequin Torso, Mannequin Arms			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	80	火	水
PART 1	80	火	水
PART 2	80	火	水
PART 3	80	火	水
PART 4	80	火	水
PART 5	80	火	水
PART 6	80	火	水
PART 7	80	火	水
PART 8	80	火	水

MS. VULCAN



LV	HP	HABITAT	
9	160	Level 5 Forest of Idols	
ITEM DROPS			
Plastic Fiber, Scrapped Gun MQ, Mannequin Head, Mannequin Arms, Mannequin Torso			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	80	火	水
PART 1	80	火	水
PART 2	80	火	水
PART 3	80	火	水
PART 4	80	火	水
PART 5	80	火	水
PART 6	80	火	水
PART 7	80	火	水
PART 8	80	火	水

MR. BOMBERFACE



LV	HP	HABITAT	
9	160	Level 5 Forest of Idols	
ITEM DROPS			
Plastic Fiber, Scrap Lead, Scrapped Gun MQ, Mannequin Arms, Mannequin Torso			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	80	火	水
PART 1	80	火	水
PART 2	80	火	水
PART 3	80	火	水
PART 4	80	火	水
PART 5	80	火	水
PART 6	80	火	水
PART 7	80	火	水
PART 8	80	火	水

MR. ZOOKA



LV	HP	HABITAT	
10	160	Level 5 Forest of Idols	
ITEM DROPS			
Plastic Fiber, Scrapped Gun MQ, Mannequin Torso, Mannequin Arms			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	80	火	水
PART 1	80	火	水
PART 2	80	火	水
PART 3	80	火	水
PART 4	80	火	水
PART 5	80	火	水
PART 6	80	火	水
PART 7	80	火	水
PART 8	80	火	水

MR. TORCHY



LV	HP	HABITAT	
9	160	Level 5 Forest of Idols	
ITEM DROPS			
Plastic Fiber, Scrap Lead, Scrapped Weapon MQ, Mannequin Arms, Mannequin Torso			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	80	火	水
PART 1	80	火	水
PART 2	80	火	水
PART 3	80	火	水
PART 4	80	火	水
PART 5	80	火	水
PART 6	80	火	水
PART 7	80	火	水
PART 8	80	火	水

CALIGULA



LV	HP	HABITAT	
27	1175	Level 5 Forest of Idols	
ITEM DROPS			
Dusty Mass, Scrapped Gun Bo, Scrapped Gun Bp, Scrapped Sword B, Scrapped Gun Bg			
MAIN BODY	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	80	火	水
PART 1	80	火	水
PART 2	80	火	水
PART 3	80	火	水
PART 4	80	火	水
PART 5	80	火	水
PART 6	80	火	水
PART 7	80	火	水
PART 8	80	火	水

BLOOD DOLL CHAINSAW



LV	HP	HABITAT
14	165	Level 5 Forest of Idols

ITEM DROPS

Ebon Crystal, Scrapped Gun MQ, Scrapped Weapon MQ, Plastic Fiber, Mannequin Legs, Mannequin Arms

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	80	80	None
PART 1	80	80	None
PART 2	80	80	None
PART 3	80	80	None
PART 4	80	80	None
PART 5			
PART 6			
PART 7			
PART 8			

EXPERIMENT 21



LV	HP	HABITAT
14	165	Level 5 Forest of Idols

ITEM DROPS

Ebon Crystal, Scrapped Gun MQ, Plastic Fiber, Mannequin Legs, Mannequin Arms

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	80	80	None
PART 1	80	80	None
PART 2	80	80	None
PART 3	80	80	None
PART 4	80	80	None
PART 5			
PART 6			
PART 7			
PART 8			

BLOOD DOLL BOMBER



LV	HP	HABITAT
13	165	Level 5 Forest of Idols

ITEM DROPS

Ebon Crystal, Scrap Lead, Plastic Fiber, Scrapped Gun MQ, Mannequin Arms, Mannequin Legs

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	80	80	None
PART 1	80	80	None
PART 2	80	80	None
PART 3	80	80	None
PART 4	80	80	None
PART 5			
PART 6			
PART 7			
PART 8			

BLOOD DOLL BAZOOKA



LV	HP	HABITAT
15	165	Level 5 Forest of Idols

ITEM DROPS

Ebon Crystal, Plastic Fiber, Scrapped Gun MQ, Mannequin Head, Mannequin Arms, Mannequin Legs

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	80	80	None
PART 1	80	80	None
PART 2	80	80	None
PART 3	80	80	None
PART 4	80	80	None
PART 5	80	80	None
PART 6			
PART 7			
PART 8			

BLOOD DOLL FLAME



LV	HP	HABITAT
14	165	Level 5 Forest of Idols

ITEM DROPS

Ebon Crystal, Scrap Lead, Plastic Fiber, Scrapped Weapon MQ, Mannequin Arms, Mannequin Legs

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	80	80	None
PART 1	80	80	None
PART 2	80	80	None
PART 3	80	80	None
PART 4	80	80	None
PART 5	80	80	None
PART 6			
PART 7			
PART 8			

BLOOD DOLL OMEGA



LV	HP	HABITAT
20	165	Level 5 Forest of Idols

ITEM DROPS

Ebon Crystal, Scrapped Gun MQ, Plastic Fiber, Scrapped Weapon MQ, Mannequin Arms, Mannequin Legs

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	80	80	None
PART 1	80	80	None
PART 2	80	80	None
PART 3	80	80	None
PART 4	80	80	None
PART 5	80	80	None
PART 6			
PART 7			
PART 8			

RETURN OF CALIGULA



LV	HP	HABITAT
27	1750	Level 5 Forest of Idols

ITEM DROPS

Dusty Mass, Scrapped Gun KBx, Scrapped Gun KBp

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	80	80	None
PART 1	80	80	None
PART 2	80	80	None
PART 3	80	80	None
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

SILVER JELLY



LV	HP	HABITAT
28	2500	Level 9 Warehouse District

ITEM DROPS

Silver Blob

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	1	80, ⚡, ⚡, ⚡	None
PART 1			
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

PUPPETEER



LV	HP	HABITAT
53	2500	Level 11 Rock Crushing Site

ITEM DROPS

Milky Snow, Plastic Fiber, Scrapped Gun MQ, Scrapped Weapon MQ

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	80	80	None
PART 1	80	80	None
PART 2	80	80	None
PART 3	80	80	None
PART 4	80	80	None
PART 5	80	80	None
PART 6			
PART 7			
PART 8			

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CHINOPPIO

LV	HP	HABITAT	
59	3500	Level 10 Scrapyard	
ITEM DROPS			
Plastic Fiber, Scrapped Gun MQ, Scrapped Weapon MQ			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	80	火	None
PART 1	80	火	None
PART 2	80	火	None
PART 3	80	火	None
PART 4	80	火	None
PART 5	80	火	None
PART 6	80	火	None
PART 7			
PART 8			

SANGUINE FAIRY

LV	HP	HABITAT	
95	12450	Level 12 Neverland	
ITEM DROPS			
Plastic Fiber, Scrapped Weapon MQ2			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	80	火	None
PART 1	80	火	None
PART 2	80	火	None
PART 3	80	火	None
PART 4	80	火	None
PART 5	80	火	None
PART 6	80	火	None
PART 7	80	火	None
PART 8			

NEVER FAIRY

LV	HP	HABITAT	
90	12450	Level 12 Neverland	
ITEM DROPS			
Plastic Fiber, Scrapped Gun MQ2			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	80	火	None
PART 1	80	火	None
PART 2	80	火	None
PART 3	80	火	None
PART 4	80	火	None
PART 5	80	火	None
PART 6	80	火	None
PART 7	80	火	None
PART 8			

BAZOOKA FAIRY

LV	HP	HABITAT	
95	12450	Level 12 Neverland	
ITEM DROPS			
Plastic Fiber, Scrapped Gun MQ2			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	80	火	None
PART 1	80	火	None
PART 2	80	火	None
PART 3	80	火	None
PART 4	80	火	None
PART 5	80	火	None
PART 6	80	火	None
PART 7	80	火	None
PART 8			

FLAME FAIRY

LV	HP	HABITAT	
92	12450	Level 12 Neverland	
ITEM DROPS			
Plastic Fiber, Scrapped Weapon MQ2, Scrap Brass			
	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	80	火	None
PART 1	80	火	None
PART 2	80	火	None
PART 3	80	火	None
PART 4	80	火	None
PART 5	80	火	None
PART 6	80	火	None
PART 7	80	火	None
PART 8			

EXPLOSIVE FAIRY



LV	HP	HABITAT
85	12450	Level 12 Neverland

ITEM DROPS

Plastic Fiber, Scrapped Gun M02, Scrapped Brass

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	80	80	None
PART 1	80	80	None
PART 2	80	80	None
PART 3	80	80	None
PART 4	80	80	None
PART 5	80	80	None
PART 6	80	80	None
PART 7	80	80	None
PART 8	80	80	None

ARSENAL FAIRY



LV	HP	HABITAT
105	12450	Level 12 Neverland

ITEM DROPS

Plastic Fiber, Scrapped Gun M02, Scrapped Weapon MQ2

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	80	80	None
PART 1	80	80	None
PART 2	80	80	None
PART 3	80	80	None
PART 4	80	80	None
PART 5	80	80	None
PART 6	80	80	None
PART 7	80	80	None
PART 8	80	80	None

BLOB CATCHER



LV	HP	HABITAT
158	25000	Level 12 Neverland

ITEM DROPS

Black Blood, Rubber Chip, Storage Container, Scrapped Weapon HP, Scrap Brass

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	80	None
PART 1	40	None	None
PART 2	40	None	None
PART 3	99	80	None
PART 4	50	None	None
PART 5	99	None	None
PART 6	99	None	None
PART 7	99	80	None
PART 8			

BLOB CHASSIS



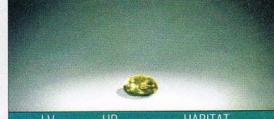
LV	HP	HABITAT
131	10000	Level 12 Neverland

ITEM DROPS

Black Blood, Scrapped Weapon TK, Scrapped Missile TK2, Scrap Brass

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	80	None
PART 1	70	80	None
PART 2	70	80	None
PART 3	99	80	None
PART 4	99	80	None
PART 5	99	80	None
PART 6	99	80	None
PART 7			
PART 8			

GOLD FLAN



LV	HP	HABITAT
341	350000	Level 12 Neverland

ITEM DROPS

Gold Blob

	HARDNESS	WEAKNESS	RESISTANCE
MAIN BODY	99	80	None
PART 1			
PART 2			
PART 3			
PART 4			
PART 5			
PART 6			
PART 7			
PART 8			

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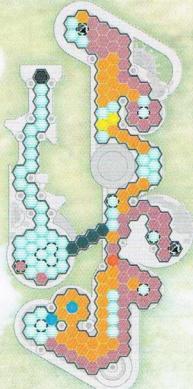
Battle Areas

Random battles may occur while moving through certain tiles. The following maps highlight the unsafe tiles on World Map Levels 4 through 12.

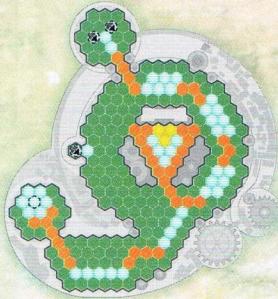
Battle Tiles Color Key



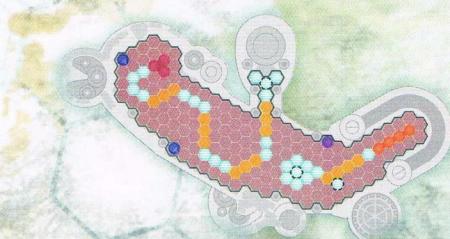
Battle Tiles: Level 4



Battle Tiles: Level 5



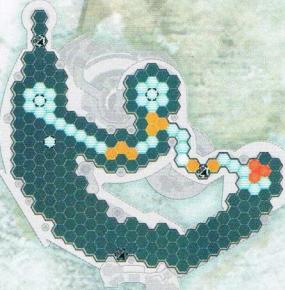
Battle Tiles: Level 6



Battle Tiles: Level 7



Battle Tiles: Level 8



Battle Tiles: Level 9





Special Challenge Enemy Locations by Chapter

Special Challenge Enemies are noted on each World Map throughout the walkthrough. Look for red, hex-shaped callouts on the World Maps to find their locations.

CHAPTER	WORLD MAP	PAGE #	RARE ITEM DROP	ENEMIES
3	5	84	Bezel Shard	Frag Dwellest (Lv44), Outcast (Lv7)
	5	84	Perfect Aid	Shady Thug (Lv16), Stray Curs (Lv5)
4	5	84	Bezel Shard	Shady Thug (Lv16), Rocketfoot (Lv29)
	5	84	Perfect Aid	Bronze Ooze (Lv12)
	6	63	Bridal Doll	Dwellest (Lv12), Dolled-Up Dwellest (Lv48)
5	5	84	Perfect Aid	Hooded Gangster (Lv19), Rocketfoot (Lv24)
	7	102	Bezel Shard	Hooded Gangster (Lv19)
6	4	46	Bezel Shard	Missile Gear (Lv64)
	9	107	Perfect Aid	Silver Jelly (Lv28)
7	7	102	Bezel Shard	Heavy Tiger (Lv28)
	8	106	Witchy Bazooka	Hot Dog (Lv21), Dolled-Up Dog (Lv46)
	8	106	Bound Doll	Torch Gremlin (Lv19), Dolled-Up Gremlin (Lv41)
	10	127	Perfect Aid	Missile Plough (Lv67)
8	8	106	Bezel Shard	Mad Goliath (Lv73)
	9	107	Perfect Aid	Safety Dwellest (Lv52)
9	6	63	Bezel Shard	Screw-Top (Lv52), Sprocket Juggernaut (Lv67)
	11	130	Perfect Aid	Sprocket Juggernaut (Lv57), Fullmetal Gear (Lv77)
10	5	84	Bezel Shard	Mask Raider MG (Lv30), Mask Raider MG (Lv37), Tar Armor (Lv73)
	7	102	Perfect Aid	Dweller (Lv4), Pistol Dweller (Lv6), Prop Dweller (Lv17), Junk Mimic (Lv20), Wrecking Baller (Lv29), Mask Raider MG (Lv37)
11	7	102	Bezel Shard	Hell Slots (Lv30), Blob Clown (Lv49)
	11	130	Milky Snow	Blood Doll Omega (Lv20), Puppeteer (Lv65)
	11	130	Lucky Doll	Rocketfoot (Lv24), Dolled-Up Walker (Lv54)
	12	198	Perfect Aid	Hell Slots (Lv30)
12	5	84	Perfect Aid	Blob Clown (Lv40)
	9	107	Bezel Shard	R-Commando Assault (Lv58)
13	12	198	Cursed Doll	Wrecking Baller (Lv29), Dolled-Up Dweller (Lv58)
	12	198	Bezel Shard	R-Commando Shotgun (Lv68), Bolt Yeti (Lv68)
	12	198	Perfect Aid	Commander (Lv39), Storm Striker (Lv73)
14	10	127	Bezel Shard	Chinoppo (Lv59)
	11	130	Perfect Aid	Cathedral Sniper (Lv65), Cathedral Guard (Lv71), Cathedral Fencer (Lv76)
15	12	198	Bezel Shard	Cathedral Sniper (Lv65), Chummy Gremlin (Lv61)
	12	198	Perfect Aid	Venomous Fog (Lv68)
16	11	130	Bezel Shard	Judge's Assault (Lv66), Judge's Blade (Lv76)
	12	198	Bezel Shard	Judge's Assault (Lv66), Shot Raptor (Lv66)

IS THE END NEAR?

A once-lush world has become a burned out remnant of its former self.

Human survivors crowd into a life support system known as Basel, but there are ominous signs that something is going wrong.

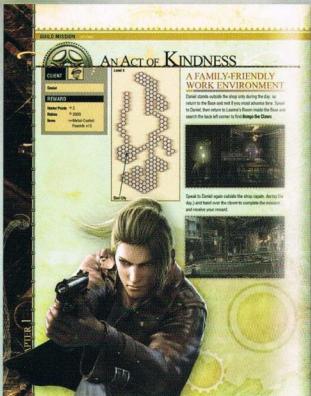
You must guide Vashyron, Zephyr, and Leanne through a journey that will reveal the truth of Basel.

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ISBN-13: 978-074401199-9

ISBN-10: 074401199-X



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