

OFFICIAL STRATEGY GUIDE

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Official *Saga Frontier* Strategy Guide

by David Cassady



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T260G



JUNK

There's not much to do in Junk at first. You get the chance to name T260G and you can wander the town. In addition, you may want to pick up a couple of Repair Kits from the shop, but the various conversations are the only other thing of importance that you need to catch. When you're finished, leave Junk and explore the surrounding areas.

JUNK

T260G's starting town. A good place to find supplies and obtain repairs.

PORT

T260G can check out his system's status here. It's also the landing zone for many passenger ships.

CRATER

A popular spot to collect scrap metal and electronic parts. Also, the entrance to one of Caballero's hideouts.



COMBAT ARENA

This bar and gambler's den is a popular meeting spot, mainly because of its robot fights.

COMBAT ARENA

Note:

You may want to revisit people you've already talked to. They won't have valuable information for you, but they will have new things to say after each battle.

Talk to Gen in the bar (the drunk at the table), and then register for the next robot fight in the opposite room.

Make sure you prepare T260G for battle. You should equip the Backpack and maybe a Repair Kit or two, and then save before registering. Otherwise, you'll go into battle fairly unprepared. After each fight you should save and take your new item back to Uncle Taco. Equip the repaired items and then return to the Combat Arena for your next battle.

This is an easy fight. Use your **Junk Bazooka** at the start and then finish off the A-Tractor with a **Punch**. If you need to boost your HP, use a **Repair Kit**. **Cures** don't do anything for T260G.

This fight is a bit tougher, but T260G's new **Bumper** (you do have a Bumper... don't you?) should help him make it through. Use the **Junk Bazooka** again and follow it with a **Punch**. You shouldn't need to use a **Repair Kit** during this fight.

Although the Guncart is much tougher than the A-Tractor or Fly Mec, T260G shouldn't have much trouble defeating it. The protection provided by the **Bumper** and the **Junk Helm** should severely weaken the Guncart's attacks. Use your **Junk Bazooka**, and then just trade **Punches** with the enemy until it falls.

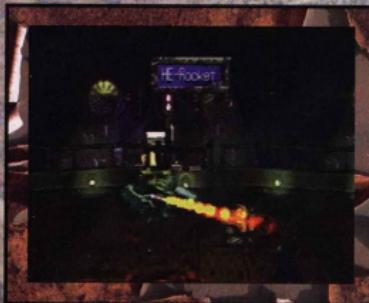
After the last fight, make sure you've equipped T260G with your new parts (**Bumper**, **Junk Helm**, and **Easy Rifle**) and save. Then talk to Gen again and prepare for a much tougher battle.



Note:

Make sure you leave the **Backpack** on even if you have to un-equip all of your **Repair Kits**. This enables you to access the **Repair Kits** without wasting space.

Boss Fight: VULCAN



With all of T260G's new parts, this Boss fight shouldn't be too tough. Use your **Junk Bazooka** to start the fight, and then pump a couple of **Easy Rifle** slugs into Vulcan's metal hide. You may need to use a **Repair Kit**, but it's unlikely. If you failed to equip T260G with his new parts, then you're in for a much longer – and nearly impossible – battle.

T 2 6 0 G

CABALLERO HIDEOUT

Note:

Gen is now a member of your party. Don't forget to take along Cures for him, or you may be in for some serious hurt later.



The Crater Maze is fairly simple. There are several side paths here, two of which lead to treasure, and a horde of monsters. Most of the monsters are low level, but you'll occasionally face some tough combinations on the side paths. It's a good idea to wander around and fight until Gen learns a new attack. This will help you with the upcoming fight to save Thyme from Caballero's men.



Boss Fight: **SIR DEMON**

This should be the toughest fight you've faced so far. Sir Demon and his two henchmen, a Xeno and a Skeleton, can inflict a lot of damage in a single turn, so you'll need plenty of Repair Kits and Cures on-hand. Go ahead and eliminate the two henchmen on the first turn, but save the Junk Bazooka and Gen's sword attacks for Sir Demon.



After eliminating the henchmen, use your most powerful attacks against Sir Demon and keep an eye on your health. If you're lucky, you may score a team attack against the Boss, which can eliminate him in a single turn. Watch out for Sir Demon's Gremlin Touch attack. It deals some heavy damage and can cause Palsy, an effect that paralyses a fighter for several turns.

When the fight is over you'll score a new item, a **Fiend Rod** or **Bone Breast**, and head for the next challenge.



SCRAP

PORT

The Port is your only means of access in or out of Scrap.

OFFICE

Mr. Caballero's office is located just outside of his factory.

INN

Restores your party's status for a measly 10 credits a night.

JUNK SHOP

A good spot to stock up. The owners offer 3 mystery items for 300 credits, so choose carefully.

PUB

The local gathering spot. You'll meet lots of new people here.

FACTORY

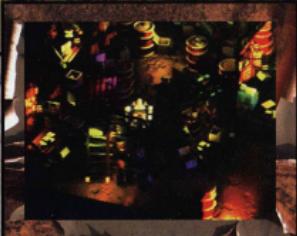
One of Caballero's many factories. You can't get in to the factory until you've spoken with Caballero himself.



Note:

You'll definitely want to pay a visit to Scrap's Junk Shop. You can pick up some strong weapons and armor for a small amount of credits. The trick, however, is finding what you want in the shop's stock room. All of the items appear as a type of junk (armor, gun, or weapon) when you stumble across them.

Unfortunately, we can't provide you with a list of items for the Junk Shop, because the items are always changing. Also, make sure that you occasionally revisit this shop throughout the game as you can purchase better and more effective items.



That's right, each time you enter the Junk Shop the stock gets shifted around, so you never know just what you'll receive. Most of the items are worth the price, but you'll occasionally find a loser.



Your first stop in Scrap should be the Pub. There are all kinds of interesting folks to meet here. Talk to everyone and you'll gain two new party members, Riki and Mei-ling. You'll also meet two other important people, Nakajima and Lute. Although these two may not seem important now, who knows what the future holds?

After visiting the Pub, stop by Caballero's Office to meet the man himself. After doing so, you'll need to follow him to the large factory at the north end of town.

The factory is comprised of four separate buildings. Visit the three smaller buildings before infiltrating the large building in the back. Most of these buildings contain special items, but the most important one is located just to the right of the entrance. After you eliminate the enemies in this building, Lute will join your party.

Conquering the large factory can be quite a task. There are a lot of strong monsters roaming the factory floor, and Caballero's snipers are just out of your reach. They may not seem like much of a threat, but your party takes extra damage each time you fight near a sniper.

There are two strategies you can use when in the factory. One is just to push through to Caballero, and the other is to take out each sniper before fighting Caballero.

To take out the snipers follow this simple path. First, press the red and yellow switch just to the right of the door. This turns on the crane overhead, which picks up one of the snipers and properly disposes of him. Now check out the floor and you'll see a red and white sign. Go to the right from the sign and you'll find some stairs to the catwalk above the factory floor. Throw the first switch on the catwalk to eliminate another sniper, and then follow the catwalk around. There are two more switches on the catwalk,



Note:

Taking out the snipers takes a little time, but it's fun to do at least once!

but only one actually does anything at this point. Throw the switch farthest to the south to make a crane move a box and expose another switch on the factory floor. Return to the floor the same way you got up, and throw the new switch. This puts a nearby crane in motion, but this time you have to make the grab. When the crane is directly over the sniper, press the button to make the crane grab him. (If you miss you'll get attacked, so be careful!) Now follow the path to the left and back, where you'll find a switch next to an elevator and Mr. Caballero. Push the switch to make the elevator rise. Return to the catwalk and push the unused switch to drop a box on the last sniper.



With all of the snipers eliminated, it's now safe to fight the remaining creatures and look for treasure. When you're ready, save your game and talk to Mr. Caballero.

Boss FIGHT: VULCAN II

The D-Tractors aren't very strong, but they do form a protective wall around Vulcan II. Target the D-Tractors with strong attacks, but save your **Junk Bazooka** (T260G) and **Hard Slash** (Gen) for the Vulcan II. Once the D-Tractors are eliminated, use the **Junk Bazooka** and **Hard Slash** attacks and hope for a Level 2 combo. This should cause enough damage to bring Vulcan II close to death's door. After that onslaught, any strong attack should finish it off. If you're really lucky, you may even be able to hit the Vulcan II with a Level 3 combo using T260G, Gen, and Riki.

Note:

If you successfully eliminated the snipers, this fight shouldn't be too tough for your party.



After the fight Mr. Caballero coughs up a **Pass**, making it much more affordable to take the shuttle to your next destination – Koorong.



Note:

While fighting, keep a close eye on everyone's HP. Vulcan II's Vulcan attack causes a lot of damage and may force you into using Cures, Repair Kits, or Heal spells.

KOORONG

There's not much to do in this town. T260G should download some data from the information station, but everything else is optional. Just look around lower Koorong for a catatonic chicken. The information station is located just behind the chicken.

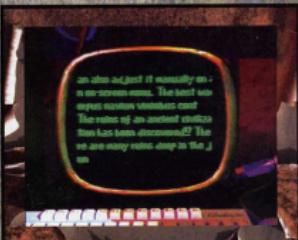
It's also not a bad idea to explore the backstreets and sewers. You'll find some great items, plus you'll earn some well-needed experience. You can also find a few hidden smugglers' shops below the city. They're pricey, but they have the weapons for those times when you've absolutely, positively have to kill every monster in the room.



Note:

After you've visited the information station, the game opens up more. If you're anxious to keep the plot line rolling, you can proceed to Manhattan or Shrike. Otherwise, you can take some time to beef up your party with the gift of Magic and add a new character.

You'll find a new ally in Yorkland and although you already have five party members, another won't hurt. If your party needs a magical boost, head for Luminous, Devin, Magic Kingdom, or Kyo. For more information, refer to the "Side Quests" section of this book.



YORKLAND

For now, the only thing you can do in Yorkland is get an additional character, Thunder. Thunder is located to the southeast of the spaceport on the cliff overlooking Yorkland. If Lute is with you, Thunder will gladly join the party.

Before moving onward, you may want to visit the swamp to the north of town. The enemies in this area are extremely strong, however. You may not want to tangle with them, but Riki can gain some powerful attacks by mimicking these higher level creatures.

MANHATTAN

Visit the mall as soon as you arrive in Manhattan. There's an expensive shop on the second floor, but your interest lies in the restaurant next door. In the restaurant, you'll meet Leonard, who just so happens to be a technical genius. He takes you to his lab and performs a quick analysis and upgrade before sending you on your way.

Warning!

If you visited Shrike before coming to Manhattan, make sure you're still in your original Mec body when you visit Leonard.

He appreciates T260G because of his uniqueness, and won't expose his identity to a common looking robot.



With the exception of visiting Leonard, there's not much to do in Manhattan, so catch the next shuttle to Shrike.

SHRIKE

It's time to pay a visit to Nakajima Robotics. Mr. Nakajima would love to help out T260G, but first he needs a small favor. One of Nakajima's

mouse robots disappeared in Sei's Tomb and he can't do anything without it. The tomb is dangerous, so take a moment to rest in lovely, downtown Shrike; you may even want to stop by the library to read up on the history of the tomb before heading inside. Also, make sure you speak to the large robot in the back of Nakajima's factory – it will happily join your party for a chance to see some real action. When you're ready, just speak to Nakajima; he'll warp you directly to the entrance to Sei's Tomb.



SEI'S TOMB

The mouse isn't difficult to find, but there's more to this quest than a simple search and rescue mission. There are three artifacts hidden throughout the tomb, each of which is worth adding to your inventory.

When you enter the main room, take the lower-right door and follow the path up and to the right to the first artifact, the *Magatama*. Beware, when you attempt to remove the artifact from the wall, you'll get ambushed by two Dead Knights. They aren't too tough, but they can combo a character for about 300-500 damage points. When the fight is over you will receive the *Magatama*.

Now return to the main room and you'll notice several flashing spots on the floor. Each of these is a trap door, so be careful. Step on the trap door next to the upper-left wall and you'll drop down onto a wall in the room below. Follow the wall and you'll find a sword stuck in it. When you attempt to take the sword, two more Dead Knights will jump you.

Defeat them and the *Murakumo Sword* is yours.



Now, hop off the wall and search the left side of the room to find the missing mouse, which is lounging around and enjoying its vacation. Return to the main room and check the upper-right side of the room to find a shield in an alcove that's guarded by two immobile skeletons. Grab the shield and once again you'll face two Dead Knights. Kill them and you will receive a new shield, the *Mizukagami*.

Now you have a decision to make. Will you

keep these three lovely items, or will you take what's behind door number one? If you're willing to give up your new items, place them on the three altars in the antechamber just before the main room. This opens a door to a new area, but you can never retrieve your lost items. Approach the golden coffin and you'll get attacked by Sei, the Death Lord.



Boss Fight:

DEATH LORD & DEAD KNIGHTS

This is in no way an easy battle. For one the Death Lord and Dead Knights regenerate HP every turn. The HP the Dead Knights get back is no big deal, but the Death Lord's HP regeneration can be a real pain. The Death Lord can also combo with any one of its Dead Knights, which as you know by now is a very bad thing. And last but not least, if you kill all of the Dead Knights, the Death Lord will repeatedly unleash its ultimate attack, the Minion Strike. So you need to keep at least one of the Dead Knights alive at all times.

Start the battle by eliminating three of the Dead Knights. You can use **Gale Slash** once to help you out, but be careful not to eliminate all four Dead Knights in one blow or you're in trouble. Also, try to save your WP and JP for the Death Lord... you'll need it.

Once this is done, the real challenge is "killing" the Death Lord. Between his HP regeneration each turn and his HP Drain attack, he can wear down a party to where it no longer has any WP or JP left to fight with, even without putting up a strong offensive. You really need to combo the Death Lord to get anywhere. If you're not causing at least one and a half times the damage that Sei regenerates each turn, you'll never win.

After defeating Sei and his evil minions, he'll offer to join your party or to give you something. In general, I recommend taking the something and leaving Sei to rest. Although he's a good fighter, you don't want to pass up the chance to acquire the one-of-a-kind **Kusanagi**, a sword with an attack power of 66. The Kusanagi has a unique attack and it combos well; however, it does cost 2 WP each time you use it.

After you've recovered the mouse, return to Nakajima's factory and you'll gain a new party member, Zeke. This sopped-up robot should come in handy in the future. Also, if you speak with Nakajima he'll offer to upgrade your body to any of the latest Nakajima models. Most models have some unique standard equipment, so experiment with the different types and see which one you like the most. Before leaving, speak with Nakajima's assistant and he'll suggest that you investigate the ruins at Shingrow.

SHINGROW

Shingrow is famous for its many ruins and as luck would have it, one of the ruins is actually an ancient spaceship buried below the planet's surface. This ancient relic is located to the northwest of the palace.



There's plenty to see inside, but your main goal is to find the unidentified power source. Head down and then left and you'll find a room with a large ramp. Take the ramp up and pass through the door, and then climb the ladder inside. Continue to the north and you'll enter a large, three-story room. On the middle deck, you'll notice a wall of vegetation. Approach the wall as you would any door to enter a small room with a barely functional computer. Tap into it and you'll gain some more data on T260G's quest. You'll also get the chance to learn one of three Mec skills. Make your choice wisely, because you only get to pick one before the computer malfunctions. Now take some time to wander around the rest of the ship – there's plenty of treasure to be found.



Return to Shrike and visit Nakajima Robotics with your new information. They'll point you toward Manhattan and Leonard's lab. Unfortunately, the Leonard we knew is no longer with us, but the good doctor foresaw his imminent demise and wisely chose to download his mind into a unique robot shell. Leonard signs on with your party and suggests that you sneak into Tartaros to access Trinity's network.

TARTAROS

Tartaros is crawling with robot creatures, which presents a great opportunity for your robotic party members to learn some new techniques.

The computer you need to get to is locked up tight behind a security door, and the switch to shut off the lock is a little off the beaten path. Take a left as you enter the building and then head downstairs. The hall leads to a large warehouse-like room where you'll locate the switch to open the security door on the level above. Also, make sure you check the area for treasure – you never know what you'll find.

Note:

Some of the creatures will be new to you, so make sure you save before entering the building.



Return to the upper level and pass through the now open security door, which takes you to the second part of this quest. However, your final objective is still locked behind a security door and this time there are four switches to press. The switches are scattered throughout Tartaros and most are protected by a large Mec known as a Big Digger. You can distinguish these Mecs from other Mecs because they're represented by a Hermes-style Mec on the map. Always save before taking on a Big Digger!



SUB-BOSS FIGHT:

Note:

Although you can easily avoid the Big Diggers in each room, you should fight them so that you can collect the special item each one drops. You definitely don't want to miss out on the Hyperion Bazooka.

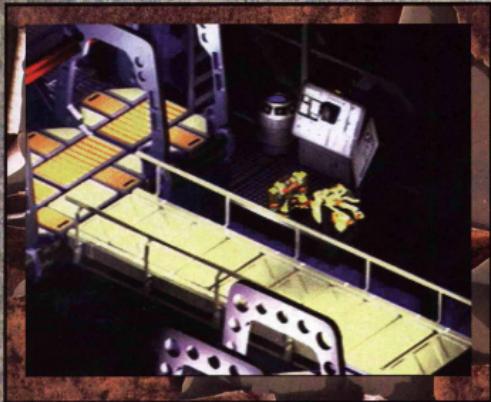
BIG DIGGER

Big Diggers work in overdrive, so they'll get several attacks each turn. You can usually count on them using their ECM capability on the first turn, so missiles are rendered useless during the fight. Big Diggers can also hit your party with Hypno Flash and Quake attacks, which cause a fair amount of damage to anyone standing on the ground.

When a Big Digger tips over, it's not knocked out – it's actually preparing to use its super weapon, the Maelstrom. To defeat the Big Digger, have one or two of your Mecs constantly hit the big lumberjack with a Logic Bomb. This will keep the Big Digger in check and enable your party to control the entire fight.

The switches are blue boxes stuck in the wall. (They're easy to find, but you can refer to the Tartaros map section for the location of all four switches.) The area is shaped like an "M," so it's difficult to get lost. Just stick to the outside wall, enter any arches, and follow any halls you find. There's usually a switch and a Big Digger on the other side.

When you've located all four switches, return to the door and enter the building's core. Here you'll find the command terminal and the location to HQ. Take some time to save, rest, and restock before heading to HQ; but remember that HQ can only be accessed from Manhattan's port.



HQ

HQ isn't too tough. The path between you and the ship's computer is fairly straightforward. Hang a right from the entrance and continue to the right until you reach the octagonal-shaped room. Take the upper right hand door and continue forward. You'll find a Mec body, the Omega Body, lying on the floor near the central computer.

Ignore the body for now, and then head south and take the north door in the next room. In this room, you'll find the central computer, but there's a small problem. A virus has taken over the system, so T260G and friends must go inside the computer's virtual landscape to eliminate the programmed pest.

The virtual world has been chewed to pieces by the invading virus, making travel virtually impossible. Fortunately, each time you destroy one of the bugs gnawing away at the landscape, any ruined terrain near

the bug is restored. However, for now you can use the virtual appliances in each home to warp from place to place until the main road is fixed.

Eliminate the bug to the right of your starting point, then enter the house and pass through the appliance. This places you in an area swarming with bugs. Take out the bugs one by one until the landscape is restored. Now you can either hop into the second house to the left and warp directly to your target, or you can continue sweeping the streets. Personally, I recommend eliminating all the bugs – it's easy experience for your entire party.

When you're ready, eliminate the bug that is blocking the castle and go inside. Several bugs will immediately jump you, which puts you right in the middle of a Boss fight.



Boss FIGHT: HQ CORE & VIRUSES

The first thing you'll notice is that T260G now has a new attack, called **Contact**. This attack enables T260G to make contact with the "heart-like" HQ Core in the back of the group. Of course, you must clear a path before he can actually reach the core. Make no mistake – these Viruses are unlike any you've fought before. Their hit points are higher and they're just plain nastier.

Immediately focus all of your efforts on eliminating the two Viruses in the middle of the pack, which should fall pretty quickly. Ignore the core for now – you don't need to destroy it. Besides, it doesn't do much, with the exception of occasionally boosting a Virus' power. As soon as there's a path to the HQ Core, have T260G make Contact with it to end the fight. Easy enough. Make sure you move quickly; the Viruses can and often will regenerate.



With contact made, the virtual town is fully restored; however, you're not quite ready to return to reality. Return to the main square and cross the bridge. This leads to an odd chapel where you'll face several challenges.

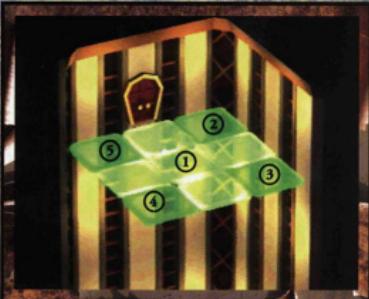
The first challenge is to simultaneously light up all seven pads. This is easy. Just work your way around the floor in a backward "S" pattern and you'll finish next to the exit. On to the next challenge.

This next challenge is a bit trickier if you're not thinking. Your goal is to

turn all of the floor tiles to green. Each time you press the Circle button, the lit tiles change color. Green tiles turn red or blue, and blue or red tiles turn green. Stand in the middle and press the Circle button, then move clockwise around the square and press the Circle button in each corner. This should turn the entire block green in no time. If this sounds a little confusing,

refer to the accompanying illustration.

When you pass the tests,



Note:
On your way out of HQ, pick up the **Omega Body** and equip it as soon as possible. Also, check all the side rooms you passed on your way in. They all contain treasure and the dormant robot guards won't attack you.

T260G will finally be able to link up with the motherboard and learn more about RB3.

RB3

It's time for the final confrontation. Rest up, check your supplies, work on gaining new magic and techniques, save, and make your way to Manhattan. In Manhattan, you'll catch another private shuttle to RB3. But first, make sure you've done absolutely everything you want to do with T260G. This is a one-way ticket, so there's no turning back if you change your mind.

As you cross the first bridge, you'll notice several security lasers pounding away at the ground below. Your first task is to take out those lasers. You'll enter a room with lots of harmless lasers marking several doors. Head to the right to find a doorway in the right corner. Use the computer inside this closet of a room, and then return to the previous room. Head straight to the left and you'll find a second door and a room identical to the one you were just in. Search the left corner of the room to find a second computer room. The room starts to rumble when you use the computer and also deactivates the security lasers outside. Now head south and you'll find a path leading down to the lower level.

Now you need to hit a series of pink switches to open the path ahead. Take the first ladder up and hop on the adjacent elevator. The first switch is at the top. Return to the ground level and take the second ladder up. Follow the path around to the right and you'll find a second switch. Return to the first ladder and you'll find that you can now reach the third switch off to the left, which opens the path.

This last part is the toughest. Save your game before moving on or you may end up regretting it. This next area has you facing an onslaught of Mecs, 10 in all including a Boss fight. The Mec's will come down rapidly from the right side, with each battle increasing in difficulty from the previous one. Stay near the bottom of the screen and save between battles, but don't leave the area or you'll have to face every Mec all over again. Don't take any enemies for granted; some of the enemy Mecs have been supped-up for this special occasion.



When every last Mec is destroyed, you'll face a much tougher challenge. Save your game, and then head up toward the blue landing pad to face none other than the Mec God.



Boss FIGHT: MEC GOD

I hate to say it, but this is actually a pretty easy fight. All you really need are a couple of Mecs with Logic Bombs and a lot of combos. Mec God is very susceptible to all kinds of Mec related illnesses, and as long as you constantly hit it with Logic Bombs, it may never even get a chance to attack. As far as combos go, stick with the ones that you know will work. They don't have to be huge (two and three hitters are fine), they just have to be plentiful. Also, make sure you keep up your health just in case Mec God gets a chance to act. The truth is... this could be the easiest Boss fight so far.

Note:

After eliminating Mec God, you may want to use a Sanctuary Stone to restore your party and then save. There's still quite a bit ahead and you're going to need those techniques and spells.

RB3's CORE

The core is a strange place. At first it seems like a short hall, but eventually it unfolds to reveal RB3 itself. Explore the left and right cave areas, fighting creatures as you go. Eventually, the outer rooms change into hallways that lead to a tropical setting.

The same principle holds true in the jungle as in the volcano. Clear out the two jungle rooms a few times and a new room will be revealed. Sometimes it may take fewer fights than others, but the key seems to be moving back and forth.

Note:

Because the creatures here are always changing, you can pick and choose your fights. It's best to avoid Beasts and Aquatic Animals; these fights are tougher than they need to be. My own experience seems to suggest that Mecs are the easiest battles. Hang back and wait for a monster to change to the type you want to fight before attacking it.

Eventually, a desert area opens up between the two jungle areas. The outer desert areas are void of enemies, but the center is jam-packed. Fight until everything is eliminated, then search the center of the area. When you fight enough times, you get warped to the final Boss, which looks like a large tree. If not, leave the area and let it fill up with additional monsters.



Note:

Whatever you do, before you search for the passage to RB3, make sure you save and rest with a Sanctuary Stone.

Boss Fight:

GENOCIDE HEART

Hope you're ready for the fight of your life, because you're about to get it! RB3 is one tough machine and unlike the Mec God, it isn't affected by sicknesses of any type. Note that when you start the battle, you appear in a room full of monitors, which serve a dual purpose. First, they act as a life gauge for RB3, because the more broken monitors you see, the closer RB3 is to permanent shutdown. Second, the monitors assist RB3 with its ultimate attack, *Carnage*, an attack that can cause from 350-600 points of damage to each of your characters.

As you fight RB3, it warps you from virtual landscape to virtual landscape. In each area it takes on a certain fighting style, some more deadly than others. After you've caused enough damage to RB3, it returns you to the starting screen, where you'll see several more monitors malfunctioning. Of course, this doesn't stop it from using its *Carnage* attack each time you return there. Therefore, you ABSOLUTELY MUST keep your HP high at all times. In fact, you should plan to devote one or two of your characters to playing doctor each turn.

RB3's fighting styles are as follows:

Snowy Mountain Scene – This is really one of the easier settings. RB3's biggest attack is the *Light Ball*, which only causes about 100-200 points of damage to each character. This attack is not used very often, so you don't have to worry much; however, RB3 does use the *Arctic Breath* and *Water Cannon* attacks quite frequently. These also don't inflict a great deal of damage, especially since *Arctic Breath* will often leave your fighter protected by an *Ice Barrier*. This protects the character from future *Arctic Breath* and *Water Cannon* attacks.

Raging Ocean Scene – Now this is a tough mode. The enemy has a distinct advantage here, called the *Maelstrom*. You may remember it from previous battles. If the computer hits you with the *Maelstrom* just after a *Carnage* attack (or visa versa), it can be devastating. All of the Boss's attacks in this area are weather-related, such as the *Thunderbolt*, *Tornado*, and *Flash* (think lightning). Keep your HP up or you're dead when you return to the beginning area.

Note:

Make sure that you always attack or heal during transitions, because defending doesn't reduce damage from the Carnage attack.



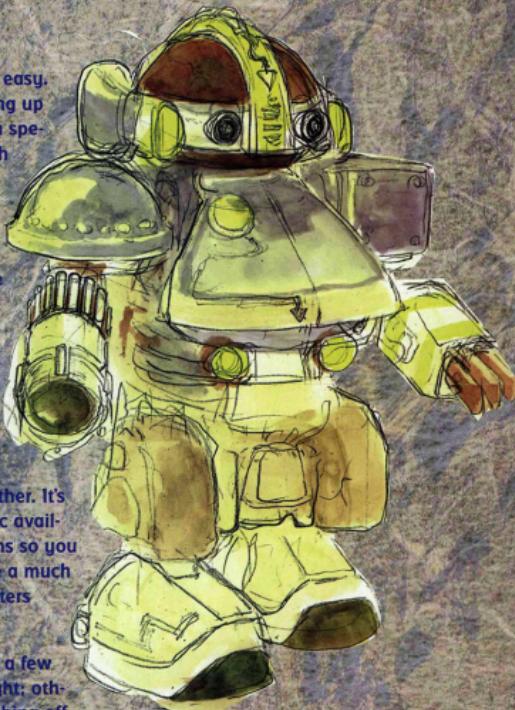
Volcanic Mountain Scene – In this setting, the computer uses a lot of attacks that affect a character's status. For example, **Stone Gas** can petrify a character and **Sleep Gas** puts characters to sleep. This gives Mecs a serious advantage, because they can't be affected by such status problems. Just keep an eye on the rest of your party; a few **Stone Gas** attacks can quickly bury an unprepared party. Also, watch for the **Spore**, **Deadly Moss**, **Pain Powder**, and **Ectoplasnet** attacks. Although none are as deadly as **Stone Gas**, they can still be a pain.

Desert Sands Scene – This is another really tough area. The Boss's attacks are super strong, and this time no one gets off easy. The **Magnetic Storm** attack is brutal, causing up to 300-600 points of damage, and it has a special **Stun** bonus for Mecs. It can also launch a **Heat Wave** attack, which causes considerably less damage, but is still a pain in the neck. Also, watch for the **Gas Flame** and **Sun Ray** attacks. Most of the time, you'll hope the Boss launches one of these attacks.

So, what do you do? First, build up your defensive spells as fast as possible. It's good to cast spells like **Shield** early on. You may also want to hide the characters you're planning to use as doctors; this should help keep them relatively safe. Equip each character so they can all act as doctors at one point or another. It's a long battle and you'll need every bit of magic available. Also, make sure you have spells and items so you can remove negative status effects. You'll have a much tougher time defeating the Boss if your characters are all blind.

Always shoot for combos, but save a few strong attacks for the end of the fight; otherwise, you may have trouble polishing off the Boss while it makes a comeback. If you're using a Mec, start off with attacks that use the Mec's energy supply and let it slowly regenerate throughout the battle. This way, by the time you've used up all of your ammo, the Mec should be able to launch several energy-based attacks again.

Well, that's it. Good luck and don't give up.



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Red

BACKGROUND



Red's quest begins with him driving his awesome new car down a long stretch of highway, enjoying some time with his dad. His dad tells him about the plan the evil Dr. Klein has been plotting, and plans to report the no-good Dr. Klein to IRPO. (Pronounced "er-po.") However, as the case usually is, evil gets in the way, and a big monster falls on Red's car. Red is fine, but unfortunately evil has claimed another soul in its quest for world domination.

Red wakes up to find that his ride has been smashed, his insurance has skyrocketed, and his entire town is engulfed in flames. To make matters worse, the welcoming party that greets him wants to kill him. This is where Red's story begins. It's sink or swim for Red. He must fight a heroic battle against the underside of humanity to avenge his family's death and just to survive.

SO YOU WANNA BE A SUPER HERO?



Red's first fight is against Shuzer. There's no way Red can win. Alkari, a super hero, will jump in and save him.

After beating up on him, Shuzer runs away. Alkari notes that unless he gives him the super hero suit, Red is dead. Red regains consciousness and gets the low-down on how a super hero must behave. With his new persona, Alkaiser, he joins his father's old friend, Hawk, as part of the crew of the inter-region ship Cygnus.

Note:

Shuzer cannot defeat Alkari.

THE CYGNUS

In search of vengeance, with the help of the ship's navigator, Hawk, Red gets a job on the Cygnus, a large, bird-like passenger ship. As the ship travels from port to port, Red slowly gathers information on the whereabouts of Black X. Take some time to explore the ship and get a good feel for the layout. You'll be spending a lot of time here and it will make things much easier if you understand how the various decks connect. As you explore, you'll meet several important characters:



- **Hawk:** The Cygnus' head navigator and trusted friend of Red's father. He doesn't say much to Red, but you don't want to mess with him, because he's your boss.
- **Yuria:** A cleaning assistant on the Cygnus. Yuria doesn't serve much purpose, but she and Red are somewhat of an item.
- **BJ&K:** The ship's doctor. BJ&K runs one of the most sophisticated medical programs money can buy, but you won't need its assistance until later.



The only other place of interest is the accounting department, where you can pick up your monthly paycheck each time you board the Cygnus.

When you're finished exploring, return to the engine room and talk to Hawk. Next stop... Baccarat.



Baccarat is a pretty happening place, except for the fact that they won't let you gamble! You can talk to the various patrons of the casino, plus the casino girls in the red outfits will kiss you for good luck! (Actually, it's because Red is such a big stud.)



You're looking for anyone involved with Black X. Head upstairs and you'll find several Black X soldiers playing the slot machines. Pester them a bit and they'll bolt for the elevators. Head back downstairs and take the elevator to the parking level.

Fight off the Black X horde, and mix up your attacks. Using the Ray Sword will ensure that you learn a new attack or two before taking on the little roly-poly, who's patiently waiting in back.

BACCARAT

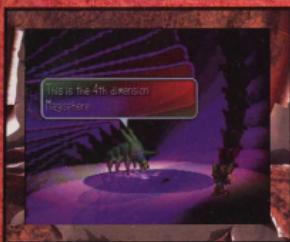


Boss Fight: ARMORPILLA & BLACK X FIGHTERS

Although it may seem like a good idea to eliminate the Armorpilla first, that's not the way to go. When you take down the Armorpilla to about 1/3 of its HP, it transports you to the 4th Dimension Magisphere. Black X min-

ions cause three times more damage there, and if they use a combination attack... well, you're toast. So kill the Black X fighters first, and then defeat the Armorpilla.

With the Armorpilla defeated and Shuzer on the run, there's nothing left for you to do in Baccarat. Board the Cygnus, collect a month's pay, and talk to Hawk.



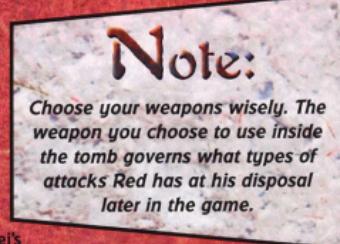
The tomb is crawling with all sorts of weak monsters, but some are still more than capable of defeating Red. You really have two goals here. First, gain a little experience before encountering your next fight; second, give Red an advantage with some kickin' equipment.

When you reach the main room of Sei's Tomb, head to the southeast and then take the north split inside the next room. Here you'll find an object encased in the northeast corner wall, but what you can't see are the two Dead Knight guards. Save your game and grab the object, which takes you into battle.

These creatures are no laughing matter — they can combo Red for about 300-500 points of damage, which is way more than our hero can handle. Focus all of your attention on one Dead Knight at a time and when you get hurt badly, morph into Alkaiser. This will help you regain all of your HP.



After you pick up the first item, the *Magatama*, return to the main room and you'll notice several flashing spots on the floor. These spots indicate trap doors that you couldn't see earlier. Step on the northwest spot and you'll drop onto a wall below. Follow the wall to find the *Murakumo Sword* and two more Dead Knights. Hop down after the fight and return to the main room once again.



Note:

Save before each battle. The Dead Knights can kill Red in one turn and no one wants to play this section over and over again!

Attempt to steal the sparkly item in the northeast corner of the wall and you'll get attacked one more time by two Dead Knights. Defeat them to obtain the Mizukagami Shield.

Equipped with his new items, Red is one serious fighter. Head back to town for now.

Go to the Street and ask the kids at the playground about Sei's Tomb. Some Black X fanatics will jump out, but unfortunately Red can't transform because of the nearby children. No problem! With his new equipment, Red is more than a match for Black X's goons.

The fight isn't over yet. Follow Black X back to Sei's Tomb and give them hell.

Boss Fight:

SPHINX & GREEN FIGHTERS

This fight shouldn't be a problem. Take out the two Green Fighters and then focus your attention on the Sphinx with your heaviest attacks. You should be able to eliminate the enemy in three or four turns.

Having foiled Black X's evil plot, return to the Cygnus, get your pay, and talk to Hawk.

MANHATTAN



There's nothing to do in Manhattan, so look around, speak with everyone, and then return to the Cygnus. You'll find Yuria, who's just made a strange discovery. Someone's smuggling weapons onboard the Cygnus; the boxes came from a Manhattan business, so Red tries to get an audience with the CEO, Cindy Campbell. This is where Red meets his first teammate, Fuse, an IRPO patrolman. The meeting with Cindy is none too helpful and you'll soon end up back on the Cygnus.

The Cygnus has been overtaken by pirates in search of the smuggled weapons. It doesn't take long for them to take over the ship, but with Fuse's help you can attempt to take it back from them. Hop into the vent (on the right side of the map next to Hawk's station) and you're free to explore... well, sort of.

Stealth is incredibly important for the next few minutes. If you're sneaky you won't have to fight much, but if you slip up you'll face an overwhelming horde of pirates. Head up the right set of stairs and then slowly walk up the next hallway on your left. You'll spot some pirate punks around the corner and Fuse will quietly signal for you to go around the opposite side. Do as you're told and you'll catch the pirates off-guard. Fail to do so and a much larger pirate force will chase you down. Check the rooms, then head upstairs.





There's a pirate guarding the hallway to the bridge. If it sees you, you'll be forced into a nearly impossible battle. So wait for the pirate to turn away, and then quickly run past. Take the middle stairs up and check the suites. Here you'll find Roufas, who quickly joins your party. Now take the outside corridor and check the cabins. This time you'll find Blue, however, he doesn't join your party.

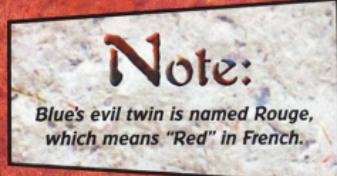
Note:

You don't have to find Roufas, Asellus, and White Rose before engaging the pirate guard and its cohorts. However, doing so enables them to earn additional attacks that will soon come in handy. In fact, you may even want to go downstairs and fight a few rounds before heading to the Cygnus's cockpit.

Head back downstairs (the same way you came up, or you'll be seen), and take the back corridors. You'll come across two more passengers, Asellus and White Rose, who both come in handy.

Now return to the center portion of the ship and check out the three passenger compartments along the west side. Inside you'll find three pirate punks taking catnaps. After eliminating them, be prepared to take on the guard up front. Robbed of its napping reinforcements, the lone guard is no match for Red and the rest.

You still can't use the main corridor to reach the bridge; actually you can, so go downstairs to the alternate path instead. This is tricky, so pay attention! As soon as you enter the door, hold down the Run button and push Left on the D-pad. If you hesitate, you'll get swept off the ship — game over! In fact, it's a really good idea to save your game just in case you slip up. When you reach the control room, you enter a fight.



Note:

Blue's evil twin is named Rouge, which means "Red" in French.



Boss Fight:

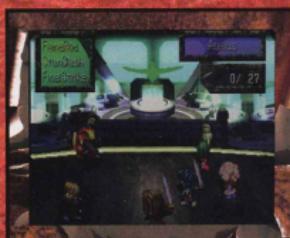
PLATYHOOKS

Platyhooks isn't too tough, but it does have several gun techniques. Just use your strongest attacks, and if you took the time to beef up

before the fight, you might even be able to pull off a combo. (Air Throw and Double Slash work well together.) When Platyhooks is depleted of HP, it takes off;

Note:

If you want, you can take a few items away from your companions before the Boss fight. These items will then remain in your inventory for later use.





however, it leaves behind several Platoonpus' in its place. Against these creatures, use attacks that hit several enemies at once, like **Sacred Song (Red)**, **Hand Blaster (Fuse)**, **Paralyzer (Fuse)**, and **Total Shot (Roufas)**. By using these attacks, you can quickly eliminate the entire group instead of picking them off one-by-one. After the fight, things return to "normal" and Roufas, Asellus, and White Rose depart. Before you talk to Hawk, visit BJ&K, the ship's Mec doctor, who joins Red at Red's request. Now you're ready to move on.

KOORONG



Red's first experience at Koorong isn't a good one. For some reason, the local dead-beats don't like Red's hairstyle. After you leave and return to the area, you find out that the punk kids are on drugs, leaving Red no choice but to beat the living daylights out of one of them. After beating him up, the kid points out to Red the evil, drug-selling monk who made the transaction.

Chase the monk into the back alleys and follow him down the ladder to the Koorong sewers. Following the monk is fairly easy; just keep an eye out for the yellow hat. If you come to a dead end, you've gone the wrong way. Also, make sure you explore all the side passages as you go, because there are lots of treasures to pick up. As things begin to clear up, you'll discover that you've reached the port. Climb up the ladder, then take the northeast exit and chase the monk onto the Cygnus itself.

With the chase over, pick up your pay and talk to Hawk.



RED



The drug-peddling monk heads for the Syoin in Kyo. Follow the monk and you'll gain some more information on Black X before returning to the Cygnus. If you want to visit the shop in this town or learn about Mind magic, do so before visiting the Syoin.

Once again, you should pick up your pay, and then talk to Hawk. Your next stop is Shingrow.

Note:

It's best to delay the purchase of Mind magic or training. Money is short and you can only do the training once. If you wait, you can train several characters – instead of just Red.

SHINGROW



When you reach Shingrow, head straight for the palace. You've arrived just in time for the Masked Martial Arts Tournament. You can wait in line and compete if you want; actually, there's no reason *not* to compete. Red can't be killed, plus he gains valuable experience as he works his way up the ladder.



Note:

Don't miss the large chests scattered throughout the palace. They don't really look like things you can interact with, but they contain some decent items.

You'll face several fighters on your way to the final round. None are too tough, with the exception of the Masked Giant. You can beat on it as much as you like, but eventually it starts dodging your attacks with **Sway Back**. At this point there's really nothing you can do but lose. No matter, you're more

experienced and a little bit closer to buying that new

car, right?



Note:

Help out the Shingrownians and help yourself. You can raise the sunken floor by flipping the hidden switch in the wall. The switch is right next to the treasure alcove.

After the tournament, pursue Dr. Klein through the palace. Northeast of the arena you'll get jumped by a couple of Black X goons, but Dr. Klein is nowhere to be found. Check the brown post next to the door and you'll open a secret passage.

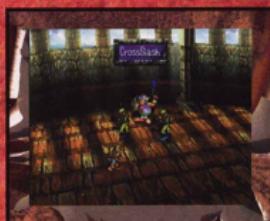
Follow the secret passage and head to the east. You'll find more Black X goons and an underling, who's gotten too big for its britches.

Boss Fight: GOBLIN



This is another fairly easy battle, and this time you won't end up in the 4th Dimension Magisphere. Quickly take out the two Yellow Fighters (any attack should suffice), and then work over the Goblin. It shouldn't take more than six or seven turns (without combos) to finish this fight.

Once again the Cygnus calls, so Alkaiser takes a rest for now. Pick up your pay, talk to Hawk, and then prepare to leave the Cygnus... for good!



YORKLAND



The story really opens up here, which enables Red to explore more freely. There's nothing to do in Yorkland, so you might as well make your way back to Koorong, but what you do from there is entirely up to you.

First, you should consider doing some recruiting. There are plenty of people looking for a little action. Look for the following folks:

• **Lute:** He's hanging out in the pub in *Scrap*. Just talk to him and he'll join.

• **Thunder:** This creature is hanging out near the windmill in the southern part of Yorkland. With Lute in your party, Thunder is glad to sign up.



• **Doll:** She's hanging out in the port at *Shingrow*. Although she asks for your assistance, you don't actually have to help her out right now. Let her join the party, and then return to *Shingrow* later.

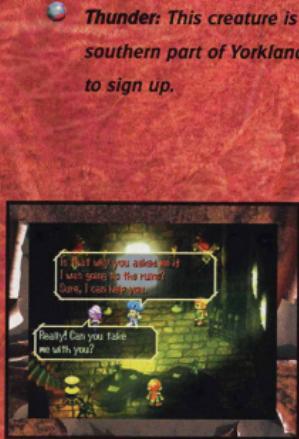
• **Annie:** She's loitering outside the café in *Koorong* in search of a free meal. Annie joins you to show you the way to Black X's *Koorong* base. Although she won't sign up until you're ready

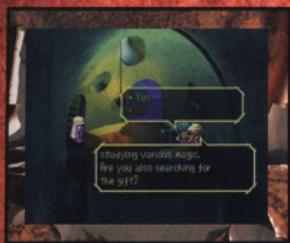
to go to the base, you can take her just inside the base. When you do so, she becomes a permanent member even if you leave and

don't explore the rest of the area.

• **Roufas & Liza:** With Annie a permanent part of your party, return to the restaurant and you'll find Roufas inside. He offers to come along, as does

Liza; unfortunately, you can only pick one. It's highly recommended you take Liza, because she can learn the *DSC*, a very powerful attack, quicker than anyone else.





Rouge: He's standing inside the port at Luminous. Speak with Rouge and tell him you're in search of the gift and he'll sign up. If you go to the Magic Kingdom, he leaves the party, but you can always pick him back up later.

There will be more recruitments later, but this should give you a solid basis on which to build your party. Choose your team carefully; you should focus on a select set of characters so you can maximize their potential later in the game.

You may want to consider trying out the Side Quests, such as obtaining the various Magic gifts. Participating in the sub-quests beefs up your characters, plus it helps you accumulate a large pile of credits. You need to upgrade your armor and weapons before taking on the various Black X bases and that ain't cheap!



BLACK X'S BASES

If you've been paying attention, you now know the four places from which Black X runs its operations. Red's goal is to eliminate all four Black X bases. The order doesn't matter, but he can't attack the Black Ray until all four are destroyed; however, some are easier than others. Both Kyo and Manhattan are fairly easy, but Underground Koorong and Shingrow are for seasoned characters only.

UNDERGROUND KOORONG

You can't reach the Koorong base until you've spoken with Annie, the girl in front of Koorong's restaurant. She knows the location and will gladly lead you there through the Koorong sewers. If you lose her, it means you passed the entrance earlier while you were chasing the monk. You may have even stumbled onto the entrance accidentally. It's a small pipe stretching across the water just after the subway tunnel.



After entering the base, Annie joins the party permanently. So, if you get there and it's too tough, you can turn around knowing that she won't leave while you do some level building.



The base itself is pretty straightforward. Follow the main hall and check the side rooms for treasure. When you reach the top of the first building, a large monster ambushes you.

Sub-Boss: CYCLOPS

Just how tough Cyclops can be is dependent on your party's strength and equipment. Most of its special attacks, crushing moves mainly, cause about 150-300 points of damage, which is enough to kill an inexperienced character. It also has the ability to



inflict Palsy on your characters by using Stun Gaze. All you need to defeat Cyclops is one or two fast characters with Stun Slash. Cyclops is extremely vulnerable to the Stun effect and shouldn't get a chance to attack if your characters are fast enough. In fact,

you shouldn't have to waste any WP or JP during this battle.

Note:

You can use Cyclops as a measuring stick of your party's readiness. If you have a lot of trouble with this fight, you should pull back and gain more experience. Shuzer awaits you at the end of this base, and he's a hundred times tougher than Cyclops was.

Continue upward after the Boss fight and you'll reach what appears to be a dead end. Actually, you just need to flip a switch on the glimmering lion's head to open a secret passage leading to Shuzer.

Boss Fight: SHUZER



This is a tough fight, even for experienced characters. Shuzer can attack the entire party at once with his Spin Attack, causing about 150-350 points of damage to each character. To make matters worse,

once he launches his claws (Claw Bit), he can perform two attacks each turn (Vulcan, Fire Breath, or Venom and his claws).

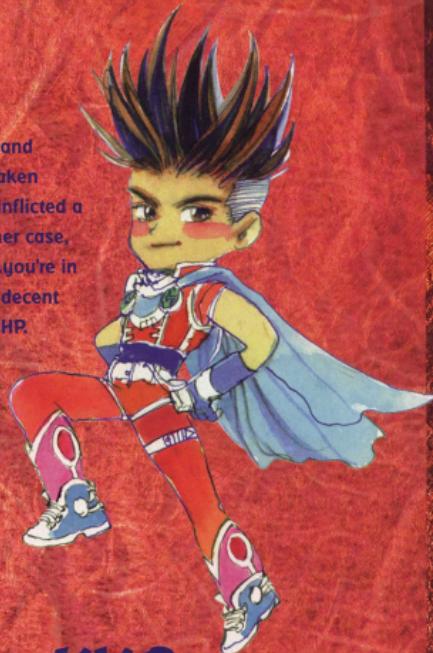


It's best to set up a good defense at the beginning of the fight using spells such as Shield, Glass Shield, and most importantly, Vitality Rune. Vitality Rune by itself automatically heals most of the damage Shuzer inflicts each turn. From that point on, it's just a matter of hitting Shuzer with as many combos as you have.



Eventually, Shuzer turns tail and runs either because you've taken too long, or because you've inflicted a good deal of damage. In either case, Red pursues him... alone. If you thought he was tough before... you're in for a surprise. There's simply no way for Red to survive without decent equipment and at least 500 HP.

Try casting Vitality Rune on Red and you should be able to attack each turn without having to take time to heal too often. Then repeatedly hit Shuzer with your strongest attacks. With any luck, Shuzer will die before Red does.



KYO

Note:

Rabbit the Mec joins your party in the Garden of Kyo if you speak with it. Rabbit is lost and looking for a Metal Black Base.

Remember the Syoin? Black X's Kyo base is actually under the Syoin. To enter it, inspect the glass next to the sign in front of the building. Red will walk through the glass and into the enemy's base.

The Kyo base is fairly straightforward. All you need to do is wander through to the drug processing room, collecting treasure as you go. Defeat the Black X fighter protecting the drug vat, and Red will wire the place to blow it up. Then quickly run to the exit and watch the fireworks.

The greatest challenge awaits Red outside the Syoin. M Block, one of the Black X crimelords, is waiting in ambush.



Boss Fight: M BLACK

M Black isn't much to worry about. It mainly attacks with things like Thrust and Thunderbolt, which cause about 100-200 points of damage depending on the victim. The only real thing to worry about is M Black's Moon Scraper attack, which causes about 100-300 points of damage to each character. M Black uses the attack several times during the fight, so you'll need to heal everyone quickly. In addition, concentrate on using combos while hitting it with Logic Bomb if you have it.

M Black is a Mec, so it's vulnerable to most of your Mec's attacks.

SHINGROW

The evil Berva is hiding deep within the ruins of Shingrow (the one to the north-east). The path to him is a twisted maze full of deadly monsters. Make sure you use the maps to help guide you through and to locate every treasure.

A main attraction of the ruins is its many Sub-Bosses lying in wait for any would-be heroes. The first Sub-boss you encounter is a rather enormous Gaeatoad. Fortunately, the toad is no tougher than any other upper level monster that hasn't been enhanced in any way. Save your WP and JP and just use your normal attacks to take it down.

The second Sub-boss fight takes place against two deceptively innocent-looking girls, that are actually souped-up versions of a Sword Valkyrie and a Spear Valkyrie. There's not much to the fight, so focus on one and then the other. Although they can combo, they most likely won't.

Note:

Don't forget to grab the nearby treasure after defeating the twins.

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With the twins out of the picture, you'll come to a room containing several slime creatures. You should know the drill. The four Big Slimes are protecting the Huge Slime in back. Defeat the Huge Slime and the rest will die. Each turn you fail to kill the Huge Slime, one of the Big Slimes gets regenerated. This should be no problem, though, if you choose attacks that hit several enemies at once. *Wheel Slash* is a good choice, but *Gale Slash* is even better. If you can hit the group with two *Gale Slashes* and a *Wheel Slash*, you should defeat all of the slimes in a single turn.

With the slimes defeated, check the large "cog" on the wall to find Berva's private chamber.

Note:

Many of the doors here are booby-trapped. Trying to pass through a booby-trapped door will hit the party with a negative status effect and force them into battle. Check the map for trap locations.

Boss Fight:

BERUA (FIRST FIGHT)

This can be a difficult fight simply because Berva is so difficult to hit. Any time you attempt to hit him with a Gun, Sword, or Magic attack, he'll use the *Sway Back* technique to dodge your attack. Meanwhile, he'll pound on your characters with wrestling techniques that cause 100-300 points of damage each time.



To counter Berva's superior dodging skills, you can do two things. First, use nothing but advanced fighting techniques (sorry, Punch and Kick don't cut it). For some reason, Berva doesn't dodge these attacks very well. Second, use combos. No one, not even Berva, can dodge a combo. Personally, I suggest taking the combo approach unless you've haven't figured any out or you're just running low on WP.

Eventually, Berva will retreat and Red and the gang will be magically transported outside

the Ruins. Berva can be seen on the opposite side of Shingrow castle, but by the time the team reaches him, he's already ducked inside. When you're inside the castle, it's easy to find Berva, but first you should check out a couple of things.



Talk to the King and queen of Shingrow. They'll restore the party and prepare you for the final fight. Then check out the area where you fought the Goblin earlier (while you were chasing Dr. Klein). You'll find a secret door in the north wall that leads to Dr. Klein's hidden laboratory. There's not much to do here, but you can collect some items and a nice bundle of credits.

When you're ready, talk to Shingrow's royal family, save, and head for the arena. Berva is in the arena and he's itching to finish things once and for all.



Boss Fight:

BERVA (SECOND FIGHT)

Berva is prepared for you this time, however, instead of the Sway Back, Berva counterattacks with the Berva Counter. Unlike his earlier dodges, this counter attack inflicts 150-300 points of damage to the attacker. Other than this attack, the same fighting strategy applies. Keep one person ready to act as doctor, while the rest combo him into oblivion. Just be prepared to deal with Berva's constant assault and his ultimate attack, God



Hand, which causes 400-700 points of damage to a single character. If you can keep your characters alive, this fight shouldn't be too tough.

MANHATTAN

Note:

Although it's not a requirement to have him in your party, you can pick up Fuse at the 2nd floor restaurant in the Shopping Mall.

The next base is the C.T.C. Building in Manhattan. Go to the front gate and you'll find that it's quitting time. Talk to the receptionist and you'll soon be on your way up to see Cindy Campbell.

On the way up, the elevator gets stopped and several Black X goons attack the team. After you fight them off, you're forced to begin your long walk to the top. Climb the service ladder and jump into the first elevator door you come to.

The building is heavily guarded, but you shouldn't have much trouble making your way through to the stairs. The main thing is to avoid spending too much WP and JP.

When you reach the stairs, you'll face a series of challenges. Each flight of stairs consists of a swarm of lesser enemies followed by a Sub-boss fight.

The first flight of stairs has numerous Slimes. To dodge the swarm of beasts, wait for them to sink into the ground, and then quickly run past. At the top, you'll face some Black X guards and a Huge Slime.

The second flight of stairs is Mechs. Stick to the left edge and you can pass by most of the oncoming Mechs. At the top, you'll face another Black X goon and two Guncarts.

The third flight of stairs is Plants. To dodge these pests, you must run past them as they pull their tentacles back. Waiting for you at the top are several Black X guards and a couple of Trap Vines.

Note:

Talk to the woman at the top of the stairs to the right. She'll give you an item if you'll just trust her.



The fourth floor is probably the most annoying. It's filled with roly-poly insects, and dodging them isn't easy. Stick to one side of the stairs and make a wish, but definitely don't run up the middle. At the top, you'll face three Armorpillas and a couple more Black X goons.

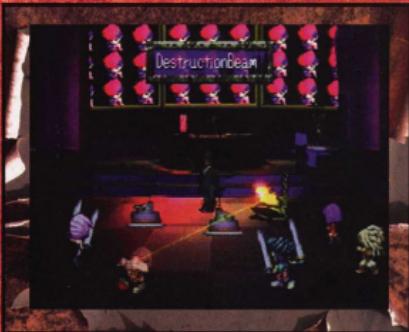
After that trek, it's a fairly straight shot to Campbell's office. She's not around, but her guards are more than happy to help you out. Don't forget to save before fighting the Blackgarb. It's your last chance to save before facing this base's Boss.



SUB-BOSSES: BLACKGARB & AUTO BUFFERS

First, try to hit the Blackgarb with everything that can reach it. It's weaker than the Auto Buffers, so you might as well eliminate it early. The rest of the fight won't be so easy. The monitors in the background change after each round. The C.T.C. logo does nothing, but the other two pictures cause negative status effects to your party. The large picture of Cindy Campbell casts Hypno Flash and can put your entire party to sleep. The smaller pictures of Campbell cast Vell, which boosts your enemy's power. Focus on one Auto Buffer at a time and you should be safe. You may even want to sacrifice a bit of WP by using Gale Slash to hit all of your enemies at once.

The building is clear and Campbell is cornered on a spider web high above Manhattan.



Boss Fight: ARACHNE

Campbell, in Arachne form, isn't very tough if you're prepared and by now you should be! Attack her with multiple combos and let the team's doctor focus on keeping everyone healthy. Arachne's deadliest attack is the Lightning Web, which inflicts about 150-300 points of damage to each fighter and can stun Mecs. With that one exception, she may annoy you with the HP Drain, but it doesn't do enough damage to be taken seriously.



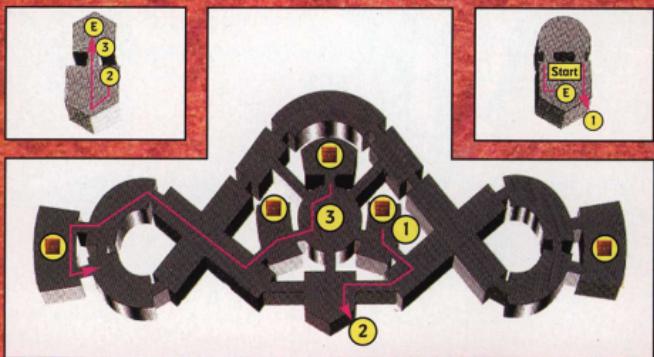
BLACK RAY



With all four Black X bases destroyed, you're now prepared to take on the main fortress and the fearsome Black Ray. Return to the Cygnus and talk to Hawk, who hands over a Black X costume. This costume enables you to enter and explore the Black Ray.

Wander the ship and get to know its layout. When you're ready, head for the cockpit to find M Black. This sounds off an alarm and sends the team running. You must run through the ship without backtracking until it can reach the secret Black X base. This isn't as easy as it sounds, but check the maps for help. You can't get all the treasure you saw earlier, so you'll instead have to settle for a couple of choice items.

If you successfully dodge M Black and reach the base, you're forced to fight the Mec a second time.



Boss Fight:

M BLACK II

M Black has been upgraded, but then so have you.

By now you should have plenty of strong techniques and several reliable combos. For this fight, I suggest you use Vitality Rune and Time Leap (if you have them). Vitality Rune keeps your characters healthy and Time Leap keeps M Black II



from attacking. The rest of the fight is all about combos. Most of M Black II's attacks aren't that bad; its strongest are the Shoot-All, a Mec skill that fires all of a Mec's equipped missiles at once, and Magnetic Storm, which causes 200-700 points of damage and has negative effects on Mecs.

BLACK X'S SECRET BASE

The path through the base is simple but full of hazards. The first locked door triggers the opening of a nearby wall when you approach. This releases a large horde of monsters, which just so happen to appear between you and the locking mechanism. Fight your way through the enemies, grab the treasure, and press the button to continue.

The next obstacle is an elevator, which is relatively simple. Take the stairs up and you'll find the switch against the wall. Just make sure you grab the treasure at the very top, which is the Hyperion Bazooka.



In the next room, take a walk across the pipes to find a hidden room with a startling secret inside. Also, there's a key that unlocks the door below. Before proceeding any further, you should save your game and possibly use a Sanctuary Stone if you need it.



SUB-BOSS: BLACK X



Before this fight begins, you should make sure Alkaiser has Final Crusade equipped in his technique list. This comes in extremely handy in the upcoming battles. Also, make sure you unequip Gale Slash unless you're relying on it for your 5-hit combos. It may be used against you if Block X Charms one of your party members.

Black X is a heavy magic user and tends to cast a lot of negative status effect spells. Because of this, you need to finish off Black X as fast as possible. Don't bother using spells like

Vitality Rune; this only wastes time and

Black X rarely hits anyone for direct damage. Instead, it does things like **Stone** or **Stun** your characters. Sometimes it even **Charms** a character into doing its dirty work, which again is why you don't want to have **Gale Slash** equipped.

Hit Black X with every combo you've got and the fight should go quickly. Just keep on top of your injuries and don't let anyone stay down for long. You may also want to take a Mec along, because Black X's status effect spells won't affect it.

With Black X down and out, you'll encounter Black X's true mastermind – Dr. Klein. He's restored his secret weapons just in time for your arrival.

SUB-BOSSSES: BERUA, SHUZER, & ARACHNE



You should rest assured that these three Bosses aren't what they used to be. Not only have you gained experience and you're better equipped, the Bosses also seem to have lost some of their strength that made them so tough in the first place. The big trick is conserving your ammo and WP/JP until you really need them.

Start the fight against Berua by casting **Vitality Rune** on everyone. This should take care of any damage caused to your party. You may also want to put up other defensive spells and boost the party's strength. Berua counters a lot less than he did in



previous fights, so you can basically hit him with anything. In fact, it's best to just hit Berva with simple attacks that don't waste valuable WP and JP. Just sit back, slap him around, and let the Vitality Rune keep you healthy.

Shuzer is next and he too seems to have been weakened. He still has all of his attacks, including his claws, but the Vitality Rune should keep the team safe. This is a good time to start using some combos, but it's not totally necessary.



The last Boss is Arachne. She's altered her arsenal; almost all of her attacks hit everyone in the party simultaneously, although none are much of a threat unless you're really low on energy. The only ones to really look out for here are your Mecs, because the Vitality Rune doesn't affect them. At this point, you should unload on Arachne with everything you've got, but only if the other two Bosses have been defeated. After eliminating the three Bosses, you can save your game. I highly recommend doing so. Also, you don't have to heal your party now, because you get healed automatically before the next fight.



SUB-BOSS: M BLACK III

That's right, the evil Mec is back and stronger than ever. This time it won't be so easy. Start the fight by setting up the Vitality Rune and then begin hitting M Black III with your strongest combos. You may also want to set up spells like Glass Shield to help protect some party members from M Black III's rage.

A lot of M Black's attacks aren't super powerful. In fact, many are very similar, but the few that have been upgraded are more than enough to bury even the best prepared team. To top it off, M Black III can attack up to three times in a single turn.



The secret here is to keep up your HP and to never let a weak character go unattended. When M Black III moves in close, it's preparing to perform its deadliest attacks (Tiger Rampage, 500-600 damage to one person, Moon Scaper, 100-250 damage to all, and Dark Phoenix, 500-700 damage to one person). Make

sure your characters are prepared to take these kinds of hits. If you have a couple of strong 5-hit combos, this fight shouldn't be difficult. You can usually take M Black III out in about 10 turns.

Only one more battle to go. You don't get a chance to save before the final fight, but you do get your health and WP/JP restored.



FINAL BOSS: BOSS X

As every RPGer knows, every quest leads to one main bad enemy with an immense amount of power. Boss X is that enemy. This robotic nightmare is everything you'd expect from the world's largest crime ring – its attacks are powerful and rapid.

The drill remains the same. Set up the **Vitality Rune** and any other defensive spells. Then use your strongest combos to finish off Boss X. If your party gets hit too hard, use **Final Crusade** to pull everyone back together.

Boss X has a basic attack pattern. The following summarizes its actions:

Eye Wide Open and Blinking:

- It uses attacks such as the **Lord Cannon**, a weak attack shot from its cannon, **Charm Gaze**, and **Stun Gaze**. Because these attacks are weaker, it can perform each one several times in a row. You'll also remember the **Lightning Web** from your fight with Arachne.
- When **Boss X** feels really nasty, it can hit someone with the **Graviton**. This doesn't do much damage to a human, but it can cause serious damage to a Mec. One of its more gruesome attacks is the **Lord's Dinner**, which causes 500-600 points of damage to one character, which **Boss X** then absorbs. **Boss X** can even launch the ultimate status killer, called **Hyper Gaze**. Not only does it cause about 100-200 points of damage to each character, it also hits each fighter with a random status effect.

Eye Flashing Red:

- This means **Boss X** is about to unleash a serious hurt. Fortunately, it takes one or two rounds for **Boss X** to charge up this attack, which gives you a chance to do any last minute healing. The attack itself is called **Judgement X** and it does about 100-700 points of damage to each character. This is no big deal if you're ready for it, but it can take a couple of your characters down.



Keep your HP up and use some combos to turn **Boss X** into toast in no time. Good luck.





BLUE

Blue's story begins in the Magic Kingdom. On the eve of his graduation from the Magician's Academy, Blue is told by his teacher to travel the world in search of new magic in order to become the ultimate magician of the Magic Kingdom. To prove that he is worthy of this title, Blue must also kill his twin brother Rouge, who is also graduating the same day at another academy.

Note:

Blue can teleport anywhere by simply choosing the Region Map in his inventory. The only restriction is that Blue can only teleport to places he's previously visited.

The only exceptions are Devin and Luminous, which are already on the map. Now you can avoid pricey fares (Scrap), skip time-consuming layovers (Nelson), and you can totally bypass customs.

MAGIC 101

Blue's quest is an unusual one. He has free reign to explore the world with only one specific goal: Collect as much magic as possible before his fight with Rouge. With this goal in mind, the game automatically directs you to two of the world magic hotspots, Devin and Luminous. The screen you see is the Region Map, an item exclusive to Blue's game.

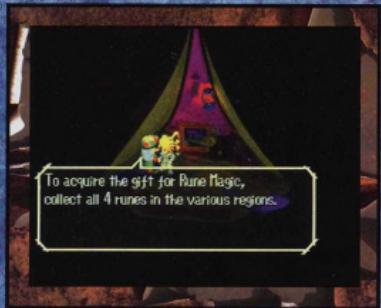
For now, scroll through the locations until you see Devin's icon and name, and then press the Circle button to teleport. You don't have to begin in Devin, but it's highly recommended.



DEVIN

Your goal in Devin is to find out about Rune Magic and Arcane Magic. You won't have the money to buy spells yet, but then you don't really need too.

Blue's first stop should be the Rune Magic shop, the small tent on the west side of town. Talk to the person inside to learn all about Rune Magic. You'll want to inquire about the gift so you can begin the Rune Quest, but don't buy any spells just yet.



Note:

Anyone can buy magic spells and use them, but only those with the gift for that specific type of magic can gain its more powerful spells through repeated use. To determine whether or not you have the gift for a specific type of magic, access that character's Equip Ability menu, and select Magic. Any magic category with a star next to it indicates that you have the gift for it.

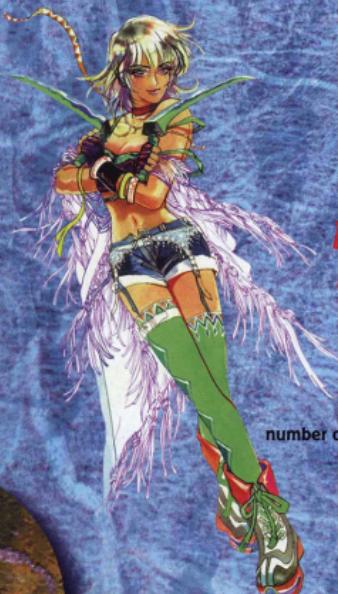
The Runes are located in four regions. It's not necessary to pursue them in any particular order, but some are easier to get than others. The four locations are:

- **Hide Rune – Koorong**
- **Freedom Rune – Despair**
- **Victory Rune – Shrike**
- **Vitality Rune – Tanzer**

Blue's next stop should be the Arcane Palace, the little pink and blue house with Tarot cards over the door. The drill is pretty much the same. Find out about Arcane Magic, and then ask about the gift. This enables you to start the Tarot Quest. Just like the Rune Quest, you must visit four locations to collect the four Tarot cards. The locations are:

- **Shield Card – IRPO**
- **Grail Card – Yorkland**
- **Gold Card – Baccarat**
- **Saber Card – Wakatu**

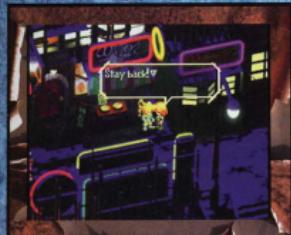
Now that you have a lead on where to find some magic, it's time to look for some companionship. Go to the port and head for Koorong.



BUILDING THE PERFECT PARTY

It's easy to find characters who are willing to join Blue's party. The only tough thing is deciding who to use. Before you go looking for party members, make sure you've already visited Devin and learned about the gifts for Rune Magic and Arcane Magic. Doing so greatly increases the number of characters who are willing to join Blue's quest.

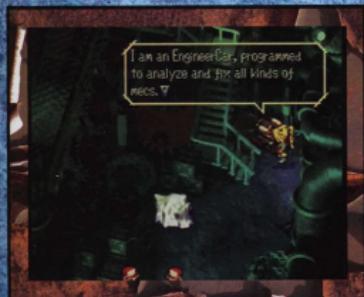
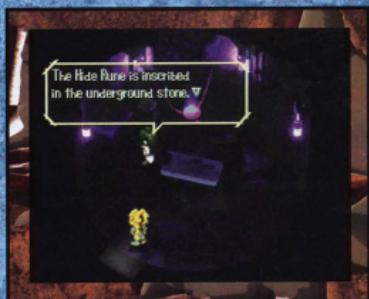
Liza: You'll find Liza inside Koorong's only restaurant. She'll join you if you're looking for the Hide Rune. I recommend you make her a primary part of your team. She won't join Blue until Roufas joins the party.



Annie: An IRPO agent, Annie is a solid party member. She won't join you until you're ready to visit Despair in search of the Freedom Rune, which may be too late to make her a part of your main force. She is located outside Koorong's restaurant.

Dr. Nusakan: This guy is kind of creepy, but he brings the unusual skills of a Mystic to the team. You'll find him inside his doctor's office in the Back Streets of Koorong. He'll only join your party if you're looking for the Hide Rune.

Roufas: A solid jack-of-all-trades kind of guy, Roufas is a welcome addition to any party. Look for him in Mu's Tomb, which is located in Shrike. He'll join you in your quest for the Victory Rune.



Engineer Car: A Mec with a solid punch, Engineer Car can be useful early in your quest. It's in the back corner of Nakajima Robotics, which is located in Shrike. It won't join Blue until T260G is part of Blue's party.

Lute: Lute is good with a sword and he's a musician to boot. You'll either love him or hate him, but he's yours if you want him. He's hanging out in the pub in Scrap.



Riki: This fun loving monster is happy to join, but be forewarned: He has a lot of growing up to do. Speak with him in the pub in Scrap.



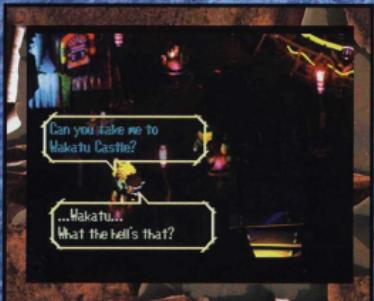
Note:

Don't let Annie join your party until you're absolutely prepared to go to Despair. You can't return until you get the Freedom Rune, and to do so you have to defeat a nasty Boss. The team won't be ready for this task until later in the game.



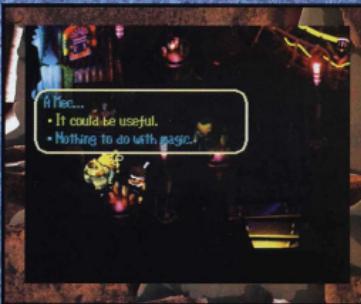
Mei-Ling: *Riki's constant companion and a possible love interest for Blue. She's a strong spell caster and is also good with a gun. She's hanging out with Riki in Scrap's pub.*

T260G: *As the most versatile Mec around, he'll make a welcome addition to your party. He's in Scrap's pub sitting with his friend, Gen.*



Gen: *This master swordsman is a must-have. To get him to join you, you must speak with the*

Skeleton loitering in lower Koorong. You can't get to Wakatu, the Saber Card's location, without Gen. He, like many others, is enjoying the band at Scrap's only pub.



character in Yorkland. Thunder is standing next to the windmill in southwest Yorkland.

Emella: *She's good with a gun and anxious to sign on with Blue. She can be found in Baccarat, but only if you're chasing the Gnomes in search of the Gold Card.*



Fuse: *His deadly fists can come in handy and so can his special weapon, the Hand Blaster. He'll join you on your quest for the Shield Card at IRPO.*

There are several other characters that can join Blue's party, but this covers the bulk of them. Others include Sei, Slime, and Silence. They'll join you if you encounter them on your travels, but only if you have room for them and you actually want them to join.

I recommend you build a party consisting of Liza, T260G, Gen, and one other character (the shady Dr. Nusaken is a personal favorite). Train Liza in fighting techniques and work on getting the DSC (Dream Super Combo), and have Gen focus on sword techniques. Let T260G handle the technical side, have the fourth character work on guns and swords, and let Blue focus on building up his magic abilities. You'll also want to make sure you train some of your characters in the magic types that Blue doesn't have. This will help you create a balanced party and keep you from missing vital spells.

Now it's time to start getting those spells together. Use the Region Map to make a quick hop to Luminous.



LUMINOUS

Luminous offers two types of magic: Light and Shadow, of which Blue can have one or the other. It's recommended that you train Blue in Light and let someone else handle Shadow. Visit the Light Magic shop and purchase a single spell for Blue (Flash Fire is best at this point). Then visit the Shadow Magic shop and purchase a single spell for the character that will handle your Shadow Magic.

Note:

I recommend only purchasing a single, low powered spell, because the team should still be short on credits at this point. If you use the single spell a lot, you'll eventually learn all the other basic spells without shelling out the extra credits. Because spells such as Sun Ray and Power Grab only cost one JP to cast, you can cast them for free if you fill Blue's abilities with nothing but magic. This enables the chosen spell to be his primary attack and you won't have to worry about running out of JP.

Now you're ready to take on the Luminous Labyrinth (or Omble if you've chosen Shadow Magic). Talk to the person on the west side of town and you'll enter a mysterious maze of light.

LUMINOUS LABYRINTH



A beam of light guides the party through the labyrinth. This beam acts as your key to other parts of the maze. The trick is figuring out how to bend the light so that it hits the next door. This is accomplished by adjusting mirrors so that they direct the light where you need it to go. Check the accompanying diagrams to see how the different mirrors should be adjusted.

The last room is a little different. There are several prisms and colored glass scattered throughout the room. To leave the maze, you must hit the back wall with a white beam, but you can obtain different items by hitting the wall with different colors. These items are as follows:

COLOR OF LIGHT

White

Purple

Yellow

Light Blue

Any other color

RESULT

Exit from Labyrinth

Receive a Sanctuary Stone

Receive 400 credits

Receive a Moonlight Robe

Fight an enemy

Upon exiting the Luminous Labyrinth, your characters are blessed with the gift of Light Magic. Now take your Shadow Magic user to the opposite side of town and have that character challenge Omble. You won't actually have to face Omble, because Light Magic users can't enter the Shadow Realm.

Now you're ready to begin either the Tarot Quest or the Rune Quest. Teleport back to Koarona, rest, save, and I'll meet you there.



OMBLE

Note:

Just to prove I'm a good sport, this information is for those of you who've decided to ignore my advice and are training Blue in Shadow Magic. If you chose to go with Light Magic you can skip this section entirely, unless you're just curious about Omble.



Note:

There's a shop inside Omble. The Shadow Dagger is a good purchase if you have the credits, but you can find all of the items elsewhere later in the game.

To reach Omble you must talk to the merchant on the east side of Luminous. Buy a Shadow spell for Blue (Power Grab is the best choice) and then ask about the gift. You'll enter Omble without your Mecs, monsters, and Light Magic users, so make sure you're properly equipped.

Upon entering Omble, Blue's shadow runs off to the north. Unfortunately, the team can't leave Omble until Blue gets his shadow back, which is no small task. Omble's mansion is full of shadow creatures (normal monsters that appear as nothing more than a shadow), some of which are fairly strong. Do your best to dodge them, but you'll probably have to fight a couple of times.

At the back of the mansion, you'll find a room with a bunch of shadows. Look closely and you'll notice that they're the shadows of most of the main characters in SaGa Frontier. First, you need to scare them all from the left room to the room on the right. Then you need to carefully select Blue's shadow from the rest (look for the ponytail). If you choose correctly, Blue's shadow will run into the back room. If you choose incorrectly, you'll be forced into a fight.



Note:

In Omble's courtyard area, you'll find the shadow of Silence walking around on the west side. Speak with it and it will "join" the team. When you leave Omble talk to the man to the right of Omble's entrance and Silence will officially join the team.

Follow Blue's shadow into the back room, save your progress, and then approach his shadow.

Boss Fight: SHADES

B
R
C
E

This is one of the most interesting fights in the game. It's the team against their shadows. The danger here is that the Shades have every power that your team has. Think for a moment about your characters. Who do you consider a major threat? Who's the fastest? This should indicate the strategy you'll use. You should first focus on your fastest character's shadow and your strongest character's shadow. They should fall easily, but you'll probably lose a character in the process. Now pick off the rest one at a time. Use your best attacks and whatever you do, don't hold back!



Upon exiting Omble, each character who entered Omble leaves with the gift for Shadow Magic. Now it's time to take on the Rune Quest or the Tarot Quest. Use the Region Map to teleport to Koorang.



TAKING ON A QUEST

The truth is there's no good reason to go to Koorong except that it's SoGa's Hub. Now that you have some magic under your belt, it's time to choose a quest. It's recommended that you train Blue in Arcane Magic, but what you do is entirely up to you. In the end you should complete both the Rune Quest and the Tarot Quest to balance your party, collect a heap of credits, and to get some valuable experience.

First, you may want to teleport over to Devin and pick up the **Saber** spell for Blue and the **Vitality Rune** for another character or vice-versa. Equip Blue with the following spells, depending on which type of magic you've chosen:

- **Realm Magic – Energy Chain**
- **Light Magic – Sun Ray**
- **Shadow Magic – Power Grab**
- **Arcane Magic – Saber**
- **Rune Magic – Vitality Rune or Hide Rune**

If you've followed my advice, Blue should have **Energy Chain**, **Sun Ray**, and **Saber** available. If you fill his ability list with all spells, you can cast each one without using JP. Concentrate on **Energy Chain** and **Sun Ray** until you gain the gift for **Arcane Magic**. This way you can learn new spells in the process.

The following will help you through both quests. Read on if you're doing the Tarot Quest, but skip ahead if you've decided to try your hand at the Rune Quest.



Note:

*The spells you really want are **Psychic Prison** (Realm), **Vermillion Sand** (Realm), **Death** (Arcane) and **Mega Windblast** (Light). Each spell will be crucial in later battles.*

Note:

Before attempting either quest, you should do a little exploring and level building. I highly recommend you head to Shrike and visit Sei's Tomb, because you'll find some helpful items and creatures to match your experience levels there. Also, you may want to explore Underground Koorong, the ruins at Shingrow, and maybe even the BioResearch Lab in Shrike (although it can be a rough place). These locations (except Shingrow) are all within close proximity to an Inn. You can quickly pull out of one of these areas and rest at an Inn if your party gets itself in trouble.



THE TAROT QUEST

As you should know by now, the Tarot Cards needed to acquire the Arcane Gift are spread throughout four different areas. There's no particular order you need to take in getting the cards, but the following is a suggested order.

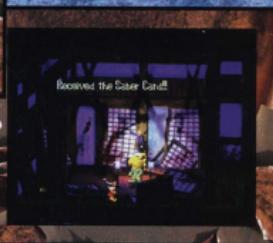
WAKATU (THE SABER CARD)

Wakatu is full of monsters and has a few treasures that can help the party get going. You must be wary of the ninja characters that mysteriously appear and disappear.

Although they normally aren't much of a challenge, they sometimes can put the party in an extremely challenging battle. Try to avoid them unless you're feeling particularly confident in your party's skills.

Gen leads the party through Wakatu. Pay close attention to his direction and you shouldn't have trouble making it through.

When you enter the third floor of the Saber Shrine, shadow objects will begin appearing on the wall. Your goal is to stop the shadows so that three Sabers are visible. Doing so will get you the Saber Card. Getting anything else (mainly monsters) forces the party into a fight. The trick is to shut your eyes and listen to the game. Every time you hear the sword clink, the three Sabers are aligned. Learn the rhythm and then press the Circle button in time with the sound.



Note:

You must have Gen in your party to reach Wakatu. Check the "Building the Perfect Party" section of this walkthrough for tips on finding him.

Note:

To obtain gold you should visit the bar in Nelson, which can be accessed through Owmi (remember to use the Region Map once you've visited Nelson). Speak with the trader and he'll sell you gold ingots at 500 credits each. You can also purchase gold ingots in Koorong, but at twice the cost!

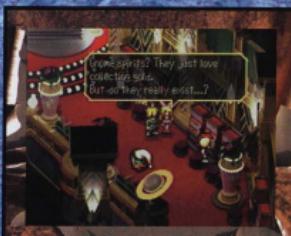
ingots, since the Gnomes will simply take all of the gold ingots that you have in your inventory.

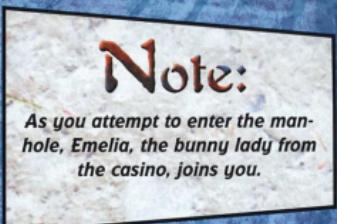
When you enter the casino, walk up one floor and speak to the woman dressed in the bunny costume on the right side. You'll see a happy little Gnome pass by. Follow it up and you'll arrive just in time to watch it hop on the elevator and disappear. Go back downstairs and take the elevator down to the Parking level.

BACCARAT (GOLD CARD)

First things first: You shouldn't go after the Gold Card until you've had a chance to perform "Takonomics." What's Takonomics, you ask? It's an unlimited credit trick that involves trading gold for credits. Check out the "Side Quests" section of this book for more information.

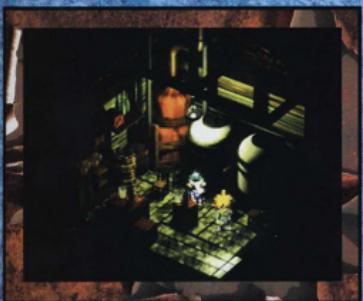
Now you're probably wondering why you need to use Takonomics before going after the Gold Card. Simply put, it's gonna cost you! Lots of obsessive Gnomes living under Baccarat currently own the card and they won't give it up unless you give them at least four gold ingots (2000-4000 credits worth, depending on where you buy them). It's advisable that you obtain no more than four gold





The open manhole leads to an underground cavern and the home of the Gnomes. At first glance the caverns seem awfully confusing, but it's really pretty easy. Just head straight south into the lower room, and then take the low road to the northwest corner and go left. Head up and you've found it.

Talk to the leader of the Gnomes and it will make you an offer you can't refuse. If you have at least 4 gold ingots (you do have the gold ingots... don't you?), talk to the Gnome a second time and the Gold Card is yours.



YORKLAND (THE GRAIL CARD)

Ah... Yorkland, famous for the world's finest sake and also the location of the Grail Card.

Head to the southwest to uncover the heart of the town. The area is lined with several different breweries. Enter the first one on the left and inquire about the

Grail Card. Blue is instructed to visit the next brewery, then another, and another, speaking with the owners and sampling the liquor in each brewery as he goes. You eventually learn that the card is hidden in the Liquor Shrine, which is located in



Note:

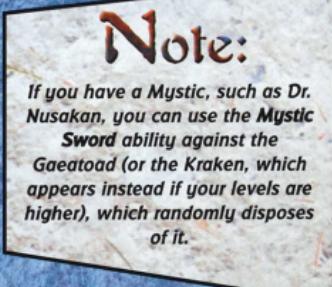
The swamp can be a rough place and it's even tougher when you're drunk. Due to the party's drunken state, they'll get hit with negative effects at the beginning of each battle. You can counter this by using Snake Oil, but doing so can be expensive. Save before you go in, and then leave and level up if things get too tough.

Yorkland's swamp (northwest of town).



Fortunately, it's a short walk north to the shrine; however, the path is full of monsters and the party is completely drunk. This becomes evident when you first enter the swamp. Try to stand still... You can't! Now try to walk a straight line... You can't! The monsters lining the path won't attack unless the party gets too close, which is difficult to avoid because Blue is weaving and wobbling all over the place.

When you reach the Shrine you'll receive the Grail Card with no strings attached. Be sure to save as soon as you leave!



IRPO (SHIELD CARD)

The Shield Card is in the possession of IRPO. They'll be happy to cough it up, but only if Blue can prove himself worthy. Fuse, an IRPO Patrolman, takes the team to Mosperiburg, but to an area that normally can't be reached.

There are plenty of powerful monsters along the trail to the top, but you can dodge most of them if you feel so inclined. On your way to the top, you'll notice a small cave off to the left. There are two very powerful Dragons inside the cave and a whole lot of treasure. Check the "Side Quests" section of this book for more information on defeating these beasts.

Note:

Blue can't return to this area after obtaining the card. If there's anything you want to do here, do it now.



At the top of the mountain, the team finds the rare flower they've been searching for plus something else.

Boss Fight: SUZAKU

First, notice that a Flame Barrier surrounds Suzaku, which means you must rely on Guns, Magic, and any Sword or Martial Arts attacks where the character doesn't make physical contact with Suzaku. For example, Air Throw (Fighting), Gale Slash (Sword), Focus Shot (Gun, or Bound Shot if you have it), and Swallow Swing (Sword) can all inflict damage from a distance.

In the end, this shouldn't be a tough fight. If you do have trouble, leave and get a bit more experience, then try again.



THE RUNE QUEST

Much like the Tarot Quest, the Runes needed to acquire the Rune Gift are spread throughout four different locations. You don't need to pick up the Runes in any particular order.

KOORONG (HIDE RUNE)

The Hide Rune is located deep within Koorong in the Natural Cave. Liza will help you locate the passage that leads to the cave. The path there is simple. Enter Koorong's back alleys by way of upper Koorong. You'll know you're on the right track if you're stopped by a couple of Black X thugs.

(Black X is a criminal organization that plays a major part in Red's walkthrough.) Just follow the path to its end. If you come to a dead end, go the other way and you'll find it.

Once you're inside the Natural Cave, head to the south until you reach a clearing and then take the next path back to the north. There's a small gap you must jump to reach the Hide Rune's location. To make it, run at the edge and Blue will hop to the other side.



This is a good time to save. Just ahead you'll find a cave full of nasty creatures.

Boss Fight:

QUAKEWORM & WORMBROOD

This is one Boss that lives up to its name. At the end of each turn, it causes a small earthquake that can damage each of your characters. To counter this, I suggest you equip your party with Jet Boots. This lessens, if not prevents, the damage. As for the actual fight, the Wormbrood act as support to the Quakeworm. Their main function is to keep the Quakeworm healthy, which they do by casting Magic Heal or Support each turn.

Use attacks that can hit the entire group. Gale Slash (Sword), Total Shot (Gun), and Mega Windblast (Fighting) are all good choices. Anyone who can't target the Quakeworm should focus on the Wormbroods. With any luck, you'll take out all three Wormbroods on the first turn. If not, pick them off one by one to open up a path to the Quakeworm.



After defeating the Quakeworm, the Hide Rune reveals itself. At this time, Blue is automatically teleported back to town, so you won't have to hike back.

SHRIKE (VICTORY RUNE)

The Victory Rune is deep within Mu's Tomb in southwest Shrike. There's a lot of monster traffic on the way to the bottom, so be prepared to fight.

The path to the Rune is straightforward and has only one branch. There you'll find a set of stairs (west) and a door (east). The stairs lead to the Rune and the door leads to an exit.

At the end of the tomb you'll find a dried up pile of bones and the Victory Rune.



Boss Fight: **SKULLDRAKE**

At first, the Skulldrake is nothing but a pile of bones, and remains so for the first turn of the fight. Use this time to set up defensive spells like Shield. You can't cause any damage to the bones, so don't waste JP or WP.

Between the first and second turns, the Skulldrake transforms into its fearsome self, so begin attacking at full force. It's extremely vulnerable to physical attacks and can fall in only a few turns if you have a powerful combo ready. If you're taking this quest late in the game, this Boss shouldn't be much more than a minor annoyance.



DESPAIR (FREEDOM RUNE)



There is only one way to reach Despair: Talk to Annie outside Koorong's restaurant. She can easily sneak the party into the prison.

Annie leads you through the prison to the **Freedom Rune**, but she often leaves it up to you to guess where to go. Stick to the high path in the pipes and avoid falling into one. If you do, you can easily backtrack and try again.

Continue to follow Annie's lead and you'll reach a room with an elevator and a conveyer belt. Ignore the contraptions and take the door, then enter the first green door you see. This door leads you down to an area with a grouping of posts sticking out of the ground. If you have an Infra Scope equipped, you can see lasers shooting from post to post. Avoid the lasers as you pass through the area or you'll get forced into a fight. If you don't have an Infra Scope equipped, you'll have to feel your way through.

Ahead in the distance is the entrance to the Freedom Rune's chamber. Annie can open the lock, but not fast enough.



BLUE

Boss Fight: NIDHEG



If you've attempted the quests in the order I've presented them, this fight should be easy. Hit the Boss with **Mega Windblast** and any other strong attack you have. If you've figured out combos, you should use them. There's no reason to conserve your JP and WP, because you'll soon get warped out of Despair.

After the fight, investigate the **Freedom Rune** and it's yours. The party is instantly warped from Despair back to Koorong.

TANZER (VITALITY RUNE)

Tanzer isn't really a place so much as it is a living thing. In fact, the only way to reach Tanzer is to get swallowed by it as you're traveling between towns. When you've started the Rune Quest and you think you're ready, hop on a ship and see if Tanzer is biting.

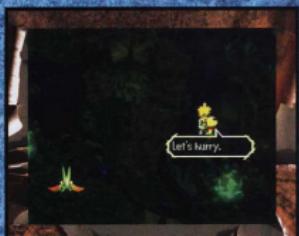
Once inside, follow Fei-on to his... um... village. There's not much to do inside Tanzer's belly, but you can rest here if you need to. There is one small catch – you can only restore your LP. This means you need to limit your use of magic and techniques until you really need them.

Talk to Fei-on and he'll lead you to the Vitality Rune's location. He's a little hard to follow, so pay attention. The different valves and arteries act as doorways to different locations. Be careful, because some of them can suck you in if you get too close and you'll end up somewhere you don't want to be.



Note:

Don't hop into the pulsing valve at the bottom or you'll get cast out of the slime pits.



The slime pit can be confusing. Blue can slide down the slime slides, but he can't climb them, which makes it difficult to get where you need to be. Take the slides down and stick to the right. Enter the cave (artery) at the bottom to return to the top. Take the left slide down twice, and then hop off the right edge. Slide once more and you're there. Save your game and tell Fei-on you're ready.

Note:

As you're following Fei-on, keep this in mind: If he's not on-screen with you, you probably shouldn't pass through a valve unless there's no other choice. He typically points out the valves you need to enter if there's a choice.



Boss Fight:

HUGE SLIME & BIG SLIMES



The object of this fight is to have one of your human characters touch the Vitality Rune, which is behind the Huge Slime. Use your attacks that hit all of the slimes in the group and focus on creating a clear path to the Rune. One slime regenerates each turn, so you really need to take out at least two slimes each turn, if not more. Remember that your goal here isn't to destroy the slimes so much as it is to touch the Rune. Do so as soon as you get a chance to end the fight.

Note:

To touch the Rune, select the Touch command when the path to the Rune is clear.

A QUESTION OF SPACE & TIME

Now that you have either the gifts for Arcane or Rune Magic, it's time to think about obtaining some real magic. Space Magic and Time Magic are the two most powerful types of magic in the world. As such, each gift can only be obtained by a single person at any given time. In order for Blue to obtain one of these magical gifts, he must find and defeat the person who currently possesses it.

These are two of the toughest quests in the game. Actually, finding the Space and Time Lords isn't difficult, but defeating them is. For this reason, I highly suggest you have the *Psychic Prison* (Realm) spell before entering these battles. If Blue doesn't have it, go to Underground Koorong and use *Energy Chain* until he learns it.

Once again, you can go after whichever magic you like, but there are advantages and disadvantages to each. Acquiring Time Magic gives you the *Over Drive* spell, which makes defeating Rouge a breeze. However, you must permanently sacrifice one LP to complete the Time Quest. I also feel that defeating the Time Quest Boss is much tougher than defeating the Space Quest Boss.

Space Magic has a lot of powerful spells that target groups. This comes in handy throughout the game, but not in the major fights. Although the Space Boss is difficult, it's an easier fight than the one against the Time Boss.

It's recommended that you take the Time Quest. *Over Drive* is extremely powerful and you don't want to let Rouge have that advantage for the upcoming battle.

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THE TIME QUEST

Head to Mosperiburg and talk to Virgil, the Ring Lord, about Time Magic. If the party is powerful enough, he'll send you to the Time Lord's Region. Explore the area and you'll notice a large, broken hourglass. You'll also notice that time is completely frozen, so nothing is moving. This means that you can't lower the drawbridge to the Time Lord's hiding place. Dip Blue's hands into the sands from the hourglass, and then return to Mosperiburg.



Virgil sends you to Facinaturu to find a Sand Vessel. Walk into town and locate the green-skinned merchant. This merchant doesn't take credit, but he does accept LP. There's no way to get the Sand Vessel without sacrificing one LP. Remember that once you lose an LP purchasing the Sand Vessel, it's gone for good!

Teleport back to Mosperiburg and have Virgil teleport you back to the Time Lord's Region. Make your way to the hourglass and collect some sand in the Sand Vessel. Then climb around the hourglass and onto its top. By placing the sand back in the hourglass, Blue can return time to its normal state.



Now make your way north to the drawbridge so you can meet the Time Lord.

Note:

If you haven't equipped *Psychic Prison*, now is the time. Also, equip a party member with the *Vitality Rune* spell. Prepare the rest of the party for the upcoming battle and then save.

Boss Fight:

TIME LORD

The Time Lord relies heavily on magic, but also has a few strong physical attacks up his sleeve. However, his strongest attack by far is the *Over Drive* spell, which freezes your party and enables him to do anywhere from four to seven attacks without interference from your party. Sometimes he can seem like an impossible Boss to defeat.



Follow this simple strategy listed here and the Time Lord won't seem so tough after all. First, have Blue cast *Psychic Prison* every turn, regardless of whether or not he needs to. This keeps the Time Lord from using his magic, making his physical attacks much easier to deal with. Second, have your character bearing the *Vitality*

Rune magic cast it on all of your party members. This lets you concentrate on attacking the Time Lord and enables you to ignore status effects, such as Venom. Meanwhile, let the rest of the team work over the Time Lord with combos or powerful single attacks.

When the fight is over, Blue will have the gift of Time Magic – but don't move! Quickly equip the Over Drive (Time) and Death (Arcane) spells. You may also want to give Blue two Hyper Blasters to help with the upcoming fight against Rouge. Save your game and exit the room. You'll immediately get forced into a death match against Rouge.

THE SPACE QUEST



Travel to Devin and head due east. You'll find a large temple hidden just outside of Devin. Climb the stairs and talk to the woman there about Space Magic. She'll warp you to Kylin's Paradise, the Lord of Space Magic.

Head to the back of Kylin's happy town and you'll find the master lounging in its chambers. Speak with Kylin and it will warp you into a strange maze to test your worthiness. There are no monsters in Kylin's Paradise, so take your time completing the test.

Follow the path straight ahead and through the first door. Take a left and pass through another door to reach an odd chamber. Go straight and then to the left to find a large key on the ground. Return to the odd chamber and go down once and then to the left to find a locked gate ahead. Open it and go through.

Take the upside down path back the way you came and eventually you'll get turned right side up again. Touch the pot to shrink Blue, and then pass through the small door. Continue to the next small door and another odd chamber. Go to the left, then down, and then throw the switch. Return to the odd chamber and go to the right and then down. Enter the next small door, then hop into the cup and saucer... Phew!



Note:

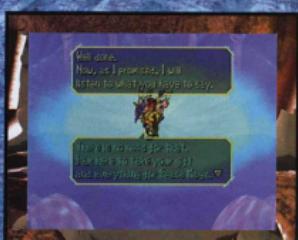
If you haven't equipped *Psychic Prison* yet, now is the time. Also, equip a party member with the *Vitality Rune* spell. Prepare the rest of the party for the upcoming battle and then save.

Now that you've conquered Kylin's maze, you're ready to take it on.

Boss Fight: KYLIN

Kylin's not about to go without a fight, so be prepared for this one. Because of Kylin's many powerful attacks, it can wipe out the entire party in just a couple of turns. However, follow the strategy listed here and you should be able to eliminate Kylin easily.

Have Blue cast *Psychic Prison* on Kylin, whether or not he needs to. This keeps Kylin from using its powerful spells and makes the fight a breeze. Also, have your character equipped with the *Vitality Rune* and cast it on everyone in your party. This makes it easier to deal with Kylin's physical attacks; let the rest of the party combo Kylin to death.





The only real threat in this fight is Kylin's **Sacred Song** attack, which can cause 400-700 points of damage to each party member. Because it isn't a spell, the **Psychic Prison** spell can't block it so be ready to deal with it. If Kylin defeats you by using the **Sacred Song**, just reload the game and try again or equip your party with accessories that protect against sonic attacks. You should be able to defeat Kylin in a couple of tries.

When the fight is over, Blue will have the gift of **Space Magic** – but don't move! Quickly equip the **Reverse Gravity (Space)**, **Vortex (Space)**, and **Death (Arcane)** spells. You may also want to equip

Blue with two **Hyper Blasters**. Save the game and leave the room. You'll immediately get forced into a death match with Rouge.

ROUGE

Before leaving either the Time Lord's Region or Kylin's Paradise, make sure Blue is well equipped. This is a one-on-one battle, so give Blue the best of everything you have. It is highly recommended that Blue carry at least two **Hyper Blasters** and 20 **Max Cures**. Carrying this many **Max Cures** requires that you equip the **Backpack** accessory on Blue. Depending on the magic you chose to pursue, you should take the following spells:

- **Light Magic – Mega Windblast**
- **Space Magic – Reverse Gravity, Vortex**
- **Time Magic – Over Drive**
- **Realm Magic – Vermillion Sand**
- **Mind Magic – Mind Heal**
- **Arcane Magic – Death**
- **Rune Magic – Soul Rune**

During the battle with Rouge, you'll notice that the MagiSphere changes every two turns. Each time it changes, the MagiSphere is set to a particular type of magic, and all spells of that type become more effective. Each time you kill Rouge (or he kills you), he'll be revived. You must kill Rouge seven times in order to win. If you've followed the suggested route (Light, Arcane, and Time Magic), the fight should be over quickly.

Start the fight by hitting Rouge with your most powerful spells. The MagiSphere will be set at **Realm**, so **Vermillion Sand** is particularly effective. The MagiSphere will then change to **Light**, so **Mega Windblast** should be your strongest attack. After knocking off three or four of Rouge's LP cast **Over Drive** and quickly program as many shots with the **Hyper Blaster** as you can. This should drain Rouge of his remaining LP and end the battle. If Rouge casts the **Soul Rune** at any time, use the **Vortex** spell to cancel its effect, or cast **Death** to get straight to the heart of the matter. The **Soul Rune** lessens the damage inflicted upon Rouge, but it can't stop the Reaper.

Even if your abilities are different from those listed, the strategy is still somewhat the same. Use the **Soul Rune** to lessen the damage you take and use **Reverse Gravity** to wear down Rouge.



Even if you lose the battle, you don't lose the game. The only difference is whom you play the rest of the game as. Blue and Rouge are actually a single person and the death match is a rather simple way to combine the two. When this occurs, Blue/Rouge will have the spells from both sides, making a complete sorcerer instead of two incomplete ones.



about his origin. Defeat the attackers and then continue the rest of the way down the statue to the seal. Talk with the man in the back and he'll let you enter Hell.

HOMECOMING

Now it's time for Blue/Rouge to return to the Magic Kingdom. Unfortunately there's not much left of it. Attack the demons in the center of town, then head northwest and climb the small ladder onto the pipes. It's difficult to see, but there's a thin pipe that leads down to the blue pit below. Take it down and investigate the problem.

Speak with the people in the pit, and then climb down the side where you see the running water. Take this all the way down to the bottom to find several monsters.

After defeating the monsters, you'll notice three shiny objects on the altar. The correct order in which you need to pick them is random. Choosing incorrectly forces the team into battle. Do it correctly and you'll receive the **Norm's Bangle**.



Now head up and this time go to the left on the first ledge you reach. Climb down to the statues below and inspect the head of the lower goddess. This warps Blue/Rouge to a

special room where he learns more

Note:

When you enter Hell, you can't come back. Before you go make sure you have plenty of Max Cures, all the magic you want, the DSC, and anything else you might need.

BLUE



The first part of Hell is easy. Just follow the path and dodge the angels. There's only one fight you must fight for now, and that is the angel resting in the path.

Upon arriving in Hell, you may be a little surprised by how it looks because it resembles what many consider to be a more pleasant place to spend one's afterlife. Don't worry though – tangle with an angel and you'll know you're in the right place.



Note:

If you follow the cloud that crosses the path, you can grab a **Sanctuary Stone**.



In the next area, hop from cloud to cloud and make your way southwest and then due north. This leads to a path with two spiraling staircases. Take the staircase to the right and save your game.

At the top, enter the door and then go to the right. The next room contains a powerful **Dragon Sword**, but also contains a powerful enemy, the **Dragon Lord**.



Sub-Boss Fight: DRAGON LORD

The Dragon Lord isn't particularly strong, but it does have a lot of HP. Its main attacks are sword attacks, which aren't hard to deflect. Basically, you should unload with everything you have. If this fight is difficult, then you're nowhere near ready for the final battle.

Return to the base of the stairs, and take the left set of stairs this time until you reach a platform with an elevator pad. The pad will take you to another platform. Go right past the first door until you reach another elevator pad. This will lead you to the final Boss.

FINAL PREPARATIONS

Before taking on the final Boss, take some time to look at your party and change a few things. How many HP do you have? Each of your characters should have about 800 HP. What's Blue's speed? Spell casters tend to be slow; Blue's speed should be at least 50, but 60-70 is preferable. If it's below this, have Blue fight with a sword or his fists for a while until it rises. Do you have the DSC? If you don't have Liza in your party, you probably don't and you probably never will. Otherwise, you may need to fight with her a bit more if you reached this stage quickly.

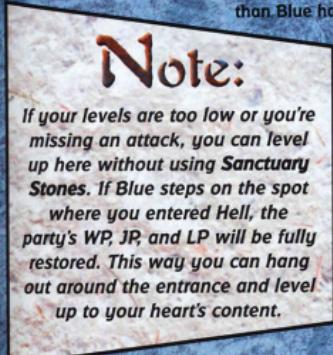
Now change some things around a bit. Equip Blue with the **Time Leap** (Time) spell and the **Sacrifice** (Life) spell, both of which will prove crucial in the final battle. Make sure someone other than Blue has the **Backpack** equipped; Blue won't have time to dig around in the inventory.

Also, give everyone at least one **Max Cure** (you should have a **Repair Kit** or two available if T260G or the **Engineer Car** is in your party). Now equip one person, if you can, with **Mind Heal** (Mind) and **Vitality Rune** (Rune). This will be your "go-to" person when things go wrong.

Now you should be all set. Save your game and continue up the ramp to face the final evil.

Note:

If your levels are too low or you're missing an attack, you can level up here without using **Sanctuary Stones**. If Blue steps on the spot where you entered Hell, the party's WP, JP, and LP will be fully restored. This way you can hang out around the entrance and level up to your heart's content.



Boss Fight: **HELL'S LORD**

Hell's Lord is easily one of the toughest Bosses in the game, but if you follow the strategy in this section carefully, you should have no problems defeating it.

Hell's Lord actually has two forms. One is its humanoid form and the second is its reptilian form. While in humanoid form, Hell's Lord is more vulnerable to magic, while it's more vulnerable to physical attacks in its reptilian form.

The humanoid form has several devastating attacks. The deadliest of them all is the **Sabers** attack that hits each member of your party for about 400 points of damage. The second is the **Smile**, which can paralyze the entire team.

While in reptilian form, Hell's Lord can attack several times in a single turn, each time hitting two to three characters with a powerful elemental attack. This is where things get really tough.

Enough about Hell's Lord's strengths, let's talk about its weaknesses. From the beginning of the battle, you should have Blue begin to cast the **Time Leap** spell every single turn. If this spell is cast before Hell's Lord can make its attack, you can cancel its turn and escape any potential damage. This is why

Blue needs decent speed – the faster the better. Hell's Lord will probably get in an attack occasionally while in humanoid form, but the reptilian form is slow enough that Blue can prevent it from ever attacking.

You should also have one of your characters equipped with the **Vitality Rune**, so that it can be cast on everyone. That way, if Hell's Lord does perform an attack, the team can begin to heal immediately.

Let everyone attack with his or her strongest attack right from the beginning. The only person you should hold back on is Liza. Let Hell's Lord transform once before you begin hitting it with the DSC. Otherwise, she may run out of WP before the end of the battle.

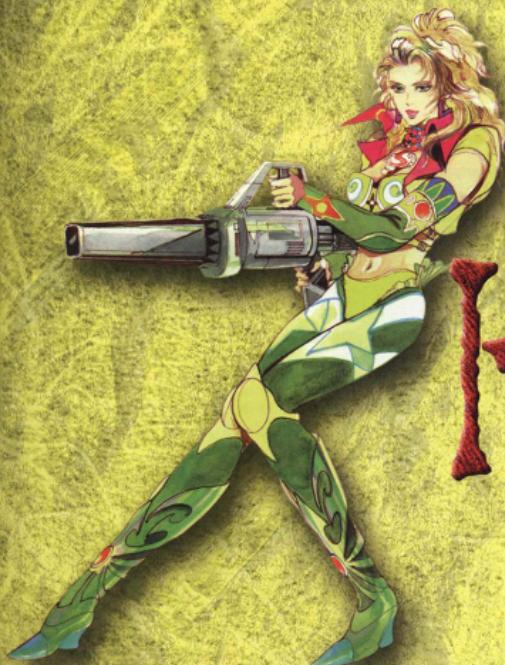
That's it. Stick with the battle plan and get some more experience if you need it. You shouldn't have any trouble defeating Hell's Lord, but the unexpected can sometimes happen. Good luck!



Note:

Don't let Blue get killed. Have the bearer of the Backpack heal Blue whenever necessary, even if it means skipping that person's attack turn.

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EMELIA



Emelia's fiancée is killed, for mysterious reasons, by a masked man who goes by the name of Joker. The authorities think that Emelia is the prime suspect and thus pin the blame on her. She's thrown in jail as punishment, convicted of a crime that she did not commit. Emelia's story begins here...

Emelia is a super model of extraordinary magnitude. On the cover of many magazines, she is indeed the epitome of beauty. She is also engaged to Ren, a patrolman in IRPO. As a character, she is highly versatile in her stats and her ability to change outfits makes her even more flexible in her specialization. Emelia can essentially specialize in any one skill and excel in it.

DESPAIR

Emelia's story begins inside a maximum-security prison known as Despair. It's here where Emelia meets two important people, Annie and Liza. The trio quickly strikes up a friendship and when the Warden presents his challenge, they agree to help each other escape.

Note:

If you check out Liza's and Annie's equipped abilities and weapons, you'll quickly recognize each character's strengths. Liza is good with her fists, while Annie wields a sword well.

Finding your way out of Despair isn't difficult; however, Emelia's starting statistics are very low, which makes her extremely vulnerable during a fight. Fortunately, Liza and Annie are slightly more experienced and can carry the team while Emelia beefs up.



When the Warden's challenge begins, head south through the pipes and then west (watch out for the drop-off). You'll come to a room that overlooks the guard's dressing room. Drop down into the dressing room and quickly duck into the lockers to avoid the approaching guard.



Once the guard leaves, Emelia can pick up a **Light Bazooka** that's resting against the next set of lockers. When you grab the Light Bazooka, a guard enters the room. When this occurs, quickly hide in the locker directly across from where you picked up the Light Bazooka or you'll get caught.



Equip the **Light Bazooka** and leave the

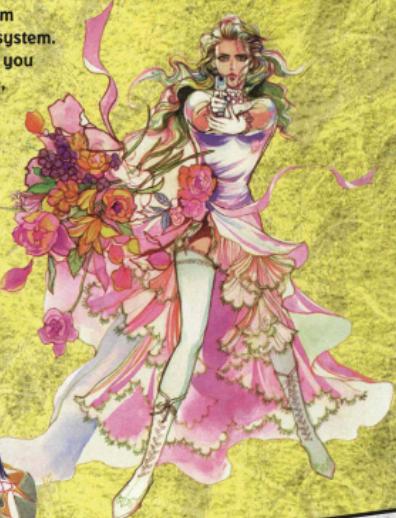
locker room. Enter the chute marked by a red light and you'll end up in the laundry room. Take the ladder on the west side of the room and then follow the path to the west. Don't hop on the conveyor belt or you'll end up back where you started.

Note:

The Light Bazooka provides Emelia with a strong attack, but don't overuse it. She needs to begin specializing in her own area and using the Light Bazooka doesn't add to her skills. I suggest using her fists unless you absolutely need to pop off a shot with the bazooka.

You'll soon reach a room guarded by a laser alarm system. Check your inventory and you should find an **Infra Scope**, which you can use to see the red lasers shooting from pole to pole. Avoid the lasers and make your way to the opposite side; if you touch a laser, you'll be forced into fight.

Continue to follow the path and you'll find the room where the Rune Stone is stored. However, before Liza can pick the lock, the party must face Despair's best kept secret.



Note:

*There's a **Shell Shield** to find, but it's a little out of the way. Take the door out of the laundry room and go north through the green door. Then take the lift up to find the **Shell Shield**. The door in this room returns you to the locker room, where you can return to the path to the Rune Stone.*

Boss Fight: NIDHEG

Note:

The game gives Liza and Annie a couple of random skills. You may have to find a different combo for this fight.



Fortunately, this Boss has been toned down for Emelia's quest; otherwise, the team wouldn't stand a chance! This is a really good opportunity for Emelia to get in some target practice. With Emelia using the Light Bazooka, you should be able to combo with Liza and Annie to quickly put this monster in its place.



Have Liza attack with the Suplex, Annie with the Hard Slash, and Emelia should pop off a shot with the Light Bazooka. There's no guarantee you'll get a triple combination, but you should get at least a few two hit combos. When the Boss has taken sufficient damage, it runs off into Despair leaving the team to finish their escape. To complete the Warden's challenge, simply run up and inspect the Freedom Rune to obtain it.

MISSION ONE: RETURN TO BASE

Back on the outside, Emelia is introduced to a secret group known as Gradius, after being rescued from Joker by its leader, Roufas. After Emelia joins the team, she is dropped off in Koorong's sewers for her first mission.



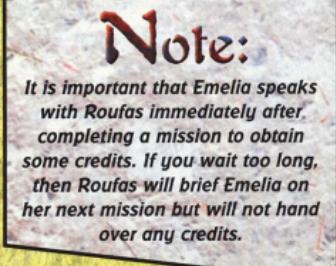
The objective here is simple: Find your way back to Gradius' base. Unfortunately, Emelia has no idea where the Gradius base is located and Koorong is a big city. At least Annie is there to help see Emelia through.



Start off by circling the platform and picking up the treasure. Now head up the ladder and take the stairs back up to Koorong's main strip. The base is hidden in the back of the local restaurant, which is in upper Koorong.



After finding the base, go inside and talk to Roufas. He excuses you and, if you talk long enough, hands over a few credits to help get Emelia started.



Now you have complete control over where Emelia goes and what she does. However, you should first stop by and talk to Liza and Annie so that they'll join Emelia's party. After that, you'll probably want to look for additional party members, learn a new magic spell or two, and start purchasing new weapons.

After each mission with Gradius, Emelia will have as much time as she needs to explore and to complete side quests. I recommend that you complete at least two side quests after each mission, but you can always do them all right away. The only problem with doing them all right away, however, is that it unbalances the game a bit. You'll meet characters later in the game that won't be able to handle the monsters you're facing at that time.

For now, you should at least find the rest of your party members and visit Luminous to learn about Light and Shadow

magic. You should also visit Devin and begin the Rune Quest. Because Emelia has already obtained Despair's Freedom Rune, she won't be able to begin the Card Quest until the Rune Quest is completed.

Note:

You can find information on all of the side quests in the "Side Quest" section of this book.

COMPLETING THE PARTY

This section summarizes whom you can add to your party and where they're found. I highly suggest you choose Annie, Liza, and Roufas as three of your four main support characters. They are forced upon you several times in the game, so it's best that they're up to Emelia's level. The fourth character can be anyone, but I suggest Rouge.

Liza: You definitely don't want to pass up having Liza in your party. She's hanging out at the Gradius base and is the easiest character to find.

Annie: You can't miss Annie. She's resting outside the base, but she's always ready for a little excitement.

Roufas: He's not where you think he is! He's in Mu's Tomb in Shrike and is itching to obtain the Victory Rune.



Lute: This merry musician is always happy to join an adventure. He is located in the pub in Scrap.



Riki: After talking to Riki, he joins the party whether or not you want him to. He too can be found inside the pub at Scrap.

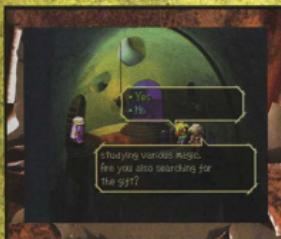


Mel-ling: She's Riki's constant companion and as such can be found hanging out with Riki in the pub at Scrap.

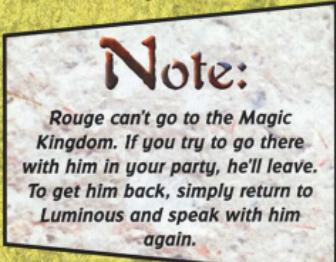


Gen: Although you may want to pick up Gen while you're in Scrap, you can't do so until you complete the Rune Quest and begin the Tarot Card Quest. After that, speak with the Port authority in Koorong about going to Wakatu. Then, speak to the Skeleton in lower Koorong. Return to the pub in Scrap and speak with Gen. Only at this point will Gen finally join the party.

Thunder: Once Lute has joined your party, Thunder gladly joins. Thunder is located in southeast Yorkland next to the large windmill.



Rouge: He is hanging out at the Port in Luminous. He joins you if you tell him you're in search of magic.



Silence: This Mystic was sent into Omble and can't seem to get out. Talk to his shadow while in Omble and he'll join your party once you've finished obtaining the

Shadow Gift. His body is resting just outside Omble's entrance.

Time Lord: Time Lord is one of the tougher characters to get. You can't reach him until you've gotten the gift for Light or Shadow Magic and the Rune gift. Check out the Time Quest in the "Side Quests" section of this book for more information.



Kylin: Yet another character who's difficult to obtain, you can't reach Kylin until you've received the gift for Light or Shadow Magic and the Rune gift. Check out the Space Quest in the "Side Quests" section of this book for more information.

Fei-on: Because you'll be challenging the Rune Quest early on, you'll reach Fei-on in Tanzer early enough to make him a part of your party. The downside is that Fei-on is a martial arts master just like Liza. You must decide if you need two characters with martial arts abilities in your party. Fei-on joins you if you choose to help him out in the fight against Nomad.

Note:

When you are ready to embark on your next mission, finish one round of target practice (in the middle room of the base) and then speak with Roufas in the room to the right.



Slime: This monster joins you after you defeat the slime creatures in Tanzer's belly. This event takes place during the Rune Quest.

There are several other characters who can or will join your party, but this covers the bulk of them. After choosing your party, train them in magic and get them well equipped – you've got a long way to go.

MISSION TWO: FIND JOKER

It's off to Shingrow for the second mission. Emelia is forced to compete in the annual Masked Martial Arts Tournament. If you've been training Emelia in fighting techniques and have completed a few of the Side Quests, the tournament shouldn't be too difficult. Stand in line and register for the tournament to move things along.

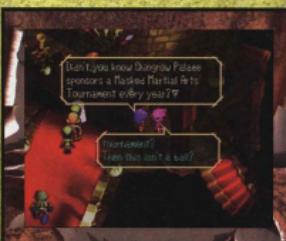


Emelia, posing as Pink Tiger, must fight her way through a series of four fighters. It doesn't matter if you win or lose (although winners do earn more credits), but you have to compete. After the tournament, Emelia spots Joker and the chase begins.

Take the left path deep into the castle and look around.

You'll find two rooms just before the king's throne room. One has a treasure chest and the other has two Black X goons. Defeat the goons, and then check the pillar (the dark brown column) left of the door. There's a switch there that opens a secret passage.

Follow the secret passage and head to the right. You'll encounter a few more Black X goons to stall you while Joker makes his getaway.



Note:

Help the Shingrownians and help yourself to the treasure. There's a switch next to the treasure alcove you encounter at the start of the secret passage. Press the switch and the floor rises, giving you access to the treasure, the Ceramic Sword.

Boss Fight: GOBLIN

This isn't much of a fight if your characters have any experience at all. Eliminate the Yellow Fighters first, because they're easy, and then turn your attention to the Goblin. It's not very strong, but it can put up a solid defense. Combo the Goblin a couple of times and it should die quickly.



After the fight, talk to Roufas to acquire a few more credits and take on another Side Quest or two. Talk to Roufas again when you're ready to begin your next mission.

Each outfit gives Emelia a special bonus. The Pink Tiger, which you now have access to, gives Emelia a bonus when using Fighting techniques making them more effective. Emelia's outfits and their bonuses are as follows:

OUTFIT

Normal (Default)

BONUS

None

Pink Tiger (Mission Two)

Fighting

Bunny Emelia (Mission Three)

Magic

Dancer Emelia (Mission Four)

Sword

Commando Emelia (Mission Five)

Gun



Note:
Talk to the guys in the front room of the base. From this point on, one of them will ask Emelia to show off her different outfits. This enables you to change into any one of Emelia's many different outfits as you acquire them throughout the game.



MISSION 3: INFILTRATE THE CASINO

The next mission takes the team to Baccarat. Joker has been spotted there and it's up to Emelia to find him. Begin by heading upstairs to catch a glimpse of Joker. Follow him up and talk to the elevator operator.

When you reach the basement, you'll notice a misplaced manhole cover. When you attempt to enter it, Annie and Liza will join you. Now enter the manhole and head for the southwest corner. Pass into the next section and take an immediate left. Head north and Emelia will discover Joker in the midst of making a deal with the Gnomes, the owners of the casino and possessors of the Gold Card (Tarot Quest).



Joker runs when Emelia arrives and leaves you with a decision. You can either chase Joker or leave the cave. Whichever option you choose determines the outcome of Emelia's story.

If you decide to leave, simply go back the way you entered. Should you choose to chase Joker, head south out of the Gnome's cave and take a right around the stairs and go north. This leads the team into Joker's booby trap.

Note:

Save your game twice at this point and work from one saved game file to the end. You can then reload at this point in the game and try the option you earlier passed up.

Boss Fight: GARGANTU (OPTIONAL)

This fight isn't nearly as tough as Joker had hoped. Although Gargantu is about as big as they get, it doesn't have as many HP as most Bosses. In fact, a strong three-hit combo is all you really need to bury Gargantu for good. If you've reached Gargantu without attempting many Side Quests, however, it might present more of a challenge.

When you head out of the cave, the team returns to Koorong. Talk to Roufas and earn a few more credits. Once again you should continue to complete some of the Side Quests. When you're ready, return to the base and prepare for the next mission.

Gargantu will perform attacks like Tail Hit and Trample. It also performs an attack called Quake, which can quickly wipe out your party. It's a good idea to have at least one character, preferably more, equipped with Jet Boots (you can buy them in Koorong). This will make you immune to the Quake attack. You will also receive the Purple Eye accessory after this battle.



MISSION FOUR: DESTINATION TRINITY

Joker has been spotted inside Trinity's base. It's up to Emelia to infiltrate the base alone and determine just what Joker is up to.

After her arrival, Emelia is taken to Yaruto's harem. Shortly thereafter, Roufas' diversion begins and Joker and Yaruto disappear. Head into the hall and you'll encounter two of Yaruto's dancers, Asellus and White Rose.

Warning!

Be careful here. If you already have close to 15 characters in your party, you could lose a couple you've already collected when Asellus and White Rose join.

If you talk to them you get forced into a fight, however, you'll also have Asellus and White Rose as additional party members. Although both are somewhat low powered, they give the monsters roaming the halls of Trinity something to shoot at besides Emelia.

Note:

There's some treasure to find if you go down two floors from Yaruto's office and head to the left. The treasure is located in a side room. Be careful, though, because the pile of gold is actually Living Armor. The treasure itself is worthwhile, as you'll get an EMES Tag and a Sanctuary Stone.

Head to the right and go down the stairs to the bottom floor. Take the left elevator (one screen over) to the top floor. In the next room, you'll face a strong guard outside of Yaruto's office, so save your game before approaching the guard.

The office is empty, so head to the right and continue the

chase. Head down the stairs and take the elevator on the next level. From this area, you can head straight to the left and finish the mission.

Make sure you talk to Roufas and take on a few more Side Quests. Once you've had a chance to relax, return to the base and prepare for another hair-raising adventure.

MISSION FIVE: RETURN TO TRINITY

Since the debacle at Trinity Base, Yaruto has been fired and a new commander has taken his place. Not much is known about the new commander, so it's Emelia's mission to return to Trinity Base and find out what's up.



Emelia is alone again for this one, so you'll want to spend a large amount of time dodging monsters on your way to the head honcho's office.

As soon as you get through the first hall, take the stairs up two flights and then head left. You'll find the new commander's office right where Yaruto's office was before. Go inside and speak with the man himself.

Note:

Just before the Commander's office, you'll face another tough guard similar to the one you fought during your first visit. Be sure to save!



Note:

If you want, you can head up one floor and check out the rooms there. You'll find a soldier in need of assistance. Defeat the monsters, and then speak with him. You'll soon discover the soldier, Zozma, is actually a friend of Asellus and White Rose. He'll gladly join your party if Asellus and White Rose are with you.



When things start to go crazy, head to the left to find Annie, Liza, and Roufas. Head back to the right and then go down one flight of stairs to the elevator. Go straight to the west and into the back of the waiting ship (there's a ramp) to end the mission.



Back at the base, talk to Roufas to get the last of the campaign funds and complete any remaining Side Quests. The next mission is for keeps, so you must prepare your party.



Note:

Your fifth character will probably be a lot weaker than the rest of the party. Make sure you beef up this character before you take on the next mission. Also, ensure that you have the best weapons, armor, and skills. There's no coming back from Yorkland once you're there.

MISSION SIX: ELIMINATE JOKER

This is what it's all about. The team has tracked Joker to a small chapel deep within Yorkland. Get ready for one of the toughest fights ever.

The woods are easy to navigate. Just head east and you'll eventually find the chapel. There is one fight in which you must participate, but otherwise you can easily avoid the rest.



When you reach the chapel, properly equip your party and then save your game. I suggest giving each character one or two Max Cures. You should also make sure Liza has the DSC (Dream Super Combo) before fighting the Boss. This definitely makes the fight a lot easier.

When you're ready, just step inside. It appears Joker is up to his tricks again. Just as the party lets down their collective guard, Joker unleashes his ultimate weapon.

FINAL BOSS: DIVA

This is one seriously tough Boss. If your stats are low, you'll have one heck of a time winning. Therefore, your party members should all have at least 500 Hit Points before fighting Diva. Combos are the key and as such, you'll need to build your combos from your most powerful attacks.

Diva has two forms. The first form relies heavily on magic, mainly lightning, and can unleash several attacks each turn. The second form performs fewer attacks, but causes more damage with each one. This second form relies on brutal physical blows and combos.

It's best to use Time Leap against this Boss' first form. Your magic user must have a high level of speed for this tactic to be effective, but it makes the fight much easier. By using Time Leap, you can stop Diva from performing about half of its attacks.

Another tactic is to use the DSC. Try to hold back until the Boss changes into its second form, and then give it all you've got. Use the DSC on every turn and you should soon be causing at least 15,000 points of damage each turn.

In addition, have everyone ready to heal and use your Max Cures if anyone needs healing. If you need to level up, simply take the party outside and fight in the woods. Just make sure you have at least one Sanctuary Stone left to heal your wounds before taking on Diva. Good Luck!



ASELLUS

Asellus' long journey launches in Facinaturu. Her story begins with the introduction of Gina, a simple maid who assists the tailor in the local town of Rootville. Gina complains of her life there, and only takes joy in designing dresses for the royal inhabitants of Chateau Aiguille. Wishing to know and see more of her clients, she unknowingly foretells the beginning of Asellus' quest.

Thought dead and gone ever since a runaway horse carriage blindsided her into oblivion 10 years ago while on an errand for her aunt, Asellus regains consciousness smack dab in the middle of Chateau Aiguille in Facinaturu. Ildon, a mysterious, green-haired man, tells her that Facinaturu is a Mystic land, ruled by the Charm Lord, Orlouge. Why is Asellus here, and how can she leave?



CHATEAU AIGUILLE

The chateau is actually a castle in the shape of a gigantic tree. Begin the search for Orlouge from your tastefully decorated room located in the very middle. Go to the upper, leftmost tower, and enter the inviting teleportation pool. The teleport destination exits into a flower garden.

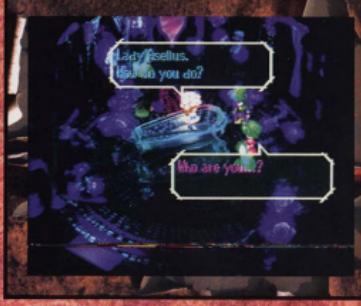
Suddenly, a contemptible coward, Ciato, stabs Asellus from behind with a large sword. Strangely, Ciato's sword drips purple blood. Orlouge then makes his first appearance. The Charm Lord explains: The purple blood coursing through Asellus is the blood of a half-Mystic. Take one part blue Mystic blood, mix in red human blood, stir gently, and voila - half-Mystic purple blood. Yet, Asellus has no wound! So much for a nice and easy, uneventful adventure!

Return to the teleportation pool, and head for the middle door on the castle's bottom branch. Descend the stairs to an open courtyard, dominated by a large, mosaic, red rose on the floor. Enter Orlouge's throne room through the stately rose





gate up ahead to find a rather congenial gathering, including Ildon. Orlouge reveals that he turned you into a half-Mystic, as the only way to revive you from the accident. Orlouge transfused some of his Mystic blood to you. For some reason, Orlouge makes you a "Prince" of Facinaturu. Nice touch!



Once Ildon joins your party, exit past the rose courtyard and go down the staircase to Rootville, one of those towns that inevitably supported castles in those days. Receive a beautiful robe free from the tailor, where Asellus will encounter Gina for the first time. Proceed to White Rose's room in the top-right tower. Enter the back room to find a single coffin adorned with white roses. Touch the coffin to make White Rose appear.

And, speaking of joiners, following are some fresh, terrific, and helpful talent you'll need in order to finish the adventure, and also where to find them. Nurture them well!

Note:

It is essential to Asellus' story that White Rose joins your party

- **Lute** – Scrap Pub
- **Thunder** – Yorkland, near windmill
- **Zozma** – After Dark Labyrinth
- **Ildon** – After defeating Orlouge's first four henchpeople

- **Mesarthim** – Lord's Manor in Owmi
- **Princess Rei** – Late in the quest at Devin's Shrine
- **Rouge** – Luminous Port

FULL MYSTIC ENDING

To acquire this ending, perform two major tasks:

1. Develop and use all three of Asellus' Mystic abilities (i.e. Mystic Sword, Mystic Boots, and Mystic Glove), until you acquire a secondary ability (i.e. Slash, Assassinate, Griffith Scratch).
2. Do not save Gina from the Griffin.



HALF MYSTIC ENDING

To acquire this ending, you may employ either of the following two methods:

1. Do not use any of Asellus' Mystic abilities.
- 1a. Do not save Gina from the Griffin.

OR

2. Develop and use all three of Asellus' Mystic abilities.
- 2a. Save Gina from the Griffin.

Warning!

This is where the story branches off. What you do from this point on determines which of Asellus' three endings result.

HUMAN ENDING

To acquire this ending, you must perform two major tasks:

1. Do not use any of Asellus' Mystic abilities.
2. Save Gina.

If you want to save Gina near the end of the game, you must defeat the Giant to get to the Griffin.

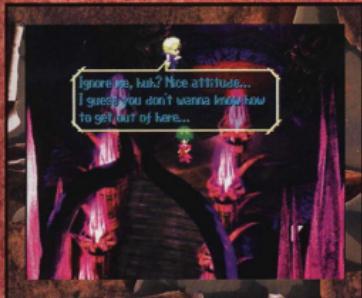
ESCAPE FROM CHATEAU AIGUILLE

Your next objective is to leave Chateau Aiguille. And, why not? All dressed up and nowhere to go! For the moment, you must be alone. By returning to your room, White Rose and Ildon leave your party.

Note:

To find and recruit White Rose at any time, simply return to her room.

Ildon awaits Asellus at the training ground up the stairs and to the right of the rose courtyard. Train with Ildon often before escaping the castle. Just because you're a "Prince" cuts no ice with the many freaked-out monsters looming just around the corner.



After White Rose and Ildon depart, go to Rootville and attempt to open a small locked door in the southwest corner of the town. Return to the front foyer to find Ciato, who tells you how to escape from the castle. Return to Rootville, where a bar customer furnishes a key to the locked building you found in the southwest corner of the city. Follow these instructions carefully. For the required "bus fare" – and just because she's the only castle dweller Asellus trusts –

re-enlist White Rose. On your way to White Rose's room, be sure to speak with the mysterious Zozma, who will join your party at a later time.

Return with White Rose to Rootville, unlock the door, and speak to the small slime. A secret door! Before rushing in headlong to the outside, considerably hostile world, run – don't walk – to Gozarus' shop.

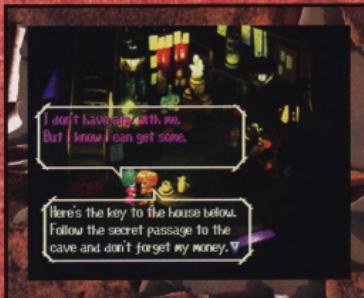
The fact that you have little money is of no consequence here. Gozarus sells items for human flesh, that is, precious Life Points. Wince, but definitely acquire for 3 Life Points, the awesome and devastating Asura, a 70-Attack Power sword. Asellus will most likely wield the Asura until the quest's end.

Note:

Later in the game, you may also wish to recruit Princess Rei and her interesting Mirage magic. Approach her room (in the tower to the castle's lower-left) with White Rose. Talk to White Rose there to learn the details of Rei's reincarnation as a human and her escape from Chateau Aiguille. Do this and Princess Rei will join you later.

Note:

Many important events that influence Asellus' story in Facinatura are triggered or unreachable. It depends on who escorts the heroine at any particular time. Take some time to explore the areas of the castle with just White Rose or Ildon in your party to trigger some events.



Finished shopping and collecting? Proceed into the secret passageway to the outskirts of Facinaturu and freedom... Or, so you think! Ildon surrounds you and White Rose with some troops. So much for civility! Asellus and White Rose jump off a ledge and onto a plane. Kudos! You have just cleverly escaped from the castle, and Orlouge... for now!

OWMI & MESARTHIM

The plane deposits you in Owmí. (Pronounced "Oh Mi.") Explore the small town and get a feel for how the world interacts with you. Talk to the townspeople, then enter the cozy restaurant.



Word reaches you that a Water Mystic, Mesarthim, is unjustly being held captive in the Lord's Manor, a gigantic, stately residence overlooking the town from its highest point. Your first quest! If only your aunt could see you now. (Remember, though, she thinks you've gone to that great game arcade in the sky.)

Enter the manor and admire the regal surroundings. Climb the grand staircase. All is extraordinarily quiet. Speak to Mesarthim, a homesick mermaid who yearns to be set free from her captor. Figuring that a rescue

probably takes place somewhere dark and forbidding, descend to the dank and damp basement. Prepare for your first battles with heinous monsters. With White Rose and Mesarthim at your side, fights are easily winnable. Pick up all the treasure you can get, and equip any water-protecting accessories if you can find any. You'll find out why soon enough.

Lower and lower you go until you run into the "arms" of your first Boss, a giant squid.



Boss Fight: Devil Squid

This is a tough fight. Just so you know what you're up against, this monster has several thousand Hit Points

(monsters appearing near the adventure's end possess upwards of 25,000 Hit Points), and a wicked, water-based attack against the entire party, Maelstrom. Thank goodness for the Asura. Feel the power of this dynamite weapon. Frankly, its use provides the only reasonable chance to

Note:
Asura not only packs a tremendous offensive punch and is a key element in many powerful combos, but provides an excellent counterattack, Asura Revenge. Better yet, the revenge occurs even if Asellus is downed by a monster's attack.

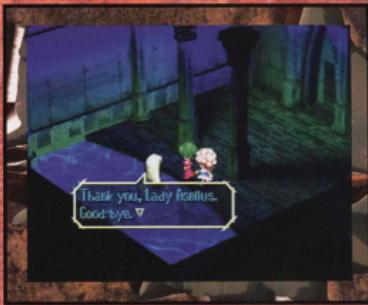
Note:
Save your progress early and often. Use one save slot for a non-threatening, comfortable position. A good example would be just after the completion of a major, difficult task. When encountering a new, unknown part of the adventure, use a different save slot, because you might get trapped past a point of no return, or even wiped out!

defeat this monster. Be sure to equip the Asura on a character wearing water-protecting accessories and have the other two characters alternately attack and heal with spells or items.

After defeating the Devil Squid, you have several choices to make. Perhaps more monster-whomping for fun and profit in the basement floors below. Reach the manor's depths by inspecting the trapped and bogus treasure pile or just walk down the steps. Either way, when you return to this floor, the Devil Squid regenerates.

Note:

Be sure to remove any equipment from Mesarthim (especially if you gave her the Asura!) before you approach the pool of water or she'll take everything with her when she leaves your party.



Because there's no need to head upstairs, immediately go to the left to a serene pool of water. Mesarthim will leave your party, thank you for the rescue, and whisk everyone outside to Owmi. Much later in the game, if you visit Mesarthim in the Lord's Manor, she will join your party.

SHRIKE & ORLOUGE'S HENCHPEOPLE

Proceed to Owmi's Port. Your aunt must be worried. Head for Shrike to see her.

Meanwhile, back at Chateau Aiguille, Orlouge is sore that you have "stolen" White Rose, a valuable consort. Now you're in for it! The Charm Lord decides not to be so charming. He dispatches five henchpeople to kill you and recover White Rose. The first one you meet, the Fire Sage, waits at your aunt's house in Shrike.

Note:

To reach the final battle with Orlouge, all you need to do is defeat the five followers: Fire Sage, Water Sage, Green Sage, Lion Princess, and Cato.

The first enemy is easy enough to find, but the rest inconveniently appear at random locations. The most common areas to find them are: Sei's Tomb and Mu's Tomb (Shrike), Koorong Sewers, outside the liquor shrine in Yorkland, Wakatu, Luminous, Shingrow Ruins, Devin Shrine, Kyo Garden, and the just-visited Lord's Manor in Owmi. To trigger the appearance of subsequent Bosses, it is necessary to engage in a few battles before visiting some of the common areas where a Boss can be found waiting for you.

Exhibit patience and wander around. Fortunately, when you enter an area likely to contain a henchperson, the villain appears within the first few moves in the area. No need to wander into the murky depths of any dungeons. This prevents the normal, yet painful, situation of facing a Boss after long and arduous fights, usually severely depleted of everything important (Weapon, Life, and Hit Points). Although it is generally not necessary to perform any of the over 20 available Side Quests, it would be foolhardy not to do so. For that reason, boost your magic expertise and, of course, recruit and develop your "Final Four" strong and talented companions to join Asellus in the major battles to come.



Note:

When selecting your "Final Four," it's best not to have White Rose in your party.

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Boss Fights: MYSTIC SAGES



These are so-called elemental monsters. Because of this, use spells that directly oppose their strengths. Cast fire spells on the Water Sage and water spells on the Fire Sage, for example. Fortunately, these terrors fight alone; there are no other lackeys to worry about.

The Fire Sage has about 3000-5000 Hit Points, the Water Sage about 5000-7000 Hit Points, and the Green Sage over 6000. The Green Sage has very strong magical attacks. All the sages are fairly susceptible to direct weapon attacks, especially by the tried and true Asura.

Boss Fight: LION PRINCESS



By now, Asellus should be getting stronger defensively. If not, load her up with some decent armor and place her in the back rank, just before you face off with "her majesty." Why all this fuss? This helps to set up the multi-thousand hit point Asura Revenge counter attack. A couple of these attacks, and Lion

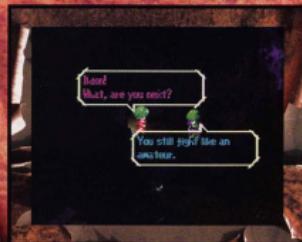
Princess might just report back to Orlouge to beware of your wrath.



Lion Princess usually shrugs off any physical and sword attacks, so focus on magic and ability skills. As usual, any combo attacks that generate at least 1200 Hit Points of damage to her will help



tremendously. She has from 8000-12,000 Hit Points.



After defeating the first four henchpeople, and just before you battle Ciatò, Ildon joins your party. He just pops up out of the blue. Express gratitude to your lucky stars for small favors.

Boss FIGHT: CIATO

Ciato tops the charts with strength and quickness. Normally, he gets the first attack on every round of combat. Multiple target spells are his specialty.



Just before the combat, think about the first time that you met this Boss. Now it's payback time! The Harmonium items are going to be really handy in this fight. Throwing the combos **Phantasm Shot**, **Ground Hit**, and **Corkscrew** will really reduce his almost 10,000 Hit Points. Don't concentrate on using physical attacks.

THE DARK LABYRINTH



As if by magic, a likely prospect in this topsy-turvy, upside-down world, Asellus and the others are dumped into a forbidding Dark Labyrinth. This rather fascinating area contains many doors, some with pathways and others not, all of which float in space. As White Rose will tell you, this is Orlouge's end of the road punishment for her desertion.

Your goal is to find the exit, but you already knew that. First enter the door in the northeast corner, and then enter the door in the northwest corner. In no time at all, you'll reach a room with the center door (the one you're looking for) and a Red Turnip that's just hanging around. Speak with the Red Turnip, and it will join your party in a short while. Go through the center door to exit the Dark Labyrinth.

Note:
If you want to equip others with White Rose's weapons and armor, unequip her before leaving the Dark Labyrinth. Although this appears heartless, she would understand, and what use would she have for any of her stuff when trapped forever in the Dark Labyrinth?



Back outside, Asellus is understandably depressed. Sadly, White Rose bid everyone good-bye and took up residence in the Dark Labyrinth as her self-imposed punishment for going against Orlouge's wishes. White Rose was a trusted friend, companion, and fought well. Worse yet, every other party member is gone! A fabulous substitute for White Rose appears from nowhere – the noble Zozma and the Red Turnip, if you spoke with it. Not only does Zozma join your party, but also soon afterwards, Ildon and the others return. Orlouge awaits.



Note:

A suggested party (all with 500 to 700 Hit Points and higher than 50 attack and defensive statistics) for the upcoming big-time battles with major Bosses and the boss of Bosses, Orlouge includes: **Asellus** (Corkscrew, Mega Windblast, Gold Hand, Crush Beat, and the trusty **Asura**)

Zozma (Sharp Pain for stunning, Glass Shield, and the Mystic weapons [Sword, Glove, and Boots])

Thunder (Ground Hit)

Idon (Mystic weapons [Sword, Glove, and Boots], Phantasm Shot, and Mirror Shade)

Lute (Turbid Current, Gale Slash, and Total Shot)

Another good, alternate member would be **Rouge** (Psychic Prison, Implosion, and Vermilion Sand)

Some nifty weapons and armor to have or obtain in upcoming battles and events include: **Rune Sword**, **Light Rifle**, **Genbu Shield**, **Obsidian**, **Pluto Armor**, **Golden Lion**, and **Zero Sword**



FINAL “SHOWDOWN” WITH ORLOUGE

If you need to buy **Max Cure**, **Snake Oil**, **Antistone** and other weapons, armor and accessories, now is the time. Purchase a plentiful supply of anti-Petrify accessories. Hightail it back to Devin's Shrine to pick up **Princess Rei** and recruit **Mesarthim** at the

Lord's Manor in Owmi. To be honest though, there's little or no chance that these characters will fight by your side against Orlouge.



Return to Owmi. Talk to the orange-haired pilot who delivered you from Facinaturu the first time. He will take you back. When you arrive in Rootville, visit the tailor's shop, and learn that **Gina** has been kidnapped. Remember that frustrating experience about not being able to recover cool weapons and other items from that castle room? Well, now you can!



Note:

If you want **Kylin** (Lord of Space Magic) to join your party, do not add **Rei**. Also, if you did not bring **White Rose** to **Princess Rei's** room that fateful day a long time ago in **Facinaturu**, **Rei** will not join you now.

Here's what you can acquire:

- **Harmonium Armor**
- **Harmonium Earring**
- **Silver Moon**
- **Power Belt**
- **Light Gun**

Note:

Although the Silver Moon, Light Gun, and Power Belt are fine items, the final battle finds the party casting magic like crazy. At the very least, collect and equip the Harmonium items to increase defensive stats.



Take the upper-right path just adjacent to your room towards the top of the castle. This is the enemy-infested part of Chateau Aiguille. Continue up the path until you reach the Giant. Before tackling this toughie, hang a left into a cave with magical stones that completely restore your party.



Boss FIGHT: GIANT (OPTIONAL)

Combos save the day here. By now, your party should be reasonably strong. If you're being totally defeated by this monster, you've got a lot of upward leveling to do. Our favorite combos are:

- Mega Windblast and Turbid Current
- Phantasm Shot, Ground Hit, and Corkscrew
- Corkscrew and Turbid Current

After defeating the Giant, open the large, circle-shaped door behind the fallen monster. A beam of light blasts open a hidden door in the small enclave, just before the path up to the Giant.

Note:

Remember Gina? Rastaban sealed Gina within the Griffin.



Boss FIGHT:

GRIFFIN (OPTIONAL)



The fight against the Griffin is one battle you shouldn't have too much trouble with.

Although it has about 15,000-20,000 Hit Points, most of its basic attacks focus on a single character instead of your entire party. Attack with any of your reliable combos and refrain from using any type of ground attack, since the Griffin is airborne during battle.



Once you defeat the Griffin, it transforms into Gina. At least, you don't have to fight her!

After you've built up some levels (or even if you didn't see fit to do this), heal up in the cave of healing stones, towards the top of the castle.

Return to where the Giant was located, and follow the path to the top. Go through the doors to the flower garden where Ciato stabbed Asellus long, long ago. If you exit through the left door, you will find yourself at the teleportation pool. Exit the right door to settle the score with Ciato once and for all.

Note:

If you barely survived this fight, make the long trek back to Owmi or Koorong to pick up better weapons, armor, and special potions. Believe us, it's worth it in the long run. Take the time to build up levels in some of the game's hotspots, like Shingrow's Ruins, Shrike's Bio Research Lab, or Koorong's Sewers.

Boss FIGHT:

BAT KNIGHT & SONIC BATS

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Ciato transforms into the dark Bat Knight for his final battle with you. Bat Knight has many varied attacks, coupled with the Supersonic attacks of its Sonic Bats, that can cripple



Note:

If you teleport to the other tower, you cannot teleport back to the garden. You will have to go through the enemy-infested part of Chateau Aiguille again. This is not a big deal though; that wonderful healing cave is located just before you ascend to the very top of the castle. In fact, it's best to return to the healing cave after each of the upcoming battles.



your entire party within a couple of rounds. A Psy Net strikes half your party, preventing any magic for a while. Combo, combo, combo! Make sure you throw multiple-target attacks at all the enemies. It's very important to eliminate the two Sonic Bats in the same round. If not, they regenerate immediately.

A better strategy is to simply focus on and destroy the Bat Knight. Concentrate all your spells and physical weapons against it. Expect rare multiple attacks per combat round, but, at 16,000-20,000 Hit Points, this fight can take its toll on you.

Boss Fight: LION PRINCESS

Lion Princess usually shrugs off any physical and sword attacks, so focus on magic and ability skills. As usual, any combo attacks that generate at least 1200 Hit Points of damage to her will help tremendously. She has from 8000-12,000 Hit Points.

When defeated, she coughs up the Golden Lion Sword (Attack Power 75).

Regrettably, even such a powerful weapon is of little value against any future Bosses in this quest. You'll want to equip it anyway.

If you are trying to acquire the Human Ending, then you must fight Rastaban. For any other ending, he will simply talk to Asellus, and give up a very welcome Pluto Armor (Defense Power 35).



Boss Fight:

RASTABAN (OPTIONAL)

Ground Hit and Phantasm Shot can be an excellent combo against this enemy. Use your tried and true battle strategies to combo the Mystic. After a few rounds, he shouldn't be harassing you any longer.

Warning!

Under no circumstances, take anyone into this battle with fewer than 5 Life Points, or preferably more. Hopefully, you've maintained Asellus' life to a consistently high level.

The three keys to winning the final battle are magic, combo attacks, and defense. Just before you come face-to-face with Orlouge, Ildon asks you if you are prepared to fight. If you need to use a Sanctuary Stone, use it now, and then definitely save your progress. If necessary, make another trek back outside to level up or do some Max Cure and Antistone shopping.

Swing around to Orlouge's quarters. The Charm Lord taunts you and expresses extreme displeasure with your conduct. Most of all, he's ticked off that you failed to live up to his expectations to rule when he passes on to wherever Charm Lord's retire or die. You can find him at the castle's zenith.

Boss Fight: *ORLOUGE*

During this battle, Orlouge summons different high-level monsters each combat round: his three "Mistresses" attack your party and cast *Portrait* to raise the offensive and defensive stats of the summoned Mistress. Because the summoned Mistresses are immune to your attacks, concentrate on Orlouge. Big surprise, no?

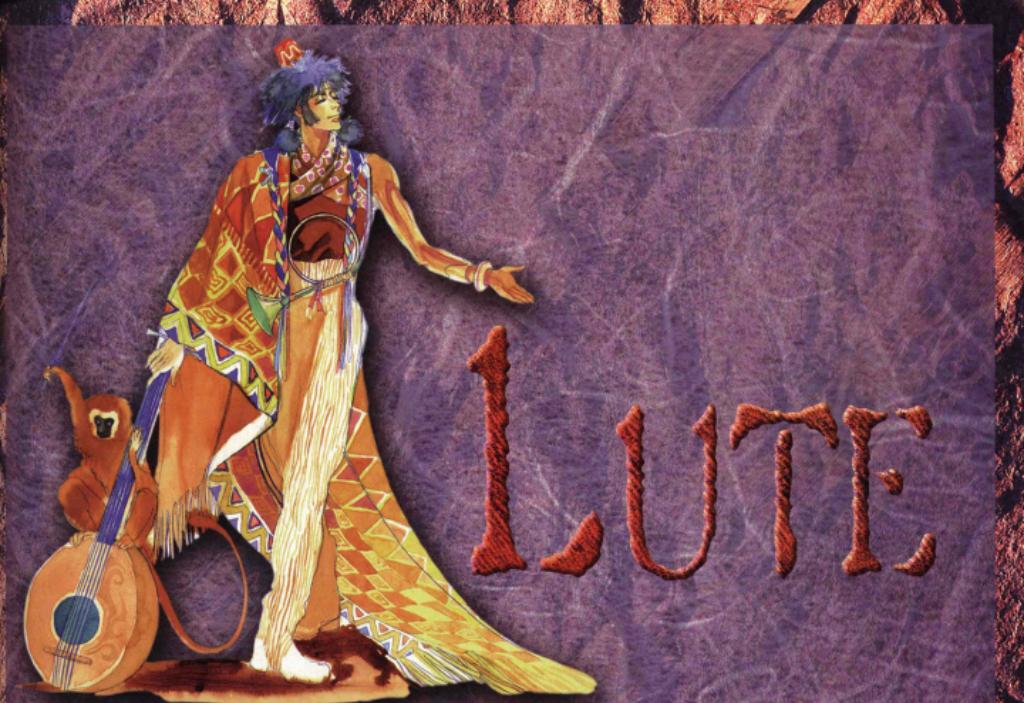
With the proper Level 3 to 5 combos, especially those using *Mega Windblast*, you can inflict almost 10,000 points of damage to Orlouge for each combat round. Some other personal favorites are the impressive *Crystalizer*, *Phantasm Shot*, *Turbid Current*, and *Ground Hit* combos. With such strategy, Orlouge could be history in about five rounds.

However, after receiving considerable damage, Orlouge will summon all three of his Mistresses and perform the – you guessed it – 3Mistresses attack. This group attack does big damage to your party and will have you scrambling to use healing spells and items.

To top this off, Orlouge will tease your party members by casting *Selection* and petrifying one party member during each round of combat. Make sure that you have plenty of Antistones and Max Cures in your inventory. It is also highly recommended that you complete the Tarot Quest during Asellus' story. The Shield Card will give your entire party a defensive boost while the Grail Card gives every character the ability to relieve any petrified character from their catatonic state.

You should have at least one tough healer who can survive vicious attacks, while attending to the party's wounds. Oh, for the Healer Ring! Following all this, Orlouge should fall ingloriously to the ground.





LUTE

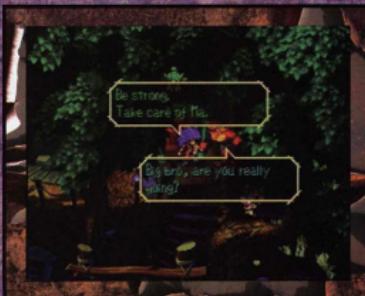
The whimsical, musical Lute embarks on a great journey from his hometown of Yorkland. Many consider Lute the greatest of heroes. He began his life as a simple, rebellious, musician, but destiny grabbed him by the proverbial "tail."

Lute's quest is somewhat unusual. Within an hour of beginning play, our heroic musician and his companions can launch an assault on the villainous Trinity honcho, and final boss, Mondo. No scurrying about for quest or scenario items for Lute — just good, old-fashioned character recruitment and advancement. Bone up on the Side Quests, and go for it!

YORKLAND, MANHATTAN, LUMINOUS, & OWMI

This fateful day, Lute decides to break family ties and move out of his mother's house. The first challenge for Lute is just trying to leave

Yorkland. Initially, heinous guards deny him transport to another destination. Only after the intervention of an apparent good Samaritan, Mondo, is Lute able to board a ship bound for Manhattan.



After arriving in Manhattan, head for the Shopping Mall. Enter the restaurant to the far left of the second level. Speak to Fuse to learn that Mondo is not the "do-gooder" he appeared to be.

First, seek transport to Luminous. Once there, successfully recruit Rouge, who will become one of Lute's greatest friends. All Lute needs to do is agree to help Rouge search for the gifts of magic.

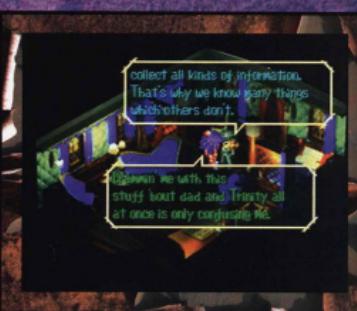


Now is as good a time as any to travel to Owmi, via Koorong. Meet Captain Hamilton in the bayside restaurant to the west. Listen carefully to the Captain, and discover the awful truth regarding Trinity. Now Lute really begins to doubt Mondo's credibility. For more information on Mondo, agree to visit the Captain's ship, which is permanently perched at Nelson. Head for the Owmi Port, then select Nelson as your next destination.

sible for his father's death. Now how do you think Lute feels about Mondo? Lute should remember that revenge is a dish best served very, very cold, but, it's only a game. At this point, Captain Hamilton joins your party.



Aboard the ship, visit the Captain above the main deck. Lute is horrified to learn that Mondo is responsible for his father's death. Now how do you think Lute feels about Mondo? Lute should remember that revenge is a dish best served very, very cold, but, it's only a game. At this point, Captain Hamilton joins your party.



Warning!

Be very careful at this juncture. Give the Captain's dialogue your undivided attention. When the Captain asks to join Lute, simply agree. However, when the Captain asks if Lute wishes to go after Mondo now, politely refuse. If you accept, you'll get placed in the endgame sequence of Lute's story.

MEMBERSHIP DRIVE

It's now time for Lute to recruit others, learn magic, and master effective battle strategies.

Ready for the real lowdown on some of the terrific companions available to Lute on his journey?

L
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Thunder

Yorkland near windmill

Captain Hamilton

Owmi and Nelson

Roufas

Mu's Tomb in Shrike, if Rune Magic is sought

Dr. Nusakan

Clinic in Koorong Back Street, if Rune Magic is sought

T260G

Scrap Pub

Gen

Scrap Pub

Mei-ling

Scrap Pub

Riki

Scrap Pub

Cotton

Rescue from Shrike's Bio Research Lab

Go to Koorong. Speak to the very visible skeleton browsing the city's main drag shops. The boned one tells Lute that he can find someone matching Gen's description in Scrap. Travel to the Scrap Pub. Request Gen's help. After some haggling, Gen agrees to help young Lute.

Note:

Now what? Lute has the whole world in front of him, so explore to your heart's content. Become big. Become strong. Become magical. Become a better person. Consult the "Side Quest" and other walkthrough material in this book to assess your infinite options. From now until the endgame portion of this walkthrough, consider what follows as feasible suggestions for building up Lute and his companions to a sufficient enough strength to defeat Mondo.

the Rune Magic shop, the small tent on the west side of town. Talk to the person inside to learn about Rune Magic. You'll want to inquire about the gift so you can begin the Rune Quest.

The Runes are located in four regions. It's not necessary to pursue them in any particular order, but some are easier to get than others are. The four locations are:

- **Hide Rune – Koorong's Natural Cave**
- **Victory Rune – Mu's Tomb in Shrike**
- **Freedom Rune – Despair**
- **Vitality Rune – Belly of the Tanzer Beast**

Seek out the Arcane Palace, the little pink and blue house with Tarot Cards over the door. The drill is pretty much the same. Find out about Arcane Magic, and then ask about the gift. This enables you to start the Tarot Quest. Similar to the Rune Quest, you must visit four locations to collect the four Tarot Cards.

As long as Lute's in the pub, pick up some other recruits – Mei-ling, that mighty morphin' Lummox, Riki, and the metallic Mec wonder, T260G. Undertake a brief sojourn to Yorkland, and enlist the services of Thunder, a fabulous, hard-hitting Monster with impressive morph capabilities. Now the party should set out for Shrike. In Mu's Tomb, after some necessary negotiation, recruit the willing Roufas, who's conveniently taking up space near the entrance.

MAGICAL MYSTERY TOUR

Lute, Captain Hamilton, Rouge, Mei-ling, and Gen should immediately travel to Devin and Luminous, the world's primary magic centers. (Thunder, Riki, and T260G are ineligible to learn magic.)

At Devin, the road to magic mystery is relatively simple. First, decide which party members should pursue the competing disciplines of Rune or Arcane Magic. Lute's first stop should be

Note:

By the time you complete a decent number – or all – of the magic quests, your characters should be in great shape to tackle Mondo. (If you need more locations to fight, try the Shrike Bio Research Lab, Shingrow's Ancient Ship or its Tombs Ruins, the ever-handy Koorong's Back Street, and Natural Cave.)



The locations to collect the Tarot Cards are as follows:

• **Shield Card – IRPO**

• **Grail Card – Yorkland's Swamp**

• **Gold Card – Baccarat**

• **Saber Card – Wakatu**

(Please refer to the Side Quest to get the lowdown on the information and strategies needed to complete this quest.)

LUMINOUS



Now it's time to acquire the easiest magic disciplines of all. Next stop, Luminous. Luminous offers two types of magic: Light and Shadow. Visit the Light Magic shop and purchase a single spell for a character (Sun Ray is best at this point). Then visit the Shadow Magic shop and purchase a single spell for the character who will handle your competing Shadow Magic.

Ease on through the Luminous Labyrinth (or Omble if you've chosen Shadow Magic). Talk to the person on the west side of town, and you'll enter a mysterious maze of light. Following the Light Magic Side Quest information, you should be in and out of the maze in about 5 minutes. Enjoy the earned credits, nifty

robe, and heal-all Sanctuary Stone. Now it's time to chase and capture your shadows at Omble.

Try to build characters in excess of 600 Hit Points. The more, the better! Combos, as usual, play a vital role in all the big fights. Have you been working on them? Anything that causes over 6000 points of damage will do just fine. Make sure the person who has the ever-accessible Back Pack has lots of Max Cures available. These tips should make you fairly invincible.

Note:

Could it be that Lute has not needed to challenge any Bosses this far into the quest? Well, yes and no. This all depends on which path you choose. Technically, you could avoid every Boss in the quest, except for the lovable Mondo and his minions, of course.

Check elsewhere to see which Bosses might be faced during your Magic quests.

Note:

Always leave open at least one ability or spell slot for each character in your core party that regularly fights monsters. If you fail to do so, you can't earn or learn anything new. This is true even if you fight a million battles!

When you think you're prepared to "handle" Mondo, return to Captain Hamilton's ship by traveling from Owmi to Nelson. This time, accept his invitation to confront Mondo. An automated sequence shows an intensely furious fight. Mondo's ship is damaged enough for your ship to catch up. At just the right moment, hop aboard Mondo's ship, which acts as its base.



Note:

Once you enter Mondo Base, there's no turning back. Make sure you have at least one save just before triggering the endgame sequence in Captain Hamilton's cabin. For example, you may choose to save at Owmi before you board Captain Hamilton's ship.

Boss Fight:

MONDO & THE SPRIGGANS

While in Mondo Base, exit the first room and stroll onto the platform. The monsters are fairly easy to avoid. Either way, the foes do not present much of a challenge. As you delve deeper into the base, this advantageous situation obviously changes in a big way.



Activate the control box located at the front of the platform. This lowers the platform to the next level. For the next few levels after the platform stops, you must leave the platform and enter the single, adjacent room. Then, climb the narrow stairs at the very back of the room, and retrieve the object at the dead end of the narrow passageway. Only then can Lure return to the platform, and activate the control box to continue descending to the next level of the base.

Now for the real action! Mondo will be piloting five incarnations of a huge Spriggan Mec. Each time you defeat a likeness of the Spriggan, Mondo repairs it, adds new weapons, and returns it in your face. Each new Spriggan has higher Hit Points and damage capability attributes. Defensive spells, like Shield, are must-haves. Make sure your quickest character, if possible, possesses that spell, and cast it on the first friendly turn of combat.

You can tell Mondo is near your location when you come to a hallway that veers to the upper-right portion of the complex. If this is not descriptive enough, consult the level map or screenshots for a better view.

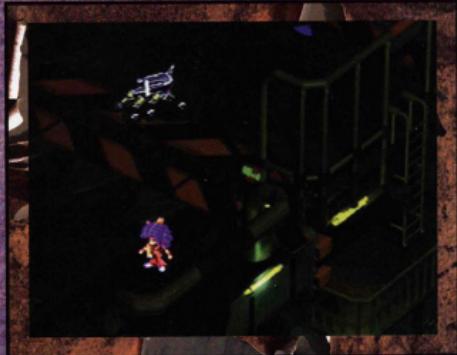
Combos are the real key here. Keep in mind that your adversaries

possess thousands upon thousands of Hit Points.

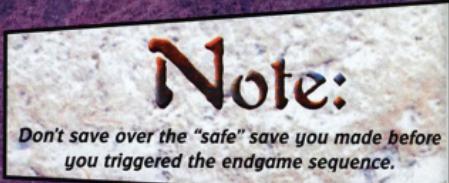
Note:

The quality of your party's strength determines whether you avoid or challenge the monsters swarming all over the base.

There's a lesson to be learned here. Before getting down to any serious Boss battles, the party should be at peak fighting and magical capability.



Some suggestions follow: Thunder's Ground Hit; Luke's fabulous sword techniques, like Triple Thrust, Heaven/Hell, and Gale Slash; and the indomitable Megawind Blast; Gen's Haze-to-Wheel, and Bear Crush; Captain Hamilton's 2Gale Slash; and Mei-lind's Dudge Deathgrip and extensive Light Magic.

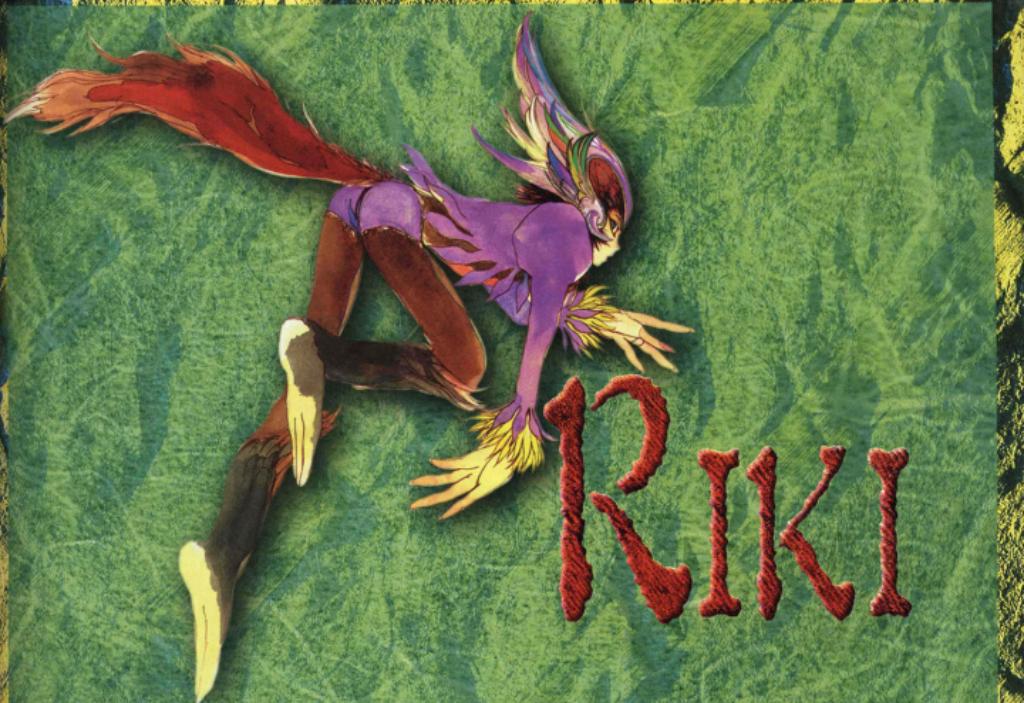


Don't save over the "safe" save you made before you triggered the endgame sequence.

Refrain from physical attacks. Mec "skin" rejects these attacks with ease. Expect to spend some time on this battle. Total HP Points for the six battles amount to about 50,000! May the Force be with you!



L U T E



Riki's story begins in Margmel. Our hero, a fun-loving Lumnox, a rare Monster, watches his beloved homeland sink into a horrible condition. Riki is commandeered by the village Elder to save Margmel by seeking eight of nine special Rings. The remaining Guardian Ring is then handed to Riki by the village Elder.

Riki's first adventure begins in Scrap. Let the scavenger hunt begin!

Note:

Unlike the Lute and Blue quests, Riki has many objects to find before reaching the final Boss. There's almost no free-wheeling in this quest.

SCRAP & KOOORONG

Right from the start, Riki fills four valuable companion slots. The Scrap Pub is a gold mine of talent. Talk to T260G, Mei-ling, Lute, and Gen. All will join your party, although you have to really work to recruit Gen.



Note:

Riki is a Monster, in the literal not social sense. Because of this, there are some special considerations that you need to consider in order to reach higher levels of combat, magic, and efficiency.

Humans attain terrific increases in all levels by using skills and spells and surviving combats.

At the end of each successful combat round (If you don't see "Wiped Out," you're there!), the screen "announces" these frequent rises.

In contrast, Monsters have the ability to literally morph into the defeated souls and, sometimes, skins of other defeated monsters. After the party conquers any non-human monsters, Riki or other Monsters in your party get a chance to inherit the losers' skills and bodies.

For example, if Riki morphs into a Trisaur, he becomes as big as a house with hundreds of Hit Points. A successful Ground Hit from such a Monster inflicts severe damage to an opponent. Conversely, Riki's inheriting of the skills and body of a lowly, 90-pound weakling Slime has a lesser effect, only imposing a few hundred points damage from a weak body.

Bottom Line: Use your experience to know when to morph Riki or other eligible monsters in your party.



On a tip from Gen about a ring seen in Scrap, go to the office of Scrap's Factory foreman, Caballero, in the center of town. Mei-ling, in a ruse, "dates" Caballero, and off they go to the huge Factory. Agree to Gen's plan. In an automated sequence, Lute and Riki cleverly sneak into the Factory to rescue Mei-ling and find the next ring. All the while, T260G and Gen create a diversion outside.

With the party intact once again, enter the Factory. Power up the switch just to the right of the blue television monitor. This causes a mechanical arm to pick up and then drop the sniper guard above into a steel container. Climb the stairs and trigger the first switch you encounter. Another sniper bites the dust! Go left all the way, and

then down to a dead end. Hit the bottom switch. A crane picks up a wooden crate, revealing another switch. Return to the first floor. Head directly toward Caballero at the back of the Factory.

Although you can experiment with some more switches, we recommend taking on the enemies here. Although sniper fire takes a bit out of the party before each combat, your five diversely talented members usually make mincemeat of the enemies. After confronting Caballero, he "requests" the help of a few of his mechanical workers.



Boss Fight: VULCAN II & D-TRACTORS



Eliminate the middle D-Tractor first. This gives you clear attacks at the dangerous leader of the Mechs, Vulcan II. Have Riki (or whoever is carrying it) use the *Guardian Ring* on the first turn of every combat round. This effectively raises everyone's Defense statistic. These machines have fairly low quickness, so you'll get the first shots during most combat rounds. Combining Gen's multiple-target *Magic Stone* and T260G's *Junk Bazooka*, you should win in no time.

After the battle, reject Caballero's offer to sell you the

Merchant Ring for 10,000 credits. Mei-ling "convinces" Caballero to sell it to you for 100 credits, which is a fairly nice discount. The ring randomly charms all opponents when used in combat.

Note:

You should pay a visit to Scrap's Junk Shop. You can pick up some strong weapons and armor for a small amount of credits. The trick, however, is finding what you want in the shop's stock room. All of the items appear as a type of junk (armor, gun, or weapon) when you stumble across them. Unfortunately, we can't provide you with a list of items for the Junk Shop, because the available items are always changing.



That's right, each time you enter the Junk Shop the stock gets shifted around, so you never know just what you'll receive. Most of the items are worth the price, but you'll occasionally find a loser.

Mei-ling imparts some fabulous information on the location of the remaining six rings: Shrike, Yorkland, a ship at sea, a despicable prison, Owmi, and Mosperiburg, home to the Ring Lord. Return to the Port. No matter what your destination, life takes one of those cruel, unpredictable turns.



Board a transport to Koorong. As the world's central hub, the party passes through here often. Explore the town and purchase the various items in the shops which are scattered throughout Koorong.

Descend a level below the city to the infamous Back Streets and Sewers. Not only can you level up by feasting on low-level monsters, but a shop with pricey weapons, a medical clinic (Dr. Nusakan is always in!), and other surprises also exist there.



IN THE BELLY OF TANZER



Prepare to get swallowed whole by the sea monster, Tanzer. (Remember Mel-ling saying a ring is on a ship at sea. Could there be a connection?) See what happens when you pay only coach fare? Believe it or not, this beast is home to Nomad and her followers trying to make the best of an obviously really bad situation.



Meet Fei-on, whom Mei-ling knows extremely well. (Rumor has it... Never mind!) Climb down the rope ladder and then follow Fei-on to a village.

Speak with all of the villagers, restore lost Life Points in a side cham-

ber, and then converse with Fei-on. Fei-on confirms a rumor that someone has a ring aboard a ship that Tanzer swallowed recently.

Fei-on then leads you to Nomad's Lair. The way to get there is tricky and sometimes confusing. If you lose Fei-on, just return to his last location. Whenever he's in your current location, he reveals his presence by shouting "Follow me!" Practically every step of the way you'll be in combat – but at least your party will be considerably stronger when you finally acquire this ring.

About halfway to Nomad's Lair, Fei-on waits for the party next to a large ground pool and a strange looking "curtain." Ignore the curtain, and jump into the pool. Other than that, just keep following Fei-on.

After arriving at the Lair, Nomad demands the rings in Riki's possession. When Riki predictably refuses, she takes off to dig in somewhere else. Enter the

Lair, which is absolutely crawling with monsters. If you're strong enough, scavenge some nifty items, particularly a **Sanctuary Stone**, located in an outer chamber. Then head straight west to a fight with Platyhooks, a pirate, and a ravenous Razorback.



Continue to follow Fei-on, who finally joins your party. Use the Sanctuary Stone to heal everyone completely. Trash T260G's "one-shot-and-out" Junk Bazooka, in favor of a weapon T260G can fire during every combat round. Then pass through the curtain to...



Note:

After this fight, save your game because you are close to fighting Tanzer. Do not make the irreparable mistake of reaching Tanzer's location, and then saving before the big fight. There's no turning back, and no way to build up levels if the fight is too tough.

Boss Fight: TANZER



This monster is actually the beast's beating heart. The surrounding body contents attack as well, but you can't fight back at those horrors. Tanzer has at least 10,000 Hit Points. By now, you should have developed some combos, but be ready to deal with the dreaded Acid Breath spell. Without combos and effective magic, some Boss fights are non-winnable.

When Tanzer goes down, Nomad graciously gives you the Thief Ring, which hides the party during combat. You will automatically return to the ship. Fei-on leaves to make sure everyone has escaped. Be patient. When he reappears, rush into the ship.

With a single belch, Tanzer spits out the ship, and you appear back in Scrap.

Proceed to Shrike. Visit Nakajima Robotics, and sign up another robot, Engineer Car. Tougher and tougher battles loom ahead, so remember that Shrike's Street in town central has an Inn where your party can rest for free. Sei's Tomb to the northeast is where the next ring awaits.

Sei's Tomb

With understandable trepidation, set foot into Sei's Tomb. When you reach the main room, head southeast and then take the north split inside the next room. Here you'll find an object in the northeast corner. Save your game and then grab the object, which will put you into a battle with some random enemies.

With the first item in your possession, the **Magatama**, return to the main room. Step on the southwest flashing tile, and you'll drop onto a wall below. Follow the wall towards the **Murakumo Sword** and some more random enemies. If you accidentally walk to the east or north along the wall, you'll jump into the "hands" of some angry monsters.



Hop down after the fight and return to the main room once again. When you try to steal the "sparkly" item in the northeast corner wall, you get attacked one more time so make sure you save before the battle. Defeat the enemies and you will receive the **Mizukagami Shield**.



Remember the three pillars in the circular room near the entrance? Place the three artifacts on the pillars. This action opens a door that leads to a golden coffin with Sei inside. At this point, your body goes rigid anticipating a big fight.

Mercifully, once the innocent Riki explains the situation, a surprisingly compassionate Sei, a Death Lord, rolls over like a puppy. The **Fighter Ring** is yours! Sei is a hot one to have in your party! With spectacular abilities like morphing, the powerhouse **Kusanagi Sword**, the multiple-target **Minion Strike**, and the charming **Sacred Song**, you'll change your past position despising Death Lords.



YORKLAND

After arriving in Yorkland, head to the red creature near the windmill (if you haven't done so already). Thunder, a tough fighter and morpher extraordinaire, joins your party. Two elderly ladies, just south of Thunder, sympathize for the sick girl in the adjacent mansion.



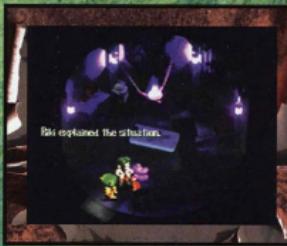
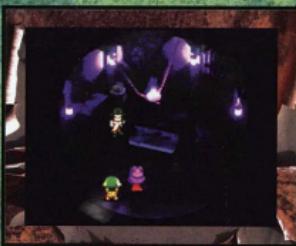
Enter the mansion and talk to the girl's billionaire father who speaks of a demon possessing his little girl. Rush upstairs and confront Mollasite. A few decent hits and the wimp disappears. Riki will automatically appear back in Koorong to obtain a doctor for the girl.



Once back in Koorong, walk to the left on the lower level, directly into the Back Street area. Rush down the two flights of stairs, past the flying birds, and enter the clinic door next to the open manhole cover. Speak with the patient, a Ghoul, in the waiting room, and then enter Dr. Nusakan's operating theater when summoned. (Make a point to visit this clinic during other quests; like Lute's.) Dr. Nusakan joins your party. Return to Yorkland and climb the stairs again to the girl's room.

Note:

Just call us crazy! Our core party now consists of two Monsters (Riki and Thunder), two Mecs (T260G and Engineer Car), and the recently recruited Death Lord Sel. Rest assured that by the time the endgame sequence rolls around, this party will be more than equal to the task.



Boss Fight: **MOLLASITE**

Mimic Dr. Nusakan's pointers about fighting Mollasite. Use very weak attacks, or perform some useless heals until the demon destroys the girl's bed. Then do your battle thing, and defeat it. With a few decent combos, Mollasite drops like a stone.

The grateful girl hands over the Healer Ring. (Equip a pivotal fighter with this ring at once. Only usable one single time per battle, it heals everyone – even the fallen.) Before you leave the mansion, speak with the girl's father twice to receive 500 credits each time.

Return to Koorong, exit the Port, and go to the left along the main street until you see Mei-ling. Speak with her, and she'll lay out the next possible ring sites. Save Mosperiburg and the Ring Lord for last. Why not go to Baccarat for a little gaming action?



BACCARAT



Acquiring this ring should take little time. Better yet, there's no Boss to block the way. Upon your arrival, resist the urge to try your luck at the tables. Descend via the staircase to the very next floor, and enter the first room to the left. A tiny, quite sarcastic mouse steals the ring from the safe of the shocked casino owner.

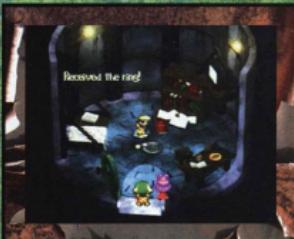
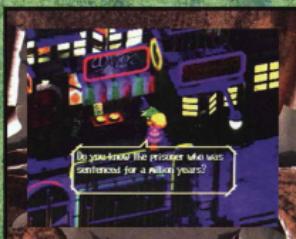
Chase the mouse. Experience a hilarious romp through the casino, eventually crashing the chandelier into the parking garage. Track the mouse down a manhole to the Gnome Cave. Avoid battles – or not – and then eventually, corner the mouse. This is normally easiest in the confined southern portions of the cave. By catching the mouse, you will retrieve the **Hero Ring**.



Return to Koorong, exit the Port, and then follow Mei-ling's advice to travel to the Jail of Despair. The Warden there possesses a ring. After following Mei-ling's plan to disguise everyone as plumbers, recruit Annie outside the Koorong Restaurant on the upper level. Follow her to the Jail of Despair. Before that, be sure to say you trust Annie.

The trick works, and the party enters Despair. (The Warden is an idiot!) Having trusted Annie, she leads you on a quick, direct path to the Warden. A few monster fights of little difficulty impede your progress, which creates another breather during the ring quest. The Warden, actually the only inmate of the jail, gives you the **Hermit Ring**, which nullifies magic attacks.

JAIL OF DESPAIR



MANHATTAN & OWMI



Return to Koorong, exit the Port, and find Mei-ling at her usual spot. She says a ring is for sale in the Manhattan Jewelry store. Go to that store on the second level of the Shopping Mall. On the list of items for sale, you'll notice that the Lord of Owmi purchased a ring. (If you've played Asellus' quest, you know what to expect. Squid anyone?)

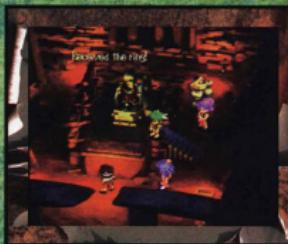
Head for Owmi, and confront the Lord in his manor above the town. Riki and the others are lured into a trap that dumps them several floors below into a basement infested with monsters and dripping with treasure.

Once in the basement, work your way up two staircases. That Devil Squid looks quite inviting. Ignore it, if you wish, as well as the treasure, which is a trap to dump you into the lower basement. Enter the left doorway to find a small pond. Approach the pond, and encounter Mesarthim, the mermaid, who joins your party. (If this were Asellus' quest, she'd teleport you and everyone else outside. No such luck now!) Time to give the Lord a piece of your mind. Upstairs you go!

Boss Fight: **DEVIL SQUID**

Bear Crush and Ground Hit work particularly well. This monster is particularly susceptible to Feint or Stun Slash. Do not expect anything difficult here. The squid's Maelstrom attack hits everyone, but if you've equipped water-protective items, no sweat! After defeating the squid, head for the manor's second floor. Enter the room "guarded" by two knight statues. The Lord of Owmi will give you the Schemer Ring.

With all but one of the rings in hand, now's the time to challenge the Ring Lord, ensconced in Mosperiburg's Virgil Palace.



MOSPERIBURG, **VIRGIL PALACE**

Ascend the two flights of steps straight ahead to the Ring Lord's throne room. Just when you thought it was going to get easy, the Ring Lord, Virgil, tells Riki that in order to obtain the ninth and final ring, the Lord Ring, he must pass a test in eight different palace rooms. The object of the quest is the recovery of the eight Virgil Keys.

Note:

You can obtain the eight Virgil Keys in any order.

Return to the first floor entrance, turn around, and then go to the left into a graveyard with nine tombstones. Search each one until you find

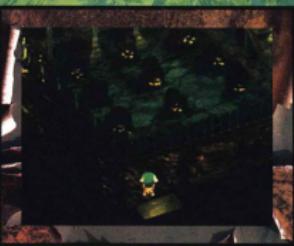
the first Virgil Key. The placement of the key is random. As you might suspect, running into an enemy causes an encounter.



Leave the graveyard, and set foot in the door up and to the right. After a couple of fairly tough fights, you will receive the second Virgil Key.



Return to the palace entrance. Go up the first flight of stairs, left through the door, and left again to a lower pathway through the next door. Inspect each barrel until you find the mouse; this grants you the third Virgil Key. Similar to what happened in the graveyard, the mouse placement is random and a fight ensues until you find the barrel with the key.



Exit this room, go right to the upper pathway, and through the door. Collect all of the moneybags in the maze, avoiding the enemies if you wish. After you collect all of the moneybags, a treasure chest falls from the sky. Open the chest to obtain the fourth Virgil Key.

Return to the palace entrance. Proceed to the right doorway, and then go up and through the next door. This test is a game show, and Riki is the contestant. You must rate the value ("High" or "Low") in relation to an announced item. Guess correctly eight times to receive the fifth Virgil Key. Enjoy the *Electro Armor* bonus. If you guess incorrectly, you fight some enemies. (Big surprise, huh?)

Return to the palace entrance, go up the stairs, then go right, and down through the door. Take the lower pathway to the right, and enter the door. Step on all of the floor switches to eliminate the enemies, or simply defeat the enemies. You will then receive the sixth Virgil Key.



Traverse the upper pathway to the next room. Follow the lady's path as she walks through the spikes. If you fail to follow her correctly, you will have to fight enemies. At the far right side of this room, you will see a red, flashing spot, which is the location of the key. Enter this area from directly above and go down the steps to receive the seventh Virgil Key.



Return to the palace entrance. Go right through the doorway. Descend the steps onto a round platform in the middle of the room.



Boss Fight: *MOLTEN SLIMES*

You must now defeat 30 Molten Slimes, who have the nerve to deplete Life Points with each hit. Make sure you have some Life Point restoration items. Of course, Riki is the most important character to protect; his Life Points total should be at 6 or higher.

Remember, if his Life Points fall to zero, Riki dies, the game ends, and it's reset time.



Try to use combos or multiple-target weapons or attacks to destroy as many of the slimes at one time as possible. The Mecs do well here, just because of their high Life Points. Try the *Mega Windblast* for ultimate effectiveness. This will enable you to obtain the eighth Virgil Key.



With all eight Virgil Keys, go to a town, restock any needed items, rest at an inn, and save your game. Return to Mosperiburg, and then climb the staircase yet again to engage the Ring Lord in battle.

Boss Fight: **RING LORD**

The Ring Lord can only be defeated with the use of combos in a prescribed time period. The only way to get combos is for your party members to attack constantly with the same weapon or spell.

Your goal is to reach 10 points, and the scale is:

- **Level 5 Combination = 5 points**
- **Level 4 Combination = 3 points**
- **Level 3 Combination = 2 points**

Do this well and quickly, with at least one Level 5 combo, or else the Ring Lord, who is impossible to defeat, will become impatient and start bopping your party to oblivion.

After defeating the Ring Lord, Riki receives the Lord Ring and returns to Margmel to celebrate. Soon, something strange occurs. Riki's friends begin disappearing. Make sure you first take Mei-ling out of your core fighting party. (You'll see why in a second!)

Suddenly, Mei-ling is possessed by the Black Ring and changes into a huge monster. Riki will have to fight her to the finish. (If she had been in your core fighting party, you would have to fight her with only four, instead of five party members.)

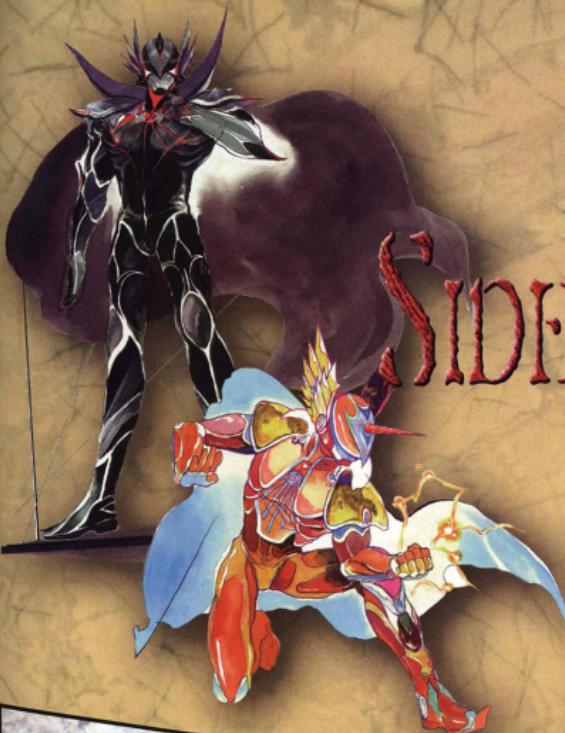


Note:
Have you have all your credits, purchasing the best weapons and armor, as well as recuperative items for your party members? No sense hanging onto any money now!

Boss Fight: **MASTER RING**

Mei-ling will effectively use the nine rings that you've acquired in this final battle. These rings will then assume the form of nine monsters. If Riki destroys all nine rings, Mei-ling will retaliate with a devastating attack. Make sure that you only destroy eight rings. Mei-ling reverts to normal after this battle.

Combo attacks, as always, save the day. Physical attacks also seem to work here. It's a good idea to use the **Guardian Ring** or **Glass Shield** to protect the party, and **Psychic Prison** to cut down on Mei-ling's magical attacks.



SIDE QUESTS

Note:

Although a side quest may be optional for most characters, it may also be an essential part of one character's storyline. For example, Blue's walkthrough focuses heavily on completing several of the following side quests. So you can't complete Blue's game without taking them on.

The following are what we in the RPG community call "side quests." A side quest is an *optional* storyline that may serve no purpose in the game except to lead the player to a particularly strong weapon, spell, or even a hidden character. It's entirely possible to play through SaGa Frontier without ever taking on a single side quest, but taking part in a side quest is typically the best way to build up your characters' statistics and to help increase your flow of credits.

SEI'S TOMB

The tomb is located in northeast Shrike near the Street. It's a good place to build up a low-level character and to collect some powerful items that will give you an edge early in the game. Your goal is simple: collect three magical artifacts, and then defeat Sei if you're up to it.



The first artifact is the **Magatama**, a low-powered defensive accessory. When you reach the main room of Sei's Tomb, head southeast and then take the north split inside the next room. Here you'll find an object in the northeast corner wall, but what you can't see are the two Dead Knight guards. Save your game and then grab the object, and you'll go into battle. These creatures are no laughing matter—they can combo for about 500 points of damage, which is way more than most heroes can handle.



With the Magatama in your possession, return to the main room and you'll notice several flashing spots on the floor. These spots indicate trap doors that you couldn't see earlier. Step on the southwest tile and you'll drop onto a wall below. Follow the wall to find the Murakumo Sword and two more Dead Knights. Hop down after the fight and return to the main room once again. Try to steal the sparkly item in the northeast corner wall, and you'll be attacked by two more Dead Knights. Make sure you save before this battle; Dead Knights can kill lone heroes in one turn and no one wants to play this section over and over again. Upon defeating the Dead Knights, you will receive the Mizukagami Shield.

Now you must make a choice. Do you take these three lovely items or do you go for what's behind door number one? Early on, it's best to keep the three items, but eventually you'll want to try the second part of Sei's Tomb.

Remember the three pillars near the entrance? By placing the three artifacts on the pillars you'll open a door that leads to a golden coffin. Inside is Sei and he's none too happy with your presence.

Note:
If you are playing as the character Riki, you **MUST** place the three items on the pillars in order to continue with his quest.



Boss Fight:

DEATH LORD (SEI) & DEAD KNIGHTS



This is in no way an easy battle. First of all, the Death Lord and Dead Knights regenerate HP each turn. The HP the Dead Knights get back is no big deal, but the Death Lord's HP regeneration can be a real pain. The Death Lord can also combo with any one of its Dead Knights, which as you know by now is a very bad thing. Also, if you kill all of the Dead Knights, the Death Lord will repeatedly unleash its ultimate attack, the Minion Strike. So you need to keep at least one of the Dead Knights alive at all times.

Start the battle by eliminating three of the Dead Knights. You can use **Gale Slash** once to help you out, but don't eliminate all four Dead Knights in one blow, or you're in trouble. Also, save your WP and JP for the Death Lord... you'll need it!



Once this is done, the real challenge is "killing" the Death Lord. Between his HP regeneration each turn and his HP Drain attack, he can wear down a party to where it no longer has any WP or JP left to fight with, even without putting up a strong offensive. You really need to combo the Death Lord to get anywhere. If you're not causing at least one and a half times the damage that Sei regenerates each turn, you'll never win.

When you've defeated Sei, he offers to either join your party or to give you a weapon. Personally, I suggest taking the weapon, which just happens to be one of the strongest swords in the game, the Kusanagi.



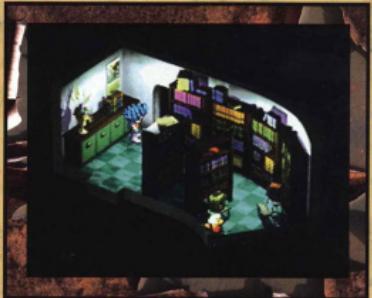
BIO RESEARCH LAB

Shrike is loaded with interesting and dangerous places, especially the "Street" full of screaming kids at play. The Bio Research Lab, which is located to the southeast, is a great place to build up experience and levels.



Once inside, scenes reminiscent of "The Island of Dr. Moreau" come immediately to mind. Zombie-like scientists have been subjected to horrific experiments. But you can forget engaging any of the mutations; in the blink of an eye, they revert to their experimental monster form and attack. However, it's easy to avoid them if you choose not to engage in combat.

Take the stairs to the second floor. Enter the leftmost door to a library. Ignore the "librarian," and pass through a secret door behind the bookcase by pressing the Circle button while facing it, directly opposite the entrance. While avoiding the denizens guarding the stairwell, climb to the third floor and then surprise some "scientists" performing their experiments. Engage them in combat. When you win, the target of their experiment gleefully joins you. Welcome to the group, Cotton!



leftmost door to a library. Ignore the "librarian," and pass through a secret door behind the bookcase by pressing the Circle button while facing it, directly opposite the entrance. While avoiding the denizens guarding the stairwell, climb to the third floor and then surprise some "scientists" performing their experiments. Engage them in combat. When you win, the target of their experiment gleefully joins you. Welcome to the group, Cotton!



Take the stairs down to the lab's ground floor, which is a humid, stifling area infested with exotic and hideous undergrowth. Circle around the building to the right and enter it.

Climb the ladder, defeat the console controller, and activate the switch to the **LOCK OFF** position. Leave the building, and enter the northern most structure. Approach the girl standing there, and a Boss fight with an armored turtle, the Earth Dragon, will commence. With the Boss defeated, cross the ledge to retrieve the **Dragon Shield** in the chest.



ANCIENT SHIP

Decrepit and decaying on the outside, this antique wonder can be thoroughly explored. Originally a traveler from olden times, its apparition descended from the heavens and landed west of the famous tourist attraction, the Shingrow Ruins, and northwest of the ornate Shingrow Palace.

Pay special attention to the Sonicbats, whose Supersonic screams attack multiple party members. Anti-status spells and potions are a must when exploring here. With a weak party, expect to last about the time it takes to hang up on a phone solicitor.



There's plenty to see inside, but if you're playing as T260G your goal is to find the unidentified power source. If, however, you're playing as another character, you can pick up a lot of treasure, the biggest of which is the bag of 500 credits.



Head down and then left and you'll find a room with a large ramp. Take the ramp up and pass through the door, and then climb the ladder inside. Continue to the north and you'll enter a three-story room. On the middle deck, you'll notice a wall of vegetation. Approach the wall (as you would any door) to enter a small room with a barely functional computer.

Take some time to wander around the ship – there's plenty of credits and useful treasure to find, especially the powerful **Duel Gun**, the protective **Jump Suit**, and **Hyper Scale**.

SHINGROW RUINS

The Shingrow Ruins dominate to the northeast. Easy to find – but difficult to master – this is one of the better areas for beefing up weak party members, especially before an important fight. Many deadly monsters roam about inside. The Ruins are not overwhelmingly enormous, just dangerous.



If your group is rather weak, pop in, fight a few battles, pop out, and head for Shrike's Street. Stay for free at the Inn to recover, and then return to the ruins for more exploration. Make sure you use the maps to help guide you through and locate every treasure. If you hit a dead end, try an alternative direction – there are only a couple dead ends in the whole place.

One of the Ruins' main attractions is its many Sub-Bosses lying in wait for any would-be heroes. The first you'll encounter is a rather enormous Gaeatoad. Mercifully, the toad always fights alone, and is no tougher than any other upper-level monster. Save your Weapon Points (WP) and Spell Points (JP), and use normal attacks to take it down.



The second Sub-Boss fight is against two deceptively innocent looking girls. Engage them in polite – or even impolite – conversation, and they turn into a Spear Valkyrie and a Sword Valkyrie. They talk big, but they go down fairly quickly.

In at least one quest, a tough Boss fight ends your work here, but for others (like Lute, Riki, and Asellus) just reach the penultimate battle against four Big Slimes and one Huge Slime. At this point, an interesting fight ensues. Concentrate on combination attacks. The fiends regenerate, but you can usually take out three or four in one round.



BACKSTREET

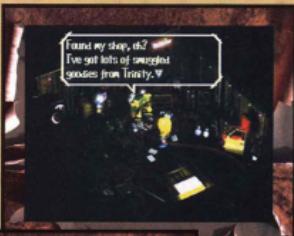
No, not the name of a Bette Davis movie, but the seamy underbelly of Koorong. Descend to an open manhole guarded by some flying monsters. Several areas are open for exploration here. The town's two main drags, upper and lower, contain many shops and street vendors. The Inn, which offers affordable healing, has been used by every visitor since the beginning of time.



Just below the main drags is a nether region, simply named the Backstreet, which resembles a patchwork of stylishly paneled walkways. Many locations look like unfinished buildings. This is a great place to power up weaker party members, and it is close to available healing. Dr. Nusakan's clinic is also here. A quick visit will reveal him for the quack he is, except when Riki comes a calling.

There's a hidden scientist selling a Secret Board for 400 credits. There's also a smuggled weapons shop, where you can buy some of Trinity's finest weapons and cannons.

Deeper and deeper into this area is the Natural Cave. This location plays an important role in the Rune Magic quest.



LORD'S MANOR

This impressive structure, high on an Owmi hill, houses the devious Lord of Owmi. Various quests (most notably Riki's and Asellus') require visits to this location.

The elegant upstairs is almost always empty, and makes the hairs on the back of your neck stand on end. Treasure is scarce; the real deals are in the foreboding basement.

The mansion basement is unsightly and dark, probably due to the unhygienic habits of the basement's denizens. Expect to find several floors of squeaking, writhing, and screaming monsters. Most of the creatures protect decent, but not spectacular, treasure. Keep an eye out for the Shell Bracer. About two-thirds of the way down, a Devil Squid blocks your progress to a pool room. Once the squid is defeated, approach the nearby pool room and the noble water mystic Mesarthim joins your party.



THE TAROT QUEST

While visiting Devin, you should stop by the Arcane Magic Shop. It's here where you can purchase a basic set of Arcane spells and inquire about the Arcane gift. The quest for the Arcane gift is known throughout this book as the "Tarot Quest."

The player must visit four locations to acquire four tarot cards. This, in turn, gives the gift to any non-Rune Magic users present when all four cards are found. Once a spell caster has obtained the Arcane gift, that person will begin to learn more powerful Arcane spells by practicing with less powerful magic.

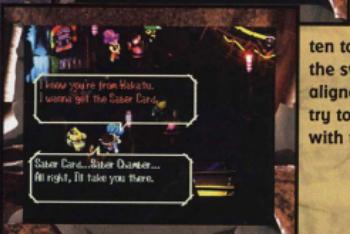
There's no particular order in which you need to acquire the cards, but the following is a suggested order.

- **Shield Card – IRPO**
- **Gold Card – Baccarat**
- **Grail Card – Yorkland**
- **Saber Card – Wakatu**

Generally a player should seek the Arcane gift as early as possible. Doing so enables the spell caster to gain the maximum amount of spells before the final battle.



THE SABER CARD (WAKATU)



Wakatu is full of monsters and has a few treasures that can help the party get going. You must be wary of the ninja characters that mysteriously appear and disappear. Although they normally aren't much of a challenge, they sometimes can put the party in an extremely challenging battle. Try to avoid them unless you're feeling particularly confident in your party's skills.

Gen leads the party through Wakatu. Pay close attention to his directions and you shouldn't have any trouble making it through the town.

When you enter the third floor of the Saber Shrine, shadow objects will begin appearing on the wall. Your goal is to stop the shadows so that three Sabers are visible. Doing so will get you the Saber Card. Getting anything else forces the party into a fight. The trick is to shut your eyes and listen to the game. Every time you hear the sword clink, the three Sabers are aligned. Memorize the rhythm and then try to press the Circle button in time with the sound.

Note:

You must have Gen in your party to reach Wakatu. To obtain Gen you must first have the four cards from the Arcane Magic Shop in Devin. Then visit the Port in Koorong and ask about going to Wakatu. Follow this by talking to the Skeleton in lower Koorong, who gives you Gen's name and location. Finally, you'll find Gen in the pub in Scrap. There are cases where Gen joins your party early in the game without you having completed this process. In these cases, you need only visit the Port in Koorong after obtaining the four cards from Devin.

THE GRAIL CARD (YORKLAND)



Ah... Yorkland, famous for fine liquors and home to the elusive Grail Card.

Head to the southwest to uncover the heart of the town. The area is lined with several breweries. Enter the first one on the left and inquire about the Grail Card. Your character is instructed to speak with the next brewery, then another, and another, and so on. You eventually learn that the card is hidden in the Liquor Shrine, which is located in Yorkland's swamp (to the northwest of town).

Fortunately, it's a short walk north to the Shrine; however, the path is full of monsters and the party is completely drunk. This becomes evident when you first enter the swamp. Try to stand still... You can't! Now try to walk a straight line... You can't! The monsters lining the path won't attack unless the party gets too close, which is difficult to avoid because your character is weaving and wobbling all over the place.

When you reach the Shrine, you'll receive the Grail Card with no strings attached. Don't forget to save as soon as you leave!



Note:

The swamp can be a rough place and it's even tougher when you're drunk. Due to the party's drunken state, they'll get hit with negative effects at the beginning of each battle. You can counter this by using Snake Oil, but doing so can be expensive. Save before you go in, and then leave and level up if things get too tough.

Note:

If you have Mecs in your party, you'll be pleased to know that they can't get drunk. This makes it much easier to push your way through. On the down side, however, Mecs can't acquire the Arcane gift.

GOLD CARD (BACCARAT)

First things first: You shouldn't go after the Gold Card until you've had a chance to perform "Takonomics." What's Takonomics, you ask? It's an unlimited credit trick that involves trading gold for credits. You'll find more information regarding Takonomics in this section of the book.

Why do you need to use Takonomics before going after the Gold Card, you ask? Simply put, it's gonna cost you! Lots of obsessive Gnomes living under Baccarat currently own the card and they won't give it up unless you give them at least four gold ingots (2000-4000 credits worth, depending on where you buy them). If you've performed Takonomics, you should have about thirteen ingots in your possession. Keep in mind, however, that the Gnomes will take as many gold ingots as you have in your possession. Anyway, there's no use doing this quest if you don't have the gold.



When you enter the casino, walk up one floor and speak to the woman dressed in the bunny outfit on the right side. You'll see a happy little Gnome pass by. Follow it up the stairs and you'll arrive just in time to watch it hop on the elevator. Go down to the next set of elevators and take one down to the Parking level.

Note:

To obtain gold, you must visit either the bar in Nelson (500 credits each), which can be accessed through Owmi, or the currency exchange in Koorong (1000 credits each).

Note:

Emelia is the only one who doesn't have to search for the Gnome in the casino. This event happens as part of her basic walkthrough.



Talk to the leader of the Gnomes and it will make you an offer you can't refuse. If you have the gold (you do have the gold... don't you?), talk to the Gnome a second time and the Gold Card is yours.

The open manhole leads to an underground cavern and the home of the Gnomes. At first glance, the caverns seem awfully confusing, but it's really pretty easy. Just head for the passage in the southwest corner, and then take an immediate left. Head upward and you've found it.

Note:

As you attempt to enter the manhole, Emelia joins you – unless of course you're playing Emelia's story.

SHIELD CARD (IRPO)

The Shield Card is in the possession of IRPO. They're happy to cough it up, but only if you can prove yourself worthy. Fuse, an IRPO Patrolman, takes the team to Mosperiburg, but to an area that normally can't be reached.

There are plenty of powerful monsters along the trail to the top, but you can dodge most of them if you feel so

In Red's quest, if you have Fuse in your party, you're given the Shield Card upon your arrival without taking on Fuse's quest.

inclined. On your way to the top, you'll notice a small cave off to the left. There are two very powerful Dragons inside the cave and a whole lot of treasure.



Sub-Boss Fight: DRAGONS

These two creatures are as tough as they come. The Red Dragon is by far the weaker of the two and should be your primary target. After eliminating it, you should focus on the Black Dragon.

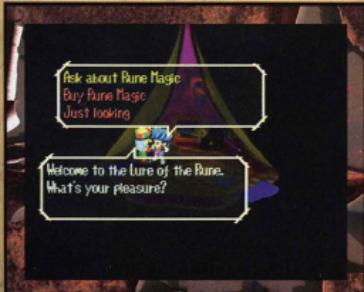


You really need to kill the Red Dragon during the first turn; otherwise, the combined attack of the two Dragons will quickly chew up the party. The Black Dragon has an absurd amount of HP, much more than a normal Black Dragon, but its attacks are the same. Be prepared to counter its Stone effect and you should do all right.

At the top of the mountain, the team finds the rare flower they've been searching for plus something else!

Boss Fight: SUZAKU

First, notice that a **Flame Barrier** surrounds Suzaku, which means you must rely on Guns, Magic, and any Sword or Martial Arts attacks where the character doesn't make physical contact with Suzaku. For example, **Air Throw** (Fighting), **Gale Slash** (Sword), **Bound Shot** (Gun), and **Swallow Swing** (Sword) can all inflict damage from a distance. In the end, this shouldn't be a tough fight. If you do have trouble, leave and get a bit more experience and then try again.



THE RUNE QUEST

While visiting Devin, you should stop by the Rune Magic Shop. There you can purchase the basic set of Rune spells and inquire about the Rune gift. The quest for the Rune gift is known throughout this book as the "Rune Quest."

The player must visit four locations to acquire four Runes. This in turn gives the Rune gift to any non-Arcane Magic users present when all four Runes are found. Once a spell caster has obtained the Rune gift, that person begins to learn more powerful Rune spells by practicing with less powerful magic.

There's no particular order in which you need to take to acquire the Runes, so here's the list.

● **Hide Rune – Koorong**

● **Vitality Rune – Tanzer**

● **Victory Rune – Shrike**

● **Freedom Rune – Despair**

In general, a player should seek the Rune gift as early as possible. Doing so enables any Rune Magic users to gain the maximum amount of spells before the final battle.

Obtaining Suzaku

While in Mosperiburg in search of the Shield Card, you can get Suzaku as a playable character.

Defeat the fairie on the first screen. Then go to the area with three boars in it. You'll see a snowman around the edge. Attack the snowman on the southern edge of the clearing, which takes you to a fight with Jotnar.



Note:
If there is no snowman on the southern edge, return to the first screen and defeat the fairie again. Afterwards, return to the clearing and again look for a snowman on the southern edge.

The Jotnar fight is really tough. It helps to have Ice Crystals, Genbu Shields, and Pearl Hearts to help nullify its ice and water attacks.

Once Jotnar is defeated, return to the previous cave and take the right branch to find a defrosted Suzaku Jr., who then joins your party.

HIDE RUNE (KOORONG)

The Hide Rune is located deep within Koorong in the Natural Cave. The path to the cave is simple. Enter Koorong's back streets by way of upper Koorong. You'll know you're on the right track if you get stopped by a couple of Black X thugs. (Black X is a criminal organization that plays a major part in Red's walkthrough.) Just follow the path to its end; if you come to a dead end, go the other way and you'll eventually find the caves.

Once you're inside the Natural Cave, head to the south until you reach a clearing and then take the next path back to the north. There's a small gap you must jump to reach the Hide Rune's location. To make the jump, run toward the edge and your character will hop to the other side.



This is a good time to save. Just ahead you'll find a cave full of nasty creatures.

Boss Fight: QUAKEWORM & WORMBROOD



This is one Boss that lives up to its name. At the end of each turn, it may cause a small earthquake that can damage each of your characters. To counter this, I suggest you equip your party members with Jet Boots. This lessens, if not prevents, the damage. As for the actual fight, the Wormbrood act as support to the Quakeworm. Their main function is to keep the Quakeworm healthy, which they do by casting Magic Heal or Support each turn.



Use attacks that can hit the entire group. **Gale Slash** (Sword), **Total Shot** (Gun), and **Mega Windblast** (Light) are all good choices. Anyone who can't target the Quakeworm should focus on the Wormbroods. With any luck, you'll take out all three Wormbroods on the first turn. If not, pick them off one by one to open a path to the Quakeworm.

After the Quakeworm is defeated, the Hide Rune reveals itself.

VICTORY RUNE (SHRIKE)



The Victory Rune is located deep within Mu's Tomb in southwest Shrike. There's a lot of monster traffic on the way to the Rune's location, so be prepared to fight.

The path to the Rune is straightforward and has only one branch. There you'll find a set of stairs (west) and a door (east). The stairs lead to the Rune and the door leads to some treasure and an exit.

At the end of the tomb, you'll find a dried up pile of bones and the Victory Rune.



Boss Fight: SKULLDRAKE

At first, Skulldrake is nothing but a pile of bones, and remains so for the first turn of the fight. Use this time to set up defensive spells like **Shield**. You can't cause any damage to the bones during your first turn, so don't waste JP or WP.

Between the first and second turns, the Skulldrake transforms into its fearsome self so begin attacking at full force. It's



extremely vulnerable to physical attacks and can fall in only a few turns if you have a powerful combo ready. If you take on this quest late in the game, this Boss shouldn't be much more than a minor annoyance.

Note:

Skulldrake regenerates HP after every turn of battle, so be sure you're causing at least twice the damage that Skulldrake regenerates.

There's only one way to reach Despair: Talk to Annie outside Koorong's restaurant. She can easily sneak the party into the prison.

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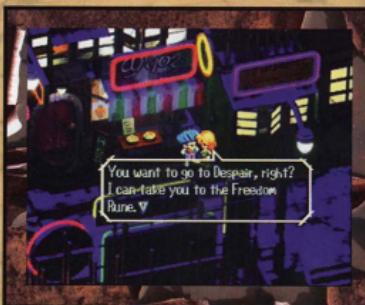
Note:

You can only reach Despair once you've acquired the other three Runes.

Note:

Emelia performs this quest at the beginning of her walkthrough and cannot return to Despair once she leaves.

Annie leads you through the prison to the Freedom Rune, but she often leaves it up to you to guess where to go. Stick to the high path in the pipes and avoid falling into one. If you do, you can easily backtrack and try again.



Continue to follow Annie's lead and you'll reach a room with an elevator and a conveyor belt (taking the elevator will lead you to a **Shell Shield** and a **Light Bazooka**, but it's a longer way to the Freedom Rune). Ignore the contraptions and take the door, and then enter the first green door you see. This door leads you down to an area with a grouping of posts sticking out of the ground. If you have an **Infra Scope**, you can see lasers shooting from post to post. Avoid the lasers as you pass through the area, or you'll get forced into a fight. If you don't have an **Infra Scope**, you'll have to feel your way through.

Ahead in the distance is the entrance to the Freedom Rune's chamber. Annie can open the lock, but not fast enough.

Boss Fight: NIDHEG



If you battle this Boss late in the game, this fight should be easy. Hit the Boss with **Mega Windblast** and any other strong attacks that you have. If you've figured out combo attacks, you should use them. There's no reason to conserve your JP and WP, because you'll soon get warped out of Despair.

After the fight, investigate the **Freedom Rune** and it's yours. The party is instantly warped from Despair back to Koorong.

VITALITY RUNE (TANZER)

Tanzer isn't really a place so much as it is a living thing. In fact, the only way to reach Tanzer is to get swallowed by it as you're traveling

between towns. When you've started the Rune Quest and you think you're ready, hop on a ship and see if Tanzer is biting.

Once inside, follow Fei-on to his... um... village. There's not much to do inside Tanzer's belly, but you can rest here. There is one small catch – you can only restore your LP. This means you need to limit your use of magic and techniques until you really need them.



Talk to Fei-on and he'll lead you to the Vitality Rune's location. He's a little difficult to follow, so pay attention. The different valves and arteries act as doorways to different locations. Be careful, because some of them can suck you in if you get too close and you'll end up somewhere you don't want to be.

Note:

As you're following Fei-on, keep this in mind: If he's not on-screen with you, you probably shouldn't pass through a valve unless there's no other choice. He typically points out the valves you need to enter if you have a choice.

Note:

Fei-on will join your party if you say you'll help him. He'll remain with the party even after you leave Tanzer.



Warning!

Don't hop into the purple pulsing valve at the bottom or you'll get cast out of the slime pits.

Boss FIGHT: **HUGE SLIME & BIG SLIMES**



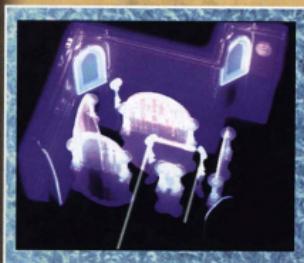
The object of this fight is to have one of your Human, Mystic or, for all you Asellus fans, half-Mystic characters touch the Vitality Rune, which is behind the Huge Slime. Use your attacks that target all enemies in the group and focus on creating a clear path to the Rune. One slime regenerates each turn, so you really need to take out at least

two slimes each turn, if not more. Remember that your goal here isn't to destroy the slimes, so much as it is to touch the Rune. Do so as soon as you get a chance to end the fight and obtain the Vitality Rune.

LUMINOUS: LIGHT & SHADOW MAGIC

In Luminous, each character can learn either Light or Shadow magic, but not both. However, to master the highest level spells in either type of magic, characters must obtain that magic's gift. Light Magic users must face the Luminous Labyrinth, whereas Shadow Magic users must take on the dark realm, Omble. It's good to train at least one of your characters in each.

SIDE QUESTS

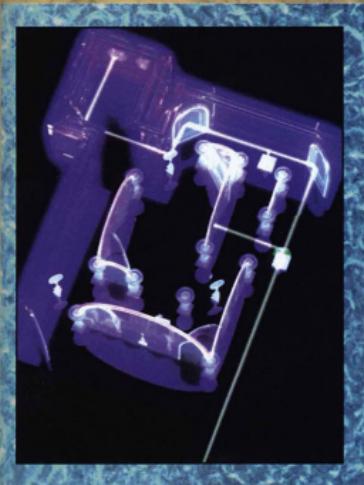


LUMINOUS LABYRINTH (LIGHT MAGIC)

A beam of light guides the party through the labyrinth. This beam acts as your key to other parts of the maze. The trick is figuring out how to bend the light so that it hits the next door. This is accomplished by adjusting mirrors so that they direct the light to where you need it to go. Check the accompanying diagrams to see how the different mirrors should be adjusted.



The last room is a little different. There are several prisms and colored glass scattered throughout. To leave the maze, you must hit the back wall with a white beam, but you can obtain different items by hitting the wall with different colors. These items are as follows:



COLOR OF LIGHT

White

Purple

Yellow

Light Blue

Any other color

RESULT

Exit from Labyrinth

Receive a Sanctuary Stone

Receive 400 credits

Receive a Moonlight Robe

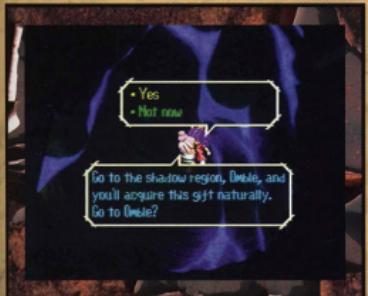
Fight an enemy

Upon exiting the Luminous Labyrinth, your characters are blessed with the gift of Light Magic. This means that as your Light Magic user(s) practices with the basic Light spells, they'll begin to acquire stronger spells.



OMBLE (SHADOW MAGIC)

To reach Omble, you must talk to the person on the east side of Luminous. Ask about the gift and you'll enter Omble, however, you'll do so without your Mecs, Monsters, and Light Magic users so make sure that you're properly equipped.



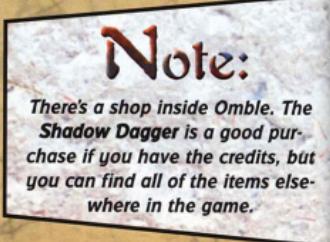
Upon entering Omble, your lead character's shadow runs off to the north. Unfortunately, the team can't leave Omble until this character gets their shadow back, which is no small task. Omble's mansion is full of shadow creatures (normal monsters that appear as nothing more than a shadow), some of which are fairly strong.

Note:

In Omble's courtyard area, you'll find the shadow of Silence walking around on the west side. Speak with it and it will "join" the team. When you leave Omble, talk to the man to the right of Omble's entrance and Silence will officially join the team.

At the back of the mansion, you'll find a room with a bunch of shadows. Look closely and you'll notice that they're the shadows of most of the main characters in SaGa Frontier. First, you need to scare them all from the left room to the room on the right. Then you need to carefully select your main character's shadow from the rest (look for a distinguishing feature such as Blue's ponytail or Red's spiky hair). When you choose correctly, the shadow runs into the back room. When you choose incorrectly, you're forced into a fight.

Follow the shadow into the back room, save, and approach it.



Boss Fight: SHADES



This is one of the most interesting fights in the game: The team versus their shadows. The danger here is that the Shades have every ability that your team has. Think for a moment about your characters. Who do you consider a major threat? Who's the fastest? This should indicate the strategy you should employ. You should first focus on your fastest character's shadow and your strongest character's shadow. They should fall easily, but you'll probably lose a character in the process. Now pick off the rest one at a time. Use your best attacks and, whatever you do, don't hold back!

Upon exiting Omble, each character that entered

Omble leaves with the gift for Shadow Magic.

MIND MAGIC (KYO)

Kyo is the home of testy training grounds, where candidates can receive the gift of Mind Magic. Eligible characters train throughout a succession of one-on-one battles. If you want to participate in this training, wait until your characters are fairly strong. That way, the battles are waived, and everyone qualified receives the gift of Mind Magic without a fuss. Bear in mind, however, that your characters get but one shot at the training. If they fail, forget Mind Magic for the rest of the adventure.



THE TIME QUEST (TIME LORD'S REALM)

Head to Mosperiburg and talk to Virgil, the Ring Lord, about Time Magic. If the party is powerful enough, he'll send you to the Time Lord's Region. Explore the area and you'll notice a large, broken hourglass. You'll also notice that time is completely frozen, so nothing is moving. This means that you can't lower the drawbridge to the Time Lord's hiding place. Dip your character's hands into the sands from the hourglass, and then return to Mosperiburg.

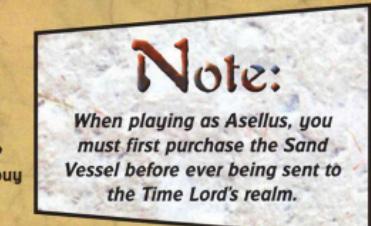


Virgil then sends you to Facinatru to find a Sand Vessel. Walk into Rootville and locate the green-skinned merchant. This merchant doesn't take credit, but he does accept LP. There's no way to get the Sand Vessel without sacrificing one LP and once it's gone... well, it's gone. (When playing as Asellus, you should buy the Asura Sword for many enjoying hours of whomping monsters.)



Teleport back to Mosperiburg and then have Virgil teleport you back to the Time Lord's Region. Make your way to the hourglass and collect some sand in the Sand Vessel. Then climb around the hourglass and onto its top. By placing the sand back in the hourglass, you can return time to its normal state.

Now make your way north to the drawbridge so you can meet the Time Lord. Most characters are given the choice of making the Time Lord a member of the party, or purchasing Time Magic. However, you may be forced to fight the Time Lord in order to acquire the gift of Time Magic.



Boss Fight: TIME LORD

The Time Lord relies heavily on magic, but also has a few strong physical attacks up his sleeve. However, his strongest attack by far is the **Over Drive** spell, which freezes your party and enables him to perform multiple attacks without interference from your party.

Follow the simple strategy listed below and the Time Lord won't seem so tough after all. First, have your spell caster cast **Psychic Prison** every turn, regardless of whether or not he or she needs to. This keeps the Time Lord from using his magic and his physical attacks are a lot easier to deal with. Second, have your character bearing the **Vitality Rune** magic cast it on everyone in your party. This lets you concentrate on attacking the Time Lord and enables you to ignore status effects, such as **Venom**. Meanwhile, let the rest of the team work over the Time Lord with combos or powerful single attacks.

When the fight is over, you'll have the gift of Time Magic and all of the Time Magic spells.

THE SPACE QUEST (KYLIN'S PARADISE)



Travel to Devin and ascend to a shrine, up a **VERY** long staircase. Talk to the woman there about Space Magic. She'll warp you to Kylin's Paradise, the realm of the current Lord of Space Magic.

Head to the back of Kylin's happy town, and you'll find the master lounging in its chambers. Speak with Kylin and it warps you into a strange maze to test your worthiness. There are no monsters in Kylin's realm, so take your time completing the test.



Follow the path straight ahead and through the first door. Take a left and pass through another door to reach an odd chamber. Go straight and then to the left to find a large key on the ground. Return to the odd chamber and go down once and then to the left to find a locked gate ahead. Open it and go through.

Take the upside-down path back the way you came and eventually you'll get turned right side up again. Touch the pot to shrink, and then pass through the small door.

Continue to the next small door, go through it, and you'll enter into another odd chamber. Go to the left, then down, and then throw the switch. Return to the odd chamber and go to the right and then down. Enter the next small door, then hop into the cup and saucer... Phew!



Once most characters beat Kylin's maze, they get the chance to have Kylin join the party. If you turn down Kylin you'll get the chance to purchase Space Magic. However, some characters will be forced to fight Kylin in order to acquire the gift of Space Magic.

Boss Fight: KYLIN

Because Kylin can wipe out the entire party in just a couple of turns, cast **Psychic Prison** on Kylin constantly. This keeps Kylin from using its powerful spells and makes the fight a breeze. Also, have your character equipped with the **Vitality Rune** cast it on everyone in your party. This makes it easier to deal with Kylin's physical attacks; let the rest of the party combo Kylin to death.

The only real threat in this fight is Kylin's **Sacred Song**, which can cause 400-700 points of damage to each party member. Because it isn't a spell, the **Psychic Prison** can't block it so be ready to deal with it. If Kylin defeats you by using the **Sacred Song**, just reload the game and try again. You should be able to defeat Kylin in a couple of tries.

When the fight is over, you'll have the gift of Space Magic and all of the Space Spells.

FURDO'S WORKSPACE



Hidden in the row of trees in the Magic Kingdom's southwest region, this bizarre place is strangely quiet. Every single living thing is a statue of stone. No monsters here, for now at least. Proceed ahead to the left or right, and then descend to the lowest part of the edifice where a whitish column of "something" soars toward the high ceiling. Obviously, this material holds every inhabitant of the place in a petrified condition. By touching the column and clicking the action button, several mischievous fairies are released.



To your profound surprise, the fairies begin lifting the stone spell through the site. Benign statues turn into murderous monsters, and petrified treasure turns into available items.



Wind your way up to the second floor of the chamber, up the stairs and then left to Furdo's chambers. This fun-lover goes down fairly easily. Never mind this, though. Stick to the fairies and other monsters if all you want to do is raise your weaker characters levels up. Snatch the **Glow Robe** from the one chest behind a huge Mec on the first floor. On the second floor, in a room just south of the edifice, lie two additional items; the **Unicorn Tear** and the **Pearl Heart**.

Note:

Remember that you must wait for a fairy to break the stone spell on an item before you can pick it up. If you happen to engage a fairy in battle, defeat it and it will return to the chamber in a petrified condition. Touch the column again to release the fairy.

FRIENDLY CHARACTERS

SCRAP PUB



Riki, T260G, Lute, Gen, and Mei-ling. All, some, or none of them join, depending on which character's story you're playing.

DEVIN OR LUMINOUS

Rouge is available at various times during various quests.



SHRIKE

For most characters, visit Nakajima Robotics. The Engineer Car Mec will gratefully join.

YORKLAND

Thunder is a terrific fighter, who can morph with the best of them. By endgame, its Ground Hit whacks the foe for thousands of Hit Points. Thunder will join your party if you've already acquired or are playing as Lute.

TAKONOMICS (THE UNLIMITED CREDIT TRICK)

Nothing in SaGa Frontier is harder to come by than credits. Fortunately, there's a way to get your party the credits it needs to purchase as many items, weapons, and armor you want.

To begin with, you need to save around 7500 credits. This can take a while, but if you explore the sewers of lower Koorong and the ruins at Shingrow you can pick up most of the 7500 credits. Take the 7500 in credits and go to Nelson. There you can purchase Gold Ingots at 500 credits each as opposed to 1000 credits each in Koorong. Buy at least 15 Gold Ingots and then make your way back to Koorong.

Take your Gold to the Currency Exchange in Koorong and sell enough so that the Gold's value drops to 520 credits. Now return to Nelson and purchase as much Gold as you can. You should end up with more Gold than you originally had.

SIDE QUESTS

Note:

You may be wondering why this trick is called "Takonomics." It's named after the tester, Takahiro So, who first found it. So next time you're purchasing four Hyper Blasters be sure to give a special thanks to Takahiro So.

Note:

To reach Nelson you must hop on a shuttle from Koorong to Owmi. At the Owmi port you'll be able to travel to Nelson.



With your new supply in hand, go back to Koorong and increase the number of Ingots you are selling to include all of them, but **DON'T PRESS THE CIRCLE BUTTON!** Instead, decrease the number of Ingots you're selling to zero (i.e. the number of Gold Ingots you have in your inventory).

You should notice that the price of gold has just risen. Sell off your Gold Ingots until the price reaches 520 credits again, and then go purchase more Gold Ingots from Nelson.

Repeat this process several times and you'll begin raking in large amounts of credits. The one catch is that you can't acquire more than 50,000 in credits at any one time using this trick. If you try to make more than that amount, you'll lose all of your Gold Ingots and any credits that you would have made from the transaction.



Once you've done the trick, try to keep about 20,000 credits on hand at all times. This way you can fill your coffers with a single run to Nelson and back.

Note:

At first you may feel like this trick isn't working. Stick with it and you'll begin to see how it works. The main thing is to make sure you're always able to purchase increasing amounts of Gold Ingots.



THE DSC (DREAM SUPER COMBO)

The DSC is easily the most powerful attack in the game. Getting it isn't difficult, but it is time consuming.

First, you'll need someone who specializes in Fighting techniques. Liza is the best character for this, but any Human will do. It's just that Liza has been known to learn the DSC in as little as four hours, whereas it takes most other characters upwards of twenty to thirty hours.

Your fighter must learn four specific attacks:

- *Sliding*
- *Suplex*
- *Babel Crumble*
- *Giant Swing*



Once the character learns all four attacks, equip all of them at the same time. Next time you enter a battle you'll notice your fighter has an additional attack called the DSC. This attack will never show up in your ability list, but it will always be available in battle as long as you have the four required techniques equipped.

At maximum power it can cause as much as 20,000 points of damage at a time. The down side is that it costs 18 WP each time you use it.

The Special Ending

If you defeat the game with all seven characters you'll be treated to a very special ending. The last character you defeat the game with will appear onboard the Cygnus with a bunch of other characters you'll remember from the game. Here you'll be able to visit several theme rooms such as the Battle Programmers' room, where you can fight some of the tougher enemies from the game. There's plenty else to see, but we'd hate to completely ruin it for you!





MAPS

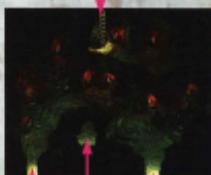
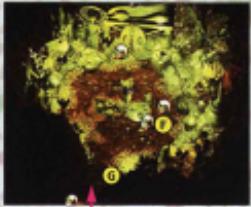
BACCARAT	JUNK	MANHATTAN	SHRIKE
Baccarat	Junk	Manhattan	Shrike
Gnome Caves	Caballero's Hideout ..	CTC Building	Sei's Tomb
BLACK RAY	KOORONG	MONDO'S BASE	Mu's Tomb
Black Ray	Koorong	Mondo's Base	Bio Research Lab
BLACK X BASE	Underground	MOSPERIBURG	TANZER
Black X Base	Koorong	Mosperiburg	Tanzer
CYGNUS	Shuzer's Base	NELSON	TARTAROS
Cygnus	Caves	OWMI	TIME LORD'S REALM
DARK LABYRINTH	KYLIN'S PARADISE	Lord's Manor	Time Lord's Realm
Dark Labyrinth	Kylin's Paradise	RB3	TRINITY BASE
DESPAIR	KYO	RB3	Trinity Base
Despair	Kyo	Doomsday	VICTORIA
DEVIN	LUMINOUS	Machine	Victoria
Devin	Luminous	SCRAP	WAKATU
FACINATURU	Luminous	Scrap	Wakatu
Chateau Aiguille	Labyrinth	Cabellero's Factory ..	YORKLAND
Rootville	Omble	SHINGROW	Yorkland
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Baccarat & Gnome Caves

- A Tarot Quest (Gold Card)
- B Red's Walkthrough
- C Riki's Walkthrough
- D Red's Walkthrough
- E Tarot Quest (Gold Card)
- F Tarot Quest (Gold Card)
- G Emelia's Quest
- H Emelia's Quest



Repeats for 200 floors



NOTE: Use the elevators to reach the various floors and the port.

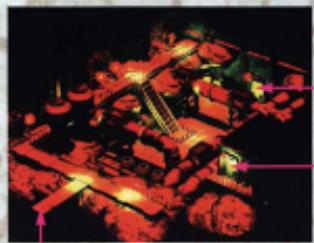
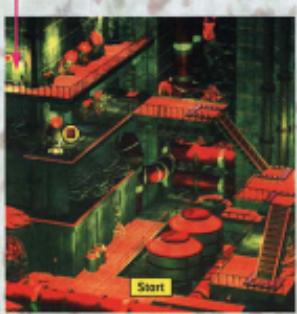
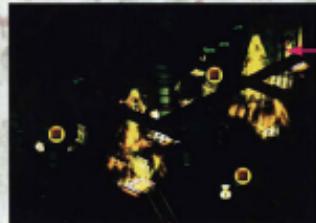
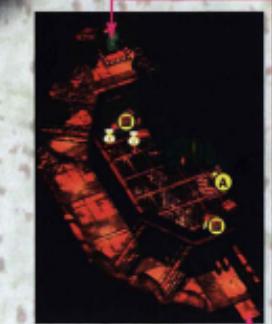
Black Ray

A M Black II



Black X Base

- A Door lock
- B Elevator Controls
- C Black X prisoners
- D Boss Fights



Cygnus

A Captive

B Paycheck

C Pirate Ambush #1

D Captain Hawk

E Ventilation Shaft

F Pirate Ambush #2

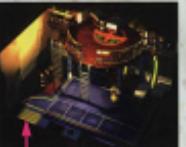
G BJ&K

H Asellus & White Rose

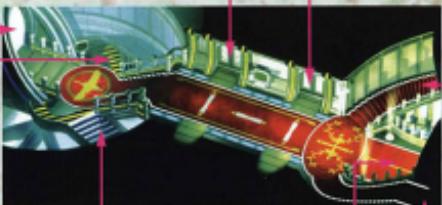
I Boss Fight

J Roufas

K Blue



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Page 124-B

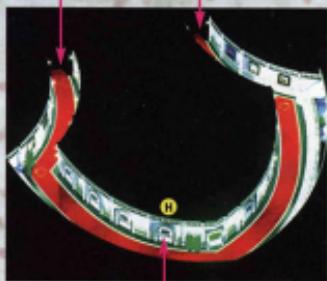
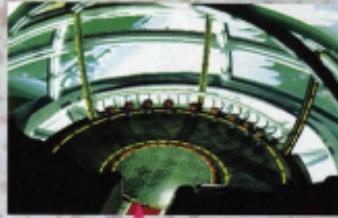
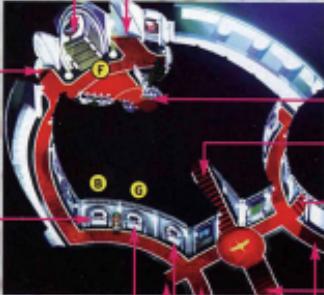


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Page 124-C



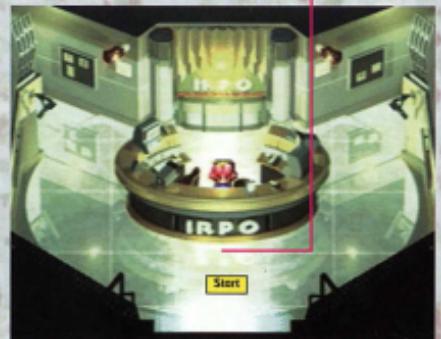
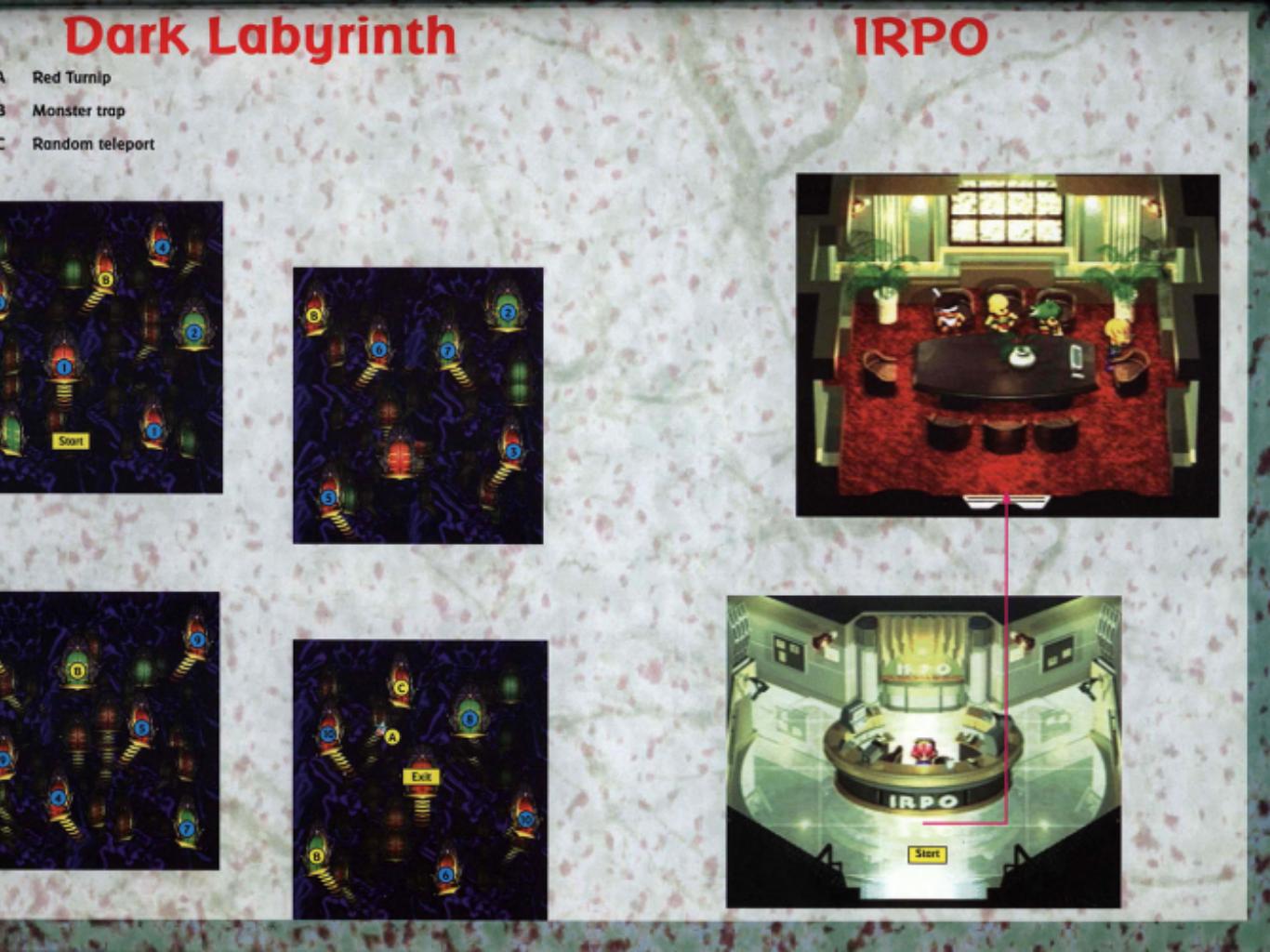
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Page 124-D

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Page 125-C
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Page 123-B



Dark Labyrinth

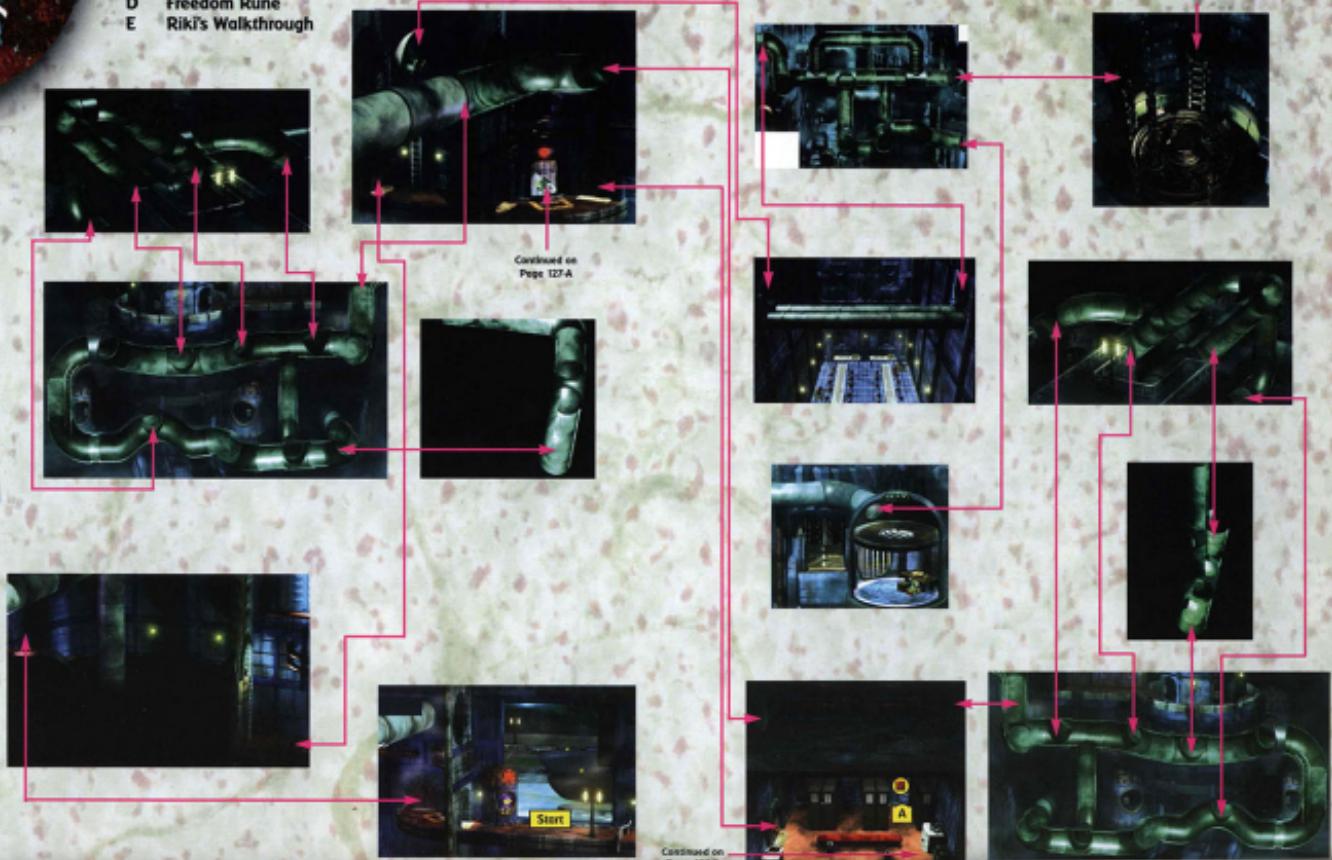
- A Red Turnip
- B Monster trap
- C Random teleport



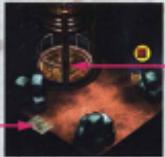
IRPO

Despair

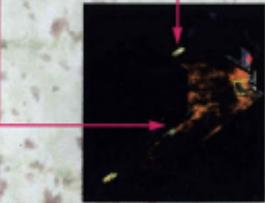
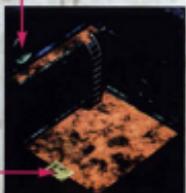
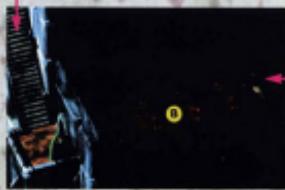
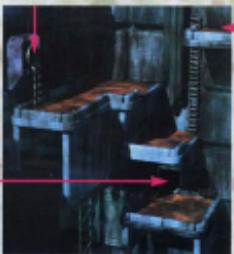
- A Light Bazooka
- B Laser Maze
- C Boss Fight
- D Freedom Rune
- E Riki's Walkthrough



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Page 127-C



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Page 127-B

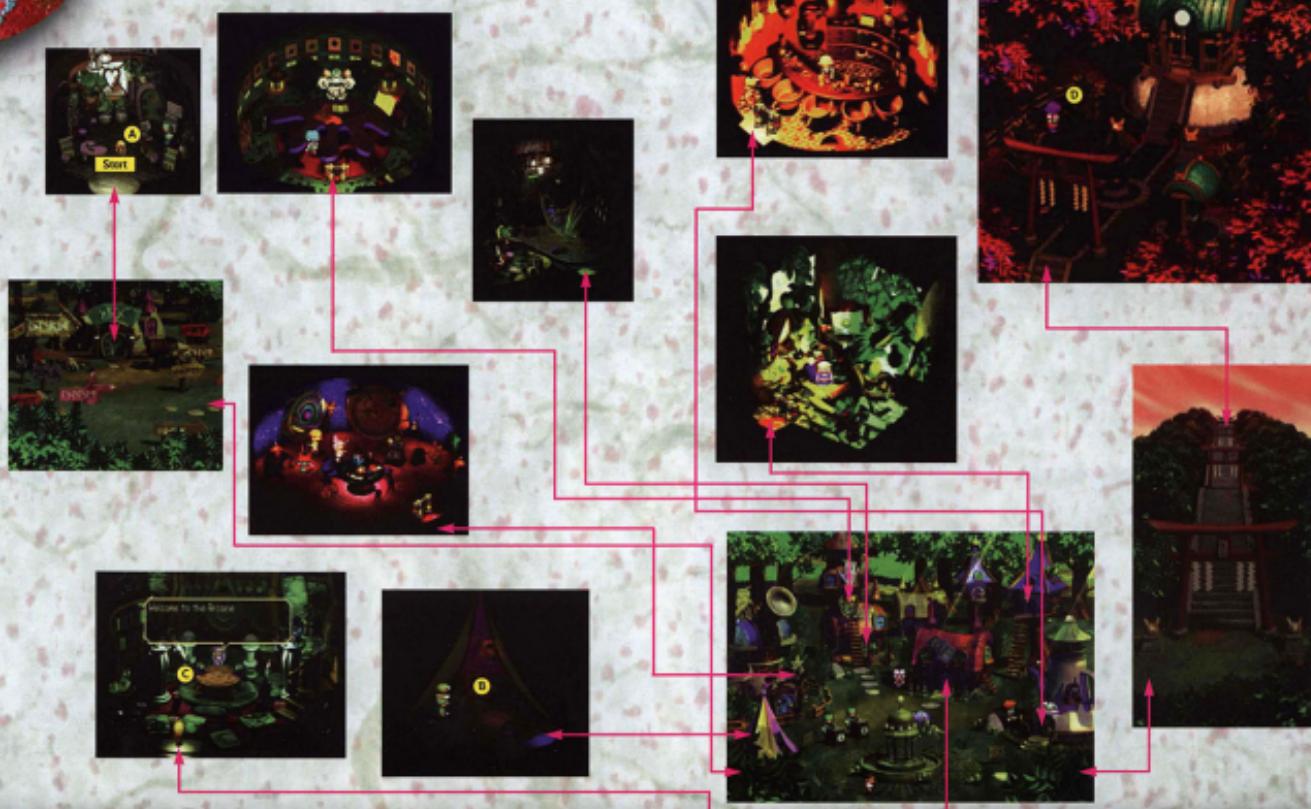


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Page 125-A

Devin

128

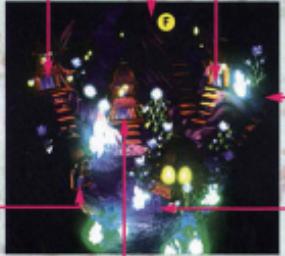
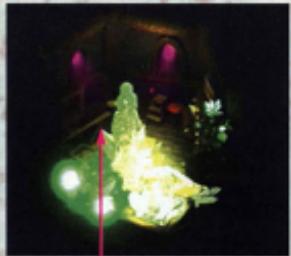
- A Port
- B Rune Shop (Rune Magic)
- C Arcane Palace (Arcane Magic)
- D Space Quest (Space Magic/Kylin's Paradise)



Facinaturu

Rootville

- A Tailor's Shop
- B Mystic Shop (Mystic Magic)
- C Gozarus
- D Pilot
- E To Facinaturu Caves
- F To Chateau Aiguille



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Page 134-A



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Page 132-A

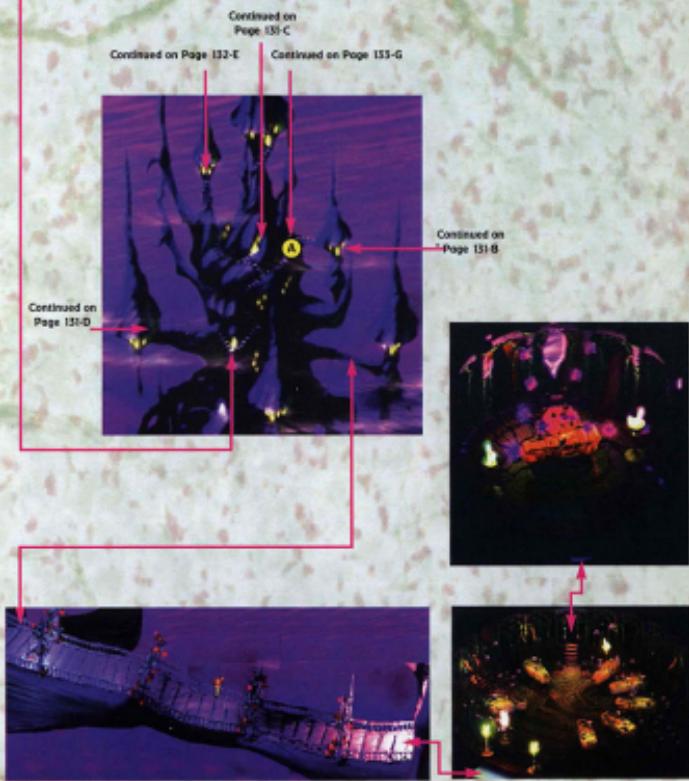


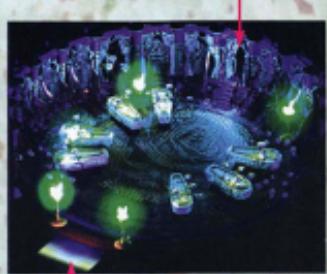
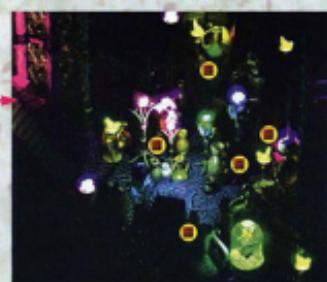
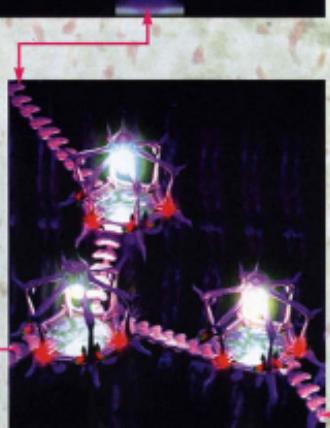
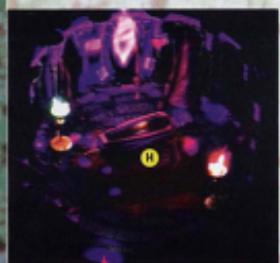
Chateau Aliguille

- A To rear of Castle
- B White Rose's room
- C From rear of Castle
- D Boss Fights

Orlouge's Throne room

- F Training Grounds
- G Boss Fight
- H Rei's room





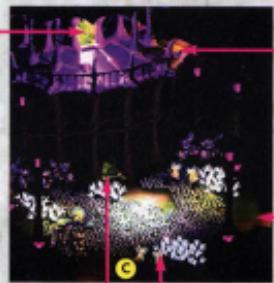
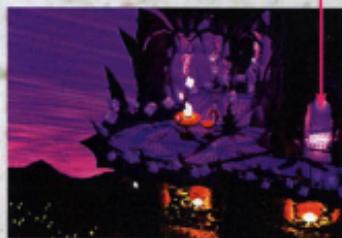
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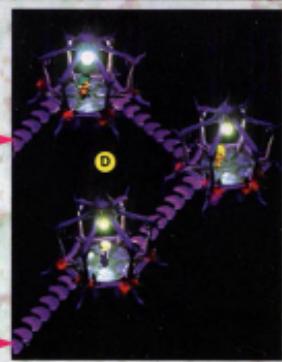
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Page 130-D

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Rear of Chateau Aliguille

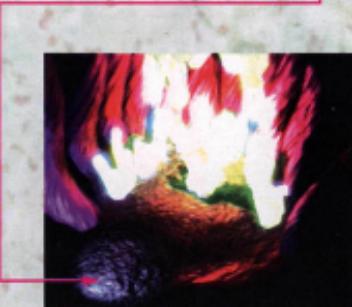
A To front of Castle

B Boss Fight (optional)

C Giant (Optional) and portal

D Healing Stone

E To interior of Castle



Continued on Page 130-G

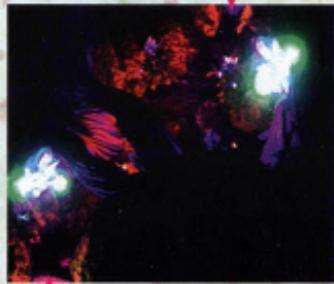
Continued on Page 132-F

Facinaturu Caves

- A To Koorong
- B To Rootville



Continued on Page 129-H



HQ

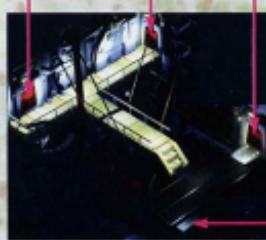
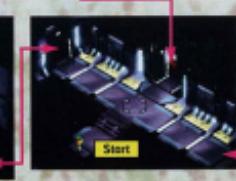
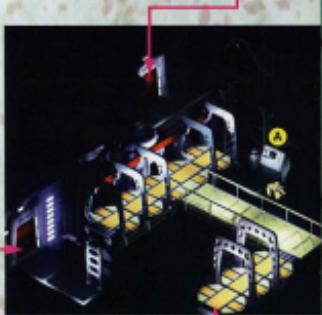


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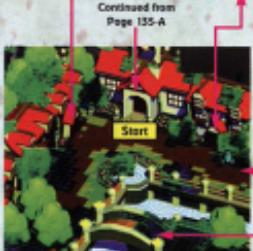
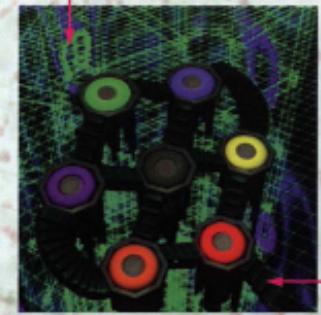
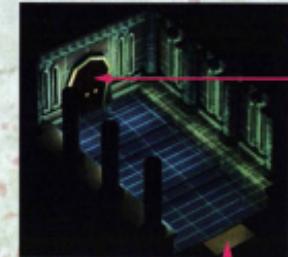
HQ

- A Omega Body
- B HQ Core



Virtual Realm

- A Teleport to A
- B Teleport to B
- C Teleport to C
- D Teleport to D
- E Teleport to E
- F Boss Fight
- G Core



Continued from
Page 135-A

Junk

Junk Area

- A Uncle Taco's Shop
- B Item Shop

Arena Registration

- D Gen
- E Port
- F Boss Fight



Koorong

38

Koorong

- A Port
- B Gold Exchange
- C Item Shop
- D Inn
- E Skeleton who knows Gen (Tarot Quest)

- F Fur trader
- G Cobbler
- H Information Center
- I Helmet Shop
- J Armor Shop
- K Firing Range (Emelia Only)

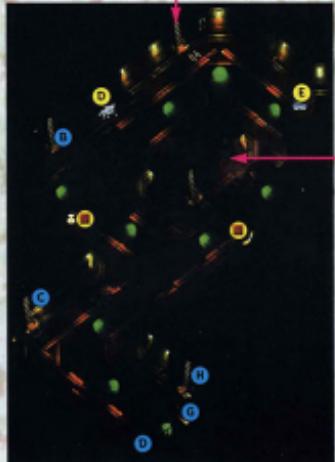
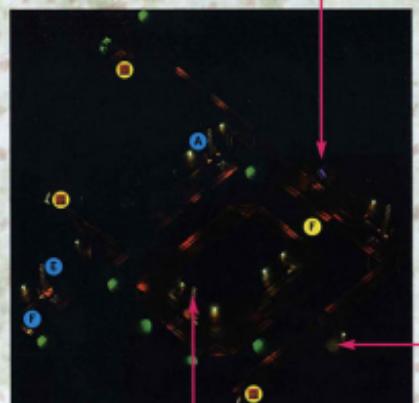
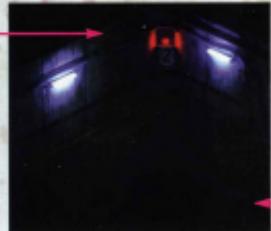


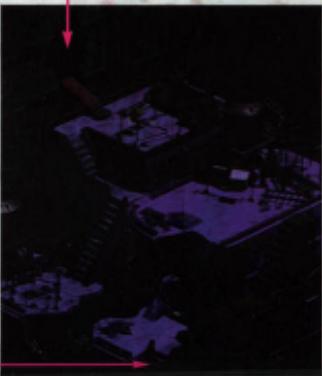
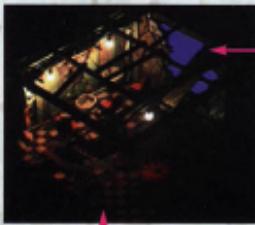
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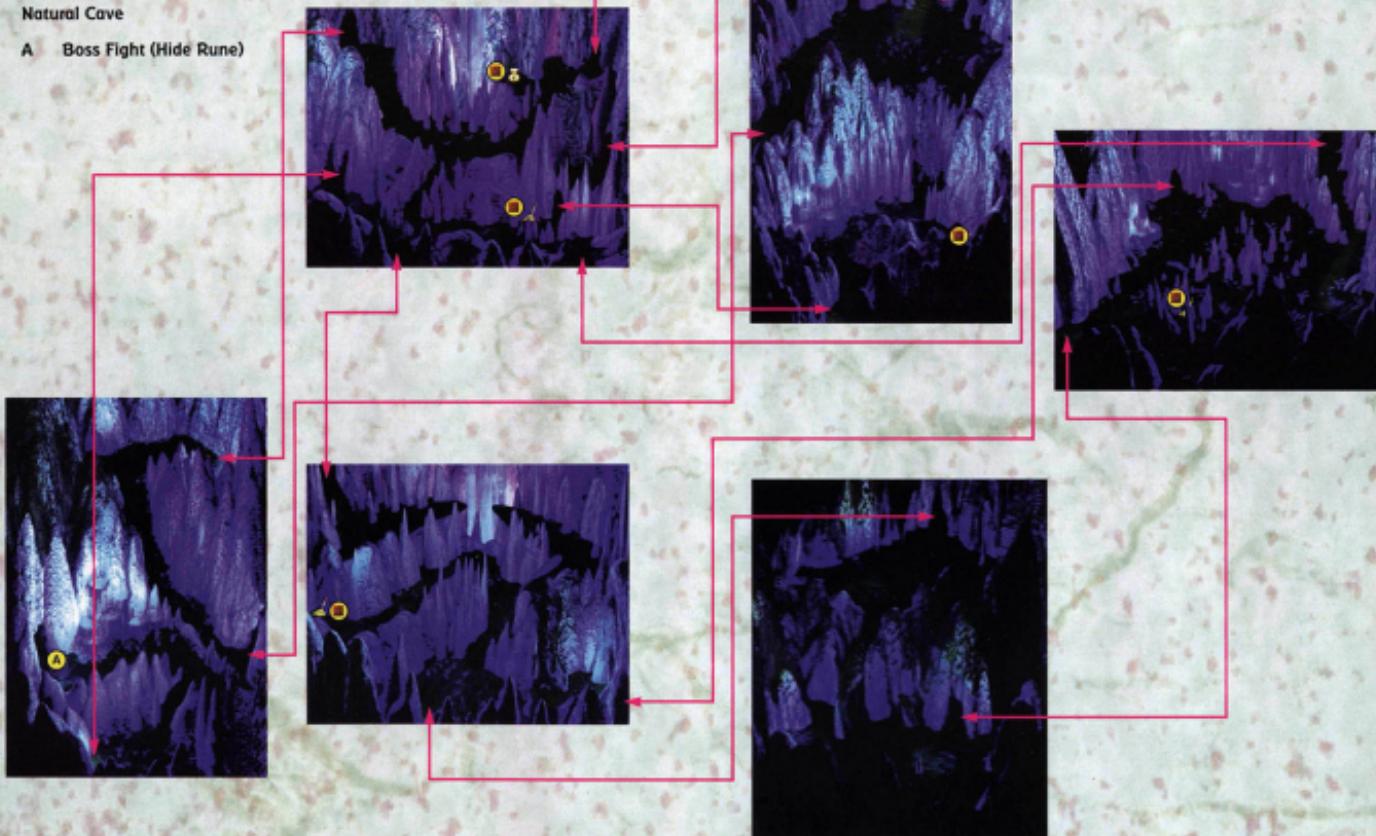


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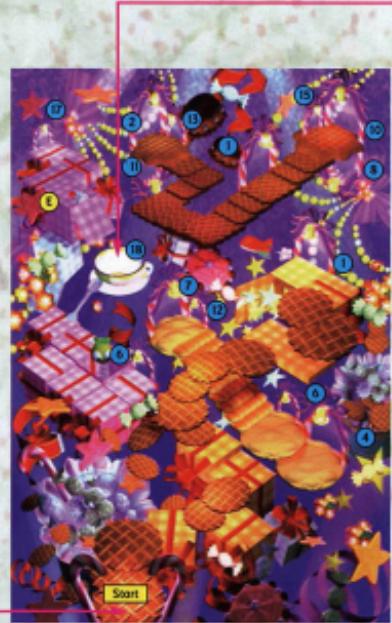
Continued on Page 194

Natural Cave

A Boss Fight (Hide Rune)



Kylin's Paradise



Kylin's Paradise

A Kylin

B Key

C Locked Gate

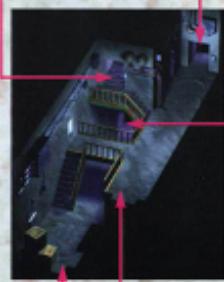
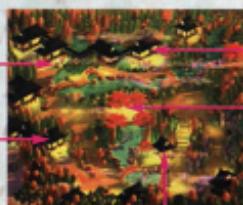
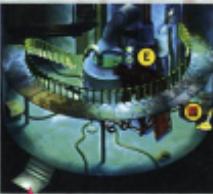
D Magic Jar

E Switch



Kyo

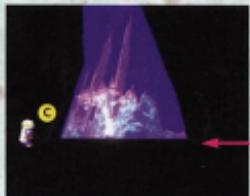
- A Port
- B Shop
- C Dojo (Mind Magic)
- D Black X Base (Blue only)
- E Drug Vat
- F Rabbit (Red only)



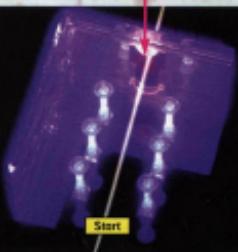
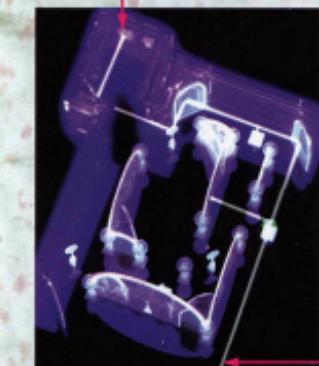
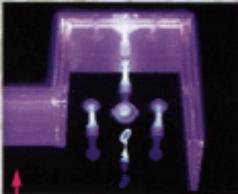
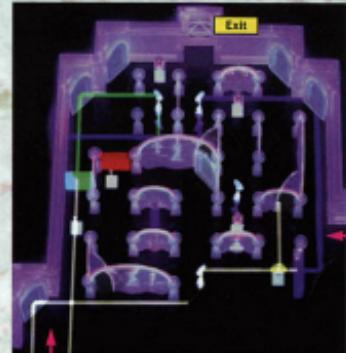
Luminous

Luminous

- A Port
- B Rouge
- C Luminous
- D Magic Shop (Light Magic)
- E Magic Shop (Shadow Magic/Omble)
- F Silence

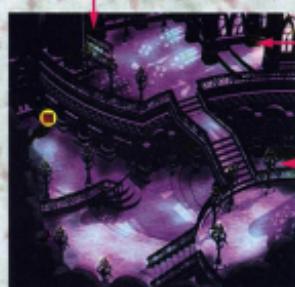


Luminous Labyrinth



Omble

- A Silence
- B Item Shop
- C Boss Fight



Magic Kingdom

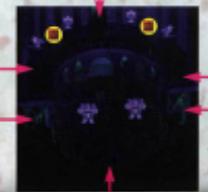
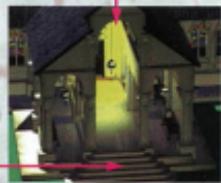
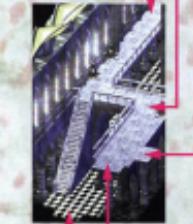
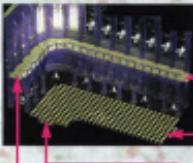
146

Magic Kingdom

- A Magic Shop (Realm Magic)
- B Weapon Shop

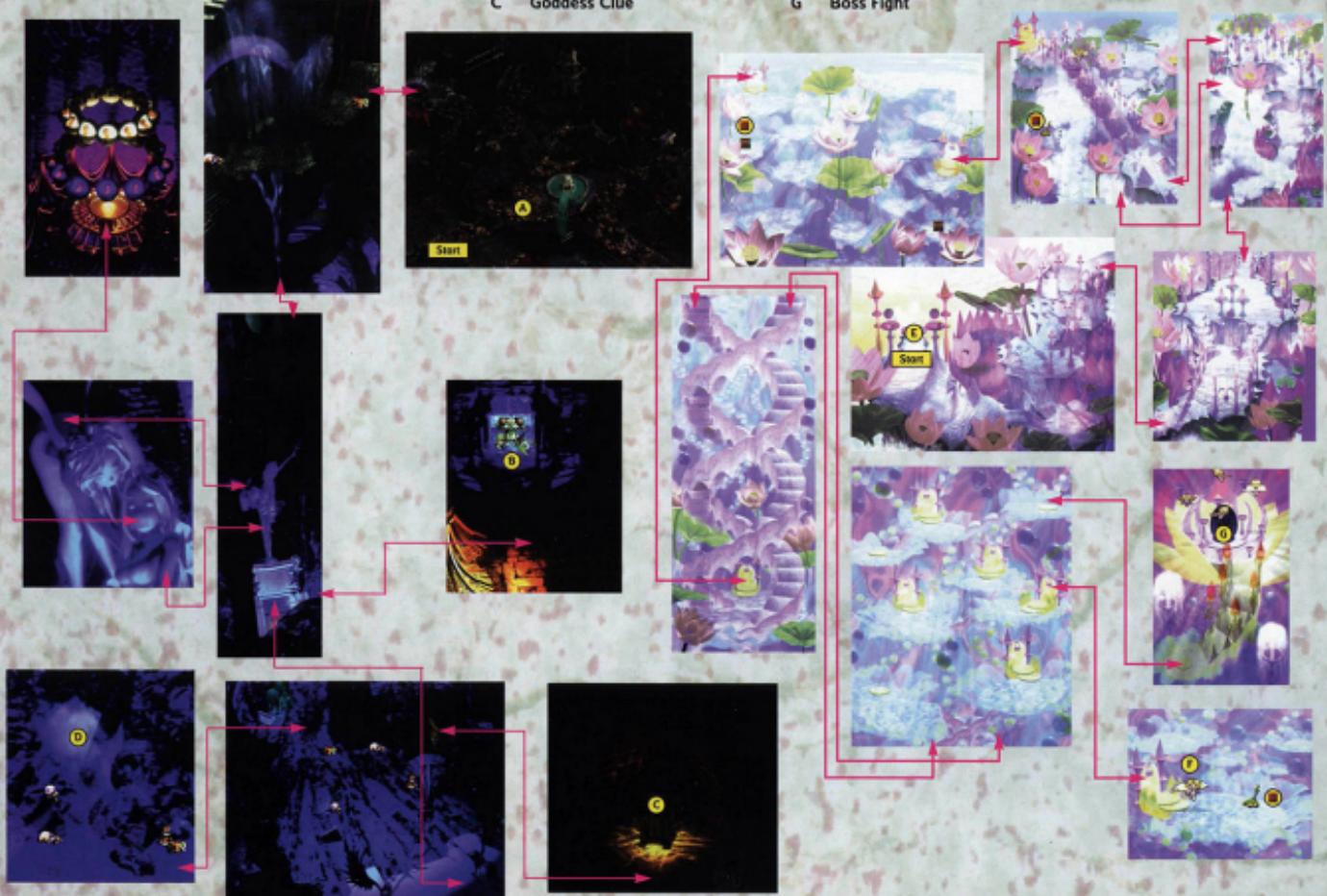
White Column

- C Boss Fight



Destroyed Magic Kingdom/Hell
A Sub-Boss Fight
B Norm's Bangle
C Goddess Clue

Hell's Gate
Healing
Boss Fight
Boss Fight



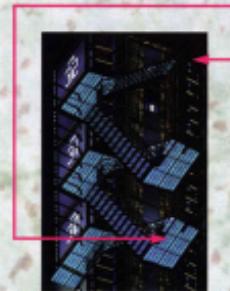
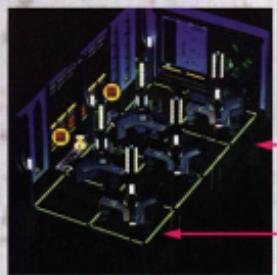
Manhattan

Manhattan

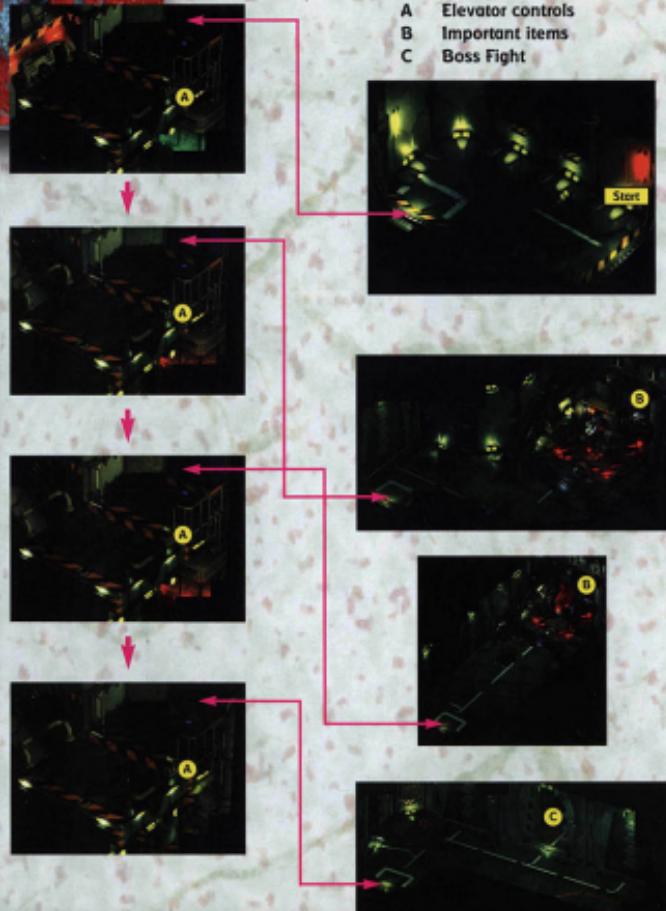
- A Port
- B Leonard's Lab (T260G only)
- C Restaurant (Leonard and Fuse)
- D Jewelry Store
- E Friendly employee
- F Cindy Campbell's office



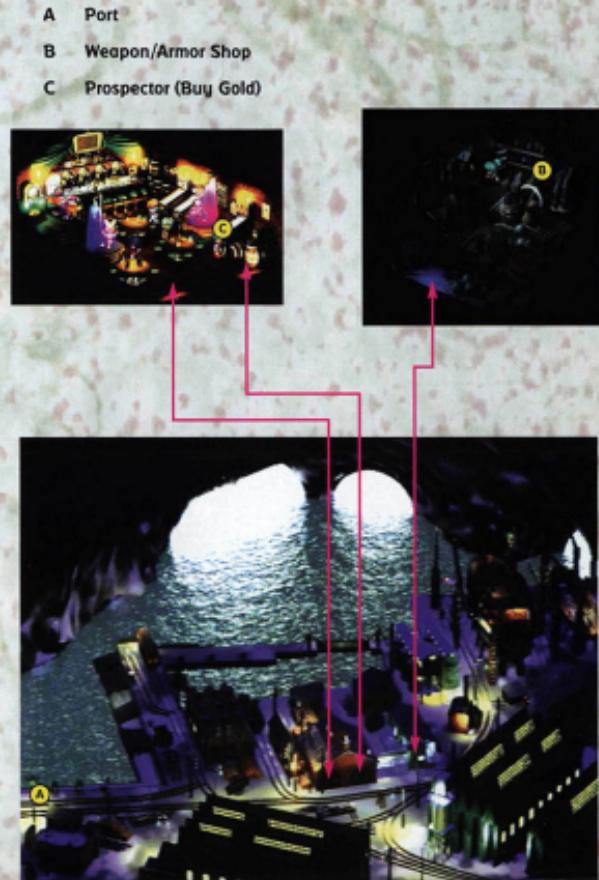
CTC Building



Mondo's Base

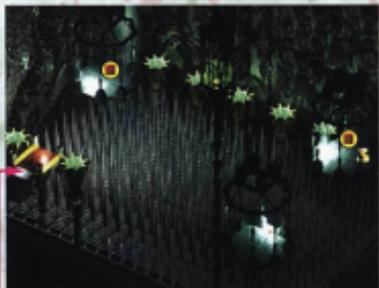
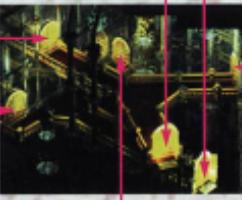
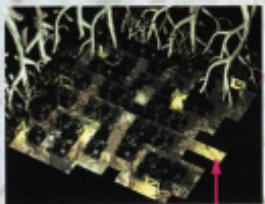


Nelson



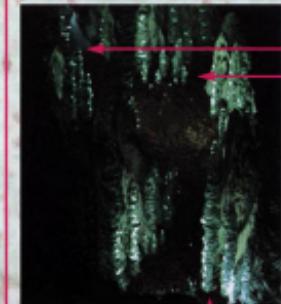
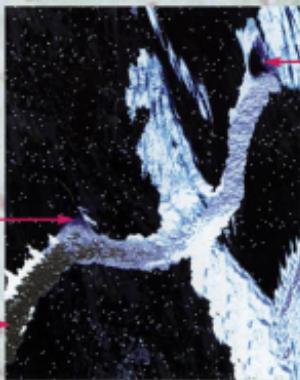
Mosperiburg

A Virgil (Ring Lord)



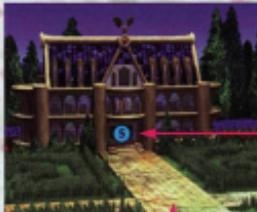
Mosperiburg

- A From IRPO
- B Dragon Cave
- C Suzaku Jr.
- D Boss Fight

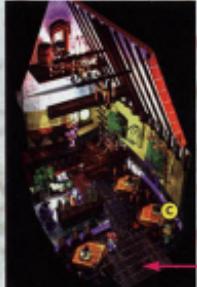


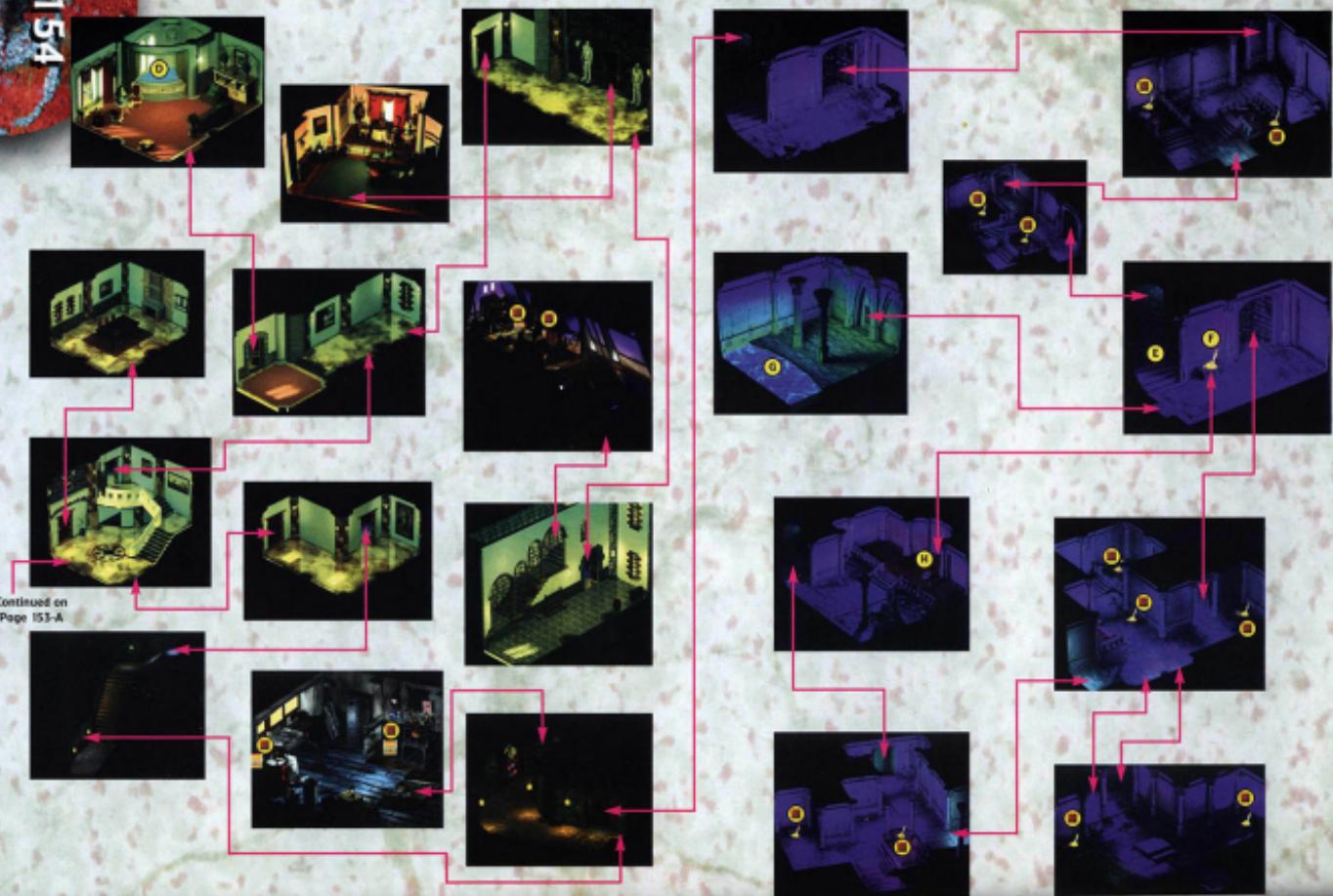
Owmi

- A Port
- B Inn
- C Captain Hamilton
- D Mesarthim (Asellus only)
- E Devil Squid
- F Booby-trapped treasure
- G Mesarthim
- H Booby-trapped landing point



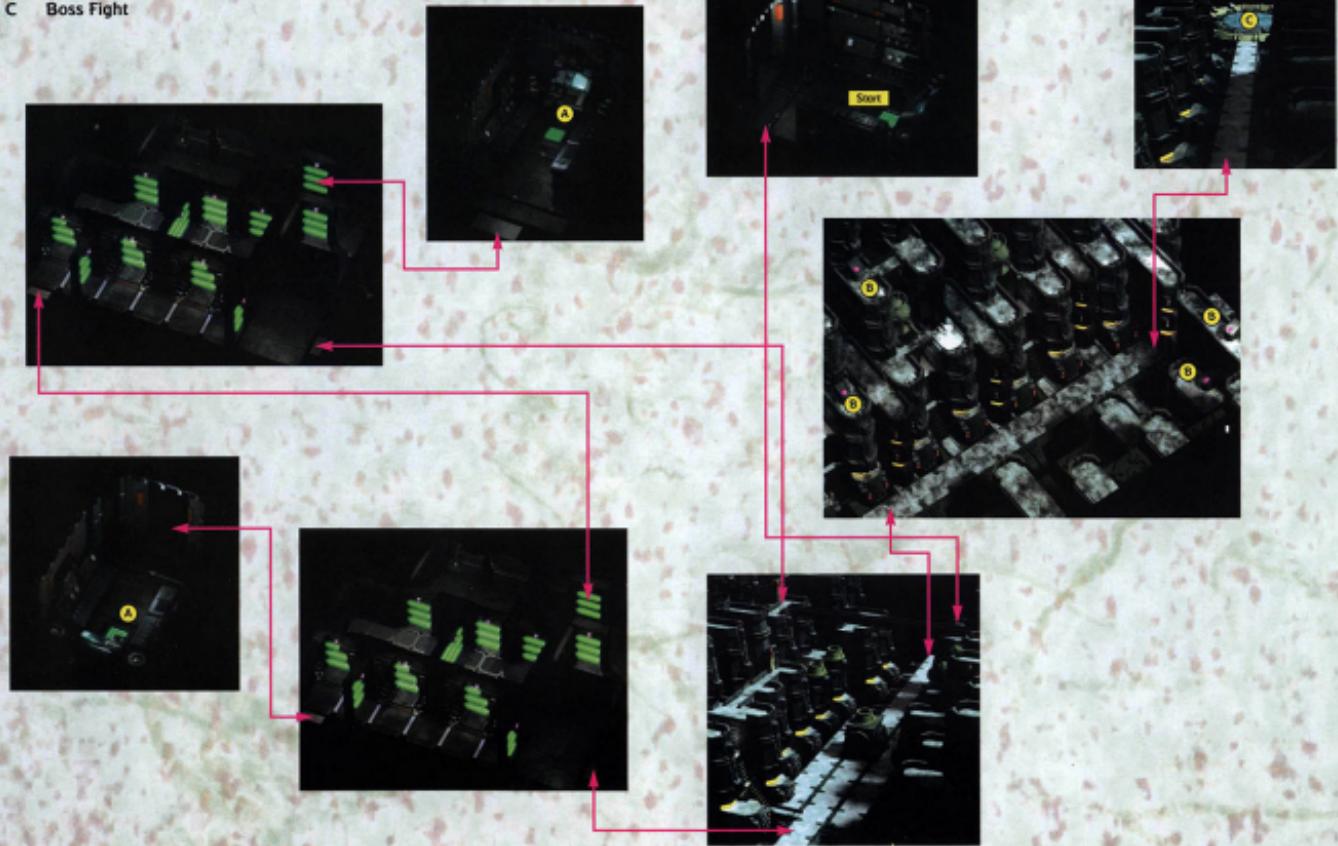
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Page 154-A



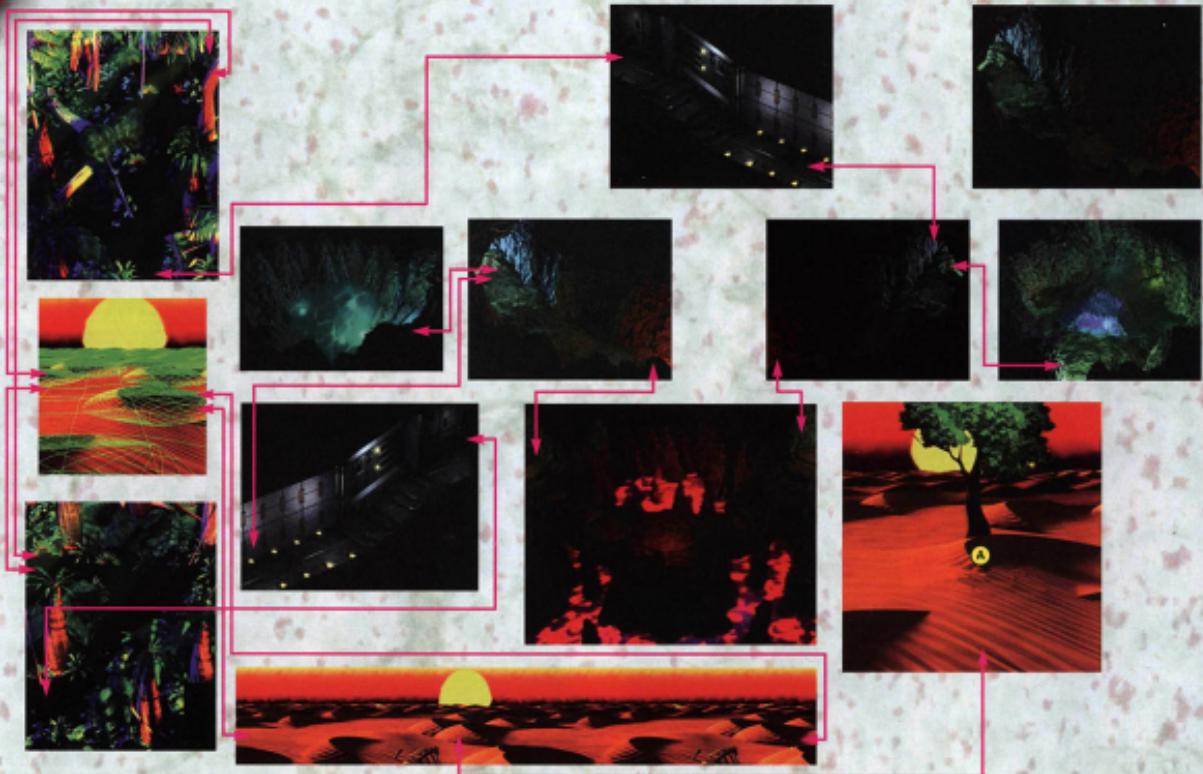


RB3

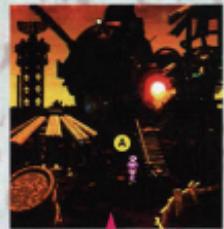
- A Laser Controls
- B Gate Controls
- C Boss Fight



Doomsday Machine

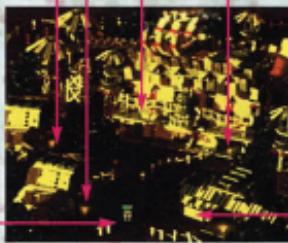
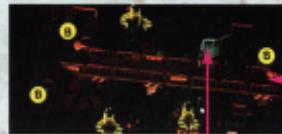


Scrap



In Town

- A Port
- B Inn
- C Office
- D T260G and Gen
- E Riki and Mei-ling
- F Lute



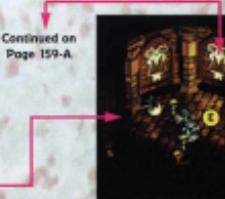
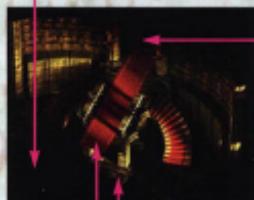
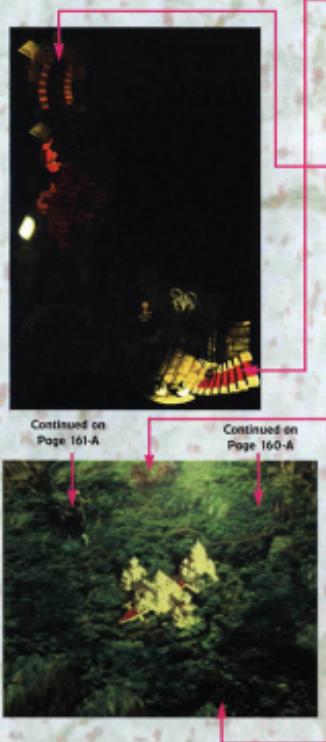
Caballero Factory

- A Lute (T260G only)
- B Crane switches
- C Caballero

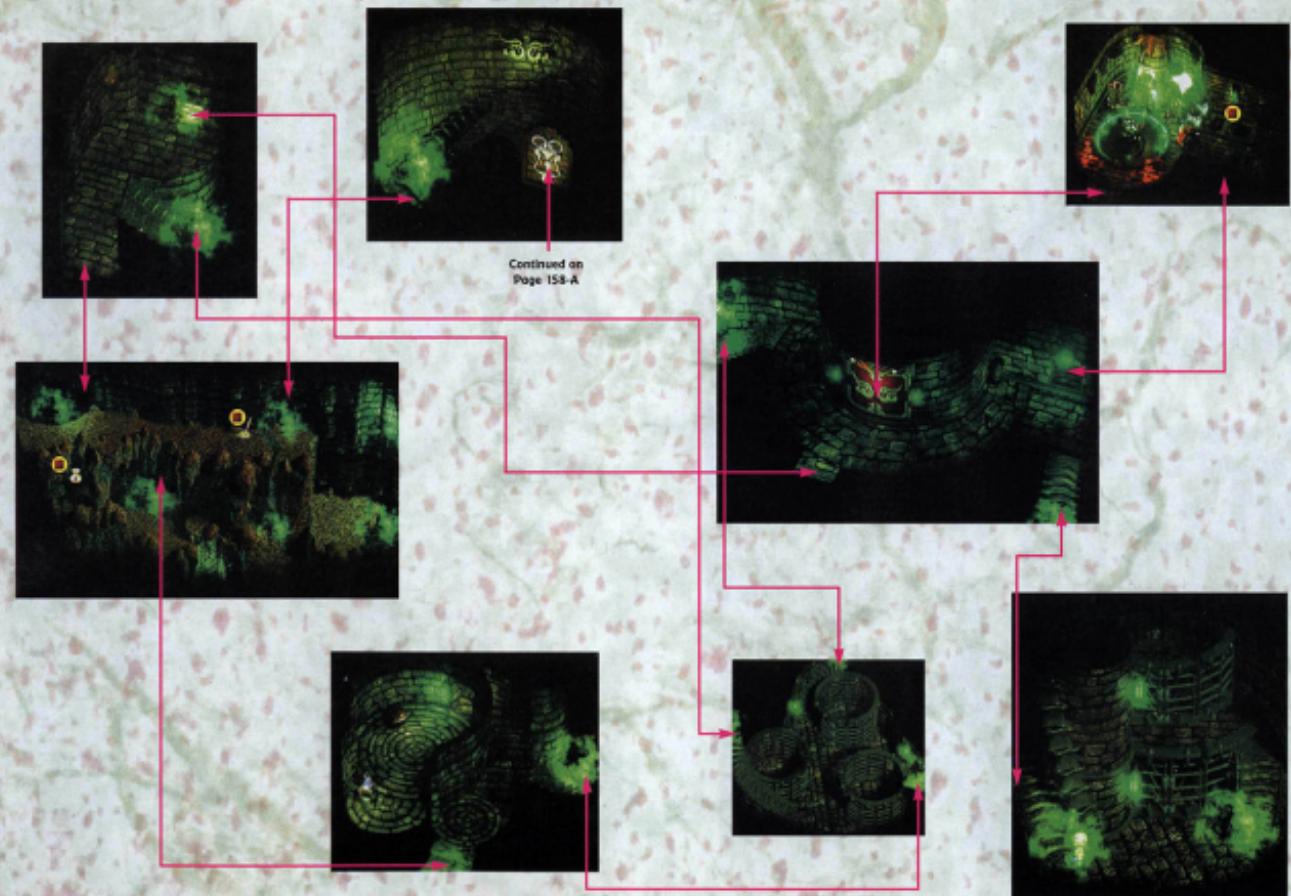
Shingrow

58

- A Port
- B Healing
- C Hidden switch #1
- D Hidden switch #2
- E Boss Fight
- F Ancient computer
- G Booby-trapped door
- H Black X Hideout

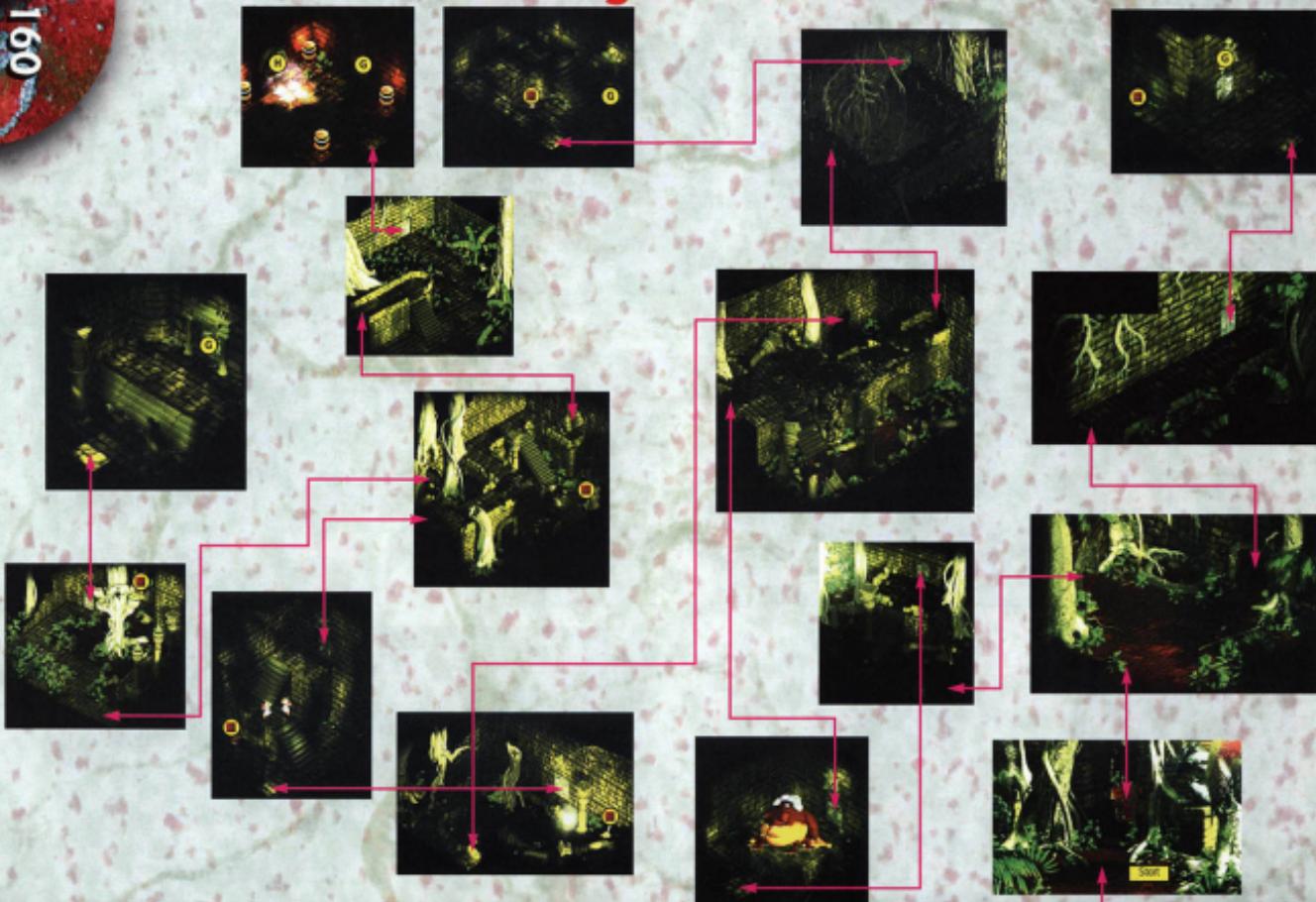


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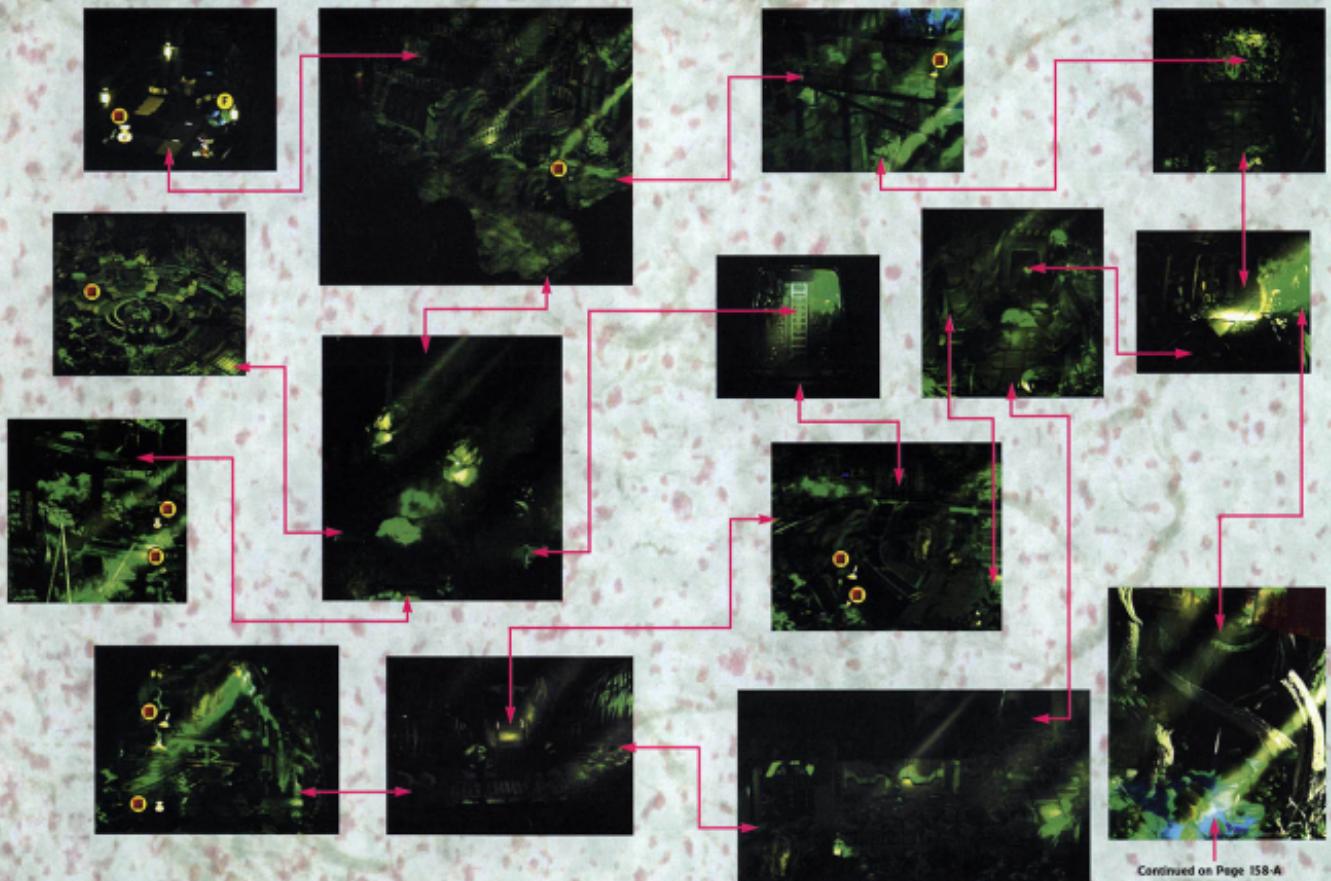
Shingrow Ruins

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Continued on Page 258-A

Ancient Ship

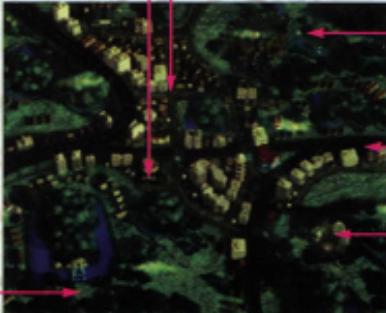


Continued on Page 158-A

Shrike

162

- A Port
- B Inn
- C Library
- D Nakajima Robotics (Shop)
- E Engineer Car
- F Mizukagami
- G Magatama
- H Murakumo
- I Lost mouse
- J Roufas
- K Boss Fight (Victory Rune)
- L Sei



Continued on
Page 164-C

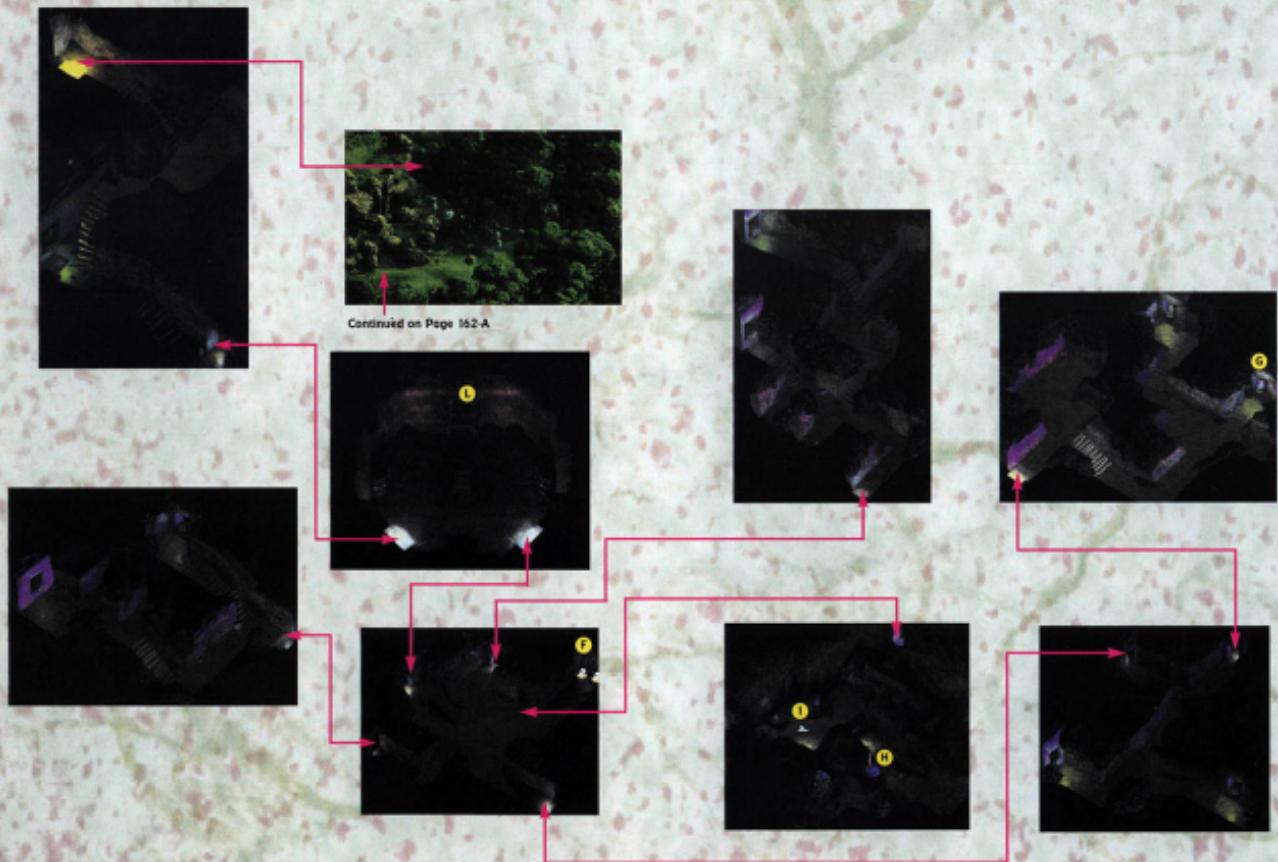
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Page 165-B



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Page 162-A

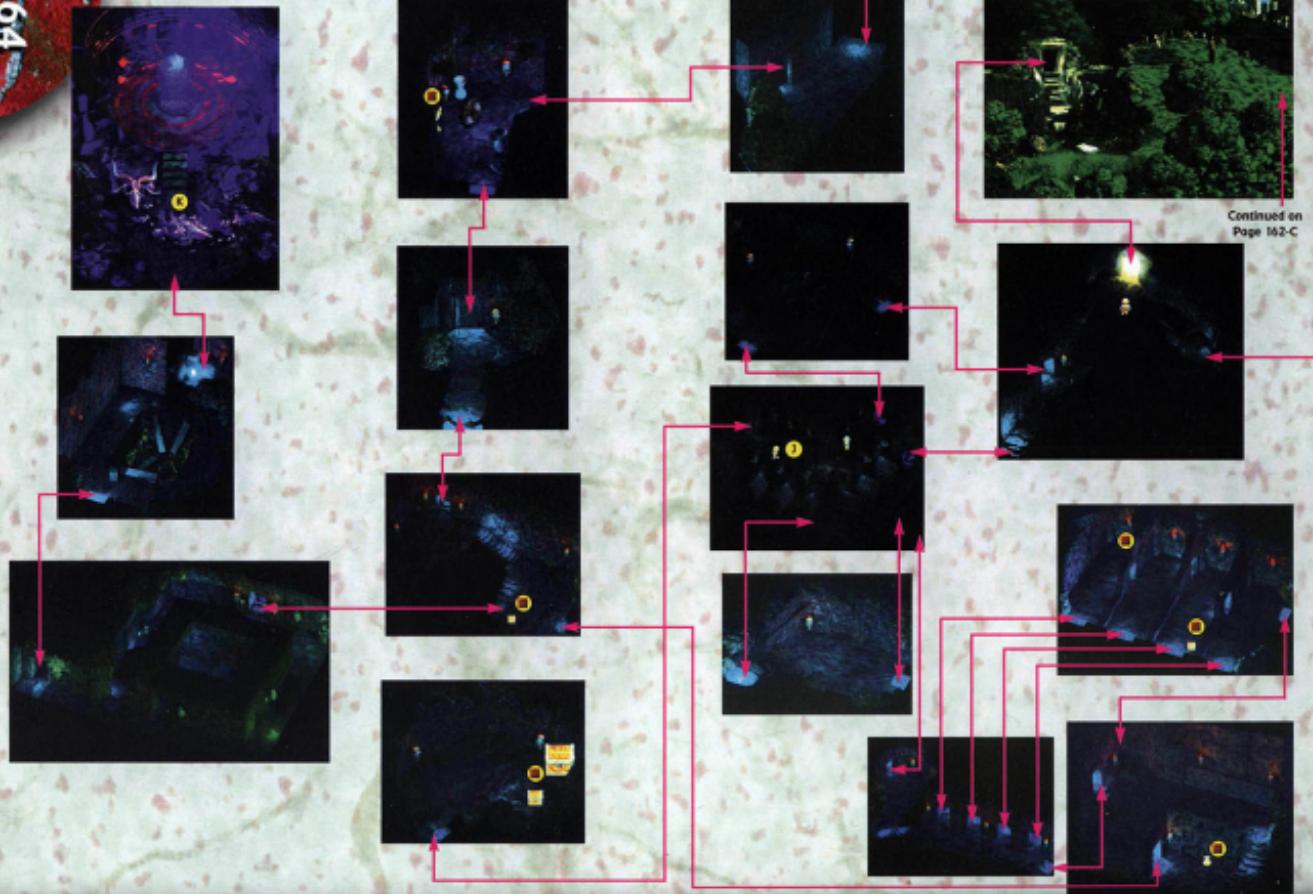


Sei's Tomb

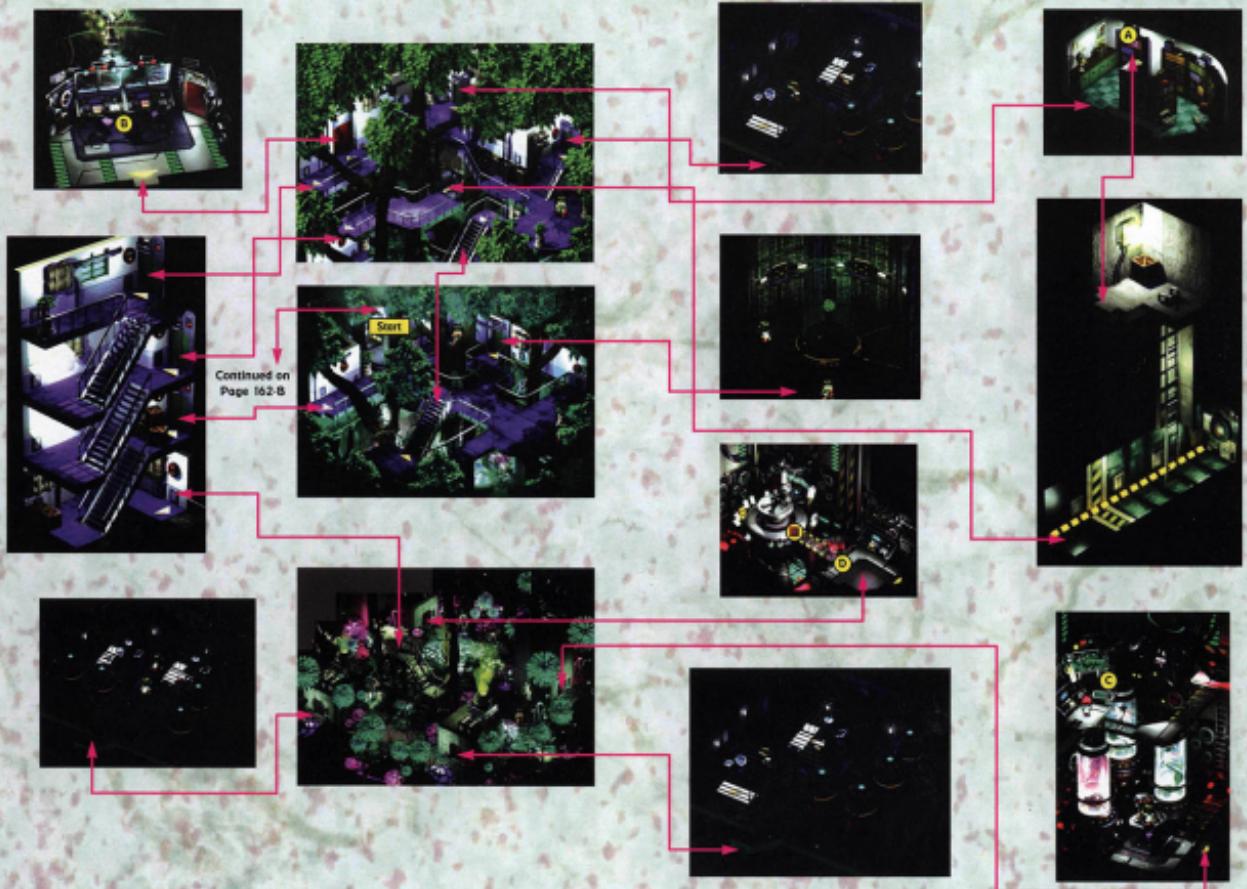


Mu's Tomb

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Bio Research Lab

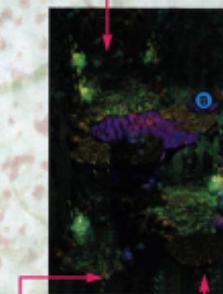
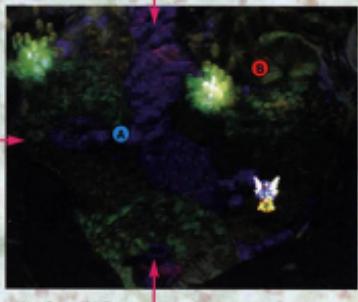


Tanzer

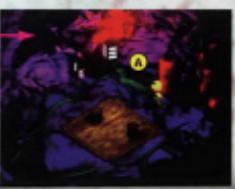
166

- A Fel-on
- B Inn (LP)
- C Slime Pool (Vitality Rune)
- D Boss Fight

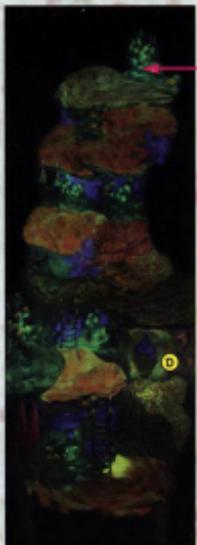
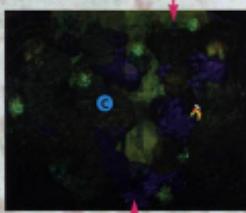
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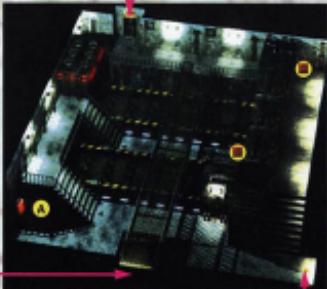
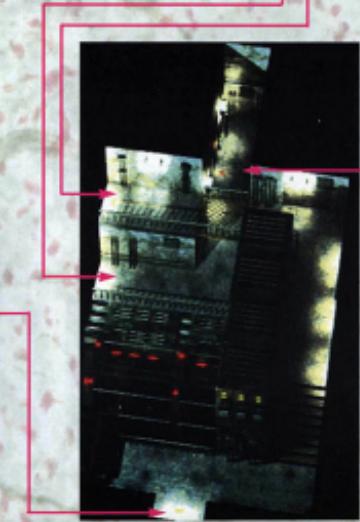
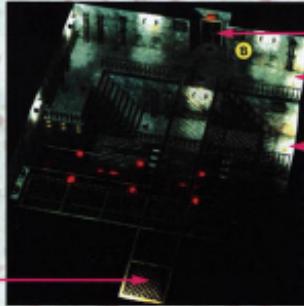
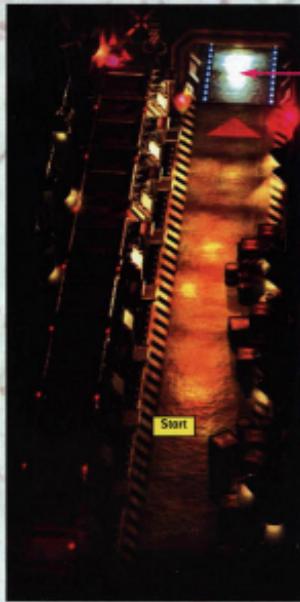


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Page 166-A

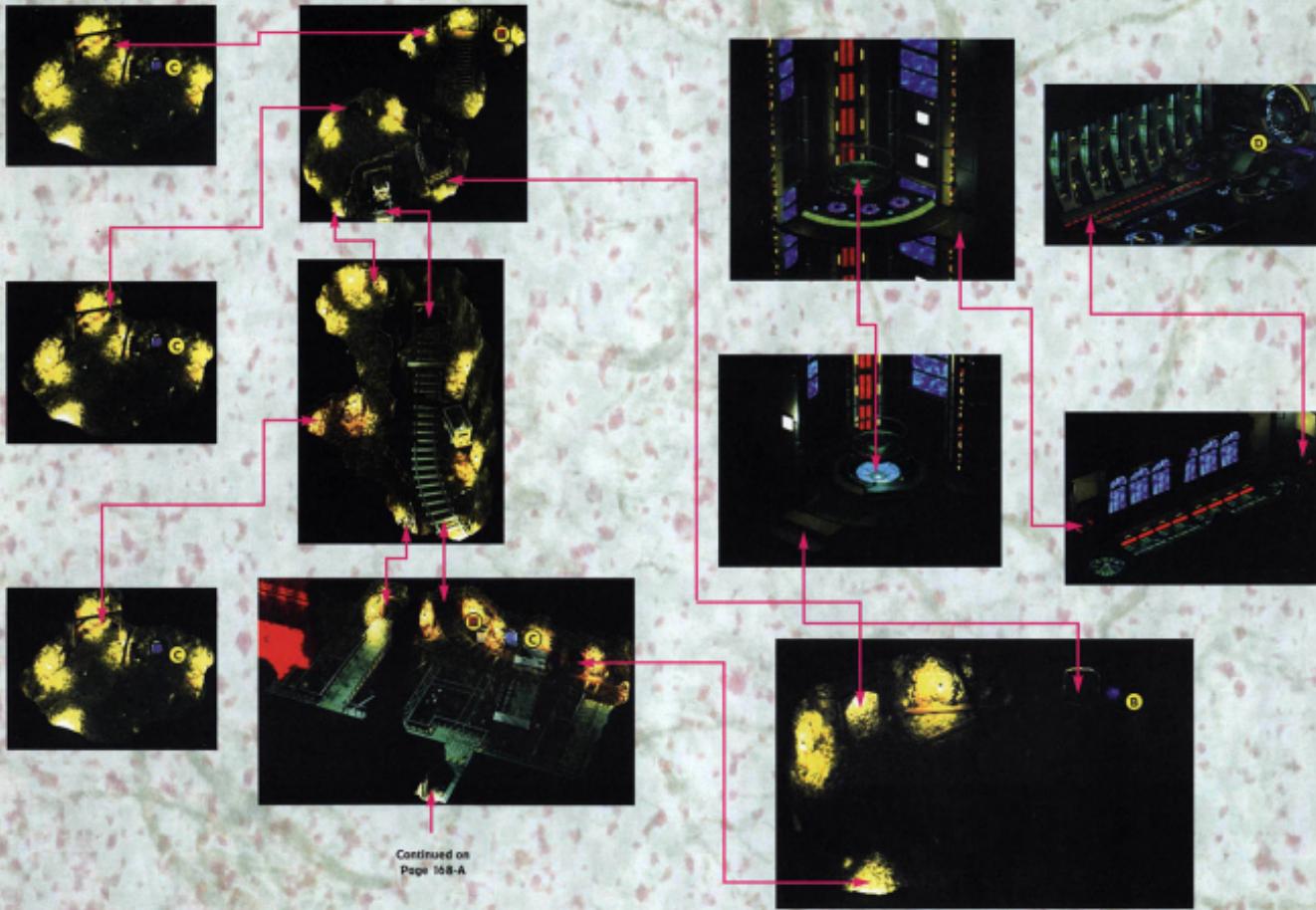
Tartaros

1
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- A Locking mechanism #1
- B Sealed doors
- C Locking mechanism #2
- D Tartaros computer



Continued on
Page 169-A



Time Lord's Realm

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- A Spilled sand
- B Top of hourglass
- C Time Lord



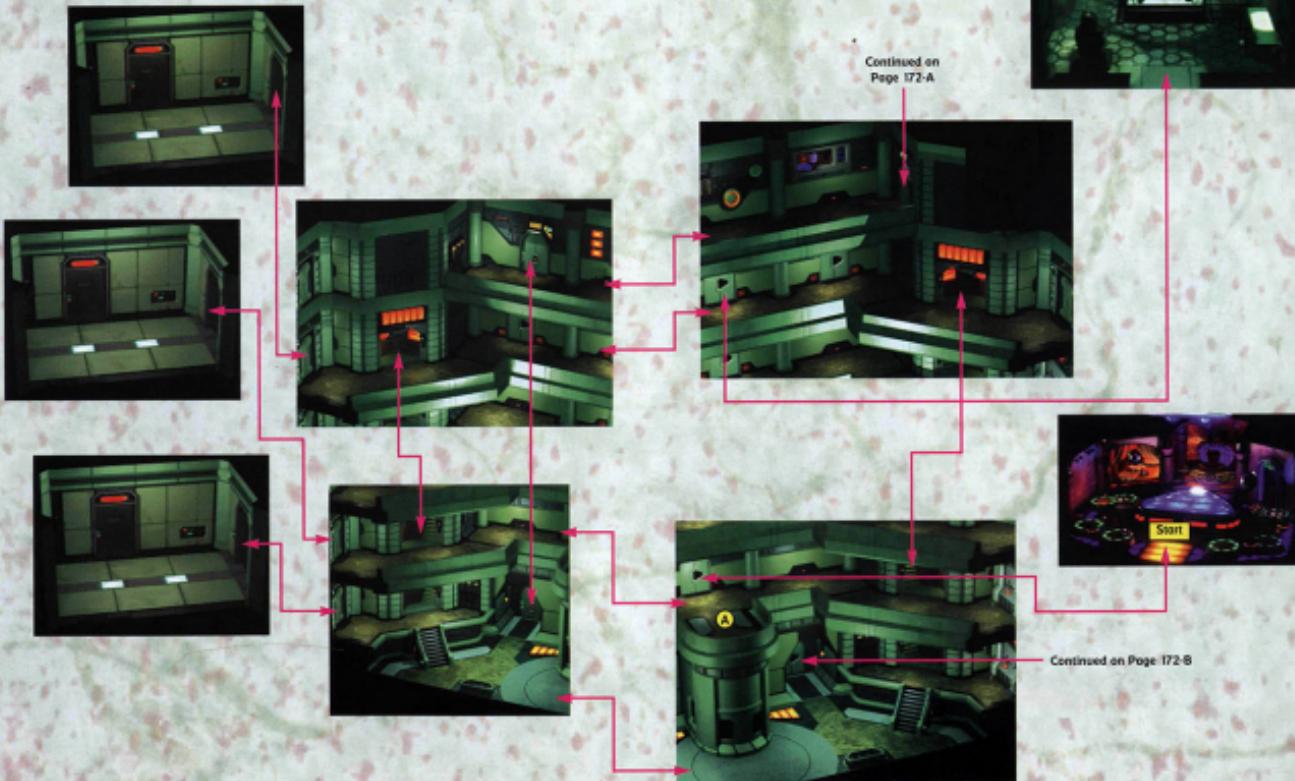
A White Rose and Asellus

B Trinity Commander

C Zozma

D Escape Ship

Trinity Base





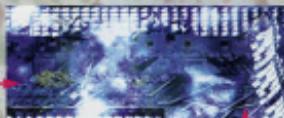
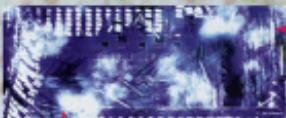
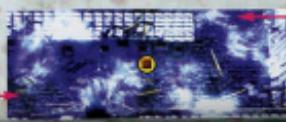
Victoria

A "Port"

B Captain Hamilton



Wakatu

Continued on
Page 175-AContinued on
Page 175-B

Yorkland

Continued on Page 174-4.

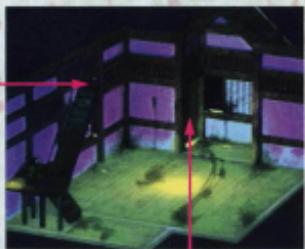
A Port

B Thunder

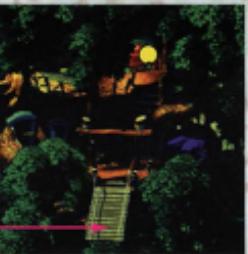
C Lune's house

D Liquor Shrine (Grell Card)

E Breweries

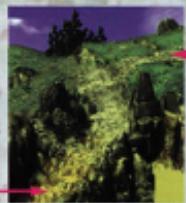
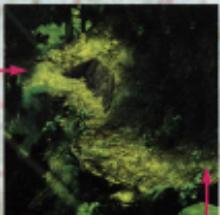


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Forsaken Chapel

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A Roadblock

B Boss Fight



BESTIARY

To better understand the significance of the Bestiary boxes, refer to the sample below.

Enemy Stats			Hedgehog - HP: 335	Hit Points
STRENGTH	STR	15	8	
QUICKNESS	QUI	17	0	
INTELLIGENCE	INT	11	0	
WILL	WIL	16	8	
PSYCHIC	PSY	7	0	
VITALITY	VIT	24	0	
CHARM	CHA	14	0	

Absorbed Stats

Elements Enemy is resistant to

Tolerance:N/A

Hedgehog

Skills: Claw, Needle, Tail, Tackle, Supersonic, Runaway

Items: Stun Needle, Fang Amulet, Celestial Leather

Character Skills

Character Items

CATEGORY: BEASTS

Rocky - HP: 82	
STR	8
QUI	6
INT	4
WIL	8
PSY	3
VIT	10
CHA	11

Tolerance: None

Cure, Beast Leather

Tail, Psychout, Da-dum

Hedgehog - HP: 335	
STR	15
QUI	17
INT	11
WIL	16
PSY	7
VIT	24
CHA	14

Tolerance: None

Stun Needle, Fang Amulet, Celestial Leather

Claw, Needle, Tail, Tackle, Supersonic, Runaway

Razorback - HP: 297

STR	25	9
QUI	22	9
INT	14	0
WIL	24	0
PSY	11	0
VIT	33	9
CHA	31	0

Items: Beast Leather, Fang Amulet

Skills: Fang, Dash, Heal, Dagger Jaw, Needle

Tolerance: None

Aperider - HP: 495

STR	29	10
QUI	39	10
INT	6	10
WIL	34	10
PSY	23	10
VIT	34	10
CHA	28	0

Items: Yolk Hat, Lucky Coin

Skills: Kick, Chop, Hypnotism, Stampede, Stun Gaze

Tolerance: Gaze

Hellhound - HP: 833

STR	46	12
QUI	40	12
INT	22	0
WIL	37	0
PSY	24	0
VIT	26	12
CHA	22	0

Items: Fire Crystal, Fire Leather

Skills: Fang, Fire Breath, Flame Blast

Tolerance: Heat

Manticore - HP: 1213

STR	64	16
QUI	41	0
INT	31	0
WIL	48	16
PSY	20	0
VIT	48	0
CHA	29	0

Items: Stun Needle, Celestial Leather, Harmonium Earring

Skills: Stink Gas, Claw, Fang, Needle, Stun Gaze, Dagger Jaw, Beetle Juice, Scream

Tolerance: Heat

Unicorn - HP: 3367

STR	46	0
QUI	61	18
INT	70	18
WIL	45	18
PSY	49	0
VIT	35	0
CHA	71	18

Items: Unicorn Tear, Magi Hat

Skills: Energy Chain, Starlight Heal, Kick, Horn, Charn Gaze, Dash, Runaway, Magic Heal, Life Rain

Tolerance: Water, Sonic Wave, Gaze

Bucci - HP: 1638

STR	51	20
QUI	63	20
INT	44	0
WIL	62	20
PSY	37	0
VIT	48	0
CHA	44	0

Items: Unlucky Coin, Celestial Leather

Skills: Claw, Spoil, Psychoout, Mad Attack, Needle, Heal

Tolerance: None

Chimera - HP: 5081

STR	75	40
QUI	64	0
INT	48	0
WIL	67	0
PSY	46	0
VIT	73	0
CHA	57	0

Items: Fang Amulet, Celestial Leather, Behemoth Rifle

Skills: Fang, Power Beat, Gasfilm, Temple, Scream, Fang Crush

Tolerance: Heat

Sleeping Sheep - HP: 800

STR	46	0
QUI	38	20
INT	16	0
WIL	12	0
PSY	28	0
VIT	44	0
CHA	64	20

Skills: Wing, Psychoout, Spoil, Lullaby, Tackle, Stampede

Items: Beast Leather, Silver Spread

Tolerance: None

Masked Cat - HP: 463

STR	8	0
QUI	6	0
INT	4	0
WIL	8	15
PSY	3	0
VIT	10	0
CHA	11	0



Skills: Tail, Psychout, Da-dum

Items: Lucky Coin, Laser Scope

Tolerance: None

Lummox - HP: 40

STR	4	-
QUI	4	-
INT	4	-
WIL	4	-
PSY	4	-
VIT	4	-
CHA	4	-



Skills: Psychout, Tail, Heal, Chop, Elf Shot, Claw, Feint

Items: None

Tolerance: None

Gargantu - HP: 4000

STR	78	30
QUI	18	0
INT	8	0
WIL	24	0
PSY	16	0
VIT	32	30
CHA	48	0



Skills: Rock, Tail Hit, Da-dum, Trample, Quake

Items: Beast Leather, Behemoth Rifle

Tolerance: None

Kylin - HP: II,392

STR	52	25
QUI	71	25
INT	90	25
WIL	48	25
PSY	70	25
VIT	41	25
CHA	82	0



Skills: Vapor Blast, Light Shift, Vortex, Reverse Gravity, Dash, Sacred Song, Mysteru Tap, Kylin's Song, Photosynthesis

Items: Angel Armor, Harmonium Armor, Hyper Scale

Tolerance: Float, Water, Sonic

CATEGORY: PLANTS**Cactus** - HP: 71

STR	4	0
QUI	2	0
INT	7	0
WIL	13	8
PSY	8	0
VIT	11	0
CHA	7	0



Items: Stun Needle

Skills: Kick, Tackle, Needle

Tolerance: None

Sporepile - HP: 115

STR	12	0
QUI	6	0
INT	14	8
WIL	19	8
PSY	21	8
VIT	18	0
CHA	21	0



Items: Cure, Power Cure

Skills: Spore, Spider Net, Trip Gas, Magic Heal

Tolerance: Water

Mandrake - HP: 193

STR	17	0
QUI	13	0
INT	25	10
WIL	32	10
PSY	29	10
VIT	23	0
CHA	25	0



Items: Cure, Power Cure

Skills: Rava Shot, Sleep Gas, Spoil, Scream, Magic Heal

Tolerance: Water, Sonic Wave

Trapvine - HP: 270

STR	26	12
QUI	16	12
INT	27	0
WIL	37	0
PSY	34	0
VIT	30	0
CHA	28	0



Items: Cure, Max Cure, Flower Amulet

Skills: Grasp, Creep, Acid Breath, Feeler

Tolerance: Water

Nightshade - HP: 546

STR	34	0
QUI	20	0
INT	38	0
WIL	49	0
PSY	43	20
VIT	36	0
CHA	31	0



Items: Blood Chalice, Life Candy

Skills: Hypnotism, Paint Powder, Scream, Sad Song, Stun Gaze

Tolerance: Water, Sonic Wave, Gaze

Treant - HP: 787

STR	41	0
QUI	23	0
INT	50	18
WIL	55	0
PSY	62	18
VIT	50	0
CHA	52	0



Items: Flower Amulet, Max Cure, Shade Robe

Skills: Sun Ray, Chop, Feeler, Beat, Photosynthesis

Tolerance: Water, Throw

Sunflower - HP: 1129

STR	44	0
QUI	25	0
INT	47	0
WIL	62	28
PSY	59	0
VIT	54	0
CHA	54	0



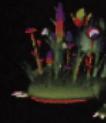
Skills: Sun Ray, Flash, Seed Vulcan, Heat Wave, Photosynthesis

Items: Max Cure, Glow Robe

Tolerance: Heat, Water

Shrieker - HP: 1472

STR	53	0
QUI	42	25
INT	52	0
WIL	75	25
PSY	68	0
VIT	56	0
CHA	68	0



Skills: Kick, Spore, Supersonic, Tremor, Trip Gas, Sad Song, Photosynthesis

Items: Flower Amulet, Shade Robe

Tolerance: Water, Sonic

Crystal Tree - HP: 1785

STR	64	22
QUI	38	0
INT	55	0
WIL	88	22
PSY	79	22
VIT	80	22
CHA	72	0



Skills: Needle, Gale Attack, Stone Gas, Oscillation, Magnetic Storm

Items: Bolt Crystal, Harmonium Armor, Harmonium Earring

Tolerance: Sonic, Throw

CATEGORY: AQUATIC ANIMALS

Gekko - HP: 77

STR	6	8
QUI	8	0
INT	3	0
WIL	1	0
PSY	1	0
VIT	12	0
CHA	7	0



Skills: Kick, Water Cannon, supersonic

Items: Snake Oil

Tolerance: Water

Gunfish - HP: 186

STR	16	0
QUI	19	0
INT	15	0
WIL	9	12
PSY	7	0
VIT	20	0
CHA	18	0



Skills: Water Cannon, Tackle, Beat

Items: Pearl Heart

Tolerance: Float, Water

Platoonpus - HP: 361

STR	28	10
QUI	25	0
INT	20	0
WIL	22	10
PSY	9	0
VIT	28	10
CHA	37	0



Skills: Beak, Sweep, Rock, Mystery Tap, Supersonic

Items: Cotton Shirt, Egg Hat

Tolerance: Water, Shield

Lizardman - HP: 620

STR	35	0
QUI	33	18
INT	29	0
WIL	28	0
PSY	12	0
VIT	36	0
CHA	32	0



Skills: Kick, Feint, Dash, Bolt Breath, Stampede

Items: Pearl Heart, Blue Elf

Tolerance: Water

Gaeatoad - HP: 1346

STR	44	0
QUI	12	0
INT	40	0
WIL	38	0
PSY	8	0
VIT	68	30
CHA	16	0



Skills: Kick, Acid Breath, Grasp, Trample, Tremor, Headbutt, supersonic

Items: Snake Oil, Behemoth Rifle

Tolerance: Water

Trisaur - HP: 3386

STR	63	2
QUI	49	0
INT	31	0
WIL	39	0
PSY	21	0
VIT	55	0
CHA	40	20



Skills: Horn, Dash, Tremor, Tail Hit, Trample

Items: Fang Amulet, Beast Leather

Tolerance: None

Genbu - HP: 1929

STR	64	0
QUI	38	0
INT	62	20
WIL	52	0
PSY	34	20
VIT	66	20
CHA	60	0



Skills: Fang, Thunderbolt, Tornado, Magnetic Storm, Arctic Breath, Fang Crush

Items: Genbu Shield, Sea Stone

Tolerance: Water, Gaze, Shield

Basilisk - HP: 2672

STR	71	25
QUI	51	0
INT	56	0
WIL	49	25
PSY	38	0
VIT	62	0
CHA	52	0



Skills: Claw, Poison Grip, Stone Gaze, Brain Crush, Horn

Items: Celestial Leather

Tolerance: None

Kraken - HP: 12,580

STR	78	30
QUI	54	0
INT	62	0
WIL	53	0
PSY	44	0
VIT	90	30
CHA	66	0



Skills: Ink, Feeler, Thunderbolt, Maelstrom, Mighty Cyclone

Items: Max Cure, Sea Stone

Tolerance: Water

Platyhooks - HP: 1800

STR	18	15
QUI	24	15
INT	8	15
WIL	19	15
PSY	38	15
VIT	12	15
CHA	14	0



Skills: Sharp Shot, Beak, Sweep, Pheromon, Water Cannon, Poison Grip

Items: Killer Rifle, Fire Crystal, Ice Crystal

Tolerance: Water

Bill-King - HP: 1000

STR	48	15
QUI	55	15
INT	21	15
WIL	58	15
PSY	26	15
VIT	56	15
CHA	74	0



Skills: Beak, Kick, Acid Breath, Water Cannon, Da-dum, Sleep Gas

Items: Fire Crystal, Ice Crystal, Bolt Crystal

Tolerance: Water

Devil Squid - HP: 3000

STR	20	8
QUI	16	8
INT	12	8
WIL	18	8
PSY	22	8
VIT	21	8
CHA	14	0



Skills: Ink, Coils, Thunderbolt, Trample, Maelstrom

Items: Ogre Glove, SH-Anklet

Tolerance: Water

Shellworm - HP: 79

STR	9	5
QUI	12	0
INT	1	0
WIL	12	0
PSY	3	5
VIT	12	5
CHA	8	0



Skills: Scissors, Ink, Tackle

Items: Shell Shield, Protector

Tolerance: Water

Armorpilla - HP: 134

STR	17	0
QUI	6	0
INT	3	0
WIL	22	8
PSY	15	0
VIT	27	8
CHA	15	0



Skills: Horn, Spider Net, Blade Net, Beetlejuice

Items: Shell Shield, Protector

Tolerance: None

Killer Bee - HP: 253

STR	18	10
QUI	33	10
INT	9	0
WIL	28	0
PSY	21	0
VIT	29	0
CHA	26	0



Skills: Thrust, Spider Net, Blade Net, Spin Attack, Lance

Items: Stun Needle, Wing Amulet, Shell Shield

Tolerance: Float

Scorpion - HP: 392

STR	32	11
QUI	21	0
INT	12	0
WIL	37	11
PSY	26	0
VIT	44	11
CHA	28	0



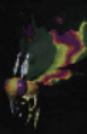
Skills: Scissors, Poison Needle, Tail, Ground Hit

Items: Stun Needle, Shell Shield, Protector

Tolerance: Stun

Battlefly - HP: 652

STR	31	0
QUI	47	14
INT	16	0
WIL	40	14
PSY	37	0
VIT	46	0
CHA	45	0



Skills: Pain Powder, Bloodsucker, Wing, Pheromon, Spoil

Items: Magic Stone, Wing Amulet

Tolerance: Float

Slugger - HP: 2061

STR	48	18
QUI	28	0
INT	20	0
WIL	50	0
PSY	45	0
VIT	80	18
CHA	18	0



Skills: Fang Crush, Acid Breath, Stamped, Stink Gas, Quicksand

Items: Rubber Shoes, Rubber Suit

Tolerance: None

Sickle Bug - HP: 2570

STR	52	20
QUI	65	20
INT	24	0
WIL	45	20
PSY	47	0
VIT	70	0
CHA	65	0



Skills: Blade, Gale, Attack, Glider Spike, Oscillation, Death Grip

Items: Hyper Scale, Twin Dragon

Tolerance: None

Iceworm - HP: 2200

STR	60	22
QUI	69	22
INT	27	0
WIL	72	0
PSY	41	0
VIT	82	22
CHA	58	0



Skills: Scissors, Ice Slash, Arctic Breath, Mighty Cyclone, Tail Hit

Items: Shell Shield, Hyper Scale, Golem Suit

Tolerance: Water

Zeroworm - HP: 3089

STR	69	25
QUI	75	25
INT	31	0
WIL	78	0
PSY	46	0
VIT	86	25
CHA	70	0



Skills: Scissors, Bloodsucker, Death Grip, Petrify, Oscillation, Tremor, Light Ball, Quake

Items: Shell Shield, Hyper Scale, Golem Suit

Tolerance: Stun

Wormbrood - HP: 800

STR	20	0
QUI	20	0
INT	20	0
WIL	20	14
PSY	20	0
VIT	20	14
CHA	20	0



Skills: Assist, Magic Heal, Beetlejuice, Elf Shot, Poison Grip

Items: Shell Shield, Protector

Tolerance: None

Quakeworm - HP: 3300

STR	25	-
QUI	25	-
INT	15	-
WIL	15	-
PSY	15	-
VIT	25	-
CHA	20	-



Skills: Supersonic, Hypnotism, Fire Kiss, Trample, Oscillation, Quake

Items: Hyper Scale, Golem Suit

Tolerance: None

CATEGORY: BIRD

Pickbird - HP: 59

STR	4	0
QUI	15	9
INT	3	0
WIL	9	0
PSY	9	0
VIT	1	0
CHA	11	0



Skills: Beak, Wing, Elf Shot

Items: Wing Amulet

Tolerance: Float

Rabbat - HP: 118

STR	11	5
QUI	23	5
INT	9	5
WIL	15	5
PSY	22	5
VIT	9	5
CHA	21	5



Skills: Wing, Fang, Supersonic, Bloodsucker, Hypnotism

Items: Fang Amulet, Life Candy

Tolerance: Float

Dragonpup - HP: 244

STR	21	0
QUI	28	9
INT.	19	0
WIL	20	9
PSY	26	0
VIT.	17	9
CHA	32	0



Skills: Fang, Horn, Fire Breath, Wing, Fang, Crush

Items: Fang Amulet, Bolt Crystal

Tolerance: Heat, Float

Harpy - HP: 596

STR	27	0
QUI	32	11
INT.	24	11
WIL	22	0
PSY	18	11
VIT.	28	0
CHA	51	0



Skills: Blade, Wing, Rock, Scream, Pain Powder

Items: Shell Shield, Wing Amulet, Feather Charm

Tolerance: Float, Shield

Axebeak - HP: 878

STR	49	15
QUI	38	0
INT.	17	0
WIL	34	0
PSY	29	0
VIT.	37	15
CHA	38	0



Skills: Beak, Brain Crush, Tremor, Ground Hit

Items: Feather Charm

Tolerance: None

Wyvern - HP: 1034

STR	53	17
QUI	60	17
INT.	26	0
WIL	45	0
PSY	49	0
VIT.	29	0
CHA	50	0



Skills: Fang, Poison Needle, Glider Spike, Windblast

Items: Celestial Leather, Wind Shell

Tolerance: Float

Cockatrice - HP: 1441

STR	55	20
QUI	61	20
INT.	28	0
WIL	47	0
PSY	67	0
VIT.	39	0
CHA	55	0



Skills: Beak, Petrify, Tail Hit, Glider Spike, Wing, Quicksand

Items: Wing Amulet, Celestial Leather

Tolerance: Float

Sphinx - HP: 1848

STR	43	0
QUI	58	0
INT.	94	40
WIL	33	0
PSY	46	0
VIT.	51	0
CHA	64	-



Skills: Fang, Wing, Windblast, Sacred Song, Sphinx Riddle

Items: Wing Amulet, Celestial Leather

Tolerance: Float

Suzaku - HP: 6048

STR	56	20
QUI	78	20
INT.	45	20
WIL	51	20
PSY	57	20
VIT.	66	20
CHA	82	0



Skills: Wing, Beak, Glider Spike, Fire Breath, Flame Blast, Heat Wave, Fire Barrier, Sacred Song

Items: Fire Leather

Tolerance: Heat, Float

Minidragon - HP: 322

STR	21	0
QUI	28	9
INT.	19	0
WIL	20	9
PSY	26	0
VIT.	17	9
CHA	32	0



Skills: Fang, Bolt Breath, Horn, Wing

Items: Fang Amulet, Fire Leather

Tolerance: Float, Sonic

Rabbit (Masked)

- HP: 108

STR	14	5
QUI	22	5
INT	8	5
WIL	15	5
PSY	22	5
VIT	9	5
CHA	21	5



Tolerance: Float, Blindness

Skills: Fang, Blood-sucker, Wing, Supersonic

Items: Life Candy

Sonicbat - HP: 721

STR	26	0
QUI	47	15
INT	13	0
WIL	49	15
PSY	37	0
VIT	36	0
CHA	31	0



Skills: Fang, Supersonic, Poison Grip, Scream, Glider Spike

Items: Beast Leather, Blood Chalice, Purple Eye, Wing Amulet

Tolerance: Float

Griffin - HP: 8554

STR	82	25
QUI	90	25
INT	42	25
WIL	76	25
PSY	89	25
VIT	63	25
CHA	78	0



Tolerance: Float

Skills: Beak, Tail Hit, Needle, Glider Spike, Windblast, Griffith Scratch

Items: Celestial Leather, Wind Shell

Xeno - HP: 68

STR	2	0
QUI	2	0
INT	1	0
WIL	16	5
PSY	13	0
VIT	16	5
CHA	4	0



Tolerance: Water

Skills: Fang, Solvent, Bloodsucker

Items: Fang Amulet

Slime - HP: 144

STR	8	4
QUI	3	0
INT	8	0
WIL	23	0
PSY	23	0
VIT	24	12
CHA	30	0



Tolerance: Water, Gaze, Throw

Skills: Solvent, Spoil

Items: Lucky Coin, Unlucky Coin

Whip Jelly - HP: 224

STR	16	0
QUI	20	15
INT	16	0
WIL	21	0
PSY	33	0
VIT	26	0
CHA	18	0



Tolerance: Water

Skills: Sweep, Tackle, Feeler, Coils

Items: Power Cure, Magic Stone

Ice Crystal - HP: 492

STR	12	0
QUI	22	0
INT	17	0
WIL	31	0
PSY	44	0
VIT	31	20
CHA	30	0



Tolerance: Energy, Float, Sonic

Skills: Water Cannon, Stun Touch, Light Ball, Ice Smash, Oscillation

Items: Ice Crystal, Bolt Crystal, Sleet Coin

Unknown - HP: 752

STR	22	0
QUI	24	0
INT	62	20
WIL	48	0
PSY	46	0
VIT	32	0
CHA	17	0



Skills: Stun Gaze, Charm Gaze, Death Gaze, Bolt Breath, Bolt Blast

Items: Purple Eye

Tolerance: Gaze

Liquid Metal - HP: 961

STR	40	18
QUI	40	0
INT	40	0
WIL	40	0
PSY	40	0
VIT	40	18
CHA	40	0



Skills: Blade, Heat Smash, Ice Smash, Death Touch

Items: Steel Amulet, SH-Anklet

Tolerance: Bullet, Gaze

Airfolk - HP: 2570

STR	38	0
QUI	52	0
INT	37	0
WIL	36	20
PSY	69	20
VIT	70	0
CHA	8	0



Skills: Vapor Blast, Wind Blast, Wing, Gaze Attack, Stun Touch, Sillf

Items: Magic Stone, Wonder Bangle, Silver Spread

Tolerance: Float

Gelatin - HP: 2380

STR	32	0
QUI	36	0
INT	16	0
WIL	74	0
PSY	68	25
VIT	99	25
CHA	28	0



Skills: Bolt Breath, Bolt Blast, Ectoplasnet

Items: Bolt Crystal, Thunder Charm

Tolerance: Bolt, Water

Snowfolk - HP: 3689

STR	56	0
QUI	46	0
INT	28	30
WIL	82	0
PSY	66	30
VIT	88	30
CHA	90	0



Skills: Ice Smash, Ice Breath, Windblast, Mystery Tap, Sillf, Stun Gaze, Ice Barrier

Items: Ice Crystal, Sleet Coin

Tolerance: Ice, Float

Fire Crystal - HP: 500

STR	10	0
QUI	22	0
INT	17	0
WIL	31	0
PSY	44	0
VIT	31	20
CHA	30	0



Skills: Stun Touch, Light Ball, Heat Smash, Oscillation

Items: Fire Crystal, Sol Grail

Tolerance: Float, Sonic

Flamefolk - HP: 3000

STR	38	20
QUI	52	0
INT	37	0
WIL	36	20
PSY	69	20
VIT	70	0
CHA	8	0



Skills: Salamander, Ignis, Heat Wave, Heat Smash

Items: Fire Crystal, Power Belt

Tolerance: Heat

Waterfolk - HP: 3200

STR	38	20
QUI	52	0
INT	37	0
WIL	36	20
PSY	69	20
VIT	70	0
CHA	8	0



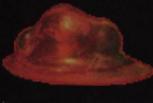
Skills: Water Cannon, Feeler, Stun Touch, Wing, Arctic Breath

Items: Ice Crystal, Blue Elf

Tolerance: Ice, Water

Big Slime - HP: 500

STR	12	0
QUI	3	0
INT	9	0
WIL	23	0
PSY	24	15
VIT	30	0
CHA	4	0



Skills: Solvent, Spoil, Poison Gun

Items: None

Huge Slime - HP: 800

STR	12	0
QUI	3	0
INT	9	0
WIL	23	0
PSY	24	20
VIT	30	0
CHA	4	0



Skills: Solvent, Spoil, Poison Gun

Items: None

Tol.: Status (except Petrify)

Tol.: Status (except Petrify)

CATEGORY: MAGICAL ARTIFACT

Living Axe - HP: 81

STR	9	6
QUI	7	0
INT	1	0
WIL	4	0
PSY	18	0
VIT	13	6
CHA	11	0



Skills: Double Axe, Brain Crush, Tackle

Items: Junk, Steel Amulet

Tolerance: Float, Status

Living Lance - HP: 149

STR	15	8
QUI	14	8
INT	3	0
WIL	9	0
PSY	31	0
VIT	14	8
CHA	16	0



Skills: Thrust, Dash, Brain Crush, Lance

Items: Junk, Steel Amulet

Tolerance: Float, Status

Living Glove - HP: 290

STR	25	15
QUI	18	0
INT	6	0
WIL	13	0
PSY	38	0
VIT	30	0
CHA	18	0



Skills: Air Throw, Dragon Turn, Crush Beat, Backfist, Dagger Jaw, Beat, Power Beat

Items: Armor Glove, Shadow Dagger

Tolerance: Status

Living Armor - HP: 598

STR	27	0
QUI	22	0
INT	29	0
WIL	16	0
PSY	51	0
VIT	35	18
CHA	28	0



Skills: Psycho Armor, Fang, Stun Gaze, Poison Gun, Poison Grip, Poison Gas, Dash

Items: Power Cure, Living Armor

Tolerance: Float, Status

Living Sword - HP: 1140

STR	35	20
QUI	35	0
INT	35	20
WIL	35	0
PSY	35	0
VIT	35	0
CHA	35	0



Skills: Possession, Blade, Blade Net, Spin Attack, Gale Attack

Items: Gilrandly

Tolerance: Float, Status

Living Musket - HP: 1414

STR	42	0
QUI	46	0
INT	13	0
WIL	36	25
PSY	60	0
VIT	55	0
CHA	44	0



Skills: Possession, Shot, Flash, Tackle, Grape Shot, Seed Vulcan

Items: Steel Amulet, Living Rifle

Tolerance: Float, Status

Living Mirror

- HP: 1689

STR	51	0
QUI	46	0
INT	22	20
WIL	34	0
PSY	82	20
VIT	45	0
CHA	51	0



Skills: Fang, Fang, Crush, Flash, Arctic Breath, Magic Heal, Spin Attack, Psy Reflector, Death Gaze

Items: Kris Knife

Tolerance: Gaze, Status

Mimic

- HP: 4064

STR	70	0
QUI	60	25
INT	45	0
WIL	55	25
PSY	88	0
VIT	65	0
CHA	62	0



Skills: Charm Gaze, Fire Breath, Iron Ball, Spin Attack, Death Grip, Death Gaze, Titus Wave

Items: Power Cure, Harmonium Bangle, Silver Moon

Tol.: Sonic, Gaze, Status

Skeleton

- HP: 55

STR	11	6
QUI	8	0
INT	3	0
WIL	15	0
PSY	4	6
VIT	15	0
CHA	6	0



Skills: Stun Slash, Blade, Deathsynthesis, Ground Hit, Thrust

Items: Bone Breast

Tolerance: Undead

Ghost

- HP: 92

STR	14	0
QUI	16	0
INT	13	8
WIL	22	0
PSY	16	8
VIT	12	0
CHA	8	0



Skills: Rava Shot, Pain Doubler, Ghost Touch, Hypnotism, Arctic Breath, Deathsynthesis

Items: Dark Robe, Blood Chalice

Tol.: Float, Sonic, Undead

Zombie

- HP: 266

STR	28	10
QUI	6	0
INT	2	0
WIL	34	0
PSY	1	0
VIT	44	10
CHA	1	0



Skills: Machine Vulcan, Chop, Poison Grip

Items: AGUNI-CP1, Cotton Shirt

Tolerance: Undead

Ghostrider

- HP: 315

STR	37	0
QUI	34	0
INT	23	0
WIL	32	15
PSY	28	13
VIT	32	13
CHA	28	0



Skills: Ghost Touch, Supersonic, Stun Gaze, Siren, Stampede, Deathsynthesis

Items: Steel Amulet, Dark Robe

Tolerance: Float, Undead

Dead Knight

- HP: 612

STR	42	13
QUI	34	13
INT	24	0
WIL	41	0
PSY	24	0
VIT	40	13
CHA	41	0



Skills: Thunder Thrust, Stun Slash, Double Slash, Headwind, Deflect, HP Drain, Deathsynthesis, Ground Hit, Gale Attack

Items: Bone Breast, Twiggy Rod, Fiend Rob

Tolerance: Undead

Ankheg

- HP: 1094

STR	57	15
QUI	51	15
INT	19	0
WIL	46	0
PSY	29	0
VIT	57	0
CHA	13	0



Skills: Fang, HP Drain, Tremor, Ectoplasnet, Deathsynthesis, Coils, Dagger Jaw

Items: Bone Breast, Blood Chalice, SH-Anklet

Tolerance: Undead

Lich - HP: 2256

STR	39	0
QUI	51	0
INT	94	42
WIL	74	0
PSY	64	0
VIT	34	0
CHA	44	0



Skills: Death Grip, Death Touch, Scream, Deadly Moss, Deathsynthesis, Charm Gaze, Counter Fear

Items: Dark Robe, Blood Chalice

Tol.: Float, Sonic, Undead

Skullasaurus - HP: 2980

STR	71	20
QUI	67	20
INT	37	0
WIL	77	0
PSY	34	0
VIT	40	20
CHA	47	0



Skills: Fang, Bloodsucker, Fang Crush, Scream, Thunderbolt, Deathsynthesis

Items: Bone Breast, EMES Tag

Tolerance: Float, Undead

Dullahan - HP: 759

STR	94	20
QUI	82	20
INT	61	20
WIL	72	0
PSY	54	20
VIT	75	0
CHA	79	0



Skills: Lance, Death Gaze, Stun Gaze, Charm Gaze, Trample, Stampede, Siren, Deathsynthesis

Items: Pluto Armor, Dullahan Shield

Tol.: Sonic, Gaze, Undead, Shield

Nidhug - HP: 3000

STR	59	-
QUI	63	-
INT	13	-
WIL	32	-
PSY	14	-
VIT	37	-
CHA	13	-



Skills: Thrust, Stun Gaze, Supersonic, Centipede Crush, Deathsynthesis

Items: None

Tolerance: Undead

Skulldrake - HP: 5000

STR	42	-
QUI	26	-
INT	28	-
WIL	28	-
PSY	26	-
VIT	21	-
CHA	13	-



Skills: Fire Breath, Flame Blast, Heat Smash, Tail Hit, Horn, Deathsynthesis

Items: Bone Breast, Fire Crystal, EMES Tag

Tolerance: Undead

Death Lord - HP: 5000

STR	41	-
QUI	34	-
INT	34	-
WIL	40	-
PSY	34	-
VIT	44	-
CHA	40	-



Skills: Kusanagi, HP Drain, Charm Gaze, Minion Strike, Sacred Song, Deathsynthesis

Items: None

Tolerance: Undead

Sword Mec - HP: 146

STR	10	-
QUI	6	-
INT	4	-
WIL	10	-
PSY	1	-
VIT	10	-
CHA	5	-



Skills: Blade, Machine Vulcan, Range Fire, Hypno Flash

Items: Repair Kit, AGUNI-CP1

Tolerance: Float, Machine

Mec Dobby - HP: 167

STR	6	-
QUI	13	-
INT	9	-
WIL	8	-
PSY	6	-
VIT	25	-
CHA	25	-



Skills: Random Baz, Ground Hit

Items: Repair Kit, Dobby Bazooka

Tolerance: Machine

CATEGORY: MECS

Wasp Mec - HP: 399

STR	25
QUI	18
INT	16
WIL	25
PSY	14
VIT	35
CHA	20



Skills: Scissors, Machine Vulcan, Tremor, Jammer, Bolt Breath, Hypno Flash

Items: Light Vulcan, Thunderbolt

Cancer Mec - HP: 1007

STR	35
QUI	25
INT	30
WIL	30
PSY	20
VIT	40
CHA	30



Skills: Blade, Vulcan, Chop, Hypno Flash

Items: Light Vulcan, Osc-Sword, Repair Kit, Light Bazooka

Tolerance: Float, Machine

Bird Mec - HP: 852

STR	40
QUI	35
INT	35
WIL	35
PSY	27
VIT	50
CHA	30



Skills: Vulcan, Bolt Cannon, Missile, AT-Missile, Bolt Breath, Jammer

Items: Light Vulcan, Bolt Cannon, Bolt Thrower

Tolerance: Float, Machine

Hermes - HP: 2726

STR	55
QUI	40
INT	45
WIL	54
PSY	34
VIT	60
CHA	45



Skills: Vulcan, HE-Rocket, Logic Bomb, Heat Smash

Items: Machine Vulcan, HEAT Bazooka, Big Missile

Tolerance: Machine

Mec Dobby 100

HP: 1602

STR	50
QUI	45
INT	30
WIL	50
PSY	45
VIT	50
CHA	50



Skills: Random Baz, Blade, Vulcan, Bolt Breath, Bolt Cannon, Micro Missile, Plasma Bullet

Items: Repair Kit, Dobby Bazooka, Bolt Thrower, HG-Cannon

Tolerance: Machine

Skylab - HP: 4080

STR	72
QUI	56
INT	56
WIL	72
PSY	48
VIT	80
CHA	8



Skills: Scissors, Spread Blaster, Bolt Cannon, ECM, Laser, Bolt Blast, Micro Missile, Jammer

Items: Bolt Cannon, Grain Cannon, Bolt Thrower, Hyper Blaster

Tolerance: Machine

R&R - HP: 5402

STR	63
QUI	58
INT	48
WIL	63
PSY	41
VIT	70
CHA	8



Skills: Rail Cannon, Dash, Stampede, Hypno Flash, Flash

Items: Repair Kit, Hyper Scale, Super Missile

Tolerance: Machine

Ironhopper - HP: 285

STR	21
QUI	15
INT	11
WIL	21
PSY	4
VIT	30
CHA	13



Skills: Kick, Trample, Jammer, Ink, Thrust, Dash

Items: Protector

Tolerance: Machine

K9 Mec - HP: 750

STR	33	-
QUI	40	-
INT.	20	-
WIL	45	-
PSY	25	-
VIT.	25	-
CHA	22	-



Skills: Fang, Dagger, Jaw, Laser, Vulcan, Missile, Water Cannon, Glider Spike

Items: Water Cannon, Excel Shield

Tolerance: Machine

Electric Sheep - HP: 1200

STR	32	-
QUI	24	-
INT.	20	-
WIL	15	-
PSY	10	-
VIT.	25	-
CHA	45	-



Skills: Tackle, Hypnotism, Bolt Breath, Hyper Bazooka, Bolt Cannon, Stampede, Vulcan

Items: Beast Leather, Light Vulcan

Tolerance: Machine

T-Walker - HP: 1200

STR	45	-
QUI	15	-
INT.	10	-
WIL	10	-
PSY	10	-
VIT.	25	-
CHA	25	-



Skills: Claw, Vulcan, Missile, Spin Attack

Items: Light Vulcan,

Flash Bomb

Tolerance: Machine

Virus - HP: 1024

STR	25	-
QUI	25	-
INT.	25	-
WIL	25	-
PSY	25	-
VIT.	25	-
CHA	25	-



Skills: Death Grip, Brain Crush, Petrify, Sweep

Items: None

Tolerance: Machine

Fly Mec - HP: 86

STR	5	-
QUI	2	-
INT.	2	-
WIL	89	-
PSY	1	-
VIT.	3	-
CHA	4	-



Skills: Claw, Machine Vulcan

Items: Junk

Tolerance: Machine

Guncart - HP: 133

STR	9	-
QUI	4	-
INT.	1	-
WIL	7	-
PSY	1	-
VIT.	10	-
CHA	3	-



Skills: Tackle, Rail Cannon

Items: Broken Rifle

Tolerance: Machine

Vulcan - HP: 165

STR	10	-
QUI	5	-
INT.	2	-
WIL	10	-
PSY	1	-
VIT.	15	-
CHA	5	-



Skills: Vulcan, HE-Rocket

Items: None

Tolerance: Machine

D-Tractor - HP: 85

STR	11	-
QUI	4	-
INT.	3	-
WIL	3	-
PSY	2	-
VIT.	6	-
CHA	2	-



Skills: Tackle

Items: None

Tolerance: Machine

Vulcan II - HP: 399

STR	12	-
QUI	5	-
INT.	4	-
WIL	10	-
PSY	4	-
VIT.	15	-
CHA	5	-



Skills: Vulcan, HE-Rocket

Items: Light Vulcan, AGUNI-CP1

Tolerance: Machine

Mask Buffer - HP: 1200

STR	20	-
QUI	20	-
INT.	20	-
WIL	20	-
PSY	20	-
VIT.	20	-
CHA	20	-



Skills: Rail Cannon, Dash, Bazooka, Random Baz

Items: Memory Board

Tolerance: Machine

Auto Buffer - HP: 1000

STR	25	-
QUI	30	-
INT	20	-
WIL	30	-
PSY	30	-
VIT	30	-
CHA	40	-



Skills: Rail Cannon, Dash, Bazooka, Random Baz

Items: Dobby Bazooka, Memory Board

Tolerance: Machine

Big Digger - HP: 9000

STR	78	-
QUI	43	-
INT	13	-
WIL	20	-
PSY	14	-
VIT	89	-
CHA	70	-



Skills: Tremor, Quake, Hyper Bazooka, ECM, Headbutt, Tackle, Dash, Chain Heat, Flash, Maelstrom, Graviton

Items: None

Tolerance: Machine

Mec God - HP: 12,000

STR	80	-
QUI	50	-
INT	25	-
WIL	30	-
PSY	30	-
VIT	45	-
CHA	60	-



Skills: Tiger Rampage, Magnetic Storm, Death Gaze, Gasflame, Self Repair

Items: Golem Suit

Tolerance: Machine

M Black - HP: 6000

STR	40	-
QUI	55	-
INT	20	-
WIL	20	-
PSY	20	-
VIT	50	-
CHA	50	-



Skills: Moon Scraper, Tackle, Thrust, Thunder Bolt, Tiger Rampage

Items: War Lord Armor

Tolerance: Machine

M Black II - HP: 10,000

STR	50	-
QUI	30	-
INT	20	-
WIL	30	-
PSY	20	-
VIT	80	-
CHA	70	-



Skills: Moon Scraper, Shoot-All, Graviton, Roll Cannon, AT-Missile, Micro Missile, Vulcan, HE-Rocket

Items: None

Tolerance: Machine

M Black III - HP: 20,000

STR	70	-
QUI	60	-
INT	25	-
WIL	30	-
PSY	20	-
VIT	55	-
CHA	90	-



Skills: Blade, Thunder Ball, Tornado, Glider Spike, Kick, Moon Scraper, Tiger Rampage Dash, Dark Phoenix

Items: None

Tolerance: Machine

CATEGORY: HUMAN

Battleaxe - HP: 81

STR	8	-
QUI	11	-
INT	4	-
WIL	11	-
PSY	6	-
VIT	4	-
CHA	19	-



Skills: Blade, Kick, Double Axe, Tackle, Spin Attack

Items: Buckler, Budowear

Tolerance: None

Swordsman - HP: 128

STR	16	-
QUI	13	-
INT	12	-
WIL	19	-
PSY	14	-
VIT	11	-
CHA	13	-



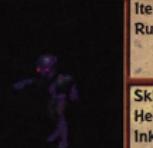
Skills: Hard Slash, Deflect, Runaway

Items: Leather Glove, Leather Boots, Fiber Vest, Cure

Tolerance: None

Nomad Fighter -HP: 265

STR	27
QUI	22
INT	22
WIL	26
PSY	23
VIT	28
CHA	3



Items: Rubber Shoes, Rubber Suit
Skills: Punch, Chop, Heat Smash, Thrust, Ink, Hypnotism, Mystery Tap

Tolerance: None

Soldier -HP: 371

STR	31
QUI	20
INT	31
WIL	37
PSY	28
VIT	16
CHA	22



Items: AGUNI-CP1, Excel Shield, Killer Rifle

Skills: Stun Shot, Poison Gas

Tolerance: None

Shadow -HP: 906

STR	43
QUI	46
INT	42
WIL	47
PSY	40
VIT	34
CHA	40



Items: Shadow Dagger, Power Cure
Skills: Blade, Ink, Spore, Spin Attack, Blade Net

Tolerance: None

Gunbird -HP: 1174

STR	54
QUI	48
INT	48
WIL	54
PSY	48
VIT	22
CHA	51



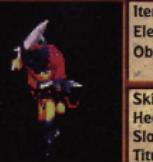
Items: Killer Rifle, AGUNI-MBX

Skills: Reaction Shot, Fire Breath, Flame Blast, Sonic Blaster

Tolerance: None

Ladyblade -HP: 1341

STR	59
QUI	53
INT	51
WIL	60
PSY	52
VIT	75
CHA	62



Items: Osc-Sword, Electro Armor, Obsidian
Skills: Dead End, Heaven/Hell, Hard Slash, Reflect, Dash, Titus Wave

Tolerance: Gaze

Shaman -HP: 1908

STR	36
QUI	62
INT	49
WIL	51
PSY	76
VIT	18
CHA	52



Items: Magic Wear, Silver Spread, Magic Stone

Skills: Phantasm Shot, Glass Shield, Magic Stone

Tolerance: None

Tomahawk -HP: 2612

STR	79
QUI	67
INT	52
WIL	73
PSY	69
VIT	82
CHA	78



Items: Budowear, Power Belt
Skills: Scuffle, Power Save, Vandal Flip, Power Bomb, Dash, Rock

Tolerance: None

Dancer -HP: 1060

STR	36
QUI	56
INT	12
WIL	26
PSY	17
VIT	35
CHA	59



Items: Power Cure, Dance Shoes

Skills: Kick, Brain Crush, Seduction, Mystery Tap

Tolerance: None

Battleaxe -HP: 1800

STR	61
QUI	47
INT	38
WIL	53
PSY	26
VIT	41
CHA	51



Items: Hyper Wear, Twin Dragon
Skills: Double Axe, Spin Attack, Blade Net, Seduction

Tolerance: None

Crime Lady -HP: 1032

STR	64
QUI	82
INT	31
WIL	68
PSY	52
VIT	41
CHA	76



Items: Infra Scope, AGUNI-MBX

Skills: Double Slash, Thunder Thrust, Hard Slash, Heaven/Hell, Vulcan

Tolerance: None

Black Fighter -HP: 100

STR	15	-
QUI	15	-
INT	15	-
WIL	15	-
PSY	15	-
VIT	15	-
CHA	3	-



Items: Rubber Suit

Skills: Thrust, Kick, Feint, Chop

Tolerance: None

Blue Fighter -HP: 200

STR	20	-
QUI	20	-
INT	20	-
WIL	20	-
PSY	20	-
VIT	20	-
CHA	3	-



Items: Rubber Suit

Skills: Kick, Claw, Thrust, Feint, Chop

Tolerance: None

Green Fighter -HP: 200

STR	20	-
QUI	20	-
INT	20	-
WIL	20	-
PSY	20	-
VIT	20	-
CHA	3	-



Items: Rubber Suit

Skills: Thrust, Kick, Feint, Chop, Dash

Tolerance: None

Yellow Fighter -HP: 200

STR	20	-
QUI	20	-
INT	20	-
WIL	20	-
PSY	20	-
VIT	20	-
CHA	3	-



Items: Rubber Suit

Skills: Beat

Tolerance: None

Pink Fighter -HP: 200

STR	20	-
QUI	20	-
INT	20	-
WIL	20	-
PSY	20	-
VIT	20	-
CHA	3	-



Items: Rubber Suit

Skills: Beat, Poison Grip

Tolerance: None

Red Fighter -HP: 500

STR	20	-
QUI	20	-
INT	20	-
WIL	20	-
PSY	20	-
VIT	20	-
CHA	3	-



Items: Rubber Suit

Skills: Beat, Hypnotism

Tolerance: None

Blackgarb -HP: 659

STR	25	-
QUI	25	-
INT	25	-
WIL	25	-
PSY	25	-
VIT	25	-
CHA	3	-



Items: None

Skills: Vulcan, HE-Rocket

Tolerance: None

Shuzer -HP: 8000

STR	75	-
QUI	45	-
INT	20	-
WIL	25	-
PSY	20	-
VIT	10	-
CHA	75	-



Items: Killer Rifle, Behemoth Rifle, Graviton Cannon (First encounter only for all three items)

Skills: Claw, Claw Bit, Spin Attack, Tornado, Magnetic Storm, Poison Gas, Vulcan, Glider Spike

Tolerance: None

CATEGORY: MALE MYSTIC

Wonderdog - HP: 59

STR	7	-
QUI	8	-
INT	14	-
WIL	4	-
PSY	8	-
VIT.	5	-
CHA	9	-



Items: Cotton Shirt, York Hat

Skills: Claw, Tail, Hypnotism, Heal

Tolerance: None

Gargoyle - HP: 88

STR	18	-
QUI	16	-
INT	20	-
WIL	11	-
PSY	15	-
VIT.	15	-
CHA	10	-



Items: Unlucky Coin, Steel Amulet

Skills: Claw, Fang, Horn, Needle, Wing, Tackle, Dagger Jaw

Tolerance: Float, Gaze

Snakeman - HP: 551

STR	24	-
QUI	20	-
INT	32	-
WIL	20	-
PSY	23	-
VIT.	18	-
CHA	21	-



Items: Unlucky Coin, Pearl Heart

Skills: Claw, Tail, Fang, Brain Crush, Chop

Tolerance: None

Fishman - HP: 908

STR	33	-
QUI	31	-
INT	40	-
WIL	25	-
PSY	30	-
VIT.	24	-
CHA	36	-



Items: Pearl Heart

Skills: Thrust, Water Cannon, Tail Hit, Grape Shot, Thunderbolt

Tolerance: Water

Mystic - HP: 1334

STR	47	-
QUI	40	-
INT	50	-
WIL	34	-
PSY	40	-
VIT.	32	-
CHA	46	-



Items: Combat Suit, Rune Sword, Stardust Robe

Skills: Blade, Flash, Ground Hit, Gale Attack

Tolerance: None

Gremlin - HP: 574

STR	43	-
QUI	48	-
INT	58	-
WIL	44	-
PSY	48	-
VIT.	46	-
CHA	52	-



Items: Junk, Unlucky Coin, Silver Spread

Skills: Gremlin Touch, Chop, Thunderbolt, Tail, Stink Gas, Poison Grip

Tolerance: Float

Fat Devil - HP: 1713

STR	56	-
QUI	43	-
INT	72	-
WIL	52	-
PSY	56	-
VIT.	60	-
CHA	38	-



Items: Unlucky Coin, Twiggie Rod, Obsidian

Skills: Blade, Ground Hit, Lullaby

Tolerance: Bullet

Were Rhino - HP: 2056

STR	78	-
QUI	60	-
INT	55	-
WIL	56	-
PSY	64	-
VIT.	62	-
CHA	58	-



Items: Budowear, Golem Suit, SH-Anklet

Skills: Scuffle, Rock, Dash, Quake, Power Beat

Tolerance: Bullet

Zyphon - HP: 5157**Sir Demon** - HP: 422

STR	74	-
QUI	69	-
INT	38	-
WIL	43	-
PSY	60	-
VIT	53	-
CHA	74	-



Items: Max Cure, Wonder Bangle, Wind Shell

Skills: Swallow Swing, Headwind, Deflect, Gole Attack, Blade, Spin Attack, Heat Wave, Titus Wave

Tolerance: Float, Gaze

STR	21	-
QUI	9	-
INT	3	-
WIL	15	-
PSY	4	-
VIT	1	-
CHA	1	-



Items: Fiend Rob

Skills: Blade, Thrust, Gremlin Touch, Gasflame

Tolerance: Beat

Goblin - HP: 800**Furdo** - HP: 7500

STR	38	-
QUI	22	-
INT	18	-
WIL	20	-
PSY	16	-
VIT	31	-
CHA	8	-



Items: Buckler, Junk

Skills: Coils, Spin Attack

Tolerance: Shield

STR	50	-
QUI	50	-
INT	50	-
WIL	50	-
PSY	50	-
VIT	50	-
CHA	50	-



Items: None

Skills: Phantasm Shot, Glass Shield, Fascination, Mystic Sword, Mystic Glove, Mystic Boots, Sun Ray, Stone Gas, Scream, Poison Mist, Ill Storm, Gremlin Touch

Tolerance: Beat

Mollasite - HP: 6000**Mollasite** - HP: 12,000

STR	24	-
QUI	24	-
INT	24	-
WIL	24	-
PSY	24	-
VIT	24	-
CHA	99	-



Items: None

Skills: Rava Shot, Sharp Pain, Chop, Lullaby, Sad Song, Elf Shot, Charm Gaze

Tolerance: Sonic, Gaze

STR	42	-
QUI	42	-
INT	42	-
WIL	42	-
PSY	42	-
VIT	42	-
CHA	99	-



Items: Rotten Meat, Moonlight Robe

Skills: Rava Shot, Sharp Pain, Rava Barrie, Chop, Feeler, Ill Storm, Spoil, Deadly Moss

Tolerance: Sonic, Gaze

CATEGORY: FEMALE MYSTIC**Sprite** - HP: 49**Undine** - HP: 297

STR	1	-
QUI	14	-
INT	9	-
WIL	2	-
PSY	13	-
VIT	2	-
CHA	17	-



Skills: Black Cat, Thrust, Elf Shot, Lullaby, Magic Heal

Items: Magic Stone, Flower Amulet

Tolerance: Float

STR	8	-
QUI	22	-
INT	28	-
WIL	18	-
PSY	24	-
VIT	16	-
CHA	19	-



Skills: Water Cannon, Stun Touch, Sad Song, Ghost Touch, Arctic Breath, Magic Heal

Items: Magic Stone, Pearl Heart

Tolerance: Water

Kitty Clawer - HP: 581

STR	20	-
QUI	32	-
INT	19	-
WIL	20	-
PSY	29	-
VIT	19	-
CHA	46	-



Skills: Air Throw, Claw, Spin Attack, Charm Gaze, Heal

Items: Beast Leather, Harmonium Earring, Catsocks

Tolerance: Stun

Banshee - HP: 586

STR	21	-
QUI	32	-
INT	36	-
WIL	34	-
PSY	46	-
VIT	28	-
CHA	13	-



Skills: Needle, Bloodsucker, Arctic Breath, Scream, Sad Song, Counter Fear

Items: Flower Amulet, Dark Robe

Tolerance: Gaze

Mellow - HP: 734

STR	32	-
QUI	38	-
INT	41	-
WIL	39	-
PSY	58	-
VIT	36	-
CHA	44	-



Skills: Thrust, Water Cannon, Lance, Windblast, Magic Heal, Assist

Items: Pearl Heart, Splash Sword

Tolerance: Float, Water

Spear Valkyrie

- HP: 1073

STR	38	-
QUI	54	-
INT	44	-
WIL	30	-
PSY	47	-
VIT	45	-
CHA	51	-



Skills: Thrust, Thunder Thrust, Light Ball, Glider Spike, Sif, Battle Song

Items: Ice Crystal, Harmonium Bangle, Angel Armor

Tolerance: Float

Succubus - HP: 1441

STR	45	-
QUI	63	-
INT	56	-
WIL	47	-
PSY	72	-
VIT	48	-
CHA	65	-



Skills: Bloodsucker, Lullaby, Death Touch, Coils, Fire Kiss, Seduction, Sad Song

Items: Stardust Robe, Twiggly Rod, Magihat

Tolerance: None

Lamia - HP: 5056

STR	76	-
QUI	66	-
INT	62	-
WIL	44	-
PSY	71	-
VIT	76	-
CHA	68	-



Skills: Death Grip, Fire Kiss, Seduction

Items: Pearl Heart, Wonder Bangle, Moonlight Robe

Tolerance: Shield

Siren - HP: 2763

STR	58	-
QUI	80	-
INT	71	-
WIL	61	-
PSY	76	-
VIT	63	-
CHA	61	-



Skills: Needle, Brain Crush, Light Ball, Thunderbolt

Items: Bolt Crystal, Harmonium Bangle, Fire Crystal

Tolerance: Float, Sonic, Gaze

Kitty Clawer

- HP: 581

STR	20	-
QUI	32	-
INT	19	-
WIL	20	-
PSY	29	-
VIT	19	-
CHA	46	-



Skills: Air Throw, Psychout, Shock, Kick, Dash, Stampede, Diving Press, Heal

Items: Beast Leather, Dance Shoes, Catsocks

Tolerance: Stun

Sword Valkyrie

- HP: 1042

STR	38	-
QUI	54	-
INT	44	-
WIL	30	-
PSY	47	-
VIT	45	-
CHA	51	-



Skills: Swallow Swing, Hard Slash, Deflect, Light Ball, Glider Spike

Items: Excel Shield, Rune Sword

Tolerance: Float, Shield

Titania - HP: 1046

STR	34	-
QUI	54	-
INT	38	-
WIL	32	-
PSY	62	-
VIT	26	-
CHA	66	-



Skills: Bloodsucker, Coils, Lullaby, Seduction

Items: Twiggly Rod

Tolerance: None

Darkfairy - HP: 2200

STR	66	-
QUI	61	-
INT	20	-
WIL	52	-
PSY	46	-
VIT	55	-
CHA	48	-



Skills: Elf Shot, Lullaby, Fire Kiss, Sad Song, Light Ball, Poison Mist.

Items: Unlucky Coin, Kris Knife, Silver Moon

Tolerance: Float

Arachne - HP: 8000

STR	40	-
QUI	40	-
INT	40	-
WIL	40	-
PSY	40	-
VIT	40	-
CHA	40	-



Skills: Nightmare, Jackal, Pain Doubler, Rave Shot, Lightning Web, Flash, Blade Net, Bit, HP Drain, Pheromon, Minion Strike, ECM

Items: Harmonium Earring (first battle), Harmonium Armor (second battle)

Tolerance: None

Fire Sage - HP: 2500

STR	29	-
QUI	26	-
INT	16	-
WIL	16	-
PSY	20	-
VIT	6	-
CHA	38	-



Skills: Blade, Heat Smash, Heat Wave, Glider Spike

Items: Fire Crystal, Harmonium Bangle

Tol.: Heat, Float, Sleep, Mental attack

Water Sage - HP: 3500

STR	27	-
QUI	28	-
INT	24	-
WIL	24	-
PSY	28	-
VIT	12	-
CHA	34	-



Skills: Water Cannon, Horn, Chain Heat

Items: Genbu Shield, Harmonium Bangle

Tol.: Water, Sleep, Mental attack, Shield

Green Sage

- HP: 5000

STR	30	-
QUI	29	-
INT	28	-
WIL	24	-
PSY	30	-
VIT	32	-
CHA	52	-



Skills: Spore, Ectoplasnet, Deadly Moss, Counter-Fear, Brain Crush, Scream, Windblast

Items: Harmonium Bangle

Tol.: Sleep, Mental attack

Lion Princess

- HP: 7000

STR	62	-
QUI	54	-
INT	28	-
WIL	31	-
PSY	24	-
VIT	20	-
CHA	67	-



Skills: Smash, Hard Slash, Wheel Fire, Heaven/Hell, Kosumi, Fire Breath, Arctic Breath, Thunder Bolt

Items: None

Tol.: Sleep, Mental attack, Shield

Hunt Knight

- HP: 8000

STR	68	-
QUI	54	-
INT	48	-
WIL	48	-
PSY	54	-
VIT	48	-
CHA	88	-



Skills: Fascination, Phantasm Shot, Hunting Shot, Wing, Glider Spike.

Items: None

Tol.: Sleep, Mental attack

Bat Knight

- HP: 10,000

STR	52	-
QUI	37	-
INT	32	-
WIL	32	-
PSY	37	-
VIT	32	-
CHA	62	-



Skills: Jackal, Leaper, Power Grab, Psy Net, Blade Net, Shadow Net, Ectoplasnet, Glider Spike

Items: None

Tol.: Sleep, Mental attack

Black Knight

- HP: 15,000

STR	85	-
QUI	60	-
INT	32	-
WIL	44	-
PSY	36	-
VIT	48	-
CHA	88	-



Skills: Lance, Selection, Sacred Song, Titus Wave, Brain Crush, Flash, Glider Spike

Items: None

Time Lord

- HP: 12,000

STR	60	-
QUI	60	-
INT	60	-
WIL	60	-
PSY	60	-
VIT	60	-
CHA	90	-



Skills: Glass Shield, Time Eclipse, Delay Order, Over Drive, Chaos Stream, Psy Net, Poisonous Blow, Quicksand

Items: None

Tol.: Sleep, Mental attack

Tol.: Sleep, Mental attack

Virgil

- HP: n/a

STR	55	-
QUI	40	-
INT	40	-
WIL	40	-
PSY	40	-
VIT	25	-
CHA	99	-

Tolerance: All attacks

Skills: Leaper, Scream, Glider Spike, Dagger Jaw, Fang, Thunder Bolt, Tornado, Sifl

Items: None

CATEGORY: GIANT

Prima Bronza

HP: 283

STR	19	10
QUI	10	10
INT	6	10
WIL	3	10
PSY	11	10
VIT	20	10
CHA	10	0



Items: Steel Amulet

Skills: Kick, Spin Attack, Sad Song

Tolerance: None

Rockbaboon

- HP: 860

STR	48	10
QUI	31	0
INT	18	0
WIL	37	0
PSY	28	0
VIT	36	10
CHA	8	0



Items: Beast Leather, Snake Oil, Ogre Glove

Skills: Double Axe, Da-dum, Tackle, Rock, Mystery Tap

Tolerance: None

Prima Maska

HP: 645

STR	33	10
QUI	19	10
INT	24	10
WIL	19	10
PSY	28	10
VIT	33	10
CHA	8	0



Items: Steel Amulet

Skills: Kick, Spin Attack, Sad Song

Tolerance: None

Ettin

- HP: 2957

STR	42	20
QUI	26	0
INT	32	20
WIL	26	0
PSY	37	0
VIT	42	0
CHA	8	0



Items: Snake Oil, Feather Charm, Wing Amulet, SH-Anklet

Skills: Fire Breath, Arctic Breath, Supersonic, Scream, Claw, Rock, Da-dum, Sacred Song

Tolerance: Petrify

Goatzilla - HP: 5052

STR	76	20
QUI	52	0
INT	16	0
WIL	38	0
PSY	18	0
VIT	52	20
CHA	38	0



Items: Max Cure

Skills: Poison Grip, Trample, Tremor, Double Axe, Mad Attack, Headbutt, Power Beat

Tolerance: None

Golem - HP: 6717

STR	71	0
QUI	51	0
INT	38	0
WIL	41	0
PSY	54	0
VIT	68	40
CHA	49	0



Items: EMES Tag

Skills: Tremor, Quake, Trample, Rock, Titus Wave, Power Beat

Tolerance: Petrify

Cyclops - HP: 8382

STR	41	20
QUI	24	0
INT	6	0
WIL	58	0
PSY	8	0
VIT	40	20
CHA	10	0



Items: Purple Eye

Skills: Stun Gaze, Diving Press, Quake, Rock, Tremor

Tolerance: Gaze

Chariot - HP: 10,052

STR	79	25
QUI	56	25
INT	64	0
WIL	56	0
PSY	72	0
VIT	80	25
CHA	8	0



Items: Junk Helm, Electro Armor

Skills: Lance, Dash, Headbutt, Titus Wave, Oscillation, Tremor, Stampede

Tolerance: Any attack

Giant - HP: 10,552

STR	59	30
QUI	58	30
INT	72	0
WIL	63	0
PSY	80	30
VIT	89	0
CHA	8	0



Items: Obsidian, Genbu Shield, Power Belt

Skills: Blade, Heat Smash, Ice Smash, Gale Attack

Tolerance: Any attack, Shield

Ogre - HP: 600

STR	24	15
QUI	11	0
INT	16	0
WIL	12	0
PSY	20	0
VIT	24	15
CHA	9	0



Items: Protector

Skills: Dash, Thrust, Double Axe, Feint, Ground Hit

Tolerance: None

Yeti - HP: 362

STR	28	15
QUI	20	0
INT	14	0
WIL	24	0
PSY	11	0
VIT	33	15
CHA	16	0



Items: Ice Crystal, Ogre Glove

Skills: Tackle, Double Axe, Arctic Breath, Da-dum, Rock

Tolerance: None

STR	69	25
QUI	41	0
INT	48	0
WIL	37	0
PSY	39	0
VIT	78	25
CHA	29	0



Items: Iron Clogs

Skills: Dash, Double Axe, Ground Hit, Trample, Thunder Bolt, Titus Wave

Tolerance: None

Minotaur -HP: 8000

STR	76	-
QUI	52	-
INT	16	-
WIL	38	-
PSY	18	-
VIT.	52	-
CHA	38	-



Items: Max Cure, Power Belt

Skills: Double Axe, Acid Breath, Trample, Tremor, Mad Skills

Tolerance: None

Demongoat -HP: 6800

STR	62	-
QUI	49	-
INT	48	-
WIL	16	-
PSY	37	-
VIT.	41	-
CHA	43	-



Items: Fiend Rob, Ghost Cannon

Skills: Horn, Hypnotism, Trample, Pheromon, Death Gaze

Tolerance: Float

Jotnar -HP: 12,717

STR	90	-
QUI	86	-
INT	38	-
WIL	72	-
PSY	89	-
VIT.	99	-
CHA	70	-



Items: Ice Crystal, Purple Eye

Skills: Arctic Breath, Water Cannon, Ice Smash, Wind Blast, Ice Barrier

Tolerance: None

Masked Giant -HP: 2000

STR	30	-
QUI	28	-
INT	20	-
WIL	15	-
PSY	15	-
VIT.	10	-
CHA	60	-



Items: None

Skills: Kick, Power Bomb, Diving Press, Mad Attack, God Hand, Sway Back, Magin Rampage (second battle)

Tolerance: None

Berva -HP: 10,000

STR	30	-
QUI	28	-
INT	20	-
WIL	15	-
PSY	15	-
VIT.	10	-
CHA	60	-



Items: Secret Board, SH-Anklet, Power Belt, Octopus Board

Skills: Kick, Magin Rampage, Mad Attack, Tremor, God Hand, Ground Hit, Diving Press, Power Bomb, Mystery Tap, Sway Back

Tolerance: None

Red Dragon -HP: 4137

STR	67	25
QUI	56	0
INT	52	0
WIL	31	25
PSY	47	0
VIT.	80	25
CHA	64	0



Items: Fire Crystal, Golden Fleece, Fire Leather

Skills: Claw, Fang, Horn, Tail Hit, Heat-Smash, Fire Breath, Fang Crush, Trample, Flame B

Tolerance: None

Thundragon -HP: 5799

STR	62	20
QUI	48	20
INT	51	0
WIL	46	0
PSY	52	0
VIT.	80	20
CHA	60	0



Items: Bolt Crystal, Dragon Sword

Skills: Claw, Needle, Fong Crush, Bolt Breath, Bolt Blast, Thunder Bolt, Diving Press, Wing

Tolerance: Energy, Float

Black Dragon -HP: 7755

STR	89	30
QUI	63	0
INT	49	0
WIL	64	30
PSY	71	0
VIT.	92	30
CHA	61	0



Items: Protector, Dragon Shield

Skills: Fang, Death Grip, Horn, Acid Breath, Tail Hit, Stone Gas, Titus Wave, Griffith Scratch

Tolerance: None

Earth Dragon -HP: 16,000

STR	88	36
QUI	30	0
INT	10	0
WIL	35	0
PSY	20	0
VIT	99	36
CHA	50	0



Items: Golem Suit, Hyperion Bazooka, Spriggan Suit

Skills: Iron Ball, Grasp, Gasfame, Trample, Quake

Tolerance: Shield

Tanzer -HP: 4800

STR	16	-
QUI	16	-
INT	28	-
WIL	32	-
PSY	26	-
VIT	18	-
CHA	10	-



Items: None

Skills: Pain Doubler, Water Cannon, Acid Breath, Spoil, Ill Storm, Oscillation, HP Drain

Black X -HP: 14,000

STR	50	-
QUI	55	-
INT	50	-
WIL	50	-
PSY	50	-
VIT	50	-
CHA	99	-



Items: Purple Eye

Skills: Chain Heat, Death Gaze, Stun Gaze, Charm Gaze, Bloodsucker, Scissors

Tolerance: All attacks

Abyss Bat -HP: 12,657

STR	81	-
QUI	68	-
INT	90	-
WIL	62	-
PSY	70	-
VIT	89	-
CHA	81	-



Items: Wind Shell, Light Rifle, Power Cure, Egg Hat

Skills: Life Steal, Death Touch, Light Ball, Glider Spike, Tornado, Fire Kiss, Magnetic Storm

Tolerance: None

STATUS AND EFFECTS

The following information summarizes some of the terms you'll see throughout SaGa Frontier. It also describes what certain effects are and how they affect your character.

Character Statistics

HP (Hit Points) – When Hit Points reach 0, the character becomes unconscious and unable to fight. Additional hits to a character in an unconscious state reduce LP (Life Points) by one. Can be revived by curative spells or items.

LP (Life Points) – When Life Points reach 0, the character is dead and *cannot* be revived during a fight. Can only be restored by a Sanctuary Stone or by staying at an inn.

WP (Weapon Points) – Are expended when Mec Programs, Guns, Human, Monster, and Mystic skills are used.

JP (Spell Points) – JP are expended when Magic spells are used (the "J" stands for "Jutsu," which is similar to magic).

STR (Strength) – Determines the damage caused by swords and hand-to-hand combat.

QUI (Quickness) – Determines speed, order of turns, and evasion rates.

INT (Intelligence) – Determines Magic learning rates and effectiveness of Mec items.

WIL (Will) – Determines effectiveness and strength of Magic and the hit rate of swords and guns.

PSY (Psychic) – Determines evasion and recovery rates of status-affecting attacks.

VIT (Vitality) – Determines the ability to withstand damage (along with DEF) and evasion rate of Sleep attacks.

CHA (Charm) – Determines evasion of and hit rate of Charmed attacks.

DEF (Defense) – Determines the overall amount of damage a character can sustain; a high VIT also increases your DEF.

Abnormal Status Effects

Depending upon a character's PSYchic, VITality, and CHArm, evasion or recovery from an abnormal status effect may take a few rounds during battle. This is true for all status effects except Petrify, which characters *cannot* recover from by themselves. All abnormal status effects can be cured by Snake Oil.

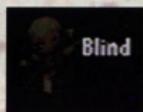
PALSY



Cannot accept commands; paralyzed.

Effect on Character: Green halo over head.

BLIND



Accuracy rate for attacks decreases.

Effect on Character: Character turns a darker shade.

PETRIFY



Cannot accept commands; auto-recovery impossible.

Effect on Character: Turns gray; "Stone" appears next to character.

UNCONSCIOUS



When a character's HP reaches 0, he/she becomes unable to make commands.

Effect on Character: Lying down on ground.

CHARM



Character aids enemy by attacking allies or curing enemies.

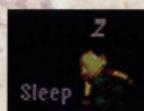
ANGRY



Cannot perform any specialized attacks or magic, only standard attacks.

Effect on Character: White clouds over head.

SLEEP



Cannot accept commands; can be awakened by auto-recovery or an attack.

Effect on Character: Z's appear over head.

VENOM



HPs decrease after each round of battle.

Effect on Character: Purple bubbles appear over head.

STUN



Character is paralyzed for one turn and cannot perform any attacks.

Effect on Character: "Stun" appears next to character.

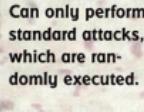
MESS (RED)



Cannot accept commands; character may attack either enemy or ally.

Effect on Character: Red stars appear over head.

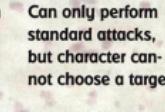
MESS (BLUE)



Can only perform standard attacks, which are randomly executed.

Effect on Character: Blue stars appear over head.

MESS (YELLOW)



Can only perform standard attacks, but character cannot choose a target.

Effect on Character: Yellow stars appear over head.



ITEM DATA

Most of the numbers in this list represent changes to a Mec's status when an item is equipped.

Humans, Mystics, and Monsters do not have this advantage when equipping items, except for Accessories and most Defensive equipment.

Abbrev.	What It Means
Name	Name of item
HP Chg.	Change in Hit Points
STR Chg.	Change in Strength
QUI Chg.	Change in Quickness
INT Chg.	Change in Intelligence
WIL Chg.	Change in Will
PSY Chg.	Change in Psychic
VIT Chg.	Change in Vitality
CHA Chg.	Change in Charm
DEF Chg.	Change in Defense
ATK POW Chg.	Change in Attack Power
AMMO	Amount of ammunition in guns

ACCESSORIES

Name	HP Chg.	STR Chg.	QUI Chg.	INT Chg.	WIL Chg.	PSY Chg.	VIT Chg.	CHA Chg.	DEF Chg.	ATK Pow.	AMMO
Blood Chalice	5	0	0	0	0	0	0	0	1	n/a	n/a
Bolt Crystal	5	0	0	0	0	0	0	0	1	n/a	n/a
Broken Bumper	5	0	0	0	0	0	1	0	1	n/a	n/a
Bumper	15	0	0	0	0	0	3	0	3	n/a	n/a
EMES Tag	50	0	0	0	0	0	10	0	5	n/a	n/a
Fang Amulet	5	0	0	0	0	0	0	0	1	n/a	n/a
Feather Charm	5	0	0	0	0	0	0	0	1	n/a	n/a
Fire Crystal	5	0	0	0	0	0	0	0	1	n/a	n/a
Flower Amulet	5	0	0	0	0	0	0	0	1	n/a	n/a
Harmonium Earring	50	0	0	10	0	0	0	0	1	n/a	n/a
Ice Crystal	5	0	0	0	0	0	0	0	1	n/a	n/a
Junk	5	0	0	0	0	0	0	0	2	n/a	n/a
Kris Knife	25	0	0	0	0	5	0	0	4	n/a	n/a
Pearl Heart	5	0	0	0	0	0	0	0	2	n/a	n/a
Purple Eye	50	0	0	0	10	0	0	0	4	n/a	n/a
Sea Stone	5	0	0	0	0	0	0	0	3	n/a	n/a
Sleet Coin	5	0	0	0	0	0	0	0	1	n/a	n/a
Sol Grail	5	0	0	0	0	0	0	0	1	n/a	n/a
Steel Amulet	25	5	5	0	0	0	5	0	1	n/a	n/a
Tao-Tieh Pattern	50	0	0	0	0	10	0	0	3	n/a	n/a
Thunder Charm	5	0	0	0	0	0	0	0	1	n/a	n/a
Unicorn Tear	0	0	0	0	0	1	0	0	0	n/a	n/a
Wind Shell	5	0	0	0	0	0	0	0	5	n/a	n/a
Wing Amulet	5	0	0	0	0	0	0	0	1	n/a	n/a



ARMLETS

Name	HP Chg.	STR Chg.	QUI Chg.	INT Chg.	WIL Chg.	PSY Chg.	VIT Chg.	CHA Chg.	DEF Chg.	ATK Pow.	AMMO
Armor Glove	75	15	0	0	0	0	15	0	8	n/a	n/a
Cyber Glove	100	20	0	0	0	0	0	0	9	n/a	n/a
Harmonium Bangle	100	20	0	0	0	0	0	0	7	n/a	n/a
Leather Glove	10	5	0	0	0	0	0	0	4	n/a	n/a
Norn's Bangle	75	15	0	0	0	15	0	0	7	n/a	n/a
Ogre Glove	100	20	0	0	0	0	20	0	5	n/a	n/a
SH-Armlet	150	20	0	0	0	0	20	0	10	n/a	n/a
Shell Bracer	50	10	0	0	0	0	10	0	6	n/a	n/a

ARMOR

Name	HP Chg.	STR Chg.	QUI Chg.	INT Chg.	WIL Chg.	PSY Chg.	VIT Chg.	CHA Chg.	DEF Chg.	ATK Pow.	AMMO
Budowear	5	0	0	0	0	0	0	0	7	n/a	n/a
Cotton Shirt	5	0	0	0	0	0	0	0	3	n/a	n/a
Defendwear	5	0	0	0	0	0	0	0	8	n/a	n/a
Hyperwear	5	0	0	0	0	0	0	0	10	n/a	n/a
Magicwear	5	0	0	0	0	0	0	0	4	n/a	n/a
Power Belt	5	0	0	0	0	0	0	0	1	n/a	n/a
Silk Shirt	5	0	0	0	0	0	0	0	3	n/a	n/a

GUNS

Name	HP Chg.	STR Chg.	QUI Chg.	INT Chg.	WIL Chg.	PSY Chg.	VIT Chg.	CHA Chg.	DEF Chg.	ATK Pow.	AMMO
AGUNI-CP1	50	0	10	0	10	0	0	0	0	12	13
AGUNI-MBX	100	0	16	0	16	0	16	0	0	36	20
AGUNI-SSP	25	0	5	0	5	0	5	0	0	9	15
Beam Cannon	80	0	0	0	15	0	15	0	0	20	6
Behemoth Rifle	200	0	10	0	10	0	10	0	0	47	7
Big Missile	150	20	0	0	20	0	0	0	0	44	4
Bolt Thrower	125	0	0	0	20	0	20	0	0	33	3
DOBBY Bazooka	60	8	0	0	8	0	8	0	0	10	3
Duel Gun	50	0	20	0	20	0	20	0	0	55	1
Eagle Gun	75	0	13	0	13	0	0	0	0	28	6
Easy Rifle	25	0	5	0	5	0	5	0	0	13	8
Flame Thrower	125	0	0	0	20	0	20	0	0	33	3

GUNS

cont'd.

Name	HP Chg.	STR Chg.	QUI Chg.	INT Chg.	WIL Chg.	PSY Chg.	VIT Chg.	CHA Chg.	DEF Chg.	ATK Pow.	AMMO
Ghost Cannon	100	0	0	0	20	10	0	0	0	5	12
Grain Cannon	150	0	10	0	30	0	10	0	0	45	8
Hand Blaster	40	0	7	0	7	0	0	0	0	15	10
HEAT Bazooka	200	0	0	0	30	0	0	0	0	55	2
HG-Cannon	250	0	30	0	30	0	0	0	0	60	5
Hyper Blaster	175	0	25	0	25	0	0	0	0	50	7
Hyperion Bazooka	250	0	0	0	40	0	0	0	0	85	2
Ion Cannon	100	0	15	0	15	0	0	0	0	27	10
Junk Bazooka	20	5	0	0	5	0	0	0	0	10	1
Killer Rifle	50	0	10	0	25	0	0	0	0	25	5
Laser Carbine	90	0	13	0	13	0	0	0	0	25	10
Lethal Gun	150	0	20	0	20	0	20	0	0	60	5
Light Bazooka	70	0	0	0	15	0	0	0	0	20	4
Light Vulcan	70	0	8	0	8	0	8	0	0	15	60
Lightning Cannon	80	0	0	0	15	0	15	0	0	20	6
Living Rifle	0	13	13	13	13	13	13	13	0	42	4
Machine Vulcan	150	0	18	0	18	0	18	0	0	30	40
Missile Pod	90	15	0	0	15	0	0	0	0	12	8
Sniper Rifle	75	0	13	0	13	0	0	0	0	31	6
Sonic Cannon	150	0	20	0	20	0	0	0	0	25	16
Super Missile	225	25	0	0	25	0	0	0	0	70	3
Troop Rifle	50	0	10	0	10	0	10	0	0	22	8
Water Cannon	70	0	0	0	10	0	10	0	0	20	??
Zen Gun	150	0	20	0	20	20	0	0	0	45	16

HELMETS

Name	HP Chg.	STR Chg.	QUI Chg.	INT Chg.	WIL Chg.	PSY Chg.	VIT Chg.	CHA Chg.	DEF Chg.	ATK Pow.	AMMO
Egg Hat	50	0	0	10	10	0	0	0	1	n/a	n/a
Fiber Hood	75	0	0	15	15	0	0	0	3	n/a	n/a
Infra Scope	100	0	0	0	20	0	0	0	6	n/a	n/a
Junk Helm	25	0	5	5	0	0	0	0	4	n/a	n/a
Laser Scope	100	0	0	20	20	0	0	0	7	n/a	n/a
Magi Hat	75	0	0	15	0	0	0	0	6	n/a	n/a
Mirror Glass	75	0	0	25	25	0	0	0	8	n/a	n/a
Yolk Hat	25	0	0	1	1	0	0	0	1	n/a	n/a

ITEMS



SHIELDS

SHOES



Name	HP Chg.	STR Chg.	QUI Chg.	INT Chg.	WIL Chg.	PSY Chg.	VIT Chg.	CHA Chg.	DEF Chg.	ATK Pow.	AMMO
Cat Socks	10	0	5	0	0	0	0	0	2	n/a	n/a
Dance Shoes	75	0	15	0	0	0	0	0	4	n/a	n/a
Feather Boots	75	0	15	0	0	15	0	0	7	n/a	n/a
Iron Clogs	100	0	0	0	0	0	20	0	8	n/a	n/a
Jet Boots	75	0	15	0	0	0	0	0	7	n/a	n/a
Leather Boots	10	0	5	0	0	0	0	0	3	n/a	n/a
Rubber Shoes	50	0	10	0	0	0	0	0	5	n/a	n/a
SH-Anklet	150	0	20	0	0	0	20	0	10	n/a	n/a

ARMOR SUITS



Name	HP Chg.	STR Chg.	QUI Chg.	INT Chg.	WIL Chg.	PSY Chg.	VIT Chg.	CHA Chg.	DEF Chg.	ATK Pow.	AMMO
Combat Suit	50	10	10	0	0	0	0	0	15	n/a	n/a
Cyber Suit	90	18	18	0	0	0	0	0	36	n/a	n/a
Golem Suit	200	30	0	0	0	0	0	0	25	n/a	n/a
Jump Suit	75	15	15	0	0	0	0	0	25	n/a	n/a
Powered Suit	100	25	25	0	0	0	0	0	50	n/a	n/a
Rubber Suit	60	12	0	0	0	0	0	0	22	n/a	n/a
Spriggan Suit	200	35	35	35	0	0	0	0	55	n/a	n/a
White Dress	0	0	0	0	0	0	0	0	40	n/a	n/a

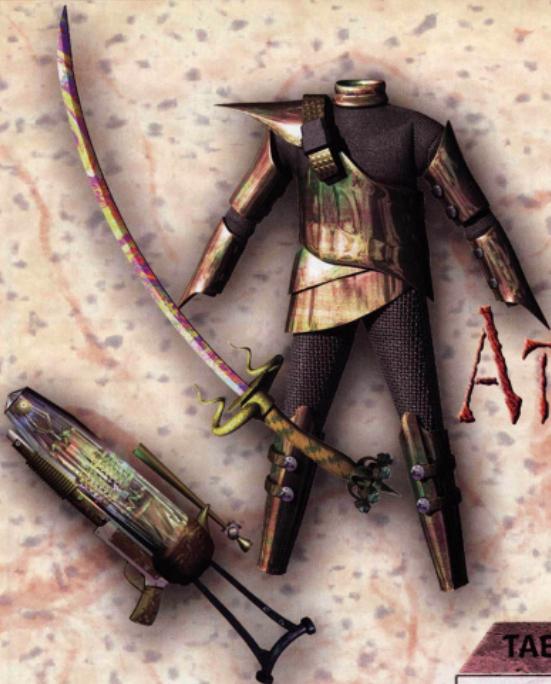


SWORDS

VESTS

Name	HP Chg.	STR Chg.	QUI Chg.	INT Chg.	WIL Chg.	PSY Chg.	VIT Chg.	CHA Chg.	DEF Chg.	ATK Pow.	AMMO
Angel Armor	100	0	20	0	0	0	20	0	27	n/a	n/a
Armor Vest	65	0	0	0	0	0	5	0	18	n/a	n/a
Beast Leather	5	0	0	0	0	0	1	0	6	n/a	n/a
Blue Elf	100	0	0	15	0	15	0	0	20	n/a	n/a
Bone Breast	25	0	0	0	0	0	5	0	13	n/a	n/a
Celestial Leather	50	0	0	0	0	0	10	0	24	n/a	n/a
Dark Robe	20	0	0	0	0	0	0	0	8	n/a	n/a
Electro Armor	75	0	15	0	0	0	15	0	25	n/a	n/a
Fiber Vast	35	0	0	0	0	0	7	0	8	n/a	n/a
Fire Leather	40	0	0	0	0	0	8	0	16	n/a	n/a
Glow Robe	20	0	0	0	0	0	0	0	18	n/a	n/a
Golden Fleece	50	0	0	0	0	10	0	10	28	n/a	n/a
Hard Leather	50	0	0	0	0	0	5	0	12	n/a	n/a
Harmonium Armor	75	0	15	0	0	0	15	0	24	n/a	n/a
Hyper Scale	75	0	0	0	0	0	15	0	30	n/a	n/a
Living Armor	65	0	0	0	0	13	13	0	26	n/a	n/a
Master Robe	20	0	0	0	0	0	4	0	10	n/a	n/a
Moonlight Robe	20	0	0	0	0	0	0	0	17	n/a	n/a
Pluto Armor	150	0	0	0	0	20	20	0	35	n/a	n/a
Protector	25	0	0	0	0	0	5	0	10	n/a	n/a
Shade Robe	20	0	0	0	0	0	0	0	9	n/a	n/a
Stardust Robe	20	0	0	0	0	0	0	0	16	n/a	n/a
Warlord Armor	100	20	0	0	0	0	20	0	32	n/a	n/a





ATTACK DATA

TABLE LEGEND

Abbrev.	What It Means
Name	Name of attack
WP	Amount of WP it takes to use the attack
Group	Hit single or multiple characters
Weapon	Weapon type needed for attack
Add. Effect	Effect caused by the attack

PHYSICAL ATTACKS

NAME	WP	GROUP	WEAPON	ADD. EFFECT	NOTES
Kick	0	No	None	None	Kicks.
Air Throw	1	No	None	Stun	Throws the enemy in the air, then slams enemy back down.
Chop	1	No	None	Blind	Basic karate chop; small chance of blinding enemy.
Backfist	2	No	None	None	Hand-to-hand attack.
Sliding	2	No	None	Stun	A running foot sweep; attacker slides beneath enemy. Small chance of Stun.
Rolling Cradle	2	No	None	Stun	Attacker puts enemy in a cradle hold and rolls around on the ground.

PHYSICAL ATTACKS cont.

NAME	WP	GROUP	WEAPON	ADD. EFFECT	NOTES
Fist	3	No	None	None	Attacker punches, enemy glows from the transferred Chi.
Rotation Kick	3	No	None	None	Attacker does a flip and comes down on the enemy's head with his/her foot.
Crush Beat	4	No	None	None	Attack punches repeatedly with explosive power.
Scuffle	4	No	None	None	Attacker tosses enemy off-screen, and unleashes a big attack.
Suplex	4	No	None	None	Attacker executes a suplex.
Babel Crumble	5	No	None	Stun	Attacker jumps onto enemy's head and slams enemy into the ground.
Locomotion G	5	No	None	Stun	Attacker picks up enemy and slams enemy back and forth.
Ogre Run	5	Line	None	Stun	Attacker runs and damages anything within line of attack.
Giant Swing	6	No	None	Faint	Attacker picks up enemy, spins and throws it.
Gold Hand	6	No	None	None	Attacker picks up enemy, creating a gold flash with multiple lens flares.
Triangle Kick	7	No	None	None	Attacker bounces off two walls, then kicks the enemy.
Last Shot	9	No	None	None	Attacker punches enemy.
Corkscrew	9	No	None	None	Attacker kicks in a triangle; three different colored dragons appear.
Sky Twister	10	No	None	None	Ultimate 1-hit physical attack. Attacker jumps up and creates a torn-ado by spiraling down on enemy.
DSC (Dream Super Combo)	17	No	None	None	An attack of extraordinary magnitude. Attacker links 4 moves to combo for major damage.

SWORD ABILITY

Name	WP	Group	Weapon	Add. Effect	Notes
Stun Slash	0	No	Sword	Stun	Slashes enemy.
Double Slash	1	No	Sword	None	Slashes enemy twice.
Cross Slash	2	No	2 Swords	None	Uses two swords and slices through enemy.
Hard Slash	2	No	Sword	None	Slashes enemy really hard.
Swallow Swing	2	No	Sword	Anti-air	Slashes two oval projectiles at enemy; chance to critically wound airborne targets.
Thrust	2	No	Sword	None	Holds sword with both hands and thrusts forward.
Thunder Thrust	2	No	Sword	None	Attacker charges enemy with lightning sword attack.
Heaven/Hell	3	No	Sword	Stun	Attacker jumps up and slashes downward at enemy.
Smash	3	No	Sword	None	Smashes enemy with sword.
Wheel Slash	4	Yes	Sword	None	Attacks small group; slashes multiple enemies in a wheel pattern.
Willow Branch	4	No	Sword	None	Attacker raises branch-like projectiles at enemy.
Bear Crush	5	No	Sword	None	Attacker crushes enemy; electricity ball envelops them.
Gale Slash	5	Yes	Sword	None	Attacker jumps up and slashes all enemies.
2 Gale Slash	5	Yes	2 Swords	None	Attacker jumps and slashes all enemies twice.
Headwind	5	No	Sword	None	Attacker creates "atomic" pattern and slices through enemy.
Dead End	6	No	Sword	Death	Attacker slashes enemy 3 times; may cause deathblow.
No Moment	7	No	Sword	None	Attacker slashes at enemy, poses, then blood spews from enemy.
Rising Nova	7	No	Sword	None	Attacker slashes enemy; enemy explodes into ball of flame.
Still Stream	7	No	Sword	None	Attacker slashes "streams" at enemy.
Triple Thrust	7	No	Sword	None	Attacker thrusts forward at enemy, then upward, then downward.
Turbid Current	7	No	Sword	None	Attacker splits in several parts and slashes at enemy.

SWORD ABILITY

con't.

NAME	WP	GROUP	WEAPON	ADD. EFFECT	NOTES
Rosario Impale	8	No	Sword	None	Attacker jumps up, splits into 5, and falls back onto enemy, creating a star.
Haze-to-Wheel	9	Yes	Sword	None	Attacker disappears, then reappears in front of enemy.
Life Sprinkler	10	No	Sword	None	A powerful sword attack. Attacker uses multiple sword techniques.

KATANA ABILITY

NAME	WP	GROUP	WEAPON	ADD. EFFECT	NOTES
Moonlight Cut	4	No	Katana	None	Attacker cuts enemy, moon appears in background.
Shadow Counter	4	No	Katana	None	Screen darkens and attacker and enemy are spotlighted; enemy bleeds.
Blizzard	6	No	Katana	None	Attacker rushes at enemy, spikes of ice come out of the ground.
Tres Flores	9	No	Katana	None	Attacker runs at enemy and 3 polygon flowers encircle the enemy.

GUN ABILITY

NAME	WP	GROUP	WEAPON	ADD. EFFECT	NOTES
Quick Draw	0	No	Gun	Speed	Enables gun attacks to move quicker.
Two Gun	0	No	Gun	Equip two guns	Ability to equip two guns, doubling damage.
Stun Shot	1	Yes	Gun	Stun	Stuns all enemies with bullets.
Trick Shot	2	No	Gun	None	Shoots at the ceiling, rocks fall on enemy.
Sharp Shot	2	Yes	Gun	Critical	Targets multiple enemies, and locks on for more damage.
Cross Shot	4	No	Gun	100% accuracy	Fires a lot of bullets at the enemy.
Focus Shot	4	No	Gun	None	Shoots multiple bullets at the enemy.
Total Shot	4	Yes	Gun	None	Shoots multiple enemies.
Bound Shot	5	No	Gun	None	Shoots bullets off walls, bouncing towards the enemy.

DODGE ABILITY

NAME	WP	GROUP	WEAPON	ADD. EFFECT	NOTES
Dodge Death Grip	0	No	None	None	Spins away from Death Grip.
Dodge Drain	0	No	None	None	Spins away from Blood Sucker and Fire Kiss.
Dodge Flash	0	No	None	None	Spins away from Flash.
Dodge Gale	0	No	None	None	Spins away from Gale Slash and Gale attacks.
Dodge Gaze	0	No	None	None	Spins away from Stare.
Dodge Needle	0	No	None	None	Spins away from all Net moves.
Dodge Powder	0	No	None	None	Spins away from Pain Powder.
Dodge Riddle	0	No	None	None	Spins away from Sphinx Riddles.
Dodge Rock	0	No	None	None	Spins away from rocks.
Dodge Seduction	0	No	None	None	Spins away from all Spore moves.
Dodge Smash	0	No	None	None	Spins away from Trample.
Dodge Tackle	0	No	None	None	Spins away from all Tackle moves.
Dodge Tail	0	No	None	None	Spins away from Tail attacks.
Dodge Thunder	0	No	None	None	Spins away from Thunderbolt.
Dodge Touch	0	No	None	None	Spins away from all Touch moves.
Dodge Tremor	0	No	None	None	Spins away from all Quake attacks.
Dodge Wing	0	No	None	None	Spins away from all Wing attacks.

COUNTER ABILITY

NAME	WP	GROUP	WEAPON	ADD. EFFECT	NOTES
Cross Deflect	1	No	2 Swords	None	Deflects with two swords.
Deflect	1	No	Sword	None	Deflects attack with blade.
Sway Back	1	No	None	None	Evade enemy attack by rolling with it.
KO Throw	2	No	None	None	If enemy punches, character throws enemy.
Dragon Throw	3	No	None	None	If enemy kicks, character counters.
Reaction Shot	3	No	Gun	None	Character counterattacks by shooting the enemy.
Kasumi	4	No	Sword	None	Character spins away, slashes enemy twice.
Godless	5	No	Sword	None	Character splits into four, then slices the enemy.





MAGIC DATA

TABLE LEGEND

Abbrev.	What It Means
Name	Name of Magic
JP	Amount of JP it takes to cast magic
Range	Self, works on character; E-1 works on 1 enemy; E-all, works on all enemies. A-1 works on one ally; A-all works on all allies; All works on both enemies and allies
Element	Does it have an elemental effect
Add. Effect	Effect caused by magic

MIND MAGIC

NAME	JP	RANGE	ELEMENT	ADD. EFFECT	NOTES
Mind Heal	2	Self	n/a	n/a	Restores HP and abnormal status; more recovery with higher INT and WIL.
Spellbound	2	E-1	n/a	Paralysis	Paralyzes an enemy by casting spell that resembles one of Kanji letters.
Vanish	2	Self	n/a	n/a	Hides caster, but cancels whenever the user acts.
Life Wave	2	E-1	n/a	n/a	Attacks with light arrow converted from vitality; more damage with higher WIL and PSY.
Awakening	2	Self	n/a	n/a	Enhances all stats. While effective, WP and JP consumption doubles; expires in 4 turns.

EVIL MAGIC

NAME	JP	RANGE	ELEMENT	ADD. EFFECT	NOTES
Rava Shot	1	E-I	n/a	Stun	Evil spirit possesses an enemy.
Pain Doubler	1	E-all	n/a	n/a	Casts an evil mind that damages maximum of 666 HP.
Death Curse	4	E-I	n/a	Unconscious	Makes unconscious by strong curse; failure results in loss of 1 LP.
Sharp Pain	1	E-all	n/a	Stun	Stops the move by making enemy's sense of pain more sensitive.

ARCANE MAGIC

NAME	JP	RANGE	ELEMENT	ADD. EFFECT	NOTES
Sabre	1	E-I	n/a	n/a	Pierce an enemy with 3 magical swords.
Shield	3	A-all	n/a	n/a	Increases DEF; increases with higher INT.
Grail	3	A-all	n/a	n/a	Cures all status except Unconscious, but HP can't be recovered.
Gold	3	A-all	n/a	n/a	Coins fall and distracts enemies to face backward or run away from battle.
Magician	7	Self	n/a	n/a	Creates a fake. If enemy attacks fake, it disappears.
Death	4	E-all	n/a	Unconscious	Unconscious attack; failure results in loss of 1 LP.
Tower	All	E-I	n/a	n/a	Gigantic thunder attack; damage power is proportional to remaining JP.
Fool	6	All	n/a	n/a	All damage reduced to 1/4 of attack strength. No effect for HP restores.

RUNE MAGIC

NAME	JP	RANGE	ELEMENT	ADD. EFFECT	NOTES
Victory Rune	1	A-1	n/a	n/a	Enhances all weapons WEA; higher INT increases WEA.
Vitality Rune	2	A-1	n/a	n/a	Auto cure for every turn; invalid for Mecs.
Hide Rune	2	A-1	n/a	n/a	Hides caster, but cancels whenever the user acts.
Freedom Rune	4	A-1	n/a	n/a	Prevention from Sleep, Paralysis, and Petrification attacks.
Wall Rune	8	E-1	n/a	n/a	Blocks projectile attacks such as Gun, Rocket, Needle, and Wing.
Dwarf Rune	8	E-1	n/a	n/a	Weakens STR; invalid for Mecs.
Stasis Rune	All	E-1	n/a	n/a	Stops both enemy and target for long turn; possible to cure the user by Remedy.
Soul Rune	7	Self	n/a	n/a	Enhances all stats. While effective, WP and JP consumption doubles; expires in 4 turns.

MIRAGE MAGIC

NAME	JP	RANGE	ELEMENT	ADD. EFFECT	NOTES
Black Cat	1	E-1	n/a	Confusion	Causes Damage and Confusion.
Nightmare	2	E-1	n/a	Sleep	Causes Damage and Sleep.
Jackal	4	E-1	n/a	Venom	Causes Damage and Venom.
Cockatrice	6	E-1	n/a	Petrification	Causes Damage and Petrification.
Grim Reaper	7	E-1	n/a	Unconscious	Causes Damage and Unconscious.

LIGHT MAGIC

NAME	JP	RANGE	ELEMENT	ADD. EFFECT	NOTES
Sun Ray	1	E-1	Heat	n/a	Integrates the sunlight and casts on enemy; critical hit for undead.
Starlight Heal	2	A-1	n/a	n/a	Recover HP and Venom; more recovery for more INT and CHA.

LIGHT MAGIC

NAME	JP	RANGE	ELEMENT	ADD. EFFECT	NOTES
Flash Fire	4	E-all	Heat	Darkness	Approx. 1.7 times stronger than Sun Ray.
Flash Flood	5	E-all	Water	Unconscious	Sometimes sweeps non-water elemental enemies.
Light Sword	7	Self	n/a	n/a	Creates a sword and enables use of sword skill, but not Katana skill.
Light Sword (after action)	0	E-1	n/a	n/a	Can attack as a normal sword; Deflect works even without sword skill.
Mega Windblast	9	E-all	n/a	n/a	Attacks with radioactive storm. Approx 3.7 times stronger than Sun Ray.

SHADOW MAGIC

NAME	JP	RANGE	ELEMENT	ADD. EFFECT	NOTES
Power Grab	1	E-1	n/a	n/a	Drains enemy's HP and weakens STR.
Hide Behind	1	E-1	n/a	n/a	Astonishes enemy to turn back by creating a user's shadow.
Shadow Net	3	E-all	n/a	Paralysis	Restraints enemy with Dark Net; not effective against stronger enemies.
Dark Sphere	4	E-1	Energy	n/a	Casts gravitational sphere. Approx. 2.1 times more than Sun Ray.
Shadow Servant	9	Self	n/a	n/a	Creates duplicate of caster that repeats caster's movement; no WP or JP loss.

SPACE MAGIC

NAME	JP	RANGE	ELEMENT	ADD. EFFECT	NOTES
Vapor Blast	1	E-1	n/a	n/a	Stabs enemy with air spear; critical hit for floating enemy.
Vanish	3	E-1	n/a	Unconscious	Randomly sends enemies to different dimensions, but won't get an item.
Reverse Gravity	6	E-all	n/a	Stun	Flips gravity to pull up enemies, and drops them to the ground.
Light Shift	1	Field	n/a	n/a	Enables auto HP cure; cancels Dark Shift and HP cure by death element.
Dark Shift	1	Field	n/a	n/a	Enables auto HP cure; cancels Light Shift and HP cure by photosynthesis.
Vortex	3	All	n/a	n/a	Cancels all special effects, but cannot cancel an equipment's effect.

TIME MAGIC

NAME	JP	RANGE	ELEMENT	ADD. EFFECT	NOTES
Delay Order	1	E-1	n/a	n/a	Lowers QUI; not effective against strong enemies.
Time Leap	3	E-1	n/a	n/a	Skips enemy's turn until all allied turns are completed.
Chaos Stream	9	E-all	n/a	Unconscious	Swings an enemy on top of a clock face. Amount of damage is random.
Time Eclipse	5	E-1	n/a	Petrification	Stops enemy completely; huge damage to the enemy who doesn't get Petrified.
Time Twister	5	A-1	n/a	n/a	Repeats target's current movement by delay action; no WP or JP loss.
Overdrive	10	Self	n/a	n/a	Stops time and gives caster multiple turns. When it expires WP, JP, and bullets are emptied.

REALM MAGIC

NAME	JP	RANGE	ELEMENT	ADD. EFFECT	NOTES
Energy Chain	1	E-1	Energy	n/a	Attack formation varies, depending on INT and PSY and paralyzes for additional effect.
Implosion	3	E-1	Heat	Unconscious	Explodes around enemy and causes damage; randomly disposes of enemy.
Psycho Armor	2	A-1	n/a	n/a	Creates magical armor to increase PSY and VIT.
Gate	0	n/a	n/a	n/a	Teleports to other regions by using the item "Region Map." Can only be used during Blue's quest.
Psychic Prison	7	E-1	n/a	n/a	If enemy uses magic, it reflects back to the enemy. It reflects only once
Vermilion Sand	8	E-all	n/a	Darkness	Whirls the enemies up into the air.

MYSTIC MAGIC

NAME	JP	RANGE	ELEMENT	ADD. EFFECT	NOTES
Fascination	1	E-1	n/a	Seduction	Seduces an enemy and causes it to attack another enemy.
Phantasm Shot	3	E-1	n/a	n/a	Summons a mystic monster to attack.
Glass Shield	5	A-1	n/a	n/a	Magical shield blocks direct attack and counters with broken glass.
Mirror Shade	7	Self	n/a	n/a	Creates user's fake that causes enemy to miss.



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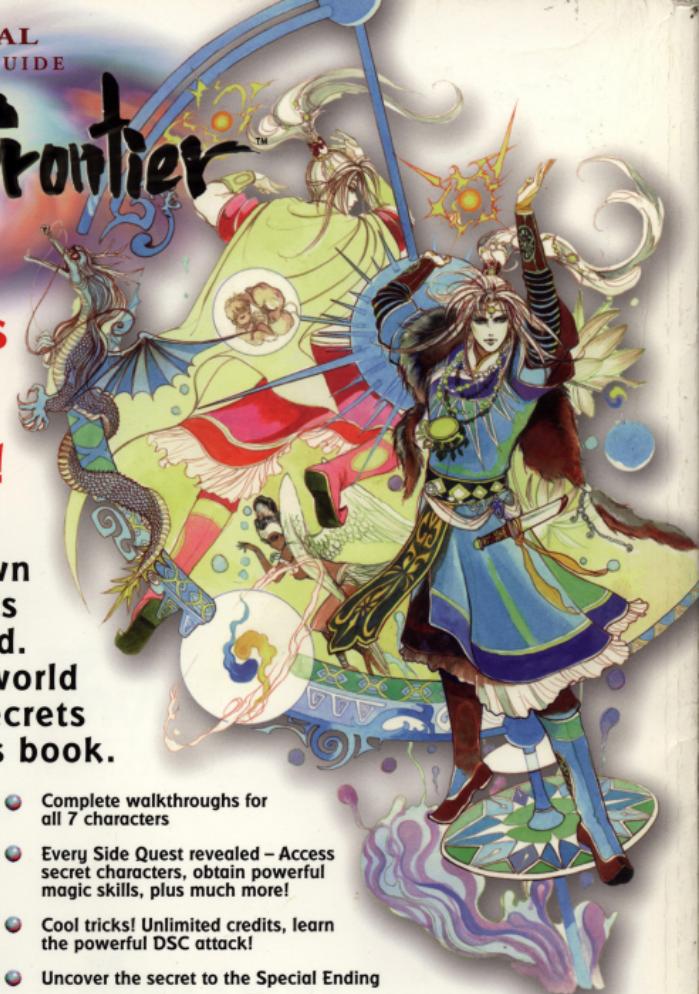


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